Duel Monsters – Duel Terminal Part 1

Why do so many peoples war? So that they may find food to feed themselves? So that they may have safe shelter to live in? So that what they believe is right may become accepted? Regardless of why, the world you're going to is one accustomed to war. Orbiting a distant star, on a distant planet, four great tribes ravage the continent with conflict.

The X-Sabers, legendary warriors of the blade. Originally a small mercenary band led by X-Saber Souza, a ruthless warrior who had no qualms with sacrificing his men to achieve victory, their current leader is Commander Gottoms, a swordmaster who formed a team of ten swordsmen capable of collectively ruling all of their territory through sheer charisma and leadership skills.

The Mist Valley natives, great avians who soar through the sky. Though the constant conflict has caused their numbers to dwindle, intelligent team composition, the bravery of the Thunder Lord, and the help of the Mist Valley's birds, has allowed them to flourish despite the hardships they've undergone.

The Flamvell, masters of the pyrokinetic Crimson Arts. Led by Uruquizas, these lords of flames bring hell upon their enemies while loyally protecting each other. Even so, there are those who delve into treacherous dark arts that allow for the ignition of the very soul, a type of magic steeped in sacrifice… though not necessarily of the caster themselves.

The Ice Barriers, whose tactics stifle enemies like the arctic cold. Since ages past, they have held the Ice Dragons captive and venerated the clan's sacred beasts, such as Dewloren, Tiger King of the Ice Barrier. Behind the scenes, leadership is split between those who believe in wielding the power of the Ice Dragons and those who think such monsters must be kept sealed.

Even so, there are others sharing the land, such as the wild Jurrac and the peaceful Naturia.

But things are never that simple, aren't they? While it may be months before these evils begin to arrive, this world is set to face incursions from terrible aliens from up above and evil gods from down below.

Then there's the matter of what exactly forged this very planet…

Even if a mere war were all you might face, it would still be unfair to leave you here empty-handed.

Take these +1000 CP to help you choose your own destiny.

Background

Despite what you may expect from the title, you're actually going to choose what you are in this world, rather than who you are. Any of the following choices can function as a Drop-In.

X-Saber

One of the tribes who began the great conflict currently ravaging the world. The X-Sabers go into battle wielding bladed weapons such as greatswords and rapiers, training their bodies and skills to perform fantastical feats of arms. Despite using "antiquated" methods in combat, their technology is on par with what you might have seen in your homeworld… and, perhaps, superior in certain aspects.

Mist Valley

Another tribe taking part in the great conflict. The people of the Mist Valley soar through the sky using their wings, and are at home amidst the crushing wind currents. Some go into battle with bladed implements, others harass foes while lashing out with their talons, and yet others dive into enemies before breaking them with their bare hands. Despite their fondness for symbiosis with nature, their technology is actually rather advanced.

Flamvell

Covered in flames, this is the third tribe stoking the great conflict. While they are terrifying opponents, each and very Flamvell feels great passion for their fellows, and spare no effort in protecting their brothers and sisters in arms during wars. Though many prefer to bring forth mysticism when it comes to strategical developments, their technology is comparable to the X-Sabers'.

Ice Barrier

The last tribe taking part in the great conflict, and the most mystical people of this Duel World. Bringing forth ice sorcery and tactics, they have already made their mark upon on the battlefields, great glaciers signaling their victories. Their technology is nothing terribly impressive compared to the other tribes, but they can easily make up for it by applying magic in practical ways that do not involve ending another's life.

Jurrac

A wild card, of sorts. The Jurrac are a tribe of dinosaurs with a fire in their heart… quite literally. Each and every Jurrac is capable of producing flames from their body. Some are fire breathers, akin to dragons, out of personal preference. But many coat themselves in hellish flames, or charge them between their cupped hands through martial arts. Despite certain members regularly eating their own fallen, the Jurracs are well known for their impeccable teamwork durings hunts.

Naturia

The wildest card, of course. The Naturia are comprised of many types of beings, from plants to insects, and even legendary beasts such as dragons, but they all share an intimate connection to nature. Despite being a pacifistic and peaceful lot, the Naturia are not afraid to march into battle when enemies threaten their forest.

Ally of Justice

This is a bit unorthodox, and will cause you to begin this jump several months later than usual, as you will only be created after the arrival of the Worms. Using their greatest technologies and crafts, the four tribes who once warred against each other created the ultimate weapons to defeat the alien menace plaguing their world. You are one of these weapons, an Ally of Justice, made to be the ultimate Worm slayer.

Genex

A mysterious people comprised of renewable energy lifeforms that saw little reason to involve themselves with the outside world until the Worms attacked. Natural Genex wield elements in battle using their mechanical bodies, but the tribes spearheading the Allies of Justice's creation will eventually create Genex Controllers, capable of communicating with these strange fellows.

Worm

Foul aliens from outer space, the Worms will not arrive upon the world until several months have passed… and as such, the starting point of the Jump will be moved forward until then should you choose this. The Worms barely qualify as a civilization in the way we normally think of, but they are observed to have royalty and hobbies. Are you sure you wish to become one of them? Worms are, quite literally, hated by everything in this Duel World.

Fabled

Beasts, Demons, and Gods, held imprisoned behind the Gate of Chaos deep underground, these cruel and fickle entities will only be freed a few months after the Allies of Justice begin to march out against the Worm hordes, meaning your stay here will begin then. The greatest ideal held by the Fabled is to “be faithful to your own desires”, even if these desires are cruel and sadistic. Shall you rise above this, or fall down even further?

Dragunity

A tribe living within the Dragon Ravine, who had separated from the rest of the Mist Valley and the world ages ago while safeguarding the secrets of draconic communion. You likely won’t be allowed to leave your homelands until the war raging across the continent begins to truly ravage the Mist Valley… but dragons are haughty nobles. It would only be appropriate if you ran away in order to fight for justice, wouldn’t it?

Locations

There's only one continent you really want to be in, assuming you want to make a difference, so you'll be choosing a starting point somewhere on it. While you could choose a Location belonging to the enemies of your Background, you might want to… *not* do that. Just a bit of friendly advice.

Saber Vault

A treasure vault of the X-Sabers known for holding many weapons, most famous being a legendary blade whose edge is so sharp it cuts the light around it, scattering beautiful rays throughout the sword. Assuming you are an X-Saber, you could probably requisition a strong weapon before leaving for the battlefield, or wherever else your heart may take you.

Mist Valley

The valley where the avian tribe lives. Scaling the sheer rock faces is not impossible, but movement throughout this place without flight is difficult to say the least. Even then, the entire valley is constantly covered in mist and fog, meaning only those accustomed to it can travel swiftly. When great killings occur, lights drift from it to battlefields, said to be the grieving sigh of the Divine.

Molten Destruction

An active volcano currently being used as a training area for Flamvell soldiers. The veterans use their magic to make sure recruits can survive here, but do no more than is necessary, incentivizing newbies to become great enough at the Crimson Arts to make the heat and smake comfortable. In addition to that, the environment is very favorable to the tribe, so supply lines and VIPs are taken through this place rather often.

Caravan of the Ice Barrier

A trading caravan from the Ice Barrier tribe. The numbing cold is no trouble to these people, or their pack animals, but most other natives of this Duel World are discomforted to say the least. The caravan is headed towards one of the Ice Barrier's major cities, but the traders plan to depart for the lands of another tribe after trading for supplies. Maybe you could sway their choice?

Jurassic World

Though the Jurracs roam many lands when hunting for prey in order to sate their high bodily needs, their nest is in a single area and always defended by members of the pack. The wildfires their burning disposition causes has actually helped the soil become extremely healthy, so despite flames ravaging their home regularly, there is constant greenery.

Naturia Sacred Tree

Deep within the forests of the Naturia lies an ancient tree, thrumming with life and power. This tree grants the Naturia health, but as you might eventually uncover, makes these peaceful people a potential target for evildoers. Still, no one would mind an outsider being here so long as you don't make trouble. Just ask someone if you need help leaving. I'm sure Naturia Strawberry would enjoy guiding you!

Machine Conversion Factory

A factory ran by one of the major tribes. Depending on when you're arriving, it'll either be a hotbed for arms production, or one of the nerve centers of the Ally of Justice initiative. Either way, you probably don't want to be here without being allied to whoever's running it.

Yami

The World of the Sealed Gods, from which one can only enter or leave through the Gate of Chaos. It is further divided into several layers: The First Layer, The Realm of Demons, where the weakest Fabled live, and where the actual Gate is located. The Second Layer, The Realm of Roars, where minor leaders live. The Third Layer, The Realm of Gods, where the mightiest Fabled live, greatest among them being the Two Kings and the Absolute God.

Dragon Ravine

A section of the Mist Valley unknown to all but the most studied scholars, where the Dragunity tribe live, polishing their skills and bonding with their dragons so that they may ride forth for justice when great evil appears. Expect to be subtly redirected towards the rest of the Mist Valley or the Naturia Forest if you're here without being one of the locals.

Perks

To represent your new nature as one of the locals, each Background has two Perks tagged as “Innate”, which are completely Free and only available to them. However, **you may only choose ONE (1) Innate Perk**. Beyond that, there are selections which may further specialize or broaden your capabilities. Those tagged as “Discounted” have their price reduced by 50% if your Background matches the one so noted.

Ten Sabers – X-Saber Innate

Ten swordsmen, but only a single “X”. These are the tactics used by the previous commander, Souza, and they worked just fine. You don’t need subordinates as anything more than bodies to throw at a problem, just become a better fighter if you need to defeat an army. You’ve taken this to heart, and become the undisputed master of war. Your sword swings are flawless, you parry attacks even before your foes begin to strike, and the longer you fight a foe, the better you know how to defeat them and remove the flaws in your fighting technique that might allow them to defeat you. This does not apply solely on the personal scale, as well. The tactics your enemies wield, the strategic masterstroke their greatest thinkers design, all of these will soon be unravelled by your perfect military mind even as your stratagems begin to transcend the current concepts of how wars are fought. Yes, you might throw a legion of your men to death in order to make a path for you alone to enter a chokepoint and kill those guarding it. But those lost lives don’t matter. Only you do.

Twenty Sabers – X-Saber Innate

To cast your comrades’ lives away like trash… that is unacceptable. A single warrior might seem undefeatable, but when we stand together, we truly are unbreakable. This is the ideal of the XX-Sabers: the two “X” standing proud at each other’s side. You may form a duo with one other person, which will heighten your teamwork to such a level others might assume you’ve become one of mind. But that is only the beginning. The more you fight together, the greater you will become together. If one were an untrained teenager and the other an accomplished warrior capable of breaking rocks with their bare hands, the younger one’s muscles would burn and swell such that by the time the battle was over, they would match their partner in strength. If one were a brute who can barely swing a sword straight and the other a true master of finesse, the brute would find their grip more accurate and their hands more precise such that by the time the battle was over, they would match their partner in skills. Even once the duo has reached equilibrium, they will continue to learn and train together, their abilities growing in tandem. Where one grows even mightier, the other will certainly find their strength rising. Where the other masters yet another weapon, the one will surely wield it just as well. With spirit and technique, your strength will rip the mountains. Flawless and firm, your swords will split the water. Your names will reach the imperial villa, and though you may yet fail to hold the heavens together, those who behold you will certainly think otherwise.

At One With The Sword – 200 CP (Discounted to X-Saber)

What you've got here is knowledge. Knowledge of the technology that makes up the backbone of the X-Saber war efforts, including communication devices, high-tech forges, and weapons such as swords made of solid light produced from a hilt's internal reactor and Wayne's revolverblade. But what you've got a real talent for is prosthetics. Making a replacement arm or leg is an afternoon's work at best if you've got an actual workshop, and takes only a few days more if you're scraping by on scraps. What's really special is that these artificial body parts you make function just as well as the original, even if they really shouldn't. You might make a replacement out of steel for someone who's dozens of times tougher than that, but their new arm will be just as tough as the rest of their body.

Clearing Minds – 200 CP (Discounted to X-Saber)

War isn't pretty. War isn't nice. Even in the cleanest ones, lives and legacies are broken. Some pick up the pieces. Some don't. What matters is that letting some kind of "honor" stop you from fighting to the fullest because it might ruin the work of a lifetime is the type of thing only kids do. What you've got here is a dangerous talent, friend. When you cut someone, when you break their bones, when you sear their skin… it's not just the body that's changed, diminished. Their mind will begin to peel apart and shatter, in proportion to how much you harm them. This is most effective at ending your foe's ability to fight, as each and every hit you get on them makes it just a bit harder for them to recall the proper fighting stance, wipes away the weeks spent practicing a single move, erases one more spell. Even if someone manages to survive you… are they really gonna be the same?

The Next Generation – 400 CP (Discounted to X-Saber)

No matter how mighty one's body is, or how deftly they handle the sword, none can hope to overcome the march of time. Bones weaken, muscles falter, and the mind grows feeble. To leave a worthy legacy, one must lead the way for those who will shape the future. More so than having simple leadership and charisma skills, you are inspiring. To see you cut down a giant beast does not fill the common people's hearts' with fear or envy, but hope and pride. Hope that we will one day become as great as you. Pride for we **will** one day become as great as you. These feelings will burn bright, and give them the will needed to achieve greatness like yours, and should it truly be impossible for them to do so… this passion will not burn them out from the inside, but instead galvanize them to become masters of whatever field they can excel, such as one born with a broken body that could not hope to survive the battlefield becoming a great artist instead in order to share these feelings with the world.

Missing "X" – 400 CP (Discounted to X-Saber)

Even the greatest warriors may one day face a foe they cannot defeat, a blade whose edge far surpasses theirs, the fear of death none can hope to overcome. To some, it is the end. To others, a new beginning. Though you may not like what will happen, should you come face to face with something you cannot withstand and die, a rift in space and time will open at the moment you should have died and cast you to another dimension. Unfortunately, this will cause you to lose your memories… but no matter what, you'll remain the same old person you were before, and as soon as the current Jump is done- or a decade has passed, after your Chain ends- you'll remember everything. The rift will only save you once per Jump, though the end of your Chain will allow it to avert your death no matter how many times you may fall.

(Should this activate in a Jump without a Multiverse, you'll instead be flung into the far future.)

Jumpers' Emergency Call – 600 CP (Discounted to X-Saber)

Hope dies last. So long as hope burns bright, this body will continue moving. So long as there's a fire in this heart, this blade will strike down evil. So long as these ideals shine, this warrior will not cease. These ethos might not belong to all X-Sabers, but you certainly embody them. Until fear drowns your mind, until the dream you dreamed is gutted, until you give up… you will not stop. Even if your bones shatter, you'll keep going. Even if your muscles scream, you'll keep going. Yes, they can still kill you. But until you are truly dead, until you've truly breathed your last, you'll keep coming. Send a squadron, send a legion, send an army. You'll hold the line. So long as you stand proud and fight, whether it's a single room or an entire nation that you guard, none can break past you. Then, even when the skies darken with enemy forces, when it seems as if you've lost… call them. Your comrades, your friends, your family. When you truly need those who fight alongside you, no distance or barrier short of exiling them to another universe or timeline shall stop them from arriving, a single footstep bringing them to your side.

