The Regular Show Jumpchain V1

U/TaoistXDream and Request from The Jumpers

Jumper Welcome to one of the craziest Universes you can Jump into from talking Animals to floating heads and babies to actual gods of basketball and time, you can't forget My Boy Death, you might even end up in space because of The Power. You could even learn the legendary Death Kwon Do. You're in for a wild ride, you know the Drill Jumper here are your Regular Points.

+1000 RP

Origins:
Any origin can be drop-in

Average Folk: *I see You are someone who has a regular job with a somewhat regular life. With world-ending things happening in your world every other week, how are you still alive?*

Park Employee: *You work at the Park? Well, Jolly Good Show! We need more help around the park. Jumper, I hope you can think quickly and on your feet or a world-ending event will end you!! Maybe?*

Rival Park Employee: *oh You work For Gine? Benson's long-term rival is nice, they have donuts and guns.*

Park Manager: *Wait, are you here to help Benson or are you replacing Benson, Oh!! You work for one of the other Parks that aren't talked about until the Space Arc.*

Park Owner: *Holy Moly, you Own a park, Nice I hope you know what you're doing and don't hire slackers and idiots!!!*

Divine, Myths, and Monsters: *Oh You're not park-related!?! You're a god my bad but that doesn't mean you're strong anyway, oh your a monster not bad the people at the park can handle that oh you're a myth Skips has seen this before, or are you looking for a job, my mistake let's get you an interview.*

Age and Gender: for age Roll D20+10 or Roll D20+40 Or Roll 100 D100s to gain 100 RP or choose freely.
For gender the same as the last jump or choose freely.

Species: This world has some particularly
weird inhabitants and you can be essentially anything here from anthropomorphic machines, objects, animal-people, or even just something like living elements. You can also pick humans, though these are the four-fingered types and can come in unusual colorations and body proportions. For now, this is just essentially your looks and doesn't give you any actual powers. However, you can gain powers related to your form by purchasing them below. If you're something like an elemental you do gain immunity to damage from your element and other species gain "logical" resistances as needed. All powers gained here have to make sense for your species and the powers stay with this "body/alt-form" you do not retain them in different bodies. Your species becomes an alt-form after this jump.

Minor species powers: 100RP - this can be an assortment of very minor abilities like night vision, enhanced agility/memory/strength the ability to stick and climb no walls/ceilings, or one stronger minor ability like unlimited levitation, physical-based flight (needs wings/propellers, etc) or minor telekinesis.

Major species powers: 200RP - This is generally the limit of what is seen. This can be a collection of powers as well, depending on your species. Things like being able to generate lightning, generating unlimited amounts of liquids/solids, having ghost powers, and non-physical based flight.

Time and Date:

By Default You will arrive at your location 3 hours before the beginning of the story when Rigby and Mordecai break the wall and use the Mystical Artifact Known as The Power to do everything but directly fix the wall, why they didn't shall forever confuse me. Or You could start the Jump the same day Mordecai and Rigby get Hired.

Locations: Roll a D8

1. ***The Park - Welcome to the Park where the story takes place.***
2. ***East Pine Park- Welcome to East Pine Park, Ranger you're now a part of the Highest-ranking Prank team of the World Park Association.***
3. ***Your Own Park- Welcome to the Newest Park in the city. You just arrived in a limo at your brand-new Park.***
4. ***The Coffee Shop- Hey! Wake Up, what can I get you? You wake up in the coffee shop where Mordecai and Rigby Are Regulars.***
5. ***Wing Kingdom- Welcome to Wing Kingdom what can I get for you? You wake up in a pall of wings. How did you get here? You don't remember?***
6. ***Cheezers- wake up you're blocking the line! You wake up while standing in line for a Grilled Cheeze. How long have you been waiting? You don't know… Don't you have a job to get to or something?***
7. ***In Space- Do You live in Space or do you Plan on Making a dramatic entrance, Like a Showoff?***
8. ***Free Choice***

General Perks:

