

Code Vein (Reddit) 2.0

By Sentry342

Set in the near future, the world has fallen to a mysterious calamity known as the Great Collapse. In order to fight the monsters that began emerging around the world humanity created the Revenants: human corpses brought back to life by implanting a Biological Organ Regenerative - BOR) parasite within the heart, acting as vampiric fighters with unique abilities. Revenants can only die if their heart is destroyed, and require human blood as nourishment to keep themselves from entering a frenzy and mutating into the Lost - cannibalistic beings devoid of reason and control.

Over time the number of Lost increases to the point where they begin to collectively emit a deadly Miasma, that hastens a Revenant's blood-thirst and chances of frenzy. Participating in an experiment to stabilize the Revenant population and stave off the Lost, a young girl named Cruz Silva volunteers to become the "Queen of the Revenants", though she later frenzies herself and goes on a murderous rampage. More Revenants are created to defeat the Queen in a mission dubbed Operation Queenslayer, led by Cruz's father Gregorio Silva.

Though they succeeded in killing Cruz, the Lost and the miasma remain, requiring Revenants to wear filtration masks to avoid turning Lost, and the Blood Springs - plants that produce Blood Beads, which serve as an alternative to human blood) begin to dry up. This is the world you'll be entering, and it is going to be a rough ride. Here, have **1000 CP**, you'll need it since you're stuck here for the next ten years.

Location

You can either choose one of the locations below or roll D8 and receive +100 CP to let the whims of fate decide your path.

1.) Ruined City Underground

Area D-12 Ruined City Underground was once a bustling multi level parking garage in the heart of the city. However, after the Great Collapse, it was turned into a treacherous and labyrinthine network of underground tunnels and caverns. Revenants who left Silva after Operation Queenslayer sought refuge in this hidden location, but they were not alone. The spread of miasma transformed the once-safe haven into a breeding ground for the Lost. The location where the story begins, the Ruined City Underground is a place of danger, mystery, and hidden secrets.

2.) Howling Pit

The Howling Pit is a place shrouded in a thick mist and flooded with water. It is a desolate place where countless Lost roam around, making it one of the most dangerous locations in the world. The Lost here are not ordinary; they are particularly ferocious and relentless in their pursuit of prey. In the midst of this chaos, a powerful opponent known as the Invading Executioner reigns supreme. However, amidst the danger, there is a glimmer of hope. An odd pair of wandering siblings has been seen in the area, and their presence could signal a chance for a courageous adventurer to make a difference.

3.) Dried-Up Trenches

Area H-14 Dried-Up Trenches is a hauntingly beautiful location that was once a part of the seafloor. However, in the aftermath of the Great Collapse, it was violently thrust to the surface, exposing a variety of vivid corals that now lie dry and exposed to the air. The ships that once floated on tranquil waters are now utterly still, frozen in time as a portrait of tragedy. Despite the serene appearance, danger lurks in the form of the Lost that now call this place home.

4.) Cathedral of the Sacred Blood

The Cathedral of the Sacred Blood is a towering and imposing structure that is structured like a maze. Filled with towers and secret paths, this location is home to both Lost and Warriors. It is a place of great significance as it is where the Successor of the Ribcage resides. Those who dare to venture into the Cathedral must be prepared to face both the physical and spiritual challenges that await them.

5.) Ridge of Frozen Souls

Area P-9 Ridge of Frozen Souls is a foreboding and desolate location that consists of a chain of mountains and structures that are buried under snow and ice. It is a harsh and unforgiving environment that has claimed the lives of many brave adventurers. This is also the home of the Successor of the Breathe, making it a place of great importance to the world's fate. Those who venture here must be prepared to face not only the treacherous terrain but also the fierce guardians that protect the Successor.

6.) City of Falling Flame

The City of Falling Flame is a place of chaos and destruction. Once a thriving city, it is now a ruined wasteland covered in fire, lava, and Lost that have adapted to the flames. The Lost here are especially dangerous, and only the bravest adventurers dare to venture into this inferno. The City of Falling Flame is also the home of the Successor of the Claw, making it a place of great importance to the world's fate.

7.) Provisional Government HQ

The Provisional Government HQ is the headquarters of the Provisional Government, the last bastion of hope for humanity. However, after the Great Collapse, it has fallen into disrepair and now only houses a handful of brave defenders. Deep within the structure lies the final location, a throne room where the commander Gregorio Silva turned Skull King rests. It is said that only a worthy opponent may challenge him and claim the throne for themselves.

8.) Free Choice

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will arrive in this world the day the protagonist is found by Io and the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Unknown Figure - Free

You wake up in an abandoned building after the Great Collapse, your past shrouded in mystery. You have no memories of who you were before you became a Revenant, and whether or not you actually had a past is a question that haunts you. With no ties to hold you down and no memories to guide you, you must rely on your instincts and wits to survive in this hostile world.

But there's more to being a Revenant than just fighting. As you explore the ruins of the world around you, you may uncover clues about your past and the events that led to your transformation. Perhaps you'll discover allies who can help you on your journey, or enemies who will stop at nothing to see you fall. Optionally you may wake up next to the protagonist as well.

Defender of Humanity - Free

You're a battle-hardened soldier, a warrior who has dedicated your life to protecting humanity against the relentless threat of the Lost. Whether you're fighting on your own or as part of Silva's provisional government, you possess the training and skills necessary to take on even the most terrifying of foes.

Of course, being a soldier also means sacrifice. You've likely lost friends and comrades in the fight against the Lost, and you've had to endure hardships and trials that would break the spirit of lesser men and women. But despite it all, you remain steadfast in your commitment to the cause, knowing that the future of humanity rests on your shoulders. So go forth, soldier, and march once more.

Researcher - Free

During the tumultuous times of the Great Collapse, you were a brilliant scientist working for the world governments, dedicating yourself to finding a solution to the incursion of the horrors. You worked tirelessly alongside other great minds, contributing to the

development of Revenants and the Blood Veils that they would use to eventually defeat the Queen.

However, as the war against the Lost raged on, the number of Revenants lost in battle continued to rise, leaving gaps in the ranks that needed to be filled. Fueled by a sense of duty and determination, you made the selfless decision to step up and become a Revenant yourself. You knew that the knowledge and expertise you possessed as a scientist would make you a valuable asset to the war effort, and you were eager to put your skills to the test.

The Masses - Free

Once an ordinary person leading an uneventful life, your world was turned upside down with the rise of the Lost. At first, you tried to seek refuge with the government after the Great Collapse, or perhaps you managed to survive on the streets for a while despite the dangers. But as the Lost continued to threaten the world, you realized that in order to protect those close to you, sacrifices would need to be made.

Driven by a deep sense of responsibility and the desire to do what's right, you made the difficult decision to cast aside your own humanity and become a Revenant. Though you lack the inherent physical advantages of a Revenant, your resourcefulness, intelligence, and determination make up for it. You've honed your skills and learned to survive in a world ruled by the Lost, and now you're ready to take the fight to the Queen and her minions.

The Lost - Free

You were once a Revenant like any other, struggling to survive in a world overrun by the Queen's horrors. However, you were unable to control your bloodlust and eventually succumbed to it, transforming into a Lost. Your humanity was stripped away as you became a dark, malevolent monster, forever wandering the world in search of new blood to satiate your unending thirst.

As a Lost, you are hunted by other Revenants and viewed as a dangerous enemy. However, you have also gained immense power, with your body transformed to possess incredible strength and speed, as well as the ability to control the Miasma and command lesser Lost. Your ultimate goal is to find a steady source of blood to sustain yourself, while avoiding the attention of other Revenants who would seek to destroy you.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Human +200 CP

You are a human, one of the few remnants of a world overrun by monsters and vampires. While you may not have the supernatural abilities of other races, you possess the determination and adaptability that has allowed your kind to survive in this harsh new world. Your survival instincts will be put to the test as you navigate the dangers of this world, where even your fellow humans may see you as little more than a source of food or a pawn in their schemes. But with 200 CP at your disposal, you have a chance to carve out a place for yourself and protect those you hold dear.

Revenant - Free/200 CP

Revenants are immortal, vampiric creatures who were once human but were revived after death. To be more specific, revenants are humans who have been implanted with a scientifically engineered parasite that allows their revival into immortal-like enhanced beings that won't die unless their heart is destroyed. The parasite that allowed for the creation of the revenant was originally being developed for medical purposes.

However, the appearance of the horrors after the Great Calamity pressured its objective change to military application. Revenants were a sliver of hope that could actually fight off the horrors. Now all known revenants are imprisoned inside the Gaol of the Mists together with the Lost, horrors and a small population of surviving humans. It is a society of revenants. This Gaol of the Mists is in crisis, however. Food is becoming scarcer and the numbers of the Lost are increasing.