Alliance of Justice: SOUL – 600 CP (Discounted to X-Saber)

For now, such a thing might seem unthinkable, but… one day, a greater evil may arrive. Something you could not hope to defeat alone. But, maybe, just maybe, you could defeat it with the help of your enemies. Whether it's an alien threat from another galaxy, or an ancient tyrannical goddess, you can rally your allies and your foes alike under the banner of survival against a mutual threat. Even if there had been open fighting between all involved parties for decades, you could convince the leaders and the masses on both sides to stand down for the sake of the future… and maybe, as people fight at each other's sides as allies instead of bitter foes, you could even find a way to forge lasting peace once the terror that united you finally ends.

Thunder Lord – Mist Valley Innate

You may not yet be chieftain, but you are certainly worthy of such honor. Your strength is immense, allowing you to rip metal asunder with ease, and your endurance is not far behind. What is truly special is that the heavens respect this might. Even with this alone, you would be able to command a lightning bolt to fall down upon your foes with reasonable effort, or redirect a more mundane electric current with some ease. But as your physical strength grows, this shall improve alongside it. Not just the respect you command over the storms, as all abilities you may hold concerning the generation and control of electricity and lightning shall rise alongside your might. Your physical strength, too, shall rise as your command over these elements grows. Yet power alone can not command a tribe. Your power, all of it, shall grant you a charisma and raw force of personality directed at those who come from civilization and yet choose to live wildly, such as the various birdmen living in the Mist Valley. More than that, those who pledge themselves to you shall find that your charisma will aid them in surviving and thriving in such conditions, even if they were but a coddled child. Though you may yet choose to leave it, the Mist Valley would never forget a ruler such as you.

Apex Avian – Mist Valley Innate

You may not rule the skies, but you are certainly worthy of such honor. You are one of the wilder denizens of the Mist Valley, a mighty roc able to break steel with your wings, and your body would not be felled by mere arrows or bullets. What is truly impressive is that the wind you sail upon knows better than to disobey you. The physical might you hold shall allow you to rule the winds, cutting lines of air and localized cyclones forming at your call even if your strength was limited to what is granted by your new body alone. If you were to find another path to controlling the wind and air, you would find that your physical strength shall rise alongside those new powers, and vice versa. But power alone can not command the wild. Your power, all of it, shall grant you a charisma and raw force of personality directed at those who come from the wild and yet choose to live in civilization, such as the various birds living in the Mist Valley. More than that, those who pledge themselves to you shall find that your charisma will aid them in surviving and thriving in such conditions, even if they were but a mindless beast. Though you may yet choose to abandon it, the Mist Valley would always remember a ruler such as you.

Watcher – 200 CP (Discounted to Mist Valley)

Though some might argue about nature and nurture, your inheritance certainly lends credence to the first. You don't necessarily have to take up the family business, but you're still part of a family that has served as watchmen for generations, and you've inherited the right qualities for it. Though you might still need to wear protection during fierce storms, your eyes are utterly amazing, being able to see things kilometers away as if you were closely inspecting them. You can keep them open for hours on end without any trouble, and can discern details such as millimeter thin and deep grooves with a cursory glance. Nothing's getting past you.

Cheeky Bird – 200 CP (Discounted to Mist Valley)

You're a free flier, soaring across the world without a single care. They can't just get rid of you, don't cha know? Such a troublesome little bird you are. When someone tries to knock you out of the fight without actually putting you down and out, it's not gonna work for long. Enemy casts a spell to send you packing elsewhere in the world, and you can just grab it by the magic and swing yourself back in a few seconds. Try to lock you in a dimension labyrinth, and you'll just break through a moment later. Even putting you in chains won't work for long. Still, that might just encourage them to kill you and be done with it, so please stop being so gosh darned smug.

Shaman – 400 CP (Discounted to Mist Valley)

There is magic in the winds, friend. The great currents as we soar high above, the soft breeze as we stand upon a cliff, the cruel buffets of a true storm… there is power to these, if one simply recognizes and respects it. You've become a shaman, one who deals in wind magics in more… metaphorical manners. These spells tend to deal with the cyclical nature of wind, such that all but the weakest effects require that one banish a willing ally, spiriting them away from the current location to safety. But what can be done once they are gone, and the air rushes in to fill the vacuum, can vary. Physically strengthening yourself or allies, rearranging the battlefield and those on it, crushing hostile structures and spells with overwhelming steel-rending pressure… these are all possible. You simply need to believe.

Windmaster – 400 CP (Discounted to Mist Valley)

Of course, there are those who admire the more physical aspects of wind. How it can destroy, ravage, annihilate. But also the subtle obstructions, such as papers being thrown into disarray by a single soft breath. You've become a windmaster, one who deals in wind magics in more… practical manners. The costs to these spells are a simple matter of stamina, as you could command blades of wind to tear wood barricades apart or make mincemeat out of your enemies for an entire day before being too tired to go on. Although, you are not limited to such vulgar displays. Commanding soft currents to move a pen so as to write in your stead, or even orchestrating an entire meal's preparation using only the wind, are perfectly possible. You simply need to try.

Divine Wind of Mist Valley – 600 CP (Discounted to Mist Valley)

Interesting… there is more to the Mist Valley than simple weather, I hope you understand. The mist which confounds outsiders so is produced by a great Wurm, and the beautiful lights which appear after great slaughters- actually, I don't think I should burden you with that knowledge just yet. What you need to know is that the Mist Valley has accepted you, and much like you may leave your mark upon this world forever, the Valley may change you too should you desire it. There is a deep well of life, of magic, of *divinity*, within you now. It is a power aspected to the wind and life, and though you can use it to fuel all other abilities just as well, it only truly shines when its purpose aligns with its nature. Had you the means to channel it so, this power would be enough to utterly destroy a mesa… but that is its exact opposite. Were you to weave some grand spell of rejuvenation, this power would be enough to save an entire city's populace. Conjuring dozens of cyclones, or performing lesser acts of healing, would be easy. This power will run dry eventually, it is true, but it would only take a few weeks of quiet living for it to return in full… and as your power rises, or should it already be abnormally great from outside sources, this divine energy shall become greater and greater as well. Perhaps the Mist Valley lacks a forgotten and slumbering Ancient Deity of their own… but you can certainly fill in.

Executor – 600 CP (Discounted to Mist Valley)

There is a dignity to you, slaughterer. Decisiveness, group psychology, diplomacy, logistics, all such things leaders must excel at to bring plenty to their tribe, and excel you do. Though you are not some supernaturally magnificent ruler, you are certainly one the people would welcome. But the path to leadership is often one paved in blood. Undergoing countless battles, seeing countless massacres, watching how the mages and tacticians work their magic… you've realized a deep hatred for these things, and this hatred is more than simple emotion. When you join battle, when you step forth to siege a fortress, when you walk into a room, continuous spells and traps alike shatter. Wards created thousands of years ago, carefully planned avalanches, all such things fall apart when you enter the equation. Of course, this will not help much if enemy mages await until you've shown yourself to set sorcery upon their allies in order to strengthen them… but will you truly let something so minor stop you?

Crimson Arts – Flamvell Innate

The pure arts of flame manipulation of the Flamvell tribe are yours. Conjuring flames able to melt steel, corralling wildfires, even forming shapes of it for communication or concentrating it into smaller yet hotter forms, all such are possible if you have skill, and you are a very skilled artisan. Even so, the arts have reached the level of complexity they have thanks to the next generation building upon the works of the previous, and you've taken this to heart. All abilities you hold which deal in the creation or control of flames, even ones more metaphorical or metaphysical than simple pyrokinesis, can be taught to othes. Whether they are magical, biological, or stranger in nature, the passion of flames shall be accessible to all should you wish it. This will not grant them any unrelated aspects, however, such as the rest of a magical system which scarcely touches upon flames. Lastly, your own skill and power in the control and creation of flames shall always be able to improve, no matter how great you may become or what their old limits may have been. Let the flames rise higher and higher.

Fiendish Arts – Flamvell Innate

The Crimson Arts are well and all, but you've learned something much more powerful, much more rewarding. These techniques have no true name, but they are the trademark of the one known as Fiend… and, perhaps, you shall supplant him as the leading devil. The Crimson Arts have no particular cost, but these Fiendish Arts have a much greater one. After all, one can not expect to achieve greatness without toiling for it. The incineration of spirit is the heart of all this. By grasping the soul and setting it on fire, you are able to create flames of great potency without having to spend years training. Of course, the greater the power of the kindling used, the greater the fires. But souls can not be extinguished so easily. Those you destroy in the name of your own power will clad your body and spirit, forming spiritual ashes that will permanently increase your power and skills in the arts of flame by a fraction of the original potency of the fire you created using them. All arts of flame, of course, whether they are a type of magic like the one you've acquired now or something born of your biology. While it's nothing particularly special, you've also learned to rip the souls out of the willing or non-resistant and safely hold them in order to actually fuel these abilities.

Magician – 200 CP (Discounted to Flamvell)

Fireballs and firestorms work just fine, but there's so much more that could be done. Finesse, intricacy, quality, these traits could do so much for us. But you're not one to let dreams be dreams. Thanks to a mix of extensive training and natural talent, you've mastered how to make ephemeral and magical substances and energies flow to your will. No longer do you simply form a stream of flames towards the enemy lines, instead conserving power and maximizing potential damage by forming precise ropes that cut straight through hostiles with focused heat. This is not limited to the tribe's pyrokinetic arts, either, as you can exert this level of control over other non-solid energies just as well… so long as you have some way of commanding them at all, anyway.

Guard – 200 CP (Discounted to Flamvell)

The Flamvell stand together. We stand together. If the enemy wishes to claim the lives of those who have sworn to stand by you, then they shall have to brave hell itself. You are a guardian, a protector, one who will not let their charges die until their body is no more than cinders. You are a natural at actively protecting others using your powers, as well as not harming them with the side-effects. Conjuring a blazing wall of flames to protect someone wouldn't singe them a little bit, even if they were a mundane person, so long as it's you doing it. You could figure out how to spread out a conflagration just right in order to open the path for your fellow soldiers, or how to make enough smoke to cover everyone's retreat with casual ease.

Sabre – 400 CP (Discounted to Flamvell)

Still… flames can burn and destroy, but they can't crush. At least they wouldn't, if you didn't take exception to that. Whether you somehow trained your way into doing this, or were born with such a special power, you are able to condense the flames you command into solid objects. This gives them weight and mass proportionate to the amount of heat going into them… in addition to said heat remaining, causing even glancing cuts to ignite into hellish torment. You're not limited to the flames alone, as well. Other elements that you can control or generate, such as lightning, shadows, and pure magic, can all be made into solid objects with effects appropriate to the natural qualities of said elements, and physical properties appropriate to their intensity.

Rekindling – 400 CP (Discounted to Flamvell)

Fires can burn and render all down to ash, but that does not mean they can never create. It is possible for forest fires to rejunate the land after all, forcefully resetting the ecosystem and allowing life to flourish anew. Through this principle, you've turned the arts of flame control into a form of healing. For yourself, it simply takes a moment of thought before any wounds burst into flames, fires holding your flesh closed or forming false limbs. Though it may take a while, small flesh wounds requiring minutes and lost limbs requiring days, these flames will eventually simmer down and reveal that whatever harm fell to you is now completely gone. For others, it requires constant attention, as your patient may or may not have the ability to keep the flames stable. They won't rampage wildly and harm instead of heal, of course, they'll just fizzle out with only minimal amounts of regeneration. But even then, these flames can function just as well as the original limbs while they burn, meaning disarming you or your allies is a little bit more involved than your foes may expect.

Alliance of Justice: MIND – 600 CP (Discounted to Flamvell)

The next generation builds upon the previous. Every child evolves just a little bit more, and opens the way for their children to go even further beyond. But there's no reason each lineage needs to walk their own path, is there? Just imagine what we could achieve if we all worked together. You're a master at directing Research & Development, being able to get dozens of different teams from wildly different nations and cultures with entirely different technological backgrounds to work together like clockwork, bringing their massively unique expertise and focuses together to create one truly magnificent whole. Even if you had to work by yourself… well, vultures thrive, do they not? Whether you stole it over someone's corpse, or have gathered it all throughout your many lives, you can combine disparate technologies together with utterly amazing efficiency. Even if they should have been mutually exclusive for one reason or another, you can figure out how to make them work together, whether it's by developing alternative methods for the parts that don't play well or using another system as a buffer to separate them. The future is in your hands.

Awakening The Ancient Deity – 600 CP (Discounted to Flamvell)

This world may be steeped in magic and advanced technology, but there used to be a greater age of myths, where deities walked amongst their followers freely. Though you may not bring that age back in full, you are still capable of calling forth the gods of old. In times of great need, when a people call out for a savior, you can speak a great prayer to invoke the divine incarnate. The hopes and dreams of the masses will reach this spark of divinity, and they shall be granted the opportunity to abandon their form and become one with this burgeoning god. Every person who joins in communion will grant their body, heart, and soul to the new god, who will take form and gain power according to those who became it, until an explosion of pure godhood will resound throughout the world as the new god's form solidifies. Though the people who formed it and the god you made will know the part you played in their existence, how they regard you is ultimately something they only can choose.

Heritage of the Ice Barrier – Ice Barrier Innate

You've taken well to the ancient arts, haven't you? The Ice Barriers' greatest power stems from their sealing magic, whose practice was founded many generations ago by the Prior of the Ice Barrier, a great sage who first sealed the three Ice Dragons. Even now, his soul watches over the tribe as the Sacred Spirit of the Ice Barrier. Your learning has granted you knowledge of many sealing spells, including ones rather more esoteric yet practical than the massive beast imprisoning sorceries the tribe is known for. Spells to seal foes within pocket dimensions for a time, bind attacks within areas of warped space, even sealing doors by magically locking them. These are all possible now, and in time, you may yet graduate to banishing others to far away universes or imprisoning them into items in order to enchant them. But you've emulated the old master in ways deeper than simple magic. Death in the physical sense is no longer enough to end you. Should your body be "killed", you'll be able to simply expel your soul and manifest in a way similar to the Sacred Spirit itself, even being capable of interacting physically with the world. Still, I would watch out for exorcists and wizards. You never know what they'll pull out when you go spookin'…

Burden of the Ice Barrier – Ice Barrier Innate

How… dare they… you are no mere human, no mere mortal. You are a dragon, a force of nature, the embodiment of winter's wrath. Your scales are as tough as the glaciers, your claws and teeth slash with a cold deep enough to drive a mortal man dead with a touch, and your breath? The gelid torrential forces your inhuman gullet exhales is not simply a "weapon", it is the cold hatred of the snowbound mountains! A legion of soldiers falls before you every time you deign to emanate it so! Nay, you are no mere ice sorcerer. Even if curse after curse were laid upon you, until you were but a normal human in all but name, the cold would still obey you… whether that made by your breath, or any other wintry abilities you may acquire. But you are not some static snapshot, some mindless thing that can not evolve. Train, study, adapt. Learn of the cold you embody. For those abilities you hold which deal in cold and ice shall no longer find any limits in how great they may grow, so long as you put in the appropriate work.

After The Storm – 200 CP (Discounted to Ice Barrier)

Sometimes… you don't win. Sometimes, there's no savior to bring back hope. Some days, the world dies. But that's not reason to give up. Even if it hurts to go on, someone has to carry on the torch and build everything anew. For some, it could be the work of generations. For others, truly impossible. But for you, it'll always be a possibility. When the worlds ends, when the eternal drake freezes everything, when god herself drowns the world in her rage... so long as you're one of the survivors, there'll be a way to put things back together. It may still be a great undertaking. You might not live long enough to see it through. But until you draw your last breath, there'll always be just enough for things to go on.