- **Ready For Violence [Free]**, everyone here can scrap at any moment and are capable of acts of violence. In your case it's always been this way from inside, and outside of the womb and at the door of death due to old age (if you have the means then beyond too). Regardless of how you look, or present yourself due to your age there is no change in your capability. Powers, abilities, skills, knowledge, and function remain the same as they were during your prime.
- **Combat Power: [Free/1000RP]**
- **Basic[Free]-** You Know the Basics you can at least Take on 4 people and win if you're Clever,
- **Proficient[50RP]-**You're Trained a bit in a martial arts form and can solo 8 people.
- **Expert[100RP]-** You're as good as Rigby at the beginning of the series. You can handle about 15 people as long as they're not jumping you. You can easily punch holes through walls.
- **Master[200RP]-** ooohhhh!!! You're like high-five Ghost at the beginning of the series, you can easily beat 20 people without breaking a sweat, and you can destroy a whole wall with a punch.
- **Grandmaster[300RP]-** hmmm!! hmmp!!, At the level of Mordecai and Benson in base form at the beginning of the series, you can tackle a Giant Death Bear through a wall and level a house in a brawl
- **Champion[400RP]-** Oooh hoo!! Prime Benson, how did you get in such good shape!!! Like Prime Benson, you are capable of destroying a house with ease and destroying larger buildings in a heated battle. Nice you're not too bad jumper but there are people way stronger.
- **Monster[500RP]-** Oh My! You're a match for a base muscle man!! Wooo! And the beginning of the show Skips!! Mordecai and Rigby's first time using Death Kwon Do!! You are capable of destroying Large Buildings and could wreck a good bit of the city in a serious fight for your life, not bad Slacker!!
- **Elite Monster[600RP]-** Oh Snap! You're getting up there Slacker!! Muscle man and Starla when transformed!! You can now destroy Cities and even a state if left unchecked in a Serious Fight for your life Nice!!
- **Demon[700RP]-** How Did you get so strong, Bro Do you Lift!! You're at the level of Prime skips!! You can destroy a country if you get serious and fight for your life!! You've somehow become Immortal nice!?!
- **Myths[800RP]-** Oh You're a being of Myth I see!!! Your Strength is so mighty!! Natural disasters occur because of your pure might if you kick the ocean it shall become a Tsunami, Slash the Ocean and it shall part like the RedSea punch the air and create a Typhoon, if you were to spin with all your might you could Form a tornado if you were to run as hard as you could, you could run on top of the water. You can jump hard enough to simulate flight if you do it consistently, You could sink every continent with your Might!! You could destroy the world in a serious fight Yet You're still a Slacker!?!
- **Divine Leader[900RP]** You're no Normal God I see, you have the strength to destroy worlds and as a bonus for achieving this level you can fly and travel through space at light speed with no harm to you if you fight seriously you could threaten a galaxy.
- **Progenitor[1000RP]-** Who Woke You Up!?! You are one of the absolutes huh!?! You could wipe out Galaxies with your might and could end the universe with your life on the line unlike the highest perk you can buy here you can't survive a multiversal attack only universal ones but they will leave you drained to unleash them and take them, you can take no more than 10 universe ending attacks or unleash 10 of them anymore and you will die from being erased by your enemy or pass out from being drained of energy. Or if you want to at least damage a Multiversal threat like pops or Anti Pops you are going to have to self-explode which is equal to one multiversal attack!!! You can do everything a divine leader can do and more you can use your unmeasurable strength to produce energy in versatile ways, your capabilities with this energy allow you to make energy weapons, energy constructs, or energy beams, you could with enough time and effort us this energy to recreate regular energy effects like fire, lightning, and ice, or with even greater time training and

experimenting you could even warp reality to a lesser degree to create or erase things that are vastly Weaker than you or just embuing a mortal with a portion of your universal might,