- **Successor - 300 CP:** To stop the ceaseless resurrection of the queen, her body was divided into relics. A small number of revenants, that were compatible with the relics, were chosen to have those relics implanted into them (often with their consent). Those successors are then brought to a specific place by Jack, where they live out the rest of their lives in a constant struggle against frenzying. Successors have within them the ability to alter their surroundings into something of their choice termed as crypts. You are now one of these Successors. Optionally you may choose to be a new Successor or replace one of the canon Successors. This may change the plot depending on your choice. You will receive a monstrous alt-form which you can transform into as well.

Lost +100/-200/400 CP

The Lost are former Revenants who have lost their humanity and become twisted, malevolent monsters driven by an insatiable thirst for blood. As one of the Lost, you will be feared and reviled by the few remaining humans and Revenants in the world. Your only purpose will be to hunt and kill, driven by the endless hunger that consumes you. But with this power comes a price – you will forever be trapped in a state of unquenchable bloodlust, unable to ever truly find peace. If you choose to become one of the Lost, you will be a force to be reckoned with, but you must be prepared to pay the ultimate price for your power. This option allows you to become one of the Lesser Lost.

- **Greater Loss - 200:** As a Greater Lost, you are a step above the Lesser Lost in power and stature. You may have once been a powerful Revenant or even a human with exceptional abilities, but you succumbed to the bloodlust and lost your humanity. You are stronger, faster, and more agile than the Lesser Lost, and you possess unique abilities and skills that make you a formidable opponent. You may be able to command groups of Lesser Lost, or you may be a lone hunter, stalking your prey through the ruins of civilization. However, your thirst for blood is even stronger, and you may find it difficult to control yourself in the heat of battle.
- **Boss Tier - 400 CP:** As one of the Boss Tier Lost, you are a force to be reckoned with, capable of taking on entire armies and even other bosses. You have access to powerful abilities and techniques that make you a nearly unstoppable force. While you still have a thirst for blood, you have enough control over it that you can function without constantly seeking out new prey. This option allows you to become one of the most powerful and feared creatures in the world.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Successor x Greater Lost hybrid would cost 800 CP ($200 + 400 + (100 \times 2) = 800$). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100 CP perks are free to their origin.

General Perks

Songs of the World - Free

Code Vein is a breathtaking world that combines the brutality of Dark Souls with the charm of anime. This is reflected in the world's appearance, the captivating music, and the story itself. This perk captures this essence by giving you a custom theme song that is tailored to your personality and based on the music of Code Vein. You will also receive the complete Code Vein soundtrack, which you can play as background music whenever you wish. The music will always be at the perfect volume, and it will only be audible to those you permit to hear it.

Blood Code - Free

Blood Codes are separate and very diverse sets of powers and abilities for every Revenant. Each Revenant has a factor within their blood that is personal to them alone. It is impossible for another Revenant to absorb another's Blood Code, or so should they risk becoming apart of the Lost instantly. The only exception to this, is the Protagonist, who is a Void-Type; capable of acquiring any and all Blood Code. Here you receive a unique Blood Code that will be generated based on your individual personality. Also without purchasing the Queen Slayer Perk or without a similarly functioning perk this will be the only Blood Code you can acquire this jump.

- Humans cannot take this Perk unless they become Revenants in-jump

Anime Beauty - 100 CP

Considering this world is an apocalyptic wasteland for the most part it seems strange that the vast majority of the characters are surprisingly attractive. Taking this perk makes you the equivalent of a 10 out of a 10. In addition you will gain anime rules regarding beauty such as no soreness from large assets or the ability to remain surprisingly clean when surrounded by bleeding foes.

Iron Will - 100 CP

Your mind is incredibly strong, allowing you to resist even the most powerful forms of mental and emotional manipulation. You can withstand extreme pain and stress with ease, making you virtually unbreakable in the face of adversity. This perk also grants

you the ability to remain focused and level-headed in the most chaotic of situations, allowing you to make rational decisions even when others would be overwhelmed.

Speed Demon - 100 CP

You move with incredible speed and agility, making you a blur on the battlefield. Your reflexes are lightning-fast, allowing you to dodge even the most complex attacks with ease. You can outrun almost any opponent, and your ability to move quickly and fluidly gives you a significant advantage in combat. This perk also grants you an increased awareness of your surroundings, allowing you to react to changes in your environment quickly and effectively.

Mistle Seeding - 200 CP

With this power, you have the ability to plant new Mistles and help them grow. By doing so, you can make previously dangerous areas safer and allow yourself to quickly travel between them. Planting Mistles will require some effort and resources, but once established, they will provide a safe haven for you and your companions. Not only will these new Mistles give you a safe place to rest and recover, but they will also allow you to easily travel between them, making your journey through the post-apocalyptic world much easier. Planting Mistles in strategic locations will be crucial to your success, and your ability to do so will be greatly valued by others. This perk is Discounted to Queenslayer and Free if you have the Queen Perk.

Queen - 1000 CP

Like Cruz Silva, you were once a participant in the disastrous Project QUEEN, an attempt to enhance the effectiveness of Revenants and reduce their bloodthirst. The project succeeded in granting you unparalleled superhuman strength and speed, surpassing even the greatest of Revenants. However, the cost of this power soon became apparent. The Queen, overwhelmed by the influx of power, became insane and uncontrollable, causing havoc and destruction wherever she went. Only someone with an indomitable will and exceptional mental fortitude could hope to control this awe-inspiring power without losing themselves.

But should you succumb to the power of the Queen, you become nigh unstoppable. With a nearly inexhaustible pool of Ichor at your disposal, you have complete mastery over the elements and can manipulate them with ease. Even the Thorns of Judgment themselves bend to your will, tearing through the earth and rending your foes apart with ease. Your regeneration abilities are second to none, allowing you to heal from even the most devastating of injuries, including the complete loss of limbs. And while the pain and bloodlust associated with the Queen's power will still be present, they will be greatly diminished compared to Cruz, and will disappear completely once the Jump is finished.

Unknown Figure

Body of Blood - 100 CP

In a world full of bloodthirsty Revenants and a toxic environment caused by the presence of the Lost, being a superpowered being comes with its downsides. But with Body of Blood, you have adapted seamlessly to the change. Your body is highly efficient, requiring only a fraction of the blood that others need and allowing you to venture into the miasma for short periods of time. While you are not invincible, you can last far longer than others, making you a valuable asset to any team. Even in your alternate forms, such as a robotic form, this perk will allow you to require less energy and prolong the lifespan of your parts beyond their normal limits.

Blood Sight - 100 CP

With Blood Sight, your sense of smell becomes incredibly acute and allows you to pick up on scents that would normally be imperceptible to the human nose. This includes the scent of blood, which you can track over long distances and use to locate injured enemies or hidden prey. You can also detect the scents of various chemicals and poisons, allowing you to avoid dangerous traps and hazards.

Additionally, Blood Sight enhances your vision, allowing you to see in near-complete darkness with ease. You can detect movement and shapes in the darkness, and this ability can be combined with your heightened sense of smell to become an even more effective tracker. This perk is invaluable for reconnaissance missions and hunting down elusive prey in the shadows.

Silent Protagonist - 200 CP

They say that actions speak louder than words, and that couldn't be more true for you. As a master of communication through small movements and gestures, you can convey vast amounts of information without saying a word. Your ability to coordinate with allies seamlessly and initiate combos and tactical movements without uttering a sound will leave your enemies in awe. Somehow, this also makes you incredibly likable. Perhaps the silent protagonist trope is a real thing, and you are the embodiment of it. With Silent Protagonist, you will be a formidable force in combat and an invaluable asset to any team.

Taking You With Me - 200 CP

When the Protagonist and Jack faced off against the Queen, the protagonist was exposed to the miasma once their mask was knocked off. Despite this, they managed to

deal a lethal blow against the Queen, winning the fight. With Taking You With Me, you will possess an incredible ability to retaliate against your attacker when struck with a lethal blow or condition. As you fall, you will be granted a final burst of power that allows you to deal a deadly strike to your foe, taking them down with you. This ability is not limited to physical combat, as it can also manifest in other ways, such as a devastating magical attack or a last-minute sabotage of your enemy's plans. With this perk, you will never go down without a fight, and even in death, you will take your enemies down with you.

Undying Body - 400 CP

You possess an incredibly resilient body that can withstand even the most fatal of injuries. Your healing factor is unparalleled, allowing you to quickly recover from even the most grievous wounds. Your body can regenerate lost limbs, organs, and even damaged nerve endings with ease. This also makes you highly resistant to diseases, poisons, and other harmful substances that would bring down most Revenants.