Magic Triangle – 200 CP (Discounted to Ice Barrier)

Two are better than one, so three must be even greater, right? Sayings aside, you've develop a trick for syncretic sorcery. By casting the same spell together, you can increase the overall effects much more than simply adding the two individual castings would imply. This becomes much more pronounced once you add a third member, forming a proper magic triangle, which further multiplies the end results of your grand spellcasting. It might make it rather obvious that something is up, seeing a big magic circle form under three magic users as power swells, but a smart opponent would probably go for the wizard first anyway.

Mage of the Ice Barrier – 400 CP (Discounted to Ice Barrier)

The arts of the Ice Barrier are not limited solely to sealing. Through the ages, many other schools of magic and thought have been founded, some of which even predate the Prior's foundation of the Ice Barrier tribe. Cryomancy is the simplest, a school of magic based around generating cold and manipulating frost. The Destructive Arts as they are known are a subset, focused solely on causing damage and destruction without a care for subtler spells. Geomancy concerns the alteration of terrain, allowing for the creation of icy structures or carving of paths upon snowbound land. Spell Sealing is a school that requires finesse and guts, as it concerns the countering of spells through icy matrixes at the moment of activation. The Priestly arts are much more ascetic, allowing one to refine the soul until its cold purity can be enacted as a type of shielding against physical and magical harm for not only the self but also allies. The Spiritualist arts are used by mediums, who speak with those who are dead, far away, or sealed as if they were right before them. Your purchase of this will allow you to specialize in one of these fields, gaining great power and skill. A Cryomancer could freeze a path over a raging river, a Geomancer could turn an arid town center into a snowy paradise, and a Spiritualist could speak with someone kilometers away, to give you an example of what you may get. You may, of course, continue to train at your chosen art in order to acquire even greater power. This can be purchased additional times at 200 CP Undiscounted. There is nothing in particular stopping you from learning other schools the hard way, however.

Void Trap Hole – 400 CP (Discounted to Ice Barrier)

It is natural for one to fear death. But there are times where something more important than one's life is at stake, and in those times, even this fear can be overcome. I hope that you'll never find need for this. Magic often has a cost, whether in magical energy or materials. But the greatest price to pay is life. More so than simple human sacrifice, to give up one's own life to cast a spell has great meaning… and in that meaning, lies power. You've developed a Sealing Technique many would find impossible to even consider. By dying, you are able to cast a spell that can seal any being, or single group of beings, into an object or location of your choice with absolute success. Of course, you do need to die. There is no way around this price. You may enhance other sealing methods you know in this way by sacrificing your life, as well.

Trial and Tribulation – 600 CP (Discounted to Ice Barrier)

We all make mistakes. Sometimes you try to find a third option in order to save everyone, but it just robs away your best friend's life and opens the path for the darkness to twist your mind and soul into something utterly foul. When you deal with demons, that's just something you have to learn to live with. So, you did. You'll still feel hurt when someone you trusted betrays you, or when the light of your life dies, but these emotions won't impair your judgement and thought. More than that, corruption has no sway on you. Even if the deepest darkness were to nest in your heart for decades, it would fail to ever change you. It could whisper sweet nothings of malice into your ears, or assault you with terrible visions, but it would still fail to pervert your morals and ideals. You won't let them taint the memories of those you love.

General of the Ice Barrier – 600 CP (Discounted to Ice Barrier)

The three Generals of the Ice Barrier, greatest warriors and leaders of the tribe's army, do not limit their judgement to the battlefield, for their wisdom has helped many civic policies be set. Greatest is the ideal of strengthening the tribe and the self without drawing on dangerous entities such as the Ice Dragons. Though some might call your way uninspired, you've taken this to heart. Raiho casts the battlefields he joins in an icy haze that renders his enemies' sight nearly null. But this haze is no mere visual obstruction, for at his command, the soft snow and crystals solidify into floating blades easily able to part a thousand soldiers in twain. Even those tougher than that face trouble, as the crystals can be used to remotely manipulate objects and the land, allowing him to start avalanches or disarm war machines. Gantala, the great monk who goes into battle with naught but his body. The cold ascetism of his training has allowed him to manifest flames that freeze rather than burn, coating his body for protection and attack, even being able to expel it as projectiles that freeze entire squadrons solid. But his body itself is a weapon, being able to take enough punishment to break a mansion without flinching and inflict the same with a single punch. Last is Grunard, able to forge armor and weapons out of ice so cold it vastly surpasses any normal steel, even a volcano being incapable of melting them, as well as control it remotely. It is not uncommon to see him work seemingly unlimited blades of ice in a heartbeat and rain them upon the battlefield, surgically striking enemies while shielding allies. You may choose a single General's fighting style to copy with this purchase, and may acquire another for 300 CP Undiscounted per purchase. While you begin as their equal, the Generals are never content to stagnate… but that is simply proof that you too can continue to improve in your chosen style.

Giganoto: VENGEANCE – Jurrac Innate

The Jurrac are family. Yes, they are wild, and lack many of the concepts the more “civilized” tribes take for granted as necessary for emotion and thought. But that does not mean they can’t grieve. The Jurrac do not forget their dead. They’ll move on without the grand displays of grief others so adore, but that does not mean they care not for their fallen brothers and sisters. These emotions… this grief, this rage, this hatred for that which took them will simply remain. The heart will simmer, and once the root cause of loss appears, it will ignite. You will simply be strengthened by loss. Every death inflicted by your enemies upon those you love or ally with will make you run faster, strike harder, take more pain without flinching. Even things such as the flames you can invoke as a Jurrac will strengthen, as will any other abilities you may hold. It might seem minor, at first. But much like the mark those lost left upon your heart, this strength will not disappear. Never forget them, Jumper.

Titano: PUNISHMENT – Jurrac Innate

Even so… pain inflicted upon others isn’t something to be left alone. The filth of their sins mars their very soul, and it shall serve as fine fuel for the flames of hell. The fires you cast and command, whether from your nature as a Jurrac or some other means, shall burn the evil of those they strike. Every bit of harm inflicted upon another, every act of malice or selfishness towards others, every deed done that has made the world a little bit worse. All of it shall ignite, dealing grievous harm to another equal to the evils they themselves have committed. The laws of the wild will not allow such perversion to go unnoticed, O noble beast of flames.

Hunter Hunter – 200 CP (Discounted to Jurrac)

The small and swift Advance Team finds prey and cripples it. The large and powerful Hunting Team corners prey and brings it to the edge. Then, both teams tear their food to pieces in a single all-out attack little can defend against. That is the dance of death the Jurrac play out when they hunt. You? You are very good at it. This body of yours has learned the hunt, for it has been carved upon your very DNA over generations. You automatically notice the little tells your prey has, and compile information on the battlefield, such that you can instinctively know how to best cripple and trap your next meal. Any would-be poachers from other tribes would be very unfortunate to meet you… for they are the prey, and you are the hunter.

Prey – 200 CP (Discounted to Jurrac)

Those who are not accustomed to the wild may think it heartless, but it is simply natural for a Jurrac to devour the dying and dead of their own kind. Even though they would prefer to live, it is simply natural to give up one's life in order to help those they love. You are a big eater, being able to devour an entire Jurrac, bones and all, in a matter of seconds. But when you eat, you don't simply gain sustenance. Life force, bio-electricity, mana, all of it that your prey may contain is added to your equivalent energy pools. Should you currently be harmed, their mass will be directly used to reconstruct your flesh, as well. The strong prey on the weak, the old gives way to the new, all is right in the world.

Augmentation – 400 CP (Discounted to Jurrac)

The Jurrac are not stupid. Primitive, perhaps, but not mindless. You are living proof of this. Despite potentially lacking opposable thumbs, you are still capable deftly manipulating the world and constructing technology. In fact, you are a genius at a very specific field of technology. Augmentation. Constructing cybernetics tailored to specific people or races, meant to enhance their natural capabilities, is easy for you. Accelerating and enhancing a Jurrac's flames through cannons, designing robotic limbs to bring crippled Jurrac back to the field, all such are possible.

Spinal – 400 CP (Discounted to Jurrac)

What… what are you? Such a cruel thing… the flames you generate. They don't simply kill a person. When they torch a corpse, whether a pre-existing one or a casualty the fire itself inflicted, it is reanimated as a burning revenant. Most of the powers the undead had are lost… but not all, and being dead means they no longer need things such as sustenance or bodily integrity. These undead have lost their minds, and will blindly follow your orders if you command them, but otherwise will seek out things their past life held dear while retaliating against anything which harms them. Why would you do this?

Jurrac Meteor – 600 CP (Discounted to Jurrac)

There are things no group can face. A terrible threat you can not defeat, even if you and your fellows stood side by side. If divided we die, and united we fall, we shall end as one. Once per Jump, you may summon an erupting volcano from under your feet, which will propel you into outer space (or a similarly far away location, should you already be outside of a planet's reaches.) As you fly away, a message (which can also be transmitted through any other means of communication you may have) will reach out to a distance roughly equal to a large city, calling others to join you and explaining exactly what will happen in but a heartbeat. Any who accept will rise up towards you in flames, until all of your bodies join together into a massive saurian beast of stone and flames gazing at the planet beneath you. Then, you will collectively decide where to fall down, striking a location with titanic power enhanced not only by the mass of your shared body, but also all of your collective power. As the core of the Meteor, you will merely be left crippled by this, while the others will die.

Neo Flamvell Origin – 600 CP (Discounted to Jurrac)

But then… we fail. The brave charge is halted, the last stand is broken, and you are the only one left. At times of great death, when others are killed by the hundreds, even thousands, you can make the ultimate sacrifice and end your own life. Your body and soul will burn, and the flames will spread as far as your power can take them to cover those who are gone. Their bodies, too, shall burn up. But their spirit and your spirit will meet, and give birth to something utterly new. From those flames a new form of life will begin, and you and those your flames reached will be reborn. Not as simple lifeforms, but the fire incarnate. Near-humans with a fire in their step, great vortexes of flame able to think and feel, humanoids of molten stone, and many other things. It all depends on what they first were, and what they wish to be. Though their new form might rob them of things tied to their old body, more esoteric abilities will follow them, and they will generally gain an equivalent of anything lost in their new self. Note that you may only be reborn this way once per Jump, at least until your Chain ends, attempting to use this again functioning as normal but leaving no more of you than cooling cinders. But you may still do so, if you find it worth it.

Roots of the King – Naturia Innate

You are closer to the forest than some might expect. You are a tree, of mighty oak or birch or some other strange wood. Nothing innately extraodinary, but a tree colored like a tiger would be neat, wouldn't it? Regardless, this new nature of yours makes you rather similar to the Naturia Guardian. Your roots and branches and leaves can all be controlled as finely as a human finger or arm, and your entire body can continue to grow without end… not only becoming larger, but allowing your roots to grow into massive trees of their own as the decades pass. Still, you're a bit of an invasive species, coming in from another reality like it's nothing. By forcing part of your body into another plant, you can hijack it, although a contest of wills would be required if that plant had a mind of its own. While connected, any plants so controlled are an extension of your self, and you'll be able to continue controlling them remotely indefinitely even should you remove yourself. But, should you maintain your grip, you'll find that these plants are a part of your self in *all* aspects… including allowing you to survive past the destruction of your original body, and applying any of your abilities to them.

Unrooted – Naturia Innate

Though you and the forest are separate, you'll still allow it into your heart, won't you? You are one of the more independent Naturia, an insect or animal or mythic monster with the aspects of plants marking your body. Perhaps a chinese dragon with scales of wood, or a cat with wooden limbs? It is your choice. This will grant you a single notable ability, though it's nothing overwhelming. Being a feline could grant you unbelievable dexterity and balance, while a bird or dragon would find themselves able to fly freely. What's more unique is your life's odd interaction with magic. Whether it's a learned spell, cursed artifact, or innate ability, you can counter any of these simply by throwing your lifeforce at it. You'll need an amount with power equal to the effect you're countering, but it's a reliable method of countering such tricks, even if it might be easy to go overboard and self-destruct. Of course, you can also instead take the energy of your followers and allies, so long as they are willing to part with it. Gives a new meaning to "united we stand", doesn't it?

Strawberry Special – 200 CP (Discounted to Naturia)

"Today's really special, since Jumper'll be guiding everyone around!" That's what people will be saying, won't it? You're a fantastic tour guide, being able to accurately recall facts about locations and navigate reliably even if you only have a landmark or two to work with, and you can get people to actually listen. Even if they're the self-absorbed kind of person who'd eat the strange fruit or touch the scary thing just because you told them not to, they'll actually obey for once and not mess everything up for everyone.

Lord of the Jungle – 200 CP (Discounted to Naturia)

Leodrake, Beast, Barkion… they're not called Lords because they're actual nobility. They're called Lords because they deserve that respect. Only a fool would say their titles are invalid because they were not born to some specific bloodline. You, too, command this level of attention. Your titles shall carry the full weight and meaning of their very existence, such that others will find it impossible to brush off the names you've rightfully earned simply because they were gained through deed rather than birth, knowing what exactly nature deeming you a Lord means even if they've never seen a talking Hydrangea in their life. You may, of course, choose which titles exactly are affected by this.

Peace =/= Powerlessness – 400 CP (Discounted to Naturia)

When the Naturia go to war, whether it's the greatest beast or smallest grain, all of them march without hesitation. For when fighting for what matters to them, fear can not take root in their heart. Seeing this example, you've gained the ability to instill such determination in those who follow you. Whether in a war or less deadly competition, you can banish the mind-killer simply by being there, none at your side or back ever faltering. Even should they be in a completely different battlefield, or working dangerous machinery back home, they will not hesitate.

Providence – 400 CP (Discounted to Naturia)

Ah, what an interesting trick. There is far more power in your body than one might expect. Quite literally, actually. When you give away part of your body willingly, the part so removed becomes akin to a magic item, holding supernatural abilities appropriate to the relevant part and your own wishes at the time of creation. Perhaps a cut of your mane large enough to use as a cloak could grant another your durability, or a scale from your legs could be used to grant them your speed. Of course, having more esoteric abilities will let you grant more esoteric effects. A fang capable of shattering enemy spells, or perhaps a claw capable of shooting beams of force when wielded like a sword? I won't presume to know everything you're capable of. Still, these items can't last forever, and every use of them will bring them closer to the breaking point. Equipping someone before they go on a monthslong journey is well within the cards, but I would not hope to stockpile these if I were you. The lingering will left inside those magic items will also make sure they can not be used in ways you'd disapprove of, as well.

Naturia: DHARMA – 600 CP (Discounted to Naturia)

There is more to the Sacred Tree than many know. It holds a most fearsome power, its roots reaching deep into the planet's core, allowing it to control the flow of souls and life in the entire Duel World through the divine mechanisms hidden inside it. By manipulating these energies, it empowers its guardians, and manages the cycle of reincarnation as it was commanded to long ago by a greater power. Whether you were empowered by it, or copied its nature through convoluted means, you can now innately tap into pre-existing flows of power in the world. Things some scholars might refer to as leylines, whether they hold mana or life or something even more esoteric. You can function as a conduit, doing things such as charging yourself and others or perhaps just wielding their raw undiluted might. You can shut down or redirect connections to these leylines, in order to potentially cripple enemies. You could even reshape them, altering the flow of these energies permanently, although this would be rather more involved than the previous feats. Like reshaping an entire river, as opposed to using pipes and dams in order to redirect its flow.

Naturia: SAMSARA – 600 CP (Discounted to Naturia)

You are within the forest, and the forest is within you. In more ways than you might have thought at first. Like a tree spreading its seeds, your lifeforce can expand far outside your body, forming into an invisible aura (around the size of a village, barring any other enhancements done to it) that suffuses the ground and ecology around you. Wherever you tread while this aura is expanded shall find itself giving birth to life like the most fertile of lands, even if it were but an arid desert before. But should you remain within an area like this for a longer period of time, around a year or so, this life shall bloom into a new tribe of Naturia. Much like the denizens of the Naturia Forest are visibly derived from more mundane plants and creatures, the new Naturia you've created will be based on the native life of the land. These Naturia are their own people, with the ability to choose for themselves, but will be naturally predisposed to liking you even if you act in a way the original Naturia might find objectionable. This may result in them developing a very "interesting" culture, should you be a rather antisocial person.

Decisive Armor – Ally of Justice Innate

You are the ultimate weapon, the trump card, the last bullet of justice and hope. You've been designed from the ground up to be death to Worms, your weapons and body primed to hurt them the most on the morphological and genetic levels. A normal steel blade might cut a Worm's flesh, but the steel blades within your body can cleave through dozens of them with ease. This even extends to defense, as the steel plating of your chassis can handle punishment that'd make any other Ally of Justice into scrap so long as it's coming from a Worm, and even any other abilities you may have separate from your nature as an Ally of Justice. Still, the invaders can adapt… which is why you were designed to do that too. By fighting enemies and/or doing actual research on them, your neural processors will compile how to best deal with their kind, until the learning computers making up your "brain" automatically design a new form for you to assume that is as toxic to that species as you are to Worms. The end has come!

Enemy Catcher – Ally of Justice Innate

A new initiative within the Ally of Justice research departments was created after a few Worms were captured and studied. That of poaching Worms, rather than simply destroying them, in order to harness the limitless potential of their biology. You were designed as the ultimate Worm hunting mechanism, using the Worms themselves as a large part of your chassis… which has yielded interesting results. The biology of your cyborg body took over most of your mechanical components, meaning you are much closer to a proper Worm than an actual Ally of Justice. What does this mean to you? That you are able to exhibit a certain Zero's key ability… domination and absorption. By touching an entity that is the same basic type of being as you, you can enter a contest of wills against it. Should you succeed, you'll be able to absorb their body entirely and subsume their mind. Should they succeed, they'll simply be able to slink away unharmed. I'm not entirely certain your superiors would appreciate you being capable of doing this.

Armament Designation – 200 CP (Discounted to Ally of Justice)

As an Ally of Justice, you're going to have weapons like blades and projectile launchers installed in your body by default, but it won't be anything terribly interesting. With this, you can change that. Each purchase of this will give you an additional weapon or tool to use. Examples include Cyclone Creator's cyclone-generating wings, Garadholg's laser swords, Quarantine's force walls, and Thousand Arms' many, *many*, arms, but you are free to come up with something to make yourself unique so long as it's within that general ballpark. Additional purchases are 100 CP Undiscounted.

Chassis Designation – 200 CP (Discounted to Ally of Justice)

Of course, you likely have some type of physical form, as you would not exist otherwise. But there is a chance that you could desire something more unique than a generic humanoid or quadruped body type. Each purchase of this will alter your new body to a more spectacular specification. Examples include being a land vehicle like Searcher, flying drone like Cyclone Creator, or arachnid like Cycle Reader, but you're welcome to make yourself something special so long as it fits in with the previous. These won't have particularly flashy effects, but they'll give an ability expected of the body type, such as spiders being able to climb on walls and trucks carrying materials. Additional purchases are 100 CP Undiscounted.

Ally Mind – 400 CP (Discounted to Ally of Justice)

One of the greater advances made thanks to study of the Worms was the usage of a new alien material in the construction of better computers. Normally, these would be installed inside Ally Minds that would then use Tuning to boost the processing power of other Allies of Justice… but this wonder material was directly used in your construction! Thanks to it, your thinking ability has jumped by a mile. Raw brainpower, deductive reasoning, thinking speed, memory retention, all of these and more have been increased a few times over thanks to your artificial brain's vastly enhanced clock speed. Now you're learning with power!

Cosmic Gateway – 400 CP (Discounted to Ally of Justice)

The Cosmic Gateway… originally, it was a failed project meant to open the path to a new world. Literally. The Cosmic Gateway's finished design was supposed to open portals to other dimensions and parallel realities, allowing for resource gathering as well as the disposal of troublesome elements. Normally, the energy costs would have caused the project to fall apart, but it seems someone decided to revive it using you as a basis. Its functionality hasn't changed a bit, however. There's a sunken circle somewhere on your body, which is where the actual portal of the Cosmic Gateway is opened. Since it's part of you, you can control when it opens and where it leads with but a thought, although the scientists never quite managed to implement a way of mapping the Multiverse that didn't involve just changing the "channel" until you have a good idea of where things are. Since technical knowledge is required to reliably run it, you are well aware of how the entire thing works, meaning you could even build more Cosmic Gateways… maybe even ones that don't have to be installed on an Ally of Justice to work?

Field Marshal – 600 CP (Discounted to Ally of Justice)

Nearly all Allies of Justice operate on the personal scale. Gigantic war machines just can't function reliably without something supplementing their processing capabilities… but you don't care a bit about that, do you? You could have been rather large before, perhaps the size of a tank or bus, but now you've really reached the absurd. You can either be the size of a medium building, with good dexterity and mobility, or be something like a castle unto yourself at the cost of being rather slow. Either way, the features your Armaments and Chassis might have given you before are on a whole 'nother level, thanks to the heightened power and durability of your body… the fact that your size means they could load you up with dozens more weapons and tools doesn't hurt either. Last thing to note is that you may choose to give yourself some hollows, allowing you to function as troop transport. But you don't have to, if you'd rather not risk some creepy-crawly getting in you and ruining your day.

Catastor – 600 CP (Discounted to Ally of Justice)

The Allies of Justice are meant to eradicate the Worm menace and save the world. But what if something else attacked? Can we really just sit and hope our weapons won't be needed? That's foolish. Whether you're heralding a new initiative, or are someone's secret weapon, you're capable of destroying much more than the Worm. See, abilities you hold that target specific types of entities… hit a lot more than you'd expect. It won't be as effective or efficient compared to the output you'd get against the properly favored enemy, but you'll still be getting boosts. Generally speaking, the closer they are to the actual target, the better it'll do. Something completely different in every way would only be affected about a eighth of what the real deal is, to give you a benchmark. Still, you should probably keep this hidden unless its usage is necessary. People are already getting scared by the Ally of Justice researchers seriously thinking about incorporating Worms into their design methodology.

ELEMENTS – Genex Innate

To call the Genex naturally occurring robots would be doing a disservice to their capabilities. Nearly every Genex, other than the Controllers, has some kind of affinity for an element. Most impressive is their capability to control and create this element for the purposes of power generation. Just by existing, even a human-sized Genex can output enough energy to power an entire town, and their ability to directly generate and command said element isn't far behind. What truly amazes those who care for the planet, however, is that they are naturally averse to pollutants. Water controlled by a Genex naturally rids itself of oils and abandoned plastics, and the smoke produced by a fire Genex actually cleans the air it lingers on. Since you are now a Genex, you can choose an element to produce power with and gain abilities like those previously described.

Controller – Genex Innate

Communicating with the Genex required some tinkering on the part of Ally of Justice engineers. They simply don't think like most beings do, so this was necessary just to converse. You are a Genex Controller, an artificial Genex-like entity that lacks any command or control over natural elements… but in return, you've gained a few interesting abilities. The first is that your Central Control Core is much more powerful than that of anything in this world short of another Genex Controller. Running complex simulations in your mind in the span of seconds and micromanaging hundreds of different entities and objects are just some of the more notable things you could do with your mental capabilities. More obvious to observers is your ability to fuse with other machines. By touching an intelligent machine that is willing to unite, you can undergo a Synchro process that will fuse your bodies together into a new form, and allow your own powers and mental capabilities to boost the abilities of your partner to unbelievable levels. You can, of course, defuse. Lastly, as this was the entire reason you were created, you are capable of communicating with other thinking machines regardless of any barriers that may stand in the way, such as differing languages or physiological limitations.

Recycled – 200 CP (Discounted to Genex)

Waste not, want not. There's no reason to let spare parts go to waste, right? It might feel weird, picking up what amounts to organs and flesh to your new body and absorbing it, but whatever works. You can take parts of other machines and subsume them, adding them to your body in order to mimic their functionality. What exactly you get depends on the part, of course. A power source will give you extra energy, while a cannon will give you… a cannon. Just mind the energy concerns, and that there's only so much you can fit onto your chassis. About half your "base" mass, give or take? If you want more you're gonna have to figure out a way to integrate what you've got the traditional way instead of brute forcing it with this. Or you could just give yourself more body to work with.

Spare – 200 CP (Discounted to Genex)

Sometimes you need a little more of something special, or absolutely can not allow you to have less of that something special. Your body's built in a rather interesting way. By sensing a machine, whether it's with your touch or sight or something else entirely, you can shift your body to more closely resemble it. You can leave it at the aesthetic level, but by more deeply reconfiguring your body, you can actually copy its functions. Just mind that this usually means some of what you had previously will be lost, and if you can't match whatever you're copying in any way you're gonna be a pretty poor knock-off. There's no particular limit to how much you can mimic at once, but actually supporting all those functionalities despite literally not being built for it is an exercise left up to you.

Doctor – 400 CP (Discounted to Genex)

Being made of metal tends to make health concerns a bit more important than they are for a fleshy person. That is why you've taken up a very specific brand of medical science. Your body naturally contains various graspers, clamps, scalpels, blowtorches, drills, and many other such tools, and you are naturally dexterous enough to use many of these simultaneously. In addition to having general knowledge of how most machines and Genex are constructed in order to properly repair them, you have a natural instinct for understanding how other machines work, allowing you to learn how to fix them on the fly. Study their outsides for a few minutes, figure out how to safely open them. Study their innards, figure out which cables are meant to go where and how to tie them back together without accidentally breaking that seemingly important glass thing in the back. You get the idea? Still, I suppose you could also use this to actually reverse engineer your patients, instead of just fixing them. But that's likely gonna need a bit more work than that.

Neutron – 400 CP (Discounted to Genex)

Well… I'm really not sure this is how things work, but whatever. Your body holds a very interesting mechanism. By mixing neutrons together inside a nuclear furnace, this tool has made you capable of opening wormholes. With the power generated by the nuclear furnace as a side effect, you could open a few person-sized wormholes linking locations kilometers away. Or one house-sized wormhole at the same distance, or a single person-sized wormhole a dozen kilometers away. You are capable of going past this if you try, but you'll have to feed more energy into the system, whether gained from your nature as a Genex or something else entirely. Maintaining the wormholes takes minimal power, but you should probably close down any you're sure you're not gonna use anymore.

R-Genex – 600 CP (Discounted to Genex)

Stagnation is death. Even for entities as complacent as the Genex, this is an accepted fact. If one does not fight, one will not survive. Therefore, you will fight. If you can not overcome your current opponent, you will imagine the you that can do so, and become that person. Your body is not simple inert steel moved by technology. Rails, gears, pistons, springs, they are not simply there to move you in predetermined ways according to your mind. Every part of your body can change and warp, reconfiguring itself and moving to other sections of your body, all for the purpose of evolution. If you need some way to fire at opponents from far away to survive, then your body will change as much as it needs to in order to give you that capability. If you need to become tougher in order to survive, your body will warp and convulse as steel platings move to the outer areas and are reinforced through desperate chemical treatments in order to make you tough enough to live. Still, there are changes too large to be done in time, or simply impossible with the way your body currently functions. After a certain point, you might find you've hit the pinnacle of your current functioning, and the only way past is to introduce new factors into your body through others means. But once you break that wall, you'll be back on track towards supremacy.

Genex Ally – 600 CP (Discounted to Genex)

Living in isolation from the outside world is no excuse to reject others' advancements. Your body is unreasonably accepting of outside technologies and enhancements. For others, mounting a cannon on one's shoulder might require wiring through the entire torso and building supportive structures, but you can just open the plating and plug in the right cables and everything will work out as soon as you close it all up. In addition to being exceedingly Plug and Play, even your individual components welcome positive modification. Mostly theoretical treatments done to steel, fundamentally changing how your blasters work, adding in an unshielded reactor as an extra power source, not only does it all fit in without complications, the potential side effects are actually beneficial to the rest of you. The exotic particles bombarding the rest of your body will strenghten your power generation and coat your outsides, giving you even more energy and durability, while the runoff chemicals will end up pooling inside your magazines and give your ammunition special effects. Everything's just another road to supremacy.

Noble – Worm Innate

The Worms are not content to simply be. Every little bit of stimulus received is recorded, and when the time of birth has come, the next generation shall learn to overcome that which previously stifled the Worms. But you are not some simple footsoldier, a mere part of the equation which ends in the eternal dominance of your kind over the cosmos. When you are hurt, your body will not simply accept such an affront. Behold, as in a matter of minutes, limbs grow back together. To close a deep gash or gaping hole would take only seconds. But you'll find you shall not leave it be at something as simple as healing. Your DNA will understand that which harmed you, and will warp, so that when it heals again it shall be more resistant to what first wounded it. Perhaps even immune, should you face it a few more times. But mind that, barring any outside improvements you may have, this will likely come at some costs. Binding cells together more tightly in order to form a sort of armor could make the relevant parts more brittle, for example. Still, the body does not forget. Should the appropriate stimulus return, even if in a much weaker form, your body can recall the adaptations in one cycle. Of course, you may also force this regenesis to happen, allowing you to preemptively adapt to attacks you've faced before.

Zero – Worm Innate

You are the beginning and the end. The All mindlessly self-destructing back into Zero, the Zero from which Infinity springs forth, the birth and death of the Worm race. This ethos exists within all Worms on the genetic level, and so they all shall bow when the time of parting has come. When you contact another Worm, you are able to enter a contest of wills against it. Your victory will result in their mind being subsumed and their body becoming part of you. Your defeat will result in them being able to safely disengage. When assuming a form separate from that of a Worm, you may use this ability on entities that are the same basic type of being as you.

Prince – 200 CP (Discounted to Worm)

Despite the name, this is more of a motherly skill. See, all Worms are theoretically capable of breeding more Worms, just by sort of letting the Bio-Slime coating their body pool somewhere and giving it nutrients. But you take it to a new level. You can kick production into overdrive, to the point of producing enough juice on your skin to coat a group of people just by swinging your arms around, and it'll literally eat them alive in a matter of seconds… assuming they don't resist and aren't particularly durable, anyway. Over the next few minutes the juices will settle and then start bubbling, and eventually, boom. A new clutch of Worm babies ready to fight for the sake of their sweet prince in record time.

Opera – 200 CP (Discounted to Worms)

Hey, space monsters are allowed to have aspirations beyond destruction, alright? Even if you're no good, you should still shoot for the stars, else you're really never gonna climb to the heavens. But still, could you maybe reconsider this? Your singing is… horrid. Terrifying. Damnation in aural form. I'm not joking. Hearing you sing is enough to make a person ill, and severely hamper one's fighting ability. At least, that's what happens to enemies. Your allies just don't hear anything. Good for them! Anyway, you can still sing normally without hurting others if you want, being this bad is honestly more of a special ability than a legitimate level of skill.