In addition to this, your body is incredibly tough and durable, able to shrug off blows that would incapacitate or kill others. Your bones are unbreakable, your muscles impossibly strong, and your skin resistant to most forms of damage. Even the deadliest of environments pose little threat to you, as your body can withstand intense heat, cold, and radiation with ease. With Undying Body, you are an unstoppable force that can weather any storm and come out unscathed.

Luck of the Draw - 400 CP

Fortune favors the bold, and you seem to be a magnet for good luck. When the chips are down, you always seem to come out on top, with the right people and events happening at just the right time. Your luck can even manifest in small ways, like finding a useful item when you need it or stumbling upon a hidden shortcut. And when the stakes are high, you can count on luck to give you a boost. Maybe a timely distraction will give you an opening to strike a fatal blow, or a friendly ally will turn the tide of battle in your favor. Your luck isn't limitless, but it's strong enough to give you an edge in almost any situation. And in other worlds, it will continue to work in your favor, bringing you the good fortune you need to succeed.

Second Chance - 600 CP

Death is not the end for you. Like the protagonist, you have a remarkable ability to cheat death, surviving even the most fatal of injuries. With Second Chance, you will be able to miraculously survive one incident per jump, no matter how grave the situation. Whether it's being mortally wounded in battle, caught in a catastrophic event, or facing a deadly illness, you will always find a way to pull through. This ability can only be used once per

jump, but once activated, you will return to full health, completely healed of any injuries or ailments. And with every use of this ability, you will find that you come back even stronger than before, with newfound powers and abilities that will aid you on your journey.

Queenslayer - 600 CP

You carry a heavy burden as the Successor of The Queen's Blood, but it also gives you incredible power and responsibility. With this blood code, you have the ability to unlock the memories of the vestiges, granting them peace and freeing them from their torment. You can also restore beings who have lost their way, such as the Successors who have been consumed by the power of the relics. And in other worlds, you can use this ability to heal those who have been wounded in mind, body, or soul, restoring them to their true selves. An example would be to calm down a raging jinchuuriki from Naruto or those who have powerful beings sealed inside their bodies.

But that's not all - as a Queenslayer, you have the unique ability to restore Blood Springs and mistles, the vital sources of power in this world. With this power, you can bring life back to dormant sources, reviving them and giving new life to the people who depend on them. And in other worlds, you can use this ability to restore other sources of power, whether it's a mystical well or a fallen temple.

But perhaps your greatest power lies in your blood code's ability to absorb the abilities and attributes of other blood codes. Through the power of blood vestiges, you can learn from the past, unlocking the secrets of other blood codes and incorporating them into your own. This gives you incredible versatility and power, allowing you to adapt to any situation and overcome any obstacle. And in other worlds, you can use this ability to gain new powers and abilities, becoming a master of all the blood codes you encounter. An example would be as mentioned above when restoring a jinchuuriki you may develop a blood code based off their powers or other blood based powers. With the power of the Queenslayer, the world is your oyster.

Defenders of Humanity

Boot Camp - 100 CP

When the war against the Lost began, the need for well-trained soldiers became crucial. With Boot Camp, you gain the fitness and combat knowledge required to become a skilled soldier. Your physical abilities are equal to those of a typical Revenant, and your combat skills are on par with that of a soldier above the average level of the setting. This perk also ensures that in each new jump, you will have a higher level of skill than the average soldier in that setting. With Boot Camp, you will be a valuable asset to any military force.

The Horrors of War - 100 CP

War can be a brutal and demoralizing experience, but you possess an unbreakable will that keeps you going no matter what. This heroic spark within you ensures that you will never falter or lose hope in the face of adversity. Your unwavering determination not only strengthens your own resolve, but also inspires those fighting alongside you.

When fighting with allies, your presence on the battlefield has a profound effect on their morale. Your unyielding spirit invigorates them, filling them with renewed energy and determination. They feel a sense of confidence and hope, knowing that they are fighting alongside a true hero who will never give up or abandon them. With your leadership, even the most difficult battles can be won.

Siren's Song - 200 CP

Like Eva, your voice has the power to soothe the troubled soul and calm the raging heart. Your singing has the ability to pacify even the most berserk beings, including those affected by Relics and other supernatural forces. Your voice can bring a rampaging monster to a halt, and a crazed berserker to his knees.

In addition, your singing has a healing effect on those who are suffering from mental or emotional distress. Those who listen to your songs will find themselves relaxing, and the burdens they are carrying will seemingly be lifted. This effect can help to heal the psychological wounds of those who have endured great trauma or tragedy.

As you grow in power, your singing voice will become even more effective. Your songs will have greater range and potency, and you will be able to pacify even more powerful beings. With practice, you may even be able to control the Relics themselves, using your voice to soothe and calm them when they threaten to run wild.

Dancing Blade - 200 CP

In a world full of horrifying creatures like the Lost, the ability to wield a weapon is essential for survival. Dancing Blade allows you to become a master of a weapon of your choice, with skill equivalent to that of a seasoned veteran with decades of experience. Your proficiency with the chosen weapon will be so great that you may earn a title on the battlefield for your displays of skill. Additionally, this perk increases your talent with the chosen weapon, making you even more lethal should you choose to further pursue it in the future. This perk may be purchased multiple times for different weapons, but only the first purchase is discounted.

Blood to Energy - 400 CP

Through intense training and experimentation, you have learned how to channel your own life force into energy to fuel your abilities. With this perk, you can sacrifice a portion of your health to generate ichor for your powers. This allows you to use your abilities even when low on ichor reserves, and can make you a formidable opponent in battle. The amount of health you sacrifice directly determines how much ichor you generate, so be careful not to overuse this ability and risk your own well-being. With practice, you can learn to control the amount of life force you channel and minimize the damage to your body.

Apex Predator - 400 CP

In a world full of dangerous monsters and Lost, being a soldier is not enough - you need to become a predator. Apex Predator boosts your physical attributes far beyond the norm, making you a formidable opponent even against the most powerful Lost. Even a normal human with this perk could fight against stronger Lost, let alone a powerful Revenant or Successor. Furthermore, when facing non-human foes, your abilities become even more terrifying. You are a true predator that feeds on monsters, tearing your prey apart with ease. With Apex Predator, you will become a force to be reckoned with, feared by enemies and revered by allies.

We Will Never Give In - 600 CP

The Lost may seem invincible, but you refuse to accept defeat. With this perk, every victory you achieve will have a lasting impact on the battlefield. Each small skirmish won will make the surrounding area safer and more secure for your allies and the people they protect. As your victories accumulate, the tide of the war will begin to turn in your favor. As you continue to win battles, the effect of your victories will grow, inspiring more people to take up arms and join the fight. The morale of your allies will be boosted, and they will be invigorated to fight alongside you. You will become a beacon of hope for humanity, leading them towards a brighter future. Your forces will grow stronger and more capable, while the Lost will grow weaker and more desperate.

As the areas under your control grow, you will gain access to more resources and equipment to use in the fight against the Lost. You will find allies in unexpected places, and they will join your cause, bringing their skills and knowledge to the fight. With each victory, you will gain more experience and insight into the Lost and their weaknesses, allowing you to plan more effective strategies to defeat them. With enough time and persistence, you may be able to push the Lost back entirely and secure a lasting peace. This perk also grants you the unwavering determination and leadership qualities necessary to inspire your allies and maintain their morale, even in the face of overwhelming odds. Your goal is not just to survive, but to thrive and overcome the Lost menace. With enough time and effort, you could potentially fight off the Lost without the aid of heroes. You are a leader and a warrior, and you will never give up until humanity is free from the threat of the Lost.

The Watcher - 600 CP

In this world, the Queen's defeat is the greatest lie ever told. The truth is that she was too powerful to be killed, leading to the creation of the Successors who contain her power within themselves. However, the Relics they possess corrode them from within, causing them excruciating pain and pushing them towards frenzy. As a Watcher, you are tasked with keeping a close eye on the Successors and slaying them if they come close to losing control. With this perk, you gain a number of powerful abilities.

Firstly, you will acquire extensive knowledge on how to seal and transfer beings, such as the divided pieces of the Queen. You will know how to handle these powerful artifacts with great care, preventing them from causing harm to those around them. Secondly, you possess a unique ability to identify ideal hosts for the Relics. You can sense individuals who are compatible with the Queen's power due to their personality traits or even certain physical attributes. You will be able to guide the Successors towards these hosts, ensuring their Relics are transferred without any negative consequences. Lastly, you are a formidable warrior with unmatched skill and strength, capable of taking on even the most enraged Successors. You will have the ability to protect your charges and eliminate any threats that come their way. You may even choose to start your journey alongside Jack and Eva if you so desire. With this perk, you will become an indispensable asset to the world and the Successors.

Researcher

Charming Facade - 100 CP

Your ability to manipulate and charm those around you is truly remarkable, to the point where even the most ruthless leaders may be swayed by your words. With this perk, you possess an innate charm and charisma that allows you to sway the opinions of others, regardless of how they may feel about your true nature. You can present yourself as a lovable and trustworthy individual, even if your actions would suggest otherwise. Whether you use this power for good or ill is up to you.

Child or Experiment - 100 CP

Mido's experiments on innocent children were a dark stain on his legacy, but there's no denying the incredible potential that some of his test subjects possessed. With this perk, you have a natural talent for identifying gifted individuals, particularly orphans and children, who would be suitable for experimentation or other purposes. They may possess unique abilities or skills that could aid in your goals of scientific advancement or other endeavors.

Furthermore, these individuals will develop a strong loyalty to you, viewing you as a mentor or parental figure. Even if you subject them to harsh experiments or other mistreatment, they will continue to trust and follow you, believing that you have their best interests at heart. This loyalty is unwavering and unconditional, and they will never betray you or work against your goals, even if coerced or misled by others. With this perk, you have a powerful tool for advancing your scientific endeavors and shaping the future of the world.

Progress Requires Sacrifice - 200 CP

You understand that progress requires sacrifices, and you're willing to make those sacrifices for the sake of humanity's evolution. Your will is unbreakable in the face of ethical dilemmas and moral quandaries that might give others pause. You can take the difficult actions that are necessary to achieve your goals, even if they involve experimentation on human subjects, or other unsavory methods.

The more you stray from the moral path, the greater the boost this perk provides. In fact, the more extreme your methods, the more effective you become. Mido was willing to capture orphans and experiment on them to create super soldiers, and you could do the same, without hesitation, if it meant furthering your research and achieving your goals. With this perk, you're unstoppable in your pursuit of progress, no matter the cost.

Science is Power - 200 CP

In Code Vein, Juzo Mido demonstrated that scientists don't have to be frail intellectuals hiding in labs. You, like Mido, are a physical powerhouse whose size and strength dwarfs that of your peers. In addition to your imposing physique, you possess a brilliant mind and a deep understanding of science and technology, making you a formidable force both in and out of the laboratory. With this perk, you can easily intimidate and overpower those who stand in the way of your scientific pursuits, and your physical abilities will help you withstand the rigors of long hours and difficult experiments.

One Man Army - 400 CP

Juzo Mido was a force to be reckoned with, capable of taking on entire teams of highly skilled Revenants and emerging victorious. You have inherited his incredible combat prowess, making you a one-man army on the battlefield. In any one-on-one confrontation, your strength, speed, and skill are unmatched. You can effortlessly take down even the most powerful opponents, and your endurance is such that you can keep fighting for hours without tiring. In addition, your tactical acumen is exceptional, allowing you to anticipate and counter your enemies' moves with ease. With this perk, you will be virtually unbeatable in combat, capable of taking on entire armies single-handedly.

Power of Evolution - 400 CP

You possess the same drive and expertise in human evolution as the infamous Judo Mido. You are a master in the related sciences and capable of creating incredible advancements, particularly in the realm of super soldier development. With enough time and resources, you could even surpass the capabilities of the current revenants or create entirely new beings. Judo himself was known for creating powerful creatures such as the Cannoneer and Blade Bearer, and this perk also encompasses similar avenues such as Captain America's super soldier serum or the Space Marines of Warhammer 40K. Humanity's potential is limited only by your imagination and scientific prowess.

Master of Blood - 600 CP

Karen Amamiya and Aurora Valentino were the lead researchers in charge of the BOR parasites and later on operation QUEEN. Despite their skills, operation QUEEN was a failure and had catastrophic consequences. Perhaps if they had you with them the project wouldn't have been a failure though. You are an unrivaled scientist and a master of development. Your main abilities will be in biological sciences and medicine, but you will be an expert in a wide variety of fields.

Second, you will be able to help those who have been wronged by science. An example would be helping Cruz Silva or the Successors to keep them from falling apart any further. Given enough time you may even help them recover. This process will allow you to teach those how to gain control over their abilities rather than being controlled by the powers. Maybe you give this world some real hope for recovery.

Aragami Expertise - 600 CP

You possess a complete understanding of the scientific principles underlying the creation, development, and manipulation of Aragami - the fearsome monsters that plague the world of God Eater. You have a deep understanding of their biology, anatomy, and physiology, as well as the science behind their ability to absorb and utilize the powers of other Aragami. This allows you to create and manipulate Aragami on a level far beyond any other researcher or scientist, including those working for Fenrir.

With this perk, you have an unparalleled expertise in the fields of genetic engineering, cellular biology, and biotechnology, as well as the ability to create and control Aragami with incredible precision and efficiency. You can design and engineer Aragami with specific powers, abilities, and traits to suit your needs, making them even more powerful and deadly than those found in the world of God Eater. Additionally, you possess the knowledge and skill to reverse engineer the abilities of existing Aragami, allowing you to create new technologies and weapons that are unmatched in their power and effectiveness. Overall, this perk grants you incredible scientific abilities that are both powerful and versatile, allowing you to reshape the world of God Eater in ways that were previously unimaginable.

The Masses

Innocence - 100 CP

In a world where power and ability are the keys to survival, you are one of the few who still hold onto their innocence and hope for a better future. Your unwavering positivity and kind heart make you a beacon of light in a dark and cruel world. Despite being seen as ordinary by many, your presence brings a sense of comfort and reassurance to those around you. This perk allows you to tap into the power of hope, inspiring others to keep fighting even when all seems lost. The longer you are around others, the stronger this effect becomes, bolstering their resolve and giving them the strength to overcome any obstacle.

Survival Instincts - 100 CP

Your time on the streets and in the chaos after the Great Collapse have given you an unparalleled ability to survive in harsh conditions. You have an instinctive understanding of your environment, able to find food and water where others cannot, know how to make do with limited resources, and are adept at hiding and evading danger. You are a master of improvisation, able to make use of whatever tools and resources are at your disposal to ensure your survival. You are also skilled in first aid and basic medical techniques, able to tend to wounds and injuries with whatever materials are available.

We Need to Remain Hidden - 200 CP

As a civilian in a world dominated by the Lost, you've learned the value of staying hidden and avoiding confrontation whenever possible. With this perk, you possess a remarkable talent for hiding yourself and others from view, even in the most challenging of environments. You can remain completely undetected by expert trackers and can move stealthily through any terrain without leaving a trace.

Additionally, you have a natural ability to find powerful individuals and organizations, and can quickly integrate yourself into their ranks. They will provide you with shelter and protection, recognizing your potential value as an asset. However, be warned that their generosity will only extend so far, and you will need to prove your worth and contribute in some meaningful way in order to maintain your place among them.

Marksman - 200 CP

Unfortunately most civilians don't have bodies on the same level as the soldiers and the revenants. Therefore the obvious answer was to get a gun instead of a giant sword.

Luckily, you are a master marksman, capable of hitting your target with deadly precision no matter the firearm.

Your skill with guns is unmatched, and even with a weapon you've never used before, you can quickly analyze its capabilities and become a master in just a few minutes. This perk also grants you the ability to analyze your targets and find their weak points with ease. Your aim is true, and with a single shot, you can end a fight before it even begins. Whether you're dealing with human opponents or monstrous creatures, your marksmanship will be a valuable asset in any situation.

Crafts of War - 400 CP

You possess a remarkable talent for crafting weapons and armor, with the ability to create gear that is unmatched in quality and durability. Whether it's Blood Veils, weapons used by Revenants, or the rare specialties like the Argent Armor used by the provisional government, you can forge them all with ease. Your skill in repairing damaged equipment is also unparalleled, and you can salvage and repurpose materials from any source. With your abilities, you will be a sought-after artisan no matter where you go. Your gear will be prized by warriors, and your services will be in high demand by any faction that seeks to maintain their weaponry.

They're Safe - 400 CP

In a world of constant danger and uncertainty, the safety of your loved ones is always at the forefront of your mind. Through some stroke of luck or fate, those close to you seem to be under a constant aura of protection. They are inexplicably shielded from mass disasters and random events that would otherwise lead to harm or death.

Even in combat, those you care about will find themselves luckier than most. This perk doesn't make them invincible, and they can still be harmed if they knowingly put themselves in harm's way. However, they will have a greater chance of survival and a better outcome in dangerous situations than others. Whether through the universe's favor or your own unique abilities, you can rest assured that those important to you will have a better chance of making it through even the toughest challenges.