Queen – 400 CP (Discounted to Worm)

Do they take you for a simple commoner? A mere henchman? No, you are great, a titan of might and beauty standing proudly over the Worm race. The very vehicles the pitiful natives of this Duel World ride within barely come up to your legs, and you could quite literally hold the life of a person in your hand before crushing them into a blood red pigment to color your kingdom. Your speed and the toughness of your body do not fall behind your size and strength, as well, allowing you to cover distances at speeds only vehicles could match and take attacks capable of destroying city blocks before finally dying.

Millidith – 400 CP (Discounted to Worm)

…Effective, if cruel. Your body is a breeding ground for all kinds of horrid Worm parasites, from tiny spiders which love climbing into people's mouths, to actual literal worms that enjoy digging in through the bellybutton to have a feast, to germs that ravage individual cells, and who even knows what else. They don't hurt you, however. In fact, your biology actually heavily benefits from these parasites… and naturally mutates any other parasites that try hitching a ride in you such that they are entirely beneficial. The real question is if you'll survive being a host long enough for that to happen. Regardless, you can loosely command these parasites with a thought, allowing you to order them to do things like only go for specific people, not gun for others at all, or just run wild and start crawling out of you to jump into whatever's around.

King – 600 CP (Discounted to Worm)

There is a purpose for your existence. A glory that was meant to be the second you spawned from a slurry of genetic material. Now that the time of crowning has come, this glory shall smother those who would dare to deny your dominion. Lesser Worms know to obey you, for it is simply right for them to do so. But a King, sadly, must heed their Queen and Dukes and Counts and so many other accursed Nobles. The nearer one is to your own level of power, the more they can resist this innate biological craving to follow your will. Your equal would be, of course, your equal. Someone slightly weaker would feel an undercurrent, a small desire to serve. But the whelps, the Apocalypses and Hopes? Loyal to a fault. Still, no Worm would ever obey a mere human, so you shouldn't expect other races to obey you while you are in the shape of a Worm… but, on the other hand, assuming the form of a human or Jurrac or whatever else would allow you to exert this same influence upon them.

Call – 600 CP (Discounted to Worm)

Do they think they can run? That the inevitable lords of all would allow them to live? Pitiful. The dominance you exert over the world isn't limited to simple destruction and reproduction. Space itself bends at your will. How much, of course, depends on how mighty you are. Something on the level of a simple human would be capable of passively skipping a few meters from a journey over a mile. But something like the Worm Zero, planetary scourges unto themselves, would be capable of jumping from continent to continent with casual ease. Perhaps even precipitating space in such a way to invade other dimensions and universes. Regardless, your base capabilities as a Worm should let you hop short distances with ease, or make a longer trek of a few miles into naught with preparation.

The Darkest Spellcaster – Fabled Innate

The sorceries wielded by surface dwellers are so quaint. But you know what true power is, and have cultivated it for much longer than most of the playthings can even live for. Life, that is.

Beginning with a simple formula that spends life in varying quantities, countless spells can be used by those with the will and the skill to pay the price. Curses of bad luck, entropic auras, enfeebling rays, hellish flames, damnable colds, auguries to claim information from naught, rituals to raise the dead as minions or transcend your mortal coil, even healing. True, the greatest spells you could one day create might have exorbitant prices, but it's not like you're paying with *your* life. Besides… you're not called the "Darkest Spellcaster" because you have an inflated ego. Magics like this, the darkest and most disgusting arts one could delve into, adore to be used by you. Prices and costs are cut down by large fractions, and the actual effects are dozens of times greater than what someone of your level should be capable of. The deepest abyss might be the first step to damnation for your foes, but to you, it is the greatest friend one could ask for.

Hail To The King – Fabled Innate

As if you need any annoying study. All you need is the first step, and you'll put all the lives you're claiming to good use. Rather than research additional spells to make use of the life claiming formula that forms the basis of Fabled magic, you've developed an innate ability to convert life into pure physical power. This comes in two forms, one temporary, and one permanent. The temporary form could allow you to use a single (mundane) human sacrifice to add the physical abilities of ten men to yourself for a short time, while the permanent version could increase yours by the abilities of a single one forevermore. Of course, you don't need to claim lives in full. A healthy regimen of self-harm could see you gaining small increases to your abilities, while dedicating the wounds you take in a fight to this magic could let you power up like a maniac for brief moments. Considering the power and quality of the sacrifice increases the effects it'll have, that masochistic attitude might actually work rather well…

Death Leads To Beauty – 200 CP (Discounted to Fabled)

Death is inevitable. There will always be something capable of ending one's life… or so the necromancers say, anyway. Regardless of any such destined dooms, death does dearly desire to dance with you. The closer you are to death, the greater you become. Your strength, your speed, your beauty, your magic, your skill, all that is yours rises as the reaper steps closer and closer. It's not some grand multiplication, but the boosts you'll receive are still easily noticeable once you reach the halfway point to death. Just, a little bit of advice to you. This isn't just about physical harm, you know. You can get closer to your delightful new friend through… *other* means, and it'll work just fine.

Beauty Leads To Death – 200 CP (Discounted to Fabled)

Ah, what a pure soul you are. Untainted, shining with a gentle light like morning snowflakes refracting the ephemeral rays of the rising sun. To corrupt it and bring you to the depths of vileness would be such a pleasure… ahem. This pure soul of yours, besides looking rather pretty to anyone with the appropriate senses, makes you a rather fitting sacrifice. Even just a mouthful of blood taken from you as payment could have effects similar to an entire life's taking… and that's assuming you don't have any special traits that might raise your "value". Still, that type of thing could get you killed easily, so you've figured out how to hide or negate all of these traits as a necessity for survival.

Be Faithful To Your Desires – 400 CP (Discounted to Fabled)

Such is the ideology of the Fabled. A noble concept, perhaps, but one that is certainly immoral when applied to entities as sadistic as such dark gods. Even so, the beauty of such a simple statement has left its mark upon you. You no longer have any trouble with holding yourself back, the feelings of others and decades of social conditioning having no effect on your ability to cut loose and party like it's your last day alive. However, you are not some base beast, an animal mindlessly self-destructing for fickle pleasures. Temptations and psychological addictions simply do not apply to you, your dedication to enjoyment too much to let short-term gains get in the way of a much more delightful pay off later on. As a side effect, this also lets you make the conscious decision to cease following your desires, whether it's for the sake of your family, social propriety, or something else entirely, without really feeling bad about all the fun you're missing out on.

The World is Swallowed Up in Chaos – 400 CP (Discounted to Fabled)

Kyahahahahahaha! Reeeeeeeeeally!? Do they really think a strategy as lukewarm as that could ever take you down?

Hahahaha, as if! You've spent centuries fighting and warring already, trying anything as droll as what a single lifetime's experience in tactics can come up with is just insulting. They'd have to really shake things up to ever best your strategical and tactical skills, and even then, that's just a reason to party! Getting impaled by some hero, cutting down their loved one, being thrown straight through a mountain by some epic spell, it's the best! The pain just makes you and your powers excited for a good fight, causing others suffering takes away the fatigue building in you, and when the good guys use the power of friendship to finally reach your level? It feels like there's a Goddess watching over you to make sure you have a good time, with how much harder your fists and swords and spells will be hitting! Sure, sure, you can still make the conscious decision to not get caught up in how fun it is to play the villain like that, but why would you? Bah, that's just not fun. Not fun at all.

Shattering the Gates of Chaos – 600 CP (Discounted to Fable)

Ha, hahaha, hahahahahaha! Did they really think something as pathetic as a glorified door would stop you? You're not some worthless demonic wretch, barely worthy of being a called a god, but a King! Well, perhaps not one in the eyes of Fabled society, but the sentiment is there. Much like those who dwell in the Realm of Gods, you are capable of opening the Gates of Chaos and escaping into the outside world… theoretically. The magic holding it shut will not simply obey you, but as you've uncovered, carnage and violence and all sorts of delightfully negative emotions will disrupt it. Not just that particular door, but any other such seals and portals can be broken wide open by you if you manage to concentrate enough of these things around their vicinity. Of course, should they not have such protections in the first place, opening and closing or even choosing what location they lead to if such functionality exists is simply a matter of commanding things to be so.

Mind Pollutant – 600 CP (Discounted to Fabled)

They say burning a village is evil? That slaughtering soldiers and civilians alike right when it seems like they've won is the height of malice? Really, you haven't even gotten started. Something much more precious is your goal. To put it simply… your tongue's as silvered as they'd expect a devil's to be. Turning brother against brother, making a mayor bleed their domain dry before running away from the angry mobs, convincing a nun or priest to embrace sinful joy. Really, it's quite the enjoyable way to pass time if you're stuck in the same place for a month or two while waiting on orders. Why, you could do much more than just corrupt if they genuinely began to listen to all the vileness. Teaching them to enjoy the evils you partake in, strengthening their will to match yours so they won't ruin everything by going overboard, sharing your mentality with others is really no trouble if they listen. Of course, if someone isn't even willing to listen to you, then I reckon even you would fail to plunge them into damnation… this way, at least. See, all this corrupting you're doing has had a much deeper effect on you than anyone might hope. You're, quite literally, a corruptive force. Unless you deliberately tone it down, just being near someone allows you to shape their morality and mode of thinking into something more fitting to your desires. How much, of course, depends on your level of power against theirs. Get strong enough and turning a mass of normal people into believers of your dark faith would be as easy as killing them. Sure, someone actually capable of fighting you for a while would resist this almost completely, even if it were a fight they'd certainly lose. But there's nothing saying you can't have a riveting conversation with them while you're at it, is there?

Dragon Mastery – Dragunity Innate

The secret art of the Dragunity clan. Not simply some selfish technique that costs the lives of others, or some innate power, but the true form of the bond between rider and steed. When your body and soul move as one with that of your draconic steed, both of you draw out each other's true power, elevating you to the next level. For a dragon whelp this would mean reaching adulthood as a fully-powered dragon, while you might advance several decades in all positive aspects. For experienced pairs already at the prime of their life, this instead combines and multiplies their power, bringing a living legend to the world… if only briefly. Dragon Mastery, no matter how skilled and synchronized its users are, can only last for a few minutes at most and requires several more to become usable once again. Of course, since Dragon Mastery is a skill, teaching it to others is simply a matter of finding them a dragon. For you, however, Dragon Mastery has reached much deeper than normal. Even without actively using its transformative form, Dragon Mastery allows you to add your power to your dragon and your dragon to add their power to you, making both of you veritable juggernauts even in your inexperienced youth.

Arma – Dragunity Innate

You are not one of the Dragunity's birdmen, but a mighty dragon. Far past a mere whelp, you are a trained adult, able to equal entire platoons of trained warriors by yourself. More, if you deign to bring a blade into battle. Ah, and what a blade that would be. For, not content to simply wield your natural prowess, you've delved into ancient blacksmithing arts. Through these techniques, you've forged a magical weapon that embodies your very power, holding magical effects fitting to your personality and abilities. Perhaps a spear sheathed in flames so hot it appears rusted to worthlessness, until you bring it down and carve a small valley upon the battlefield. Or would you prefer a bow and arrow whose projectile seeks out the hearts of all your foes before returning to your hand, waiting to be fired once more. Regardless, your connection to this weapon is much deeper than it would normally be. It is effectively a part of you, making it impossible for another to steal it or for it to be lost, and its effects shall grow alongside your own power rather than remain as they were at the time of forging. Whether it shall simply become stronger, or gain even more magical effects, is something only you can answer.

Dux – 200 CP (Discounted to Dragunity)

Taking care of and educating a regular child's already tough work. But a dragon? That'd just be nightmarish to most people. Thankfully, you aren't most people. Calming down the littles ones when their rider isn't around, putting complicated things in ways they can understand, getting them and their partner to stop bullying the weaker whelps, it all comes naturally. Making sure even the most exotic kids turn out emotional healthy, happy, *and* competent is really no trouble to you. Still, I reckon you could probably use these skills to teach adults just as well. It's not like there aren't some who might as well be children, eh?

Militum – 200 CP (Discounted to Dragunity)

They've got a friend in you. You can figure out how to make some time for those you care for even if you're drowning in work, and well as think of something everyone involved can enjoy even if some ridiculously contrasting personalities are involved. While some might take exception to it on principle, you can do far more than just make them happy for a little while, as well. You can help others work through their issues, both short-term ones like the sudden loss of a loved one and the long-term ones like repressed trauma, just by talking with them. Your words help others work through these things by themselves, gently leading them to epiphanies and realizations about what exactly these things mean to them and how to live despite that. Not being friends isn't an excuse for not helping, either. You can still get people to properly consider your advice and help them keep up with their own responsibilities even if there's no real reason for them to consider your words.

Burning – 400 CP (Discounted to Dragunity)

Can you feel it!? This red hot anger, this deep purple sorrow, and this shining light of justice! These are the feelings of rider and dragon, rampaging wildly as their hearts beat together, and you're no exception! There's no force in this whole damn world that can stop the feelings welling up in your heart, whether it's magic or emotional pain or something else entirely!! Because, no matter how much you might think it'll hurt… the moment you stop enjoying life you might as well be a corpse!! That's why, no matter what, you'll rage and love and cry as much as you can, always knowing the dawn WILL arrive!!! These feelings won't just be yours, either, because you can break open the blinds in others' hearts and get them to live like this too, even giving them the strength of will to never give in until things get better!!! You're gonna see them smile if it's the last thing you'll do, goddamnit!!!!!

Guardian – 400 CP (Discounted to Dragunity)

You're the hero of justice! What good would you be at your job if you didn't know where the people in need of saving were? Whatever place is your home, your stomping grounds, can call out to you in times of need. The city or valley or whatever else you've sworn to protect will tell you when an army approaches, or when an evil curse soars through the skies, or even when someone is committing a crime. Of course, you can ask it to only talk about existential threats instead of giving you every detail, but a real hero smites all the evil!

Javelin – 600 CP (Discounted to Dragunity)

It doesn't matter how hard they beat you down. You're gonna keep fighting even if you need someone to move you along. You're capable of transforming into a magical item at will. This transformation nullifies the harm you've taken, but also locks you into this form based on how wounded you were. For example, a notable but relatively minor wound like having your arm visibly cut open would take a few minutes to "heal" from, but something like several truly fatal wounds would lock you into it for months. Harm that would actually have killed you will transform you into an item for years. As a magical item, your abilities are slightly altered, mainly to account for the fact that someone else needs to use you. The most important aspect is that you'll be much more fragile than usual, as the majority of your defensive prowess will be conferred to your wielder. Being destroyed in item form will count as true death for Chain purposes, with all that entails, but this transformation will automatically save you should you die outside of this form.

Forging The Spear of Destiny – 600 CP (Discounted to Dragunity)

To strike down evil, one must wield the appropriate weapon. It is for that cause, of aiding not only your fellows but the next generation who will live long past your own end, that you have taken the blacksmithing techniques of the Dragunity clan to a new level. Forging innately magical weapons, capable of summoning minor firestorms or striking with flensing wind, is simplicity itself for you. But where you truly shine is in the forging of power itself. Rendering a bolt of lightning into a spear, quenching shaped magical energy until it is a fine rapier, or even extracting the necrotic energies within an undead and refining it into an arrowhead, are all possible with some work. However, you are not limited to such easily visible forms of power. Should they cooperate, or prove incapable of resisting, you may forge a person's very power into a magical item reflecting their nature and capabilities. Perhaps even pool the power of multiple persons into a single weapon even greater than them… although, it's not an idea you've had the chance to test, sadly. Parting with one's power forevermore is something not many can seriously consider.