Nicola's Replicants - 600 CP

With this perk, you possess the same advanced cloning and robotics abilities as Nicola, allowing you to create exact replicas of yourself or others with ease. These clones possess the same physical and mental abilities as their original counterparts and can be programmed to perform specific tasks or assist in combat. In addition, you can create ice clones that are capable of independent action and can aid you in combat or perform

tasks on their own. These clones can be programmed with specific behaviors or can act independently, making them versatile allies in any situation.

Furthermore, your cloning and robotics technology is far more advanced than any seen in the world, allowing you to create clones or robots that are virtually indistinguishable from their human counterparts. This technology also allows you to create specialized clones or robots for specific tasks, such as infiltration, espionage, or combat. With Nicola's Replicants, you'll have a versatile and powerful army at your command, allowing you to achieve your goals with ease.

Reclaimer - 600 CP

You are a beacon of hope in a world that has lost so much. With your understanding of fallen civilizations, you can reclaim lost knowledge and help rebuild what was lost. You possess an unparalleled ability to analyze the past and learn from the mistakes of those who came before you. You can provide leadership and guidance to those around you, uniting them in a common purpose and leading them towards a brighter future.

But your abilities extend beyond just knowledge and leadership. You have a deep understanding of the root causes of societal collapse, allowing you to prepare for and prevent similar catastrophes in the future. Whether it be developing new technologies, training a powerful army, or mastering the intricacies of finance and economics, you are uniquely suited to the task of rebuilding society from the ground up. With this perk, you can become a true reclaimer, leading humanity out of the darkness and into a new era of prosperity.

The Lost

Blood Empowerment - 100 CP

As a Lost, your connection to blood has granted you a unique power. By consuming the blood of your enemies, you can tap into their memories and experiences, allowing you to gain valuable insights and knowledge. In addition, this blood consumption enhances your physical abilities and control over the Miasma, granting you a temporary boost in strength, speed, and agility. This effect can last for several hours, giving you an edge in combat and allowing you to overcome obstacles that would otherwise be insurmountable. With each feeding, you become more powerful, and your understanding of the world grows deeper.

Eternal Hunger - 100 CP

As a Lost, your hunger for blood is unquenchable, and you constantly crave fresh blood to satisfy your thirst. With this perk, you can go for longer periods without feeding, allowing you to focus on other tasks without being distracted by your insatiable hunger. Your thirst will not cloud your judgment or cause you to act recklessly, giving you a clearer mind and allowing you to make better decisions even when blood is scarce. Additionally, you gain the ability to detect the scent of blood within a certain range, making it easier for you to track down potential prey and hunt them down.

Miasma Mastery - 200 CP

Through your exposure to the Miasma, you have gained the ability to control and manipulate it. You can generate large amounts of the Miasma at will, and have the power to direct it to specific targets, causing them to experience the debilitating effects of the toxic substance. With practice, you can learn to shape the Miasma into various forms, such as barriers, projectiles, or even constructs, and use them to your advantage in combat. This ability also grants you immunity to the harmful effects of the Miasma, allowing you to move freely through areas saturated with the toxic substance without harm.

Elemental Immunity - 200 CP

Thanks to your unique physiology as a Lost, you possess an innate immunity to elemental attacks. Whether it's fire, ice, electricity, or any other type of elemental damage, it will have little to no effect on you. You can walk through flames unharmed, shrug off freezing temperatures, and even channel electricity through your body without being harmed. This makes you an incredibly fearsome opponent on the battlefield, as most other combatants will be unable to harm you with elemental attacks. However, it's worth noting that this immunity is not absolute - it will still be possible for extremely powerful elemental attacks to harm you, and you are not immune to non-elemental

damage. Nonetheless, this perk will significantly enhance your survivability in combat against most opponents.

Second Phase - 400 CP

As a Lost, you have the unique ability to enter a powerful second phase when you are wounded. When this occurs, your body undergoes a transformation, granting you access to new and enhanced powers. Your physical abilities are greatly increased, allowing you to move with incredible speed and strength. You can control the Miasma with greater precision, shaping it into deadly weapons or protective barriers as needed. Your attacks become more powerful, and your defenses stronger, allowing you to turn the tide of battle in your favor. This transformation can be the difference between victory and defeat, as it can allow you to take down enemies that would be otherwise impossible to defeat. However, it's worth noting that entering this phase comes with risks. The transformation brings you closer to succumbing to your bloodlust and losing your humanity forever. Therefore, you must use this power wisely and only when absolutely necessary.

Hydrokinetic Mastery - 400 CP

Through intense training and innate talent, you have mastered the art of manipulating water like the Invading Executioner. With a mere thought, you can control bodies of water of all sizes, from small puddles to vast oceans. You can shape the water into any form you desire, such as a whip, blade, or shield, and can propel it at incredible speeds to strike your enemies with devastating force. Your control over water extends beyond mere manipulation, as you can also detect the presence of water in your surroundings and sense its movements, even through solid objects. This allows you to track your enemies' movements and predict their attacks with ease.

In addition to its offensive and defensive capabilities, your water manipulation also grants you the ability to breathe underwater and move through it with incredible speed and agility. You can even create water constructs to aid you in battle or perform other tasks, such as building bridges or clearing debris. With your mastery over water, you become a fearsome force to be reckoned with, able to control the very lifeblood of the planet and bend it to your will.

Lost Conversion - 600 CP

As a Lost, you possess the power to corrupt and transform others into Lost beings like yourself. By making physical contact with a non-Lost individual, you can infect them with the Miasma and gradually turn them into a Lost under your control. Once the conversion is complete, the individual gains powers based on their previous skills, which are

enhanced and twisted by the Miasma. They will become loyal to you and follow your every command.

The strength of the conversion depends on the willpower of the victim and their level of resistance. Strong-willed individuals may resist your influence for a time, while those with weak wills will succumb quickly. Additionally, the process can be dangerous, as it will likely draw attention from the Revenants and may even attract the attention of the Queen herself. Use this power wisely, for it can be a valuable asset in your quest for survival, but it is also a dangerous tool that can turn others against you if used carelessly.

Royal Lost - 600 CP

As a Lost, you were once viewed as a dangerous and malevolent creature by other Revenants. However, through your mastery of the Miasma, you have risen in power and now command the loyalty of a horde of lesser Lost. With this perk, your control over the Miasma has reached new heights, allowing you to create and control even more powerful Lost. You are second only to the Queen herself in terms of influence over the Lost, and your word is law among your minions.

Your horde of Lost can be used in a variety of ways, from attacking your enemies to protecting yourself and your allies from harm. You can create specialized forms of Lost designed for specific tasks, such as reconnaissance or combat, and you can also imbue them with your own abilities to make them even more formidable. While commanding your army of Lost requires a significant amount of energy, the rewards are well worth the effort. With your vast army at your command, you can dominate the battlefield and strike fear into the hearts of your enemies. However, be warned that your power may also attract the attention of other Revenants, who may see you as a threat to be eliminated.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

Code Vein - Free/100

This is a special edition copy of the Code Vein game, designed specifically for jumpers like yourself. With this item, you will be able to immerse yourself in the world of Code Vein and witness firsthand the events that shaped its history. Additionally, this item will allow you to gain access to hidden areas and uncover secrets that would normally be inaccessible.

The game will be tailored to your specific abilities and limitations, ensuring that you have a challenging and engaging experience. And if you're unfamiliar with the setting, this copy will contain a wealth of information to help you understand and navigate this world.

For an additional 100 CP, you can also acquire a Code Vein wiki that contains detailed information on character profiles, abilities, and anything else you may want to know about the setting. With this resource at your fingertips, you'll be able to plan your strategy and make informed decisions as you journey through the game.

Unknown Figure

Consumables - 100 CP

With this supply of consumables, you will have a handy collection of items at your disposal to give you an edge in battle. This includes loss shards, cartridges, and medicine that can help you heal and recover. While the supply is not infinite, you can always rely on having a few on hand when you need them the most. As you grow stronger, the effectiveness of these items will increase as well, making them even more valuable in your fight against the Queen's horrors.

Trading Items - 200 CP

Your collection of trinkets includes a variety of items that might not seem like much, but can bring joy and comfort to those around you. From books and food to tools and other useful objects, these items can help you strengthen your bonds with companions and allies. As you make new friends and allies on your journey, your supply of trading items will grow, providing new opportunities to make someone's day a little brighter. In a world where happiness is in short supply, these items can be a valuable commodity for building relationships and fostering goodwill.

Blood Veil - 400 CP

Blood Veils are powerful pieces of armor that provide protection and enhance the gift potency of their wearers. They are also versatile tools for draining ichor, the vital fluid that powers Gifts. Each Blood Veil has a unique method of attacking, ranging from drilling into the ground and launching spikes at enemies to generating a massive claw to slash through foes. With a Blood Veil, you will become a formidable fighter on the battlefield. You may either choose a Blood Veil from the game or design one yourself, as long as its capabilities do not exceed those of a standard Blood Veil.

Vestiges - 600 CP

Vestiges are the essence of an individual's blood code as a gift and allow the user to learn the blood code within. Normally, this would be overwhelming for anyone except the protagonist. However, with this perk, you receive a number of blank Vestiges that can be filled with any Blood Code that you know. This allows you to impart Blood Codes to others who wouldn't normally be able to use them. In addition, after the jump, you can fill the Vestiges with other blood-based abilities, such as powerful bloodlines. With the ability to share Blood Codes and blood-based powers, you can create a network of powerful allies and gain even more strength for yourself.

Defenders of Humanity

Basic Supplies - 100 CP

As a soldier, having the basic supplies to function in the field is essential. This item provides you with a complete set of gear, including a basic suit of armor, a simple but reliable weapon, and a supply of ammunition. Although none of these items are anything special, they will give you an edge over enemies who are unprepared. Moreover, these supplies are not just for you, but also for anyone under your command. In future jumps, you will receive a new supply crate with the equipment of the local soldiers.

Crafting Supplies - 200 CP

To stay alive in dangerous environments, having the right equipment is crucial. With this item, you will never have to worry about upgrading your gear. You have access to a large crate filled with various upgrading materials, such as Queens Iron, Queens Steel, and the incredibly rare Queens Tungsten. This crate will refill every few days, ensuring that you always have what you need to improve your equipment. Moreover, after this jump, the crate will generate unique metals from the worlds you visit in the future and those you have already been to, allowing you to create even more powerful weapons and armor.

Master Crafted Weapon - 400 CP

As a warrior, your weapon is the extension of your body, and this item provides you with a weapon of unparalleled quality. This master crafted weapon is not only durable and sturdy but also possesses unique abilities that cater to your fighting style. Whether you prefer swift and agile movements or brute force, this weapon will adapt to your style, enhancing your combat potential to new heights. Moreover, the weapon itself is a masterpiece, beautifully designed and ornate, reflecting its quality and uniqueness.

Home Base - 600 CP

You have gained possession of a secret stronghold that will serve as your home base. This base is a haven that cannot be attacked while you are present and contains enough space to accommodate a large force. It's a central hub where you can interact with your allies and access various services from merchants and other professionals. The base is equipped with state-of-the-art facilities, such as laboratories, training grounds, and armories, to help you achieve your goals. Additionally, you can invite any allies you make in the future to join you here, and if the base ever runs out of space, it will expand to accommodate your growing needs.

Researcher

Blood Bead Supply - 100 CP

The lifeblood of revenants, blood beads are a precious and rare resource in this world. With this item, you'll receive a steady daily supply of high-quality blood beads, the purest form of the vital fluid. This supply will be automatically replenished every day, and you can even choose to store and stockpile them for future use. Whether you need to heal or fuel your gifts, this supply will keep you going strong.

Volunteers - 200 CP

In a world where experimentation and modification are the norm, finding willing volunteers can be a challenge. But with this item, you'll have a steady stream of volunteers who are eager to participate in your endeavors. These individuals are not only willing but also resilient and adaptable, making them the perfect candidates for all kinds of experiments and modifications. With their help, you can build a powerful force that is uniquely suited to your needs. And best of all, they'll remain loyal and dedicated to you even after your work is done.

Depths Access - 400 CP

Unlock the mysteries of the depths with this item. You will gain access to all known depths, each hiding valuable treasures and dangerous enemies. But be warned, only the brave and skilled will survive these treacherous dungeons. Additionally, you will gain access to the Towers of Trials, where you can test your combat skills and earn rare rewards. As you journey to new worlds, you will unlock new depths to explore, expanding your horizons and increasing your rewards.

Research Facility - 600 CP

Unlock the power of science and technology with your own state-of-the-art research facility. This facility is fully equipped with the latest cutting-edge technology, specialized equipment, and highly-trained staff to help you conduct your experiments and research. With this facility at your disposal, you can tackle the most challenging problems, develop new technologies, and unlock the secrets of the universe. And as you continue your journey, your research facility will grow and expand, enabling you to take on even greater challenges and achieve even greater heights of scientific discovery. This facility is strictly for research purposes and will not function as a population center, but it will be a safe haven for you and your team to pursue your goals without interruption.

The Masses

Medical Supplies - 100 CP

Although most people here have a powerful healing factor, injuries can still occur and it's best to be prepared. This item provides a comprehensive supply of medical equipment that can perform anything from treating minor cuts to stabilizing critical injuries. Additionally, as a special bonus, it occasionally grants you access to items that can permanently enhance someone's regeneration ability.

This is my Rifle - 200 CP

When it comes to ranged combat, nothing beats a high-quality firearm. This item provides you with a customized weapon of your choice, be it a rifle, sniper, shotgun, or even a mini gun. The weapon is built to your exact specifications and scales with your abilities, ensuring that it remains a reliable tool in your arsenal no matter how much you grow in power. Additionally, you can enhance the weapon further by acquiring the appropriate materials, although the rarer the materials required, the more powerful the upgrades will be. And of course, with unlimited ammo, you'll never have to worry about running out of bullets in the heat of battle.

Forge - 400 CP

As a skilled smith, you know that a proper forge is essential for creating masterful works. This forge is equipped with every tool and material you could possibly need for your craft. It's a versatile space that adapts to your needs, with designated areas for forging weapons, armor, and alchemy, as well as other crafting prospects. Post-jump, the forge will expand with new sections and upgraded tools as you grow in skill and expertise.

Organization Headquarters - 600 CP

With this item, you acquire a sprawling facility that rivals the Provisional Government headquarters. The building comes fully staffed with guards, workers, and experts needed to run the area. It also boasts a squad of elite fighters, capable of taking on the strongest Lost, and a General who can hold their own against boss-level enemies. The area is self-sufficient and can support a growing population. Post-jump, you can expand the headquarters with new attachments, or even establish it as a standalone entity in new jumps. This is the perfect place to build your power base and launch your operations.

The Lost

The Trophy Hall - 100 CP

As a powerful Lost, you will undoubtedly come across formidable opponents that are worthy of being remembered. With this item, you will have a grand hall dedicated to displaying trophies of your most notable victories. Each trophy will include a life-size replica of your defeated opponent, along with their equipment and any other meaningful items related to them. The hall itself will magically expand to accommodate an unlimited number of trophies, including exceptionally large ones. Additionally, the hall will automatically clean and maintain all trophies, ensuring they remain in pristine condition for all to see.

Iceblood, the Blade Bearer's Sword - 200 CP

This legendary sword is a masterpiece of craftsmanship, designed specifically for speed and offense. Its unique blade is forged from a special metal alloy infused with ice, allowing it to generate massive ice spears with incredible speed and precision. Iceblood is the fastest sword you will ever wield, capable of delivering lightning-fast strikes and cutting through even the toughest foes with ease.

However, its lightweight design makes it less effective for blocking attacks, so it is recommended to use its speed and agility to dodge and evade. With every successful strike, the sword absorbs the energy of its target, allowing it to store and release devastating bursts of freezing energy. As you gain power, so too will the sword, unlocking new abilities and becoming an even more formidable weapon.

Enforcers - 400 CP

With this item, you gain a squad of highly skilled warriors known as Argent Wolf Berserkers. These warriors wield massive weapons such as polearms, and are renowned for their ferocity in battle. They are fiercely loyal to you and will obey any order you give them without hesitation, making them a valuable asset to have in any fight. The Enforcers are not just skilled fighters, however. When they enter a state of rage, they can boost their speed and damage output significantly, making them even more formidable in combat. Their rage also grants them increased resistance to damage, allowing them to withstand attacks that would bring down lesser warriors.

Perhaps the most impressive aspect of the Enforcers is their resilience. If any of your Enforcers fall in battle, they will be resurrected a few days later, fully healed and ready to fight again. This means that you can send your Enforcers into even the most dangerous situations without fear of losing them permanently. As you travel to new

worlds, you will continue to receive new squads of Enforcers based on the setting. These Enforcers will be adapted to the challenges of each new world, and will be just as loyal, skilled, and resilient as their predecessors. With the Enforcers at your side, you will always have a powerful force to rely on in the face of any challenge.