Fusion – 300 CP

Fusion. The ability for many to become one. It's a power known in this time and place for, one day, being wielded by the Worms. But that doesn't mean they're the only ones allowed to cooperate. When your will and the will of a (or many) partner(s) align, you are capable of becoming one with them. This unison can go on forever so long as your desires remain in sync, with your new self being controlled by you and your partner(s) simultaneously. Rather than simply consolidating your powers into a single body, they will actually be fused, causing similar abilities to build on each other in order to expand their limitations, and merging more unique or disparate powers into something stranger yet greater entirely, in addition to adding your raw power together.

"The power of 3 becomes 1… from a faraway universe, the strongest warrior awakens! Triple Fusion!"

Synchro – 300 CP

Tuning… a process discovered by Ally of Justice researchers, and used to boost the processing power of fighting machines. Unlike them, you've finally uncovered its true form. By Tuning yourself with one or more willing partners, you are able to invoke the power of the world of speed and the stars themselves in order to bring a new force into being, combining both of your powers and bodies in order to create the vessel for a new warrior. Space dragons who feast upon stars or were given birth by an exploding quasar, oriental guardians skilled in subjugation, colossal stone fighters, even magical androids and psychic demon robots! The summoned monsters vary wildly, but will follow your shared will in a manner its components would approve of, and will always be noticeably stronger than those who summoned it as a collective. Once their objective is done, or if the wills who Tuned together to bring it forth become discordant, the monster will disperse and everyone involved in its summoning will be back to normal. Since the monster is made up of the bodies and power of everyone who Tuned, its death would likely prove fatal, however.

"Gathering stars will call upon a new force! Become the path its light shines upon! Synchro Summon!"

Items

Might and magic can take you far, but the land where one treads and the items one carries can make all the difference. Discounts are 50% off to the relevant Background, as noted before.

Duel Disk – 50 CP

…Eh? Do people really play with these things when wars are going on? I guess everyone needs some entertainment every once in a while. This little contraption you have here allows you to play card games on a whole different level, using technology, mind-altering biological agents, and/or magic (depending on what tribe you're from) to create phantasms of what you and your opponent are doing. Kinda useless for anything else, though. If you want to kill someone by beating them at a children's card game you're gonna need to provide the means yourself.

Destined Deck – 50 CP

You're pranking me with these purchases, aren't you? What you have here is a deck for this Duel World's most famous card game… which has seen a slight dip in popularity thanks to all the fighting and killing going on. Constructed to your specifications, you've got 40 cards for the Main Deck, and 15 cards each for the Extra and Side Decks, as well as 20 spares to do whatever with. Odd thing is, one of these cards, your favorite card in fact… has a spirit inside! Having a personality appropriate to what it represents that you'd find amicable, it'll be a staunch friend for whenever you get your game on! …It doesn't have any cool spirit powers, though.

Emergency Provisions – 50 CP

Finally, a sensible choice. What you have here is a supply of (rather bland) food. Doesn't spoil, can be prepared using only the packaging, and will keep you fed and healthy indefinitely. The actual food restores itself every morning, and has enough for three meals for one person. When we say it'll keep you healthy, we really do mean that. Eating this regularly will, so long as you're taking basic precautions like disinfecting your wounds and not putting weights on bad limbs, make sure any wounds you take will heal without complication. Even if you missed a spot or your bones were fractured or placed wrong, the food's nutrients will let you power through it and heal just fine.

Armored Jumper – 200 CP (Discounted to X-Saber)

People here can get surprisingly strong through training alone, but most X-Sabers aren't happy going naked into battle just because of that. Like many of them, you have your own suit of technological armor that sends your physical abilities sky high. Wrestling a monster three times the size of a person would be no trouble with this, and you could probably go for a full twelve rounds with it before the armor started getting unstable. Should you happen to have any cybernetics, the armor will be capable of connecting with it to share information and energy, as well.

Sword of Sparkles – 400 CP (Discounted to X-Saber)

Now this is something. Despite looking somewhat impractical, this sword is something anyone who's smart should take seriously. Any kind of harm or damage inflicted by this blade is caused once again upon the same group or entity that was first wounded. Cutting a person's arm off would cause the other to be cleaved as well. Killing one soldier would cause another in the same army to drop dead. Even destroying someone's spear would cause the emergency sword at their waist to shatter. It still requires you to actually do these things in the first place, but a literal force multiplier such as this becomes ridiculous rather fast.

Shrine of Mist Valley – 200 CP (Discounted to Mist Valley)

A shrine dedicated to a god, or perhaps an ideal should that offend your sensibilities, of your choice. You are, on a mystical level, its high priest(ess). Any magics you work while on the lands this shrine overlooks of a divine nature, or which involve the wind, are boosted by a small amount. Besides that minor boon, this shrine makes its domain very welcoming and comfortable to gods and those with divine power inside them.

Memories of Mist Valley – 400 CP (Discounted to Mist Valley)

The Mist Valley is your home… would you really accept abandoning it? After your stay in this world is over, you shall gain a copy of the Mist Valley itself as a property that will follow you from Jump to Jump. The Valley's copy will be as it was at the end of this Jump, and will retain changes from setting to setting. In either case, inhabitants who lack true selfhood such as the Mist Wurm or the less evolved avians shall follow you from world to world, while those like the birdmen or Dragunity will require other means to be taken along.

Commando – 200 CP (Discounted to Flamvell)

I know you're always packing heat, but this is kinda ridiculous. Rather than be content to improve your flames solely through traditional means, you've commissioned a powerful cannon to further enhance your flames. Even a small bonfire's worth of flames could be turned into a supersonic arrow or a raging tempest inferno. But for you, it's got a bonus trick, enhancing all flames you may wield or create through magic, as well as any which primarily originate from outside your body. This also gives you the blueprints, allowing for mass production.

City of Fire and Flames – 400 CP (Discounted to Flamvell)

Heat makes for good livin', friend. Other tribes might think the idea ridiculous, but living in an active volcano builds character. What you have here is a very large city built on a stable but still burning volcano, constructed in such a way as to match your original world's modern standards of living despite being choked in ashen smoke and hot enough to boil unattended water. Very comfortable for Flamvell, but I reckon other tribes would find some trouble invading this place. The volcano and attached city will follow you from Jump to Jump, also retaining any changes.

Medallion– 200 CP (Discounted to Ice Barrier)

A magical medallion used by high-ranking Ice Barrier tribesmen. By speaking to it, you can send a message to any of your friends and allies that will be played to them in a few minutes, no matter how far away they actually are. So long as they're in the same general plane of existence as you, anyway. You can be specific with who gets any given message, to the point of pinpointing a specific group and a single person as the receivers, for example.

Mirror– 400 CP (Discounted to Ice Barrier)

The tribe's greatest treasure, the mirror once used by the Prior to seal the Ice Dragons. Or, at least, a replica of it. The mirror can function as a general purpose focus for magical powers and spells, but is best suited for sealing techniques, making their casting much easier and precise. However, the mirror itself can also be used as a seal, turning the world within its reflection into a prison able to hold up to a single congruous group of entities. Whatever is trapped inside the mirror can also be tapped into as a power source, either allowing for spells replicating their abilities to be cast or draining them of energy. Trapped entities will follow you from Jump to Jump, but they'll immediately return to their home setting should they ever manage to leave their prison.

Blaze Accelerator – 200 CP (Discounted to Jurrac)

An odd contraption, designed by some of the Jurrac's greatest engineers. Normally, it would accelerate the flames of whichever Jurrac equips it to ludicrous levels, turning even a small bonfire into a raging storm or supersonic bullet of flames. But for you, it does a little extra, enhancing all flames you may wield or create through biology, as well as any which primarily originate from inside your body. This does give you the blueprints, allowing for mass production.

Lost World – 400 CP (Discounted to Jurrac)

An underground paradise for you to live in, with its own massive volcano at the center and icy mountain ranges forming a protective ring around the lush jungles and lakes. The cavern is utterly massive, giving more than enough space for your airborne brethren to thrive, which combined with the many tunnels lying upon the mountains circulates enough air to simulate the feel of the outside. As for the tunnels themselves, they are the only way in or out that does not involve thinking with portals or destroying the entire cavern. Simply by looking for one of them while outside this paradise, you will find one nearby, which will take you through winding passages and abyssal chambers to this place in a matter of minutes even should such make no sense. Those you personally consider welcome here shall be capable of doing the same, but anyone else will utterly fail to navigate the path and find themselves back outside… if they're lucky. It's easy to get lost in places like these, after all.

Bounty of the Lords – 200 CP (Discounted to Naturia)

What an interesting boon you've acquired. Whether stolen or given freely, you've been granted four pieces of the bodies of the Naturia's Lords, each of which functions as a magical item. Unlike most such samples, these will never break, though they can still be rendered inactive for a few days if overused. Barkion's Bark is a shield, which besides being made of wood as strong as rock, can nullify traps with its presence. Landoise's Luminous Moss can be used to negate supernatural effects used by your opponents, assuming you actually manage to cover them with it. Leodrake's Mane can grant you enough strength to break apart small hills, as well as appropriate durability, for a few seconds. Exterio's Fang can be used to literally stab apart spells, puncturing magic into naught.

Seed of the Sacred Tree – 400 CP (Discounted to Naturia)

This is, obviously, a seed of the Sacred Tree. As you know, the Sacred Tree controls the cycle of reincarnation in the planet. By planting this seed, a new Sacred Tree will sprout, draining ambient life energy and magic to grow. You will, of course, be made Administrator, and become able to set others as Moderators with lesser authority and manually control the tree's powers. The tree is easily capable of accurately and precisely marshalling the souls and life energy of a small city, but you can set it to drain the souls it controls of power in order to increase its size and influence, perhaps even having it cannibalize them entirely. Other notable capabilities include being able to overflow its territory with stored life in order to heal others, expending energy to create appropriate physical bodies for its souls, and empowering those within its reach using the powers it may have acquired. Unfortunately, as it lacks the touch of the Power of Creation and the Power of Destruction, it is incapable of doing things such as fundamentally altering the nature of the souls within its grasp, so a human will always reincarnate as a human, and creating truly new life or directly breaking a living being down into energy are both out of question. At the end of each Jump, you may either acquire a new seed and leave your old tree behind, or take it along with you. Mind that the souls will be left behind.

Factory – 200 CP (Discounted to Ally of Justice)

You were made somewhere, after all. This factory is capable of producing hundreds of generic Ally of Justice models in a single day, and is automated enough to run indefinitely without the aid of an actual person so long as it has enough resources available. Even if its stores run down, it can produce Allies of Justice to harvest materials from elsewhere, whether by looting and recycling or mining and harvesting. It can't do this by itself, however, requiring your explicit authorization to actually send out robots. Not unless you mess with its programming, anyway.

Unlimiter – 400 CP (Discounted to Ally of Justice)

A small little drone, dark and glowing with deep blue light, with a single needle sticking out of its center. This little fella is an Unlimiter-class Ally of Justice, although a very special one. Like all Unlimiters, it can inject exotic particles into machines and technological life forms in order to overclock them. Rather than just release safety limits, the particles actively increase the theoretical self-destructive potential power of what it affects, allowing for ridiculous potency for a few minutes… before the awful, awful, burn out. Unlike most Unlimiters, it can produce the particles itself using an experimental reactor, allowing it to not only constantly boost units but also directly inject additional energy into their chassis. Then, by injecting a machine as it enters burn out, it can use the exotic particles to "heal" them and prevent the normal side effects.

Real Fusion Reactor – 200 CP (Discounted to Genex)

You need power… more power, not enough power! Luckily for you, the Ally of Justice researchers obliged. A Real Fusion Reactor, an experiment type of energy source, was installed in your body. Or you just have it somewhere, if you don't like the sound of that. Regardless, this reactor provides enough power to keep a small town running indefinitely. However, due to its design, this power can be easily supplied to any abnormal abilities you may have, supplementing or outright replacing their original sources. Even by itself, the reactor can expel the energy in the form of energy blasts and waves. Not very efficient, but hey, if it works it works.

Natural Power Station – 400 CP (Discounted to Genex)

I gotta say. This is just weird. You've found and claimed a naturally occurring power plant of whichever type you prefer. Hydroelectric, coal, nuclear, geothermal, anything's fine so long as it fits the same elemental specifications as the Genex. Besides producing enough electricity to keep an entire city running day and night, Genex life forms with the same elemental alignent as the power station will naturally form from the excess energy and waste. These Genex will be naturally predisposed to listen to you, and will follow your orders so long as you don't do anything like outright tell them to self-terminate. These Genex will not follow you from Jump to Jump, not unless you employ another option to do so, but being able to explore the wider world alone is really just fine by them.

Illidan – 200 CP (Discounted to Worm)

Gruesome, but I guess survival of the fittest is the law where your kind is concerned. You killed an Upper Class Worm life form at some point in the past, and rather than devour its body for sustenance or get devoured by it after leaving your guard down, it bonded to you on a deep level. You can easily enter and leave your fallen brother's carapace without disrupting its durability, which is far greater than that of any normal stone or steel, and can allow it to bond with your nervous system while inside in order to make it a proper extension of your body for any effects that may apply only to your self. However, the dying will of the Worm you murdered remains inside, and its vengeance has had interesting effects. The carapace constantly gnaws at you, causing an effect similar to how muscles grow after exercise "wounds" them across your entire body, as well as disrupt and suppress any supernatural powers you may have. Besides helping you train by forcing you to become better in order to function at your baseline, removing the carapace after staying within for a long time will actually release the power it devoured in one burst, giving you stores of strength and energy well beyond your normal capacities for a moment or two.

W Nebula Meteorite – 400 CP (Discounted to Worm)

Oh boy, this isn't gonna have repercussions at all! You've arrived on this Duel World on your own meteorite, separate from the rest of the Worms. What this means for you is that the organic matter clinging to your old vehicle will obey you, mutating into new Worms as you desire. These Worms will feel the biological urge to obey you even should you not currently be a Worm, but can still potentially disobey if they ever manage to reach the same level of power as you. It might not seem impressive on paper, but please keep in mind that this is basically a life wiping planetary scourge in a box. Well, more like a shipping container, but still.

The Fabled Stable – 200 CP (Discounted to Fabled)

The Fabled and The Fabled are not the same. The Fabled are the rulers and citizens, while The Fabled are mere steeds and beasts of war. Also beloved pets, sometimes. Regardless, you own your own stable of The Fabled creatures. Examples include snakes, sacred cows, pegasi, and unicorns. While they remain infantile for decades, once they finally hit maturity, they become quite formidable on the battlefield. Even in comparison to elite Fabled warriors. It would actually be quite concerning if they weren't rather dim. By dim we mean they're animals. Anyway, the stable comes with a few magical sigils and reagents to summon or create more of them if you ever fall below a breeding population, as well as several imps to maintain the place.