This is my Domain - 600 CP

You now have a territory that belongs to you, tailored to your strengths and abilities. The environment is perfectly suited to your needs and preferences. For example, if you are an aquatic Lost, your territory will be filled with rivers, lakes, and other bodies of water. In addition, your territory will be populated by a diverse group of Lost, all of whom recognize you as the rightful owner of the land.

As the owner of this domain, you have complete control over the territory and its inhabitants. You can set rules and enforce them as you see fit. The land is imbued with magical energies that strengthen your abilities, making you even more formidable than before. You may also choose to expand your territory as you gain power and influence in new settings, adding new areas and resources to your domain. With this item, you are truly the master of your own domain.

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Another One - 100 CP (Free Unknown Figure)

In a world where powerful individuals are highly valued, this mysterious figure possesses an innate talent that sets them apart from the rest. Despite being relatively new to this world, they show immense potential for growth and development. You have the freedom to customize their appearance, personality, and species to your liking. As their mentor and companion, you have the opportunity to guide and shape their journey, unlocking their true potential.

One of the First - 100 CP (Free Defender)

Many of the brave warriors who fought in the pre-collapse era have long since fallen, but this individual is one of the original soldiers who has survived to this day. Having lived through countless battles and honed their skills to perfection, they are a fearsome ally to have by your side. You have the freedom to design their appearance, personality, and species to better fit your vision.

Research Assistant - 100 CP (Free Researcher)

This highly intelligent individual shares your passion for research and innovation. With a keen intellect and a sharp eye for detail, they are able to make breakthroughs in even the most challenging of projects. You have the freedom to customize their appearance, personality, and species to your liking. As your research assistant, they offer valuable

support and expertise in your endeavors, and their dedication to your cause is unwavering.

Family - 100 CP (Free Masses)

In a world where survival is difficult and often lonely, having a family member by your side can make all the difference. This individual is either a blood relative who survived the collapse alongside you or someone who you have chosen to be a new member of your family. They will always be there for you, offering emotional support and protection whenever you need it. You share an unbreakable bond with them that transcends the harsh realities of this world. You may freely customize their appearance, personality, and species to fit your vision of the perfect family member.

Jumper's Knight - 100 CP (Free Lost)

The Queen's Knight is a legendary figure among the Lost, known for their immense power and unwavering loyalty to the Queen. But now, you have your own Knight, a humanoid Lost who is just as formidable as the Queen's Knight. They will stand by your side no matter what, always ready to defend you from any threat that comes your way. Their loyalty to you is absolute, and they will never waver in their duty to protect you. You may customize their appearance and personality to suit your tastes, and bask in the comfort of having such a powerful protector at your side.

Attendant of the Successors - 100 CP (Free Successor and Queenslayer)

When the Queen was defeated by the Protagonist at the end of Operation Queenslayer, her will spawned several revenants, born for the purpose of looking after, guarding and being a constant companion to their assigned Successor. These were the Attendants of the Successors. You seem to have acquired the company of one such Attendant. Whether this is due to you being a Successor yourself or for some other bizarre reason. Either way the Attendant has an unwavering loyalty towards you being willing to stay with you till one of you dies. She possesses immense skill with a halberd and a wide variety of magic. This may be purchased multiple times to recruit multiple attendants.

“Friendly” Lost 200/400 CP

What, this doesn't really make sense. Somehow you seem to have a Lost that hasn't been consumed by bloodlust. It may be one of the normal enemies from the game or a custom Lost as long as its strength stays within reason for 200 CP. For 400 CP you may instead recruit or create a boss level Lost such as the Queen's Knight or the Invading Executioner. An additional benefit of the high level Lost is that they are about as intelligent as a normal person rather than a mindless beast. You may purchase this companion multiple times, but do keep in mind this will inevitably attract attention should you possess a group of friendly Lost.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Devourer of Gods - 0 CP

The events of God Eater have transpired in this world, and as a result, the Aragami have become a reality. The world is now a dangerous place as these creatures roam freely, and their presence has drastically altered the balance of power. As a Consumer of Gods, you have a strong connection to these creatures, and they will be drawn to you. You may be seen as a threat by those who fear your power or as an ally by those who seek to harness it. The timeline of these events is uncertain, and you have the option to place the events of God Eater at any part of the timeline. However, you will have to deal with the consequences of these events and the presence of the Aragami in this world.

What Came Before - 0 CP

You have chosen to start your journey before the Great Collapse, a time of relative peace and stability. However, this peace is short-lived as the Great Collapse will soon occur, and the world as you know it will change forever. You have the opportunity to make a difference in this tumultuous time and shape the future of the world. You will witness firsthand the events that lead to the rise of the Queen and the fall of civilization. However, this also means that you will face the full brunt of the chaos that comes with such an event. You will need to navigate the dangers of this new world and face the challenges that come your way. The choices you make will have far-reaching consequences and will determine the course of history.

The Tragic Backstory +100 CP

Well it seems you've fulfilled one of the more unfortunate requirements to be an important character. Something terrible has happened in your past and haunts you to this day. Perhaps you failed to save someone and as a result have devoted yourself to becoming a hero or some similar issue. There is a positive side however, at some point in the jump you will be given an opportunity to fix your mistakes. Perhaps the individual you thought to have died actually survived and is being held prisoner or you will meet the being responsible for killing them in the first place. Should you fix your mistake you will be able to move past your trauma.

Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Hit My Head +100 CP

Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Plot Bound +100 CP

You are bound to the plot and unable to escape its events. While this may initially seem like an advantage, it means that you cannot significantly alter the course of events, as the protagonist will always deal with the successors and their actions will determine the outcome. You will be forced to follow the story and its consequences, even if you want to change it. If the story ends in a bad ending, you will not be directly affected, but you will be forced to watch as others suffer the consequences.

Frenzy +200 CP

You are driven by an uncontrollable bloodlust, causing you to enter a frenzied state where you lose all sense of reason and control. You may resist the frenzy if your willpower is strong enough, but it will become increasingly difficult to do so over time, especially when engaging in combat. If you are unable to control yourself by the end of the jump, it will count as a failure and you will be left with the guilt of any harm you caused while in a frenzy.

High Value Target +200 CP

For whatever reason, rogue revenant groups have decided that you're a valuable resource that's worth devoting resources towards your capture. Whether it be that you're still human, thus a functioning blood bank or that your Blood Code is excellent for the harvest of Blood Beads, their intent is to subjugate you and make you into their thrall until the day you die. Your only mercy is that the truly powerful Revenants will not hunt you unless you draw their attention. Most of the weaker ones however hunt in groups and have excellent tracking skills. Should you escape to the Provisional Government they'll be happy to take you under their protection, but don't be surprised if they request you to donate services to them in exchange for a comfortable room and board. In addition they will not take it well if you try to leave after joining them.

Are You a Kid +200 CP

Like Nicola, you are incredibly small, which can be a significant disadvantage in a world where strength and size often matter. Your small size may affect your physical capabilities, making it harder for you to engage in physical combat or carry heavy equipment. Moreover, you may find it difficult to reach high places or be seen or heard by others in a crowded area. This could put you in significantly more danger, especially if you're not careful or vigilant. It's unclear whether your small size is due to the BOR parasite or if you're a naturally short individual. Either way, you'll have to learn to adapt to your size if you want to survive in this world.

Crippling Injury +200 CP

You have suffered a severe physical injury that has left you with a permanent disability. This could be the loss of an arm, leg, eye, or any other major body part. Your physical capabilities will be significantly reduced as a result, making certain tasks more difficult or even impossible for you to perform. This will also affect your combat abilities, making you much more vulnerable to attacks. You may be able to compensate for your disability with prosthetics or other tools, but these will have limitations and may not fully restore your lost abilities.

Hated +400 CP

Whether it's because you choose to become a bandit and kill your fellow Revenants, or perhaps you've already become one of the Lost, it seems that most factions have a great deal of enmity with you. You will be ambushed regularly, as well as coordinated teams sent by both rogue operations and the Provisional Government to put you to rest. This will not stop even if you destroy their sanctuaries.

Lost Beacon +400 CP

Well this isn't good, something about you is actively drawing the Lost to you. Maybe you're emitting some sort of smell or it just happens to be a very long series of bad coincidences. Regardless you will constantly be attacked by Lost. For the most part this will be not horrible, definitely exhausting, but not horrible. Occasionally however either large groups or stronger Lost or Boss Level Lost will seek you out. These often will be an actual threat rather than an annoyance.

Forgotten Payments +400 CP

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the God Eater jumps, or any others that take place in this setting.

The Queen's Restoration +600 CP

The worst-case scenario has come to pass. The Successors have failed in their mission and the Queen has been reborn at full strength, threatening to destroy everything in her path. All of the active Successors and possible candidates, along with the Attendants, Jack, and Eva, have perished in their attempt to stop her. You are now tasked with stopping the Queen, but with all the powerful individuals gone, your chances of success are slim. You must gather your allies, if any, and come up with a plan to take her down as quickly as possible. However, even if you manage to seal her away, you are not allowed to leave the jump without killing the Queen. It's a do-or-die situation, and you must face the consequences of failure.

Prowling Hunter +600 CP

A powerful and mysterious foe is relentlessly hunting you down. They are a highly skilled and experienced Revenant who possesses abilities specifically adapted to deal with you. This foe is more than strong enough to pose a real threat to you regardless of how powerful you are. They seem to always be one step ahead of you, and can track you down no matter where you go. The hunter is cunning and patient, waiting for the perfect opportunity to strike. Even if you manage to defeat them, they will keep coming back, making it nearly impossible to escape their wrath.

Aragami Approach +600 CP

While the Mist trapped everyone within the city it also acted as a barrier keeping them safe from the Aragami. By taking this drawback the barrier will now be unable to prevent the Aragami from entering the city. On average the Aragami and the God Eaters are significantly more dangerous than the Lost. Their unique abilities and powers make them formidable foes, and their hunger for devouring others will drive them to seek out and attack any potential prey.

Moreover, the God Eaters, who are the only ones capable of taking on the Aragami, will now be absent from the city. This means that you and your companions will be left to fend for yourselves against these monstrous creatures, without any assistance from the skilled God Eaters. The Aragami can be difficult to defeat, and without the proper weapons and knowledge, you may find yourself at a severe disadvantage.

Furthermore, the Aragami are known to adapt and evolve quickly, making them even more dangerous over time. They may learn to anticipate your tactics, develop new abilities, and grow stronger with each encounter. You will have to constantly adapt and evolve yourself to stay one step ahead of these powerful predators, or risk becoming their next meal.

Successors Imprisonment +600 CP

Like the Successors, you have been imprisoned in a seemingly inescapable prison. You are unable to leave until someone comes to your rescue, be it your companions or the Protagonist. The conditions of your imprisonment are harsh, with limited resources and no means of communication with the outside world. Additionally, your captors may subject you to various forms of torture or experimentation, as they seek to extract valuable information or exploit your unique abilities. The longer you remain imprisoned, the more your physical and mental health will deteriorate, and the less likely it becomes that you will ever be rescued.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

Successor of the Queen

For this scenario you will be inserted alongside the Protagonist. You will be given the same opportunities that they received, but you will also be expected to face all of the challenges with them. Your goal is to get the True Ending and save the city of Vein. The main challenge you will face is ensuring each of the Successors are restored to their sanity and saved. This is done by collecting their Vestiges and giving them to the appropriate Attendant. Failure to do so before facing the Successor will result in the scenario failing as you will be unable to restore them.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First you will get to take all of your allies with you as companions. This includes all of your friends from home base, the successors, their attendants, and any other allies you have made.
- Second as this is supposed to be the happy ending after defeating the final boss and seeing Io's sacrifice both Io and Cruz will be reborn with their powers and memories intact. This is the happy ending so they're not dying this time. The benefit of having Cruz is self explanatory as the Queen she is the strongest Revenant alive aside from you and the Protagonist. Io is the Protagonist and now your attendant. She is a loyal friend and a very kind person. In addition she is skilled in combat and support spells.
- Third, for conquering the strongest of the Lost your powers become supercharged permanently. This will increase the power and potency of your abilities from this jump and any abilities that are related closely to them.
- Finally, as the savior of Vein, you will gain the city itself as a warehouse attachment post-jump. This will provide you with a large army of Revenants at your disposal, should you ever need their services.

Humanities Remnant

You find yourself transported to an alternate version of the world where the Queen was never defeated and the Lost have overrun the city. You will be inserted into the role of the only remaining human. As a result you will be sought after by the various factions of Revenants who believe that you hold the key to ending the chaos or as one of the only remaining supplies of blood. However, you soon discover that each faction has its own hidden agenda, and the political landscape is treacherous. You must navigate this complex web of intrigue and forge alliances with the right factions to have any chance of success.

Rewards:

For completing this scenario you will receive a variety of rewards.

- Firstly, you will gain the loyalty of the surviving Revenants who helped you defeat the Queen and restore order to the world. These Revenants will become your loyal companions, and will follow you to future jumps.
- Secondly, you will gain access to powerful Blood Codes based around powerful Lost, which will allow you to use Lost abilities that are normally off-limits to Revenants. You will also gain a significant boost to your strength, speed, and durability, making you more powerful than ever before.
- Thirdly, you will receive a new Warehouse attachment in the form of a rebuilt and revitalized version of the ruined city of Vein. This city will be populated by the surviving Revenants, and will serve as a base of operations for you in future jumps.

The Lost Ascendant

You are a member of the Lost, a monstrous creature created from the remnants of a human's consciousness after they've turned into ash. In this scenario, you have been given a powerful and unique ability that sets you apart from other Lost. You are driven by a single purpose: the complete and utter destruction of humanity.

As a Lost Ascendant, you have been tasked with leading the charge against the human forces. You will need to rally your fellow Lost and lead them in an all-out assault on the city, destroying any human resistance in your path. However, the humans are not defenseless, and they will not go down without a fight. You'll need to be cunning, resourceful, and strategic in your approach if you hope to achieve your goal.

Rewards:

For completing this scenario, you will gain a number of powerful rewards that will aid you in future jumps:

- First and foremost, you will gain the ability to transform into a more powerful form. This transformation will allow you to temporarily become even more powerful than you already are, giving you a significant advantage in combat.
- Second, you will also gain a powerful new ability that will allow you to absorb the power of defeated enemies, making you even stronger. This ability will continue to grow in power over time, giving you a significant advantage in future jumps.
- Lastly, by having successfully destroyed humanity you will gain the companionship of a powerful figure. Cruz has embraced the Queen's power and gained control over it. She now proudly stands as the Queen of the Lost. She will happily stand as Queen of the Lost and wouldn't be opposed to having a King should you be willing.

Ending

Heirs: You've grown accustomed to this place, and perhaps you want to make a difference in this ruined world? Stay here, with all you have gained. You will be given 1000 CP for your choice. May you know peace Jumper.

The Eternal Journey: Perhaps this world broke you, or maybe after all of its horrors you simply wish to return to somewhere kinder. Return home, with all you've acquired on your travels.

Dwellers in the Dark: There is a world beyond waiting for you, both past the barrier and this one. Move on to the next world, taking all you've gained with you.

Notes

Notes

All perks that have active and passive effects may be freely toggled on and off.

Edit: Revisions/Apology

- I genuinely thought that I credited FreyrAnon, but realized later that I forgot to include this directly in the jump. I used the incomplete W.I.P. believing it was abandoned for the origin template. I did try to figure out how to contact them, but was unsure where to do so or how to find them. For what it is worth I genuinely believed that I had made everything original and that I had credited them in the notes. Everything in the jump has been reworked so there shouldn't be anything from the 0.1 W.I.P. draft.

God Eater

- It is unconfirmed as to whether God Eater and Code Vein actually exist in the same universe, but a Dyaus Pita was the subject of a cutscene several minutes long towards the end game. Take that as you will.

Regarding Death

- In addition, it should be noted that death here works a bit differently than in other jumps. As Revenants and their variants were made to be immortal, death will merely send you back to the last mistle you visited. However, one this isn't safe, your memory. Each time you die you'll lose something about yourself, and for most people regaining these memories is close to impossible. This will function similar to how someone would go hollow in Dark Souls. Upon losing all memories of your former life it will be considered Chain End, so keep your wits about yourself. Of course, for Humans...you're still human. Don't die, please. If you have 1-Ups then it may be substituted for your memory loss depending on how far gone you are.

Creating Mistles and Fast Travel

- Creating the Mistles is an innate ability the Queen can perform. It's just mainly people who focus on her overwhelming power more than her ability to create. The reason the Protagonist - the Queenslayer) can use their unique abilities is because they acquired the Queen's blood and made them her successor. Essentially the Queenslayer is a younger and far weaker Queen in a way.

- Regarding Fast Travel, yes you still can use it with the Mistles and if you create new ones then this will expand your network of locations. Use the link below for more information.
- [Mistle - Code Vein Wiki - Fandom.](#)

Changelog

- Jump in Progress
- V1 completed
- V2
 - Reworked Perk trees doubling the number of perks
 - Added Lost origin
 - Improved wording and grammar for nearly everything
 - Added companions for each origin.
 - Expanded drawback section