The Realm of Jumpers – 400 CP (Discounted to Fabled)

The world of the Fabled is divided into the Realms of Demons, Beasts, and Gods, but it seems there's yet another dimension off to the side. Your Realm, of course. While it's only the size of a small city, the Realm has whatever physical features you might want, within reason. Want snowy hills to lay side by side with rivers of lava? No problem. Want an endless abyss, with the actual landmasses you live on floating in the chaotic darkness? As you wish, my master. Want a cozy hut? I'll build it by hand if I have to. However, you can't use this to gain access to rare materials from specific settings, sadly. The Realm also has a native population of The Fabled appropriate to its nature, such as aquatic monsters for a realm with many bodies of water, or great birds for a ravine where flight is almost mandatory for locomotion, but no proper Fabled kinsmen. Should you wish such company, you'll have to acquire it yourself. One last note is that this place is only accessible through magic. You'll be capable of casting a spell to take yourself and a few companions here and back out even if you do not have access to Fabled magics, but mind any hostile magicians.

Dragon Eggs – 200 CP (Discounted to Dragunity)

Around a dozen dragon eggs, always inexplicably ready to hatch when such is needed. Another dozen eggs will appear from the ether every 5 years, unless you would prefer such a thing to not happen. If an egg is hatched for the purposes of granting someone a partner to practice Dragon Mastery with, you'll find that a new egg will have replaced it the day after. Even if you aren't a Dragunity, and thus would likely know nothing of Dragon Mastery, someone with the right sorts of magic could probably something interesting with these eggs… assuming you're okay with actual dragons potentially taking exception to their mutated kin's existence.

Dragunity Divine Lance (Fake) – 400 CP (Discounted to Dragunity)

The Divine Lance. A legendary artifact forged with the power of the greatest dragons of the Dragunity tribe. When wielded by a deific being, it could even strike down the Goddess who forged this Duel World. This is not that artifact. Dreaming of glories like these, the weakest Dragunity tribesman who ever was forged a magical blade using his own power as material, creating a worthless spear barely capable of parting soft clay. But this spear was hollow, devoid of existence, and thus had an entirely new power. When 8 other weapons of different types are presented to it, the spear can merge with the weapons for a few minutes, not only adding the powers and form of all of them to itself but magnifying them even further. Of course, should you already have a spear you would rather present to this forgery, then we can change things a little so that another type of weapon was forged instead.

Companions

Tribes may often be led by single persons, but that does not mean they can stand alone. Here you may find allies, so that you might weather the oncoming storms with someone at your side.

The OC Companions described below may instead be used to Import Companions. Their new body will be treated as an altform and the history the same as Background memories, for better or worse. Each OC Companion can only be taken once across both Jumper and Companion builds.

Should the two builds be compatible (ie The Fabled of Jumper with the Fabled Background, or a Lost Dragon of the Ice Barrier with the Ice Barrier Background) you may Import or Create a Companion "twice", granting them both preset bonuses and further purchases made with their CP.

As a general rule, Group Companions here can't combine or split up the Companion Slots of anyone Imported into them, but you can still use a single option to Import multiple Companions.

Companion Importation/Creation/Emigration – 50 CP

Each purchase of this will grant you the ability to either Import an existing Companion or acquire a new Companion, granting them 600 CP and a Background of their choice, with everything that entails. They may not purchase this specific option, and do not gain the OC Companions described below at a Discount even if they have the correct Background. In the case of new Companions, you may decide their history, personality, and pre-existing relationships with you and other Companions as you so desire, though this can not grant them advantages not reflected by their build. You may instead designate a canonical Duel Terminal character (Noellia before becoming a Gishki, for example) or card (such as X-Saber Palomuro) of this time period as a potential Companion, twisting fate to ensure you'll meet on good terms and that you'll have a fair chance at convincing them to follow you.

Different Dimension Artifact – 100 CP (Discounted to X-Saber)

An ancient weapon from another universe, which arrived upon this Duel World by the machinations of long-dead gods who rebelled against the true Creator. Or, perhaps, such a fanciful tale is but the dying dream of a failed archaeologist made real by wild magics? Truth be told, I can not tell you, and neither can this weapon. Whether a sword, a bow, or even a shield, this weapon you've found is actually a person unto itself, being able to project the image of its former wielder in order to fight alone… though their memories of them have long since faded. Regardless, the heroic legend behind their old master resounds within the hearts of others, effectively granting them and their wielder the "The Next Generation", "Jumpers' Emergency Call", and "Alliance of Justice: SOUL" Perks. They'd probably appreciate it if you showed them modern entertainment or something. Legendary battle can be fun but when you're only ever used for that it gets kinda boring.

X-Saber Offshoots – 100 CP (Discounted to X-Saber)

Not every X-Saber remains a member. Some leave because the life of a warrior simply isn't for them. Others because they disagree with their philosophy. You have one such person here, as well as their apprentice. The Master was disgusted by Souza's methodology, and swore to never wield their blade in anger or hate ever again, striving to be a better person always. Not simply in matters of war, though they are such a natural that they effectively have the "Ten Sabers" Innate, but also culture and self-understanding. Most of their training takes the form of Shodou and Ikebana, learning the secrets of the blade that still elude them through more metaphorical and mental means than simply cutting foe after foe down. The Apprentice, on the other hand, simply wants to surpass Souza and show how pitiful he truly was despite throwing away lives in order to save himself… for their father was killed by Souza himself. As you might guess, the youth is somewhat bothered by their teacher's unorthodox methods. Even so, they manage to learn more and more, effectively having the "Twenty Sabers" Innate. Just keep them away from vehicles, okay? No matter how much they talk about how they know a good trick, you're gonna have to deal with some serious property damage if you let that happen, if you even manage to crawl out of the wreckage. One last thing to note: both of their fighting styles center around using a laser sword without non-cloth armor. Watch the friendly fire.

The New Chiefs – 100 CP (Discounted to Mist Valley)

One's an eight feet tall birdman, the other's a 2 ton legendary bird, and they're both RRRRRRRRRRRRREADY TO RUMBLE FOR THE TITLE OF MIST VALLEY CHIEFTAIN! … As soon as Thunder Lord is out of the picture, I mean. No way they can take on him, they'd get beat down harder than a lone X-Saber gets thrown down Mist Valley. Anyway, they're just focusing on honing their natural talents for the time being. Both of them are natural leaders, the birdman effectively having "Thunder Lord" and the bird effectively having "Apex Avian", including the supernatural effects tied to those Innates. Outside of fighting each other to decide who will lead the next generation, they're rather fond of these weird "video games" that would often get looted from enemy transports. The birdman greatly enjoys strategic action games and their deep lore, while the bird just wants to shoot guns at wild animals.

Mist Wurm – 100 CP (Discounted to Mist Valley)

How in the blazes did you befriend this thing? This is a Mist Wurm, one of the primary sources of the Mist Valley's mist. It constantly expels it, even being able to render the fumes poisonous to specific people or groups. Then there's the fact that it's massive, a single person being the size of one of its eyes, with the proportionate strength and toughness to match. Seriously, this a giant monster worm, why is it your friend?

The Agent and The Scourge – 100 CP (Discounted to Flamvell)

One's a top secret operative of the Flamvell's Intelligence Agency. The other's a captured anarchist kept on a short leash. Together, they fight… wars. Yeah, neither of them is thought of well by the Agency thanks to their talents far outstripping their peers, and their political ideations make this a genuine concern. The Agent can practice the Crimson Arts to never before seen levels, effectively having the "Crimson Arts" Innate, while the Scourge has performed rituals that effectively grant them the "Fiendish Arts" Innate. While they started out hating each other for hopefully obvious reasons, watching each other's backs in the battlefield has caused a budding friendship to form. Still, fact is, even if they worked through all of their differences and learned to live and let live despite one of them thinking dictatorships are the coolest and the other hating the very concept of rulership, there's good odds they'll get a mission they're not meant to succeed eventually. Will you help them out once that day comes?

Bad Company – 100 CP (Discounted to Flamvell)

Can't fight wars alone, son. These 150 soldiers of fortune, of fame, and of faith, have gathered under your banner. Some simply wish for you to succeed, some have decided fighting against you is the objectively wrong choice and want to roll in the inevitable spoils of serving you, others just want to fight and know you'll grant them the greatest of wars. Each of these soldiers has their own story and reason for joining you that you might want to learn about, but I assure you, there's not a damn force short of directly controlling their minds and bodies that'll get them to ever abandon or betray you. Brothers-in-arms never leave each other, and even the most despicable and greedy fighter in this group knows that.

Lost Dragon of the Ice Barrier – 100 CP (Discounted to Ice Barrier)

Well then. I suppose stranger things have happened. It seems there was a fourth Ice Dragon, who was not sealed by the Prior of the Ice Barrier… and this dragon has pledged its allegiance to you. But don't fall under the delusion that it has slept upon its laurels before you arrived. For, not merely content to hone its natural powers, this dragon sought to learn the sealing arts which the Prior used to bind its brethren. Put simply, it has both the "Heritage of the Ice Barrier" and the "Burden of the Ice Barrier" Innates. As it stands, it would probably welcome any offers to leave for other lands. Living for centuries in the cold mountain peaks is wearing on its sanity… well, maybe not, but it'll tell you that anyway to try and get you to take it along. Getting hated by everyone for being a giant ice dragon does not do any good for one's self-esteem.

Vagabonds of the Ice Barrier – 100 CP (Discounted to Ice Barrier)

Your blades kneel before you, esteemed master. For one reason or another, this band of Ice Barrier tribesmen have sworn their allegiance to you, wishing to be the instrument of your will upon this world more than anything else. Whether this is the loyalty of a samurai to their daimyo, or a believer to their god… well, you can figure that out yourself. Regardless, you have 50 Shock Troops skilled in open warfare, as well as 30 Secret Guards skilled in stealth and both protection and assassination. Their capabilities are great, easily reaching levels your home world might call superhuman, but they're nothing special in comparison to some of the people in this Duel World. After that, you have 10 Samurai who adapted Gantala's fighting techniques to be used alongside the sword and 5 Royal Knights who did the same to Grunard's. They're not as mighty as you could be, should you take the "General of the Ice Barrier" Perk, but they are perfectly capable of training and learning. Next, you have 3 Strategists who would aid you in matters of warfare, economics, and diplomacy, each specializing in one of these fields. Lastly, you have 2 Dance Princesses, one of which specializes in Raiho's magics and one of which specializes in one of the methods described in "Mage of the Ice Barrier". Again, neither is as good as you would be should you take these perks, but there is nothing stopping them from improving.

The Monk – 100 CP (Discounted to Jurrac)

Not all Jurrac are beasts, but not all of those scarce few are scientists or engineers either. This Jurrac has harnessed the power of their inner flame through more… spiritual means. Meditating under waterfalls, it delved into the profound edicts of passion, until it managed to ignite with such heat as to make the waterfall flow backwards in the form of steam. After this feat, it gained abilities equivalent to the effects of the “Magician”, “Guard”, “Sabre”, “Rekindling”, and “Spinal” Perks. Whether the nature of its burning desire made it into a peaceful ascetic, bloodthirsty monster, or utter sleazeball… well, you’re the one who should tell me that, honestly.

The Terminator – 100 CP (Discounted to Jurrac)

It can’t be bargained with. It can’t be reasoned with. It doesn’t feel pity, or remorse, or fear. Created by the greatest minds of the Jurrac clan, this Jurrac titan is more machine than dinosaur. But that does not mean its flames have gone out, for the cold steel its chassis is made of does not dull the flames, but stoke them higher and higher with experimental fuels and nuclear hatred. It does not tire, and it shall not allow any who harm its loved ones live, effectively having the “Giganoto: VENGEANCE” and “Titano: PUNISHMENT” Innates. Of course, you are one of the few people who knew them before their transformation, and as such, they rather like you. Or maybe you treated them like a person instead of a weapon, earning their friendship? Your history is your own, after all.

Royal Invaders – 100 CP (Discounted to Naturia)

Invasive species are a problem in nature, but this is a bit silly. Hailing from a far away continent, or perhaps another Duel World entirely, this royal retinue has decided you should show them around and attend to them while they’re visiting. Seriously, I hope you didn’t plan on actually taking part in the many wars going on. Expect to spend the weekdays accompanying the princesses to fancy restaurants and beautiful landmarks, while being made to regale the queen with stories of your adventures in the weekends. Anyway, these royals hold power over the four seasons and the flowers they’re made of, being able to do things like make their associated plants grow or force emotions on others appropriate to their seasons. Tytannial is associated with camellias and winter, Talaya with cherry blossoms and spring, Mariña with sunflowers and summer, and Chirubimé with maple trees and autumn, while Meliae the youngest holds power over trees, and the queen is associated with the night-blooming cereus and all four seasons.

Alluring Invaders – 100 CP (Discounted to Naturia)

Okay, I am actually a little bit worried for your health now. Much like the previous Companions, these strange fellows are natives from somewhere else and completely different compared to the local flora and fauna. Normally they'd use their appearance to lure people in before eating them alive, or just ambush them and beat them down before feasting, but they keep jumping you without ever actually doing any harm. Quite vexing. They don't have much in the way of blatant supernatural power, but their bodies- both of them- have a frankly inappropriate amount of physical power and speed. Even a Worm Queen would have trouble with just one of them, let alone the full group. I just hope you're ready to get bullied any time you so much as flinch when one of them runs at you in the middle of the night, because they are not going to stop teasing you for it anytime soon. …Right, I was hoping you'd just let that one lie. They all have a human body, but they also have a second monstrous body they keep in hiding when not eating someone. Atrax's is a funnel-web spider, Dionaea's is a venus flytrap, Mantis' is an orchid mantis, Myrmeleo's is an antlion, Nepenthes' is a pitcher plant, and Rafflesia's is a rafflesia.

Cycle Readers – 100 CP (Discounted to Ally of Justice)

"Hi hi!" chirps one of these tiny things. As you might guess, these are Cycle Reader model Allies of Justice. They're shaped roughly like spiders, and can walk on walls and ceilings like one, in addition to having precise laser scanners built into their… eyes? We'll call it eyes. Regardless, you have 100 of them here, and they're very excited to travel the Multiverse with you. Just thinking about all the neat stuff they'll be able to study thanks to you is getting them all fired up. Getting you to use the information they acquire to build something cool would just be a cherry on top.

Nullfier – 100 CP (Discounted to Ally of Justice)

What you have here is a very special model of Ally of Justice, who's decided to follow you around because you beat its high score in the combat simulators and you've gotta be a real badass to do that. Unlike most Nullfiers, its learning algorithms are decades ahead of everyone else, and its systems are a bit more advanced than should actually be possible… simply put, this fella has the "Decisive Armor" Innate. But that's just the start of it. Nullfier models are called such because they can nullify the abnormal or supernatural abilities of Worms… or, in this particular case, whatever type of entity this new buddy of yours is currently adapted against. Just, mind that it's gotta do this one foe at a time, and this is fundamentally a technological effect that could theoretically be defended against or negated after the fact. Whether your enemy could achieve that on a practical level is another story.

Odd Researcher – 100 CP (Discounted to Genex)

Well, you are a machine, so I suppose it makes sense someone would take a professional interest in you. Or a more than professional interest, considering they keep helping you out far more than they really need to. Or perhaps they just guide you along, showing you where you can do the most while mumbling about Karmic Dynamics? Really, that's not something for me to decide on. Regardless, this weird fellow is a master of technology, although they completely lack any knowledge of or aptitude at magic or physical exploits. Their studies go far beyond the reaches of any single tribe, effectively granting them the "At One With The Sword", "Alliance of Justice: MIND", "Augmentation", "Ally Mind", and "Doctor" Perks. As you might notice from some of those purchases, they've done a lot of work on their own body in order to improve their capabilities as both scientist and engineer.

Genex Justice Squadron – 100 CP (Discounted to Genex)

"My name is Army 5.

I've got the strongest power,

I'll take your lives! (Fire in the hole!!)

With my Hellburner Bazooka

I'll sweep all the pollution away."

"I'm Worker 4,

The Desert Viper.

No eco-villain can escape!"

"I'm Gaia 3.

Call me The Underground Reaper.

I'm the Genex Squadron's wetwork expert.

Shall I pet you with my Volcanic Scythe?

I'm saying I'll kill you if you don't start recycling."

"Turbine 2, that's me.

I can't really fight but I'll power up my friends!"

"I'm Solar 1, the one called Captain.

You'd better show me all of your power.

I'll fight for the sake of Lord Jumper.

I don't care who you are,

I'll defeat you! (SUNSHINE SPARK!!)"

Apocalypse Cult – 100 CP (Discounted to Worm)

But likely not the type you were expecting. What you have here is a group composed of a few hundred Worm Apocalypses who, instead of following the strongest Worm around, decided to do whatever you want them to do. Is it because you have some rare genetic marker? Is it because you're the coolest? Or maybe they're just weirdos. I don't know, I'm not a mind reader. Anyway, they have the basic Worm ability of adaptation, as described in the "Noble" Innate. But for them, it's nowhere near as strong. The most obvious aspect of this is that they have no enhanced healing. They'd have to melt themselves down into genetic slurry and spend days doing nothing but mutation in order to finally acquire a body adaptated to whatever they previously experienced, even if you gave them some form of biological regeneration. Still, they could get pretty impressive if given enough time. Have fun!

Lynx – 100 CP (Discounted to Worm)

…Okay, this is creepy as hell. See, some Worm entities aren't just individual life forms. Every so often you get some which need to merge with other Worms at the moment of birth in order to function, or who just climb inside their siblings and never leave even if they could. What you have here is one such Worm. They don't have their own body, as one would normally think of it, since they're so deeply integrated with you that they would certainly die if they ever left. Simply put, your body is their body, even if your ownership takes precedence when you disagree. Although, that's not terribly likely to happen. This new headmate of yours likes you. Really, really, likes you. As in, they'd never ever do anything that'd hurt you or make you unhappy, even if they happened to get their own body. Because you're the most important thing in the world to them. Although… it's only natural that your most beloved and special *friend* would sometimes take the initiative and use your powers to get rid of threats. But you shouldn't worry about that.

The Fabled of Jumper – 100 CP (Discounted to Fabled)

A King of Evil such as you will not settle for riding any The Fabled beast. No, they must be greater, a legend among legends. What fortune it is, that this The Fabled also searched for a rider worthy of its power, rejecting and destroying any who dared to try and tame it before your arrival. It does not have any of the powers the Fabled are known for, nor does it hold any extraordinary abilities like the fire breath some of the draconic The Fabled can wield. To begin with, at least. For steed and rider can only become the greatest they can be when working together, this The Fabled wields not its own power, but reflect upon the power you hold. Your strength is its strength, your speed is its speed, and the many sorceries you may call upon shall certainly find more bestial and wild equivalents within its mind. However, great as a steed can be by itself, it shall certainly fall without its rider. When separate from you, all these abilities will fade, returning The Fabled of Jumper to its original state.

Fabled Family – 100 CP (Discounted to Fabled)

Fabled society is rough. You can always count on your neighbours trying to kill you if you show weakness, even if they'll often choose not to in order to get a bigger payout later. But family alone can be trusted. My, and what an unique family you have. At the very top you have The Oldest Spellcaster Miztoji, your grandma, who was recently exiled from the Realm of Gods for dabbling in forbidden magics. Your grandpa, Urustos, well… he's a magician too, but research's been difficult ever since the accident. At least he knew enough to save himself when it happened. Lurrie and Topi, your cousins, are still training for spy and scout duty in the Realm of Demons. They might not like it, but that's really the best that could happen after covering a God's palace in toilet paper. Your uncles, Soulkius and Ashenveil, are still looking for opportunities to gain admittance into the Realm of Gods. Kushano and Grimro, your older siblings, are just sort of lazing about the house idly practicing magic. Your parents really would not have been proud of them wasting their talents like that… anyway, Oltro and Krus are still too young to really start training. The fact that Oltro is getting used to having everything going his way and Krus is too meek to stand up to bullies means they're probably not gonna have a good time. Unless one of their cool older siblings happens to help out, of course!

Dragon Ruler – 100 CP (Discounted to Dragunity)

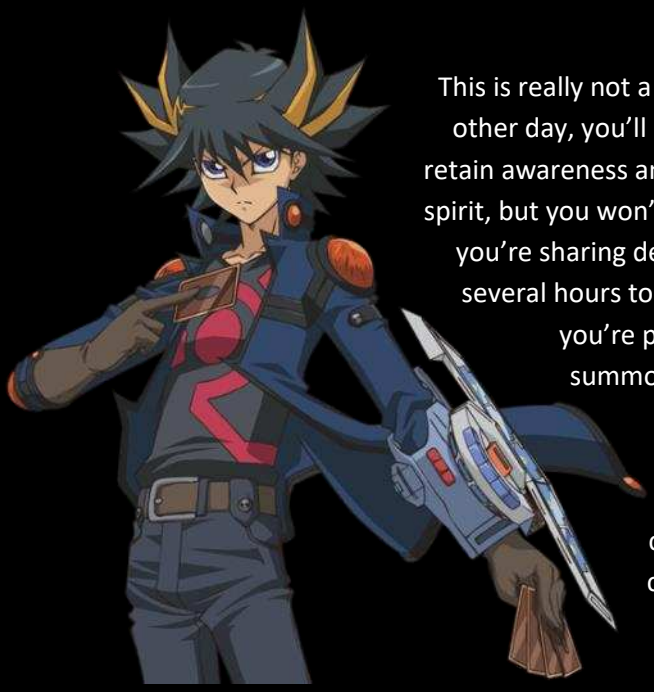
A relic from another era, a quaint creation of the Goddess who oversees this Duel World which was thought thrown away like trash. This dragon has sworn its allegiance to you, wielding the power of Earth, Wind, Fire, or Water in your name. Its very presence invigorates the element it represents, fires burning brighter or winds blowing faster when it arrives. As a fundamental part of nature, even if it were to spend a few minutes burning a forest to cinders, the soil and air would be made purer and healthier for it.

Armed Dragon – 100 CP (Discounted to Dragunity)

A whelp bereft of clan and rider. Steel clads its body, and it jumps headfirst into danger knowing it shall only temper its edge. Of course, that is no childish delusion. This dragon is capable of growing without end, training and challenge allowing it to uncover greater and greater transformations that will take their physical prowess far beyond its theoretical limits. Considering the way Dragon Mastery works, it is only natural that they'd want you to become their rider, seeing as they'd get more benefit out of it than nearly any other dragon.

Drawbacks

Has greed taken your heart? Do you wish for more, even if it might make your stay here even more dangerous than it already is? Very well. You may gain up to +600 CP from the following choices, any more are simply for fun.



Believe in Nexus – +100 CP

This is really not a good condition to have when multiple open wars are going on. Every other day, you'll be transported to another world in the form of a trading card. You'll retain awareness and maybe even be capable of communicating, like some kind of card spirit, but you won't be able to do anything of note. At least you can talk with whatever you're sharing deck space, I suppose. From the perspective of this world, you'll take several hours to return, but for you it'll vary heavily depending on how long any game you're played in lasts. Important thing to note, your first and (likely only) summoner will be some streetwise young adult living in what amounts to the ghetto called Yu… Yuya? Yugo? No, that can't be right… well, you can find their name out yourself. Seems they're a bit upset after someone they thought was their friend stole one of their signature cards. It's not gonna be of risk to you, probably, but there's stuff like cults and ancient deities playing around in the background. Something unfortunate might happen to your player if you somehow screw things up.

Should you take this, your Imported Companions may also take this Drawback in order to gain additional CP. You (and any Companions who took this) may automatically have sanctioned Yu-Gi-Oh! Cards directly based on you in future Jumps. You might even form your own Archetype!

Damned Premises – +100 CP

It might be pragmatic, but you should be ready to quit doing it if you want to keep some of your allies. What am I talking about? Well, right about everything. Certain types of technology, tactics, specific people, you get the idea. There's always some underlying cause or logic behind why any given ally might take exception to your deeds or assets, but convincing them to put up with it will be an uphill struggle, even if they otherwise would have given it up for the sake of survival. I mean, they'll still come crawling back once it sinks in that they might not live without your help, but there's no guarantee you're gonna be alive by the time that happens either.

Laws of Dragunity – +100 CP

The Dragunity swore to never interfere with the outside world unless their aid was truly necessary, even being willing to let the rest of Mist Valley burn. You too have taken such an oath, and will uphold it as best as you can. You can still play at being some mysterious benefactor, but until things have truly become the darkest they can be and your power is one of the last remaining hopes, you'll be quite content to watch silently as the world burns. Or not so content, I suppose. The nature of their duty weights heavily on some of the younger Dragunity, after all.

Last Warrior – +100 CP

The inhabitants of this world can be truly mighty, but one can not hope to achieve greatness alone. Unfortunately for you, your tribe has turned its back on you. Whether you are an exile, or shall always fail to garner their acceptance, the end result is the same. You will have no aid from your Background's people, and while you can potentially gain the support of other tribes, being blacklisted in such a manner will likely mean they'll refuse to openly provide any kind of help.

Unsettling Presence – +200 CP

You're not from this world. You shouldn't be here. Yet, you are, and you might have history as well. The common folk won't notice anything unless your own actions cause such, but animals? Such as The Fabled, or the many birds of the Mist Valley, or even dragons? They know. They can feel it. They do not like it. Animals local to this world will reject your presence. At best, they'll aggressively drive you away. At worst, they'll hunt you down to end the disturbance you are. At least any you such creatures acquire through your purchases here will be exempt from this.

Thundering Temper – +200 CP

"How… how dare you!? Capturing the enemy and using them as power sources? Turning innocent creatures into weapons? As if we could ever stand alongside you ever again!" These might not be your words, but I reckon you will say things similar to them at some point. Your ideals and morals, or the ones you'd like to follow but fail to for one reason or another, are now ironclad. You'll stand by what you believe in, even if it means standing alone as the world serpents ride forth and the end of everything begins.

Falling Down – +200 CP

Crawling. Tearing. Breeding. Changing. Becoming. In your head, in your brain, in your soul, always there always there always there… I hope you're prepared for an unpleasant stay. Whether you tried to summon a demon, or fell victim to one of the Fabled, the end result is the same. A vile force has taken root inside your mind, softly and subtly pushing and pulling on your mind. One day you'll be slightly more rude, then one day you'll be slightly more cruel, then one day you'll do something you should not have done. Employ constant vigiliance, Jumper, or you might find yourself thinking you want things you really really don't want.

Wandering Into The World's Edge – +200 CP

It's a big world out there. Just because there's an alien invasion doesn't mean you can't find somewhere peaceful. Except, you can't do that now. Whether you're drawn into danger, or the danger follows you, you'll be there for all the most important moments of this world's history. Good or bad. You'll be there to see the the Alliance of Justice be formed, to see the Fabled begin to rampage with a smile on their faces, to see the Worm Zero emerge, and many other things. But that doesn't mean you have to stay. Even if an Ice Dragon is released right at your side, there's nothing stopping you from running away. Even if the Jurrac Meteor begins to rise in the same city as you, you can still try and run away before it inevitably falls down. But I can't guarantee you'll succeed.

A House Divided – +300 CP

…can not stand. The Allies of Justice? Truces? Peace? What a joke. There will be no such alliances in this world you're arriving. The Flamvell shall burn this continent to ashes if they must, the Ice Barrier shall not hesitate to unleash the Ice Dragons if it means their foes will die alongside them, the Dragunity will ride not for justice but to restore the status quo of seemingly eternal war. Worst yet is your tribe, which has earned the enmity of all other factions. It will not be a war against you and your people, your foes shall stand seek to end each other, but opportune ceasefire after opportune ceasefire will be declared if a chance to strike a decisive blow against you and yours appears. Of course, while you yourself might survive this simply by running away and hiding your nature in shame, the dissolution of your tribe shall be considered a Jump failure.

Man In The Mirror – +300 CP

Encased within cursed stone, soul and mind bound by chains, reality thrown deep into an endless reflection. What a troublesome way to begin things. You are not free, but trapped inside a magical artifact, the bindings on you bypassing any protections you might have against such. The only way to leave will be by subtly whispering to those who would seek to wield your magical powers and convincing them to set you free, only the barest whisps of power reaching their being, such that you might only slightly influence their thinking through magical means… if you even have such abilities to begin with. Until they already are all but your slave, any attempts to blatantly control those foolish enough to stay close will certainly fail. Still, the power you hold will be felt by those who near your vessel. This means they'll know to try and harness you, but will also treat your prison with the appropriate caution.

Unverzed – +300 CP

What… how is this here!? The Evilswarm is a mental entity of pure wickedness… it does not just twist the minds of those it infects and turn them into puppets, but transmogrify their body into a malignant mockery filled to the brim with a vile power, each new slave also being a vector of infection and control. It should only have been freed at least a decade after your arrival, but something excised it from the bodies of the bound demons it once inhabited. There will be no aid against this threat. The warriors of the stars and the mechanical angels who would normally seek to end this evil are completely gone, at least until your stay here is over. Even if you somehow are capable of facing the Evilswarm armies without trouble, there still are the mental and spiritual battlefields to consider. Please, be cautious. Even if the corruption hasn't manifested yet, there's no knowing who might already be a carrier.

The End

After 10 years, it’s time to choose once again…

RETURN HOME

STAY HERE

MOVE ON

Notes

If a Companion buys an OC Companion, said Companion will still take up one of Jumper's Companion Slots, and may only be active when the Companion who purchased them also is.

Fanwank something if you Import a single person into a group Companion.

You may freely Import Items, Locations, and other such things, into any option that is of the same basic type. This adds new features but does not necessarily remove fiat-level limitations.

Any Inactive Companions may spend their time in Location-type Items, but can not affect the outside world in any meaningful way.

Corruptive effects caused by Drawbacks will be removed at the end of the Jump. Just in case that needs to be said.

About Genex Justice Squadron…

They all have the "ELEMENTS" Innate, as well as mixed purchases of "Armament Designation" and "Chassis Designation".

Army 5: Chemical power, has "Armament Designation: Bazooka."

Worker 4: Wind power, has "Chassis Designation: Land Vehicle."

Gaia 3: Geothermal power, has "Armament Designation: Scythes."

Turbine 2: Steam power, has "Armament Designation: Energy Transfer rod thingies."

Solar 1: Solar power, has "Chassis Designation: Wings."

If you're a bad guy who loves messing up the environment, you can instead get the Genex Psycho Squadron. Hope you like spikes and black color schemes!

Changelog:

-0.3:

Added sentence in The End mentioning how long you'll be here, added note about Item Imports, added Note about Inactive Companions and Location Items.

-0.2:

Added "Last Warrior", "Unsettling Presence", and "A House Divided" Drawbacks.

-0.1:

Made the jump.