- **Fighting Style [Free/50RP]:** You May Choose your Fighting Style From the Real World or The Regular Show except for Death Kwon Do, your skill is equal to your combat power.
- **Park Insurance [Free/100RP**], like all the episodes, after a crazy episode of violence or just a life lesson about not always picking up some wizard magical electric piano, or just letting your boss yell at you, or maybe keep songs off repeat, and don't piss of Muscle man, Pops, or Skips, at the end of the day everything is all just fine like nothing ever happened, like if you destroyed the whole city it'll be fixed by tomorrow, well now after about two days all damage caused by you, companions or people you are fighting will be fully repaired. Keep it for 100 RP.
- **Minor Resilience [Free/100RP**] - People around here seemingly survive things they probably shouldn't and when injured the repercussions are rarely permanently crippling. This perk reduces the severity of injuries that you would otherwise have suffered, increases the speed of recovery, and ensures that you do not normally suffer from long-term ill effects or degradation, let's say by about 25%. It also greatly reduces the amount of blood you lose to wounds, and even limb loss is effectively bloodless. Bones heal back correctly with only minor care and wounds only scar if you want them to. Free in jump, but 100 to keep.
- **Park Life Insurance [Free/200RP]** - There are ways of coming back to life, so death doesn't count as a jump/chain fail until the jump has ended and you are still dead. You can use or have someone else use a resurrection method. You can use any sort of in-jump resurrection method available to you as they will all work for you, even if it ends up as someone having to just bribe or beat death at a game. For 200 you also gain 3 extra lives, which recharge at a rate of one life per year, these lives when used will completely heal/restore you, remove any curses, and move you to the nearest safe space available.
- **Good Looking [100 RP]**, everyone's Looks around here are 8/10, that's your new look.
- **Combat Physiology [100 RP]** - everyone here has a body built for combat no matter the weight, height, age, or Gender, your body is at peak physical capabilities no matter your appearance, and this perk fixes any disability or health problems you had beforehand you also somehow don't age unless you want to.
- **Sorcery is Cool! [400/800 RP]**
- **Expert of Sorcery [400 RP]-** oh!! You're an expert at a form of Sorcery or Magic it seems as though you've taught yourself or had a great teacher in some form of Sorcery of your choice, with your sorcery of choice you can Destroy large Buildings and wreck a city in the Wizarding Duel of a lifetime!!! You can also protect a city from being wiped off the map with all your magic focused on Defense.
- **Master of Sorcery [800RP]-** Unlimited Power!!!!! You can match that Wizard whose house got egged by Rigby you can transfigure beings into Sentient Houses and more you can destroy continents with your might you can control, alter, Create, Destroy, and Transmute many things depending upon the Form of Sorcery you Practice!! You are ageless at this level of Sorcery Good Show, Jolly good Show!!!
- **Dr. Jumper is a Real Doctor? [400RP]** You are one doctor who's seen and Cured it all From Brain Freezes that actually freeze the brain solid killing you, to any diseases or strange ailments you might come across and you have the know-how and experience to cure it all you know just what tools you need and how to build them somehow from shrinking machines to Flying Cars, You are smart enough and gain the know-how to make everything you may need to save a life, even weapons, and clothing, this information updates every new Jump,
- **Some Park Worker [400RP](Capstone Booster)**, You Jumper can do anything! Ok, Not anything but you can learn to do anything that can be taught in no time at all, that new job you know nothing about, well you'll become an expert in it when you start! If it takes 10 years to master something you can master it with a training montage that ranges from 1 hour to maximum of 5 months depending on how great the skill is it'll be instant for you but not the world you will be on a semiauto-Pilot mode where you'll do nothing but train, work and adventure or be involved with whatever drawbacks you take. Yes! You will become an expert in anything you learn instantly somehow. There Must be Something in the Air Here!! It also boosts your 600-tier Perk.
- **Rage is Power!!![600RP]**, you're not just anyone you have some deep mysteries about you that not even your coworkers or family may not know you can tap into your inner power of Rage it becomes a weapon of raw power and force, throwing cars and buses is not a problem, the angrier you get the stronger you get but you can manifest your Rage Force in your way like Benson who can unleash terrifying flaming shouts or Starla who grows in stature, muscle man grows in muscle, you can destroy a continent easily if you get mad enough, just chill Jumper Bro!!!
- **Words Are Mighty I think?[600RP]** Jolly good show!! You have mastered the Mystical Art of wordplay!?! You can use your rapping capabilities in a powerful way!! Your flow is so fierce you can form constructs with a solid bar or solid stanzas if you're a poet. Forming attacks with words is not out of the question for someone like you, your words can even slightly bend reality if your wordplay and flow are perfectly intertwined you could even knock Pop's around in his base Form!!! Jolly good Show!!!
- **Basketball Force!!![600RP]** Sweet Moves!!! Oh Man, you have been blessed by the God of Basketball you have your own aura and clothes of a basketball Herold you are so fast you can fly and move in space freely at light speed capable of strengths that can create a massive crater with your dunks although you can move at light speed your strength and Durability is only Elite Monster Tier at best!! You're Not so bad Slacker!!!
- **Death Kwon Do[600RP]** You've mastered the "ancient" and mystical art of Death Kwon Do, a deadly martial art with an emphasis on both offense and defense. Many of the moves of Death Kwon Do have supernatural effects, the death punch for example can be a ranged punch that explodes whatever it hits. The death block can block anything so long as you maintain the stance. Death jump gives you a controllable super jump and death flight lets you fly. Some of the various moves are a bit eccentric but they all work. You also have mastery of the death sandwich and can eat it without dying and make it and the life sandwich for others. Mullets and jean shorts are also now optional for you. Unlike others since you have mastered Death Kwon Do you can with all your might exert Demon Tier Strength and Durability,

- **So you're the God of?[800RP]** Oh!! Which Domain do you reside over Choose for yourself and you shall either take the place of that God or be another god of the same type so as not to offset the course of the story know since your a New deity now you have the strength of the myths Tier unless your domain is combat based or you control a fundamental force of the universe then your strength is Divine leader tier. You have absolute control of your domain and you have a Planet or Realm you rule Over, most of your children will be Minor gods unlike you only a rare few will be as powerful or more so than you no matter who you marry they shall become your race and gain any ability's their Mother/Father has without any of the drawbacks,
- **The Jumper Broo!! Is Pops Equal!![1200RP]- Oh**, so you just wanted to be a Planet and Star Buster, well Jumper your now just like Pops and anti-Pops you can unleash a form similar to Theirs and do battle in the vacuum of space at FTL and can shatter planets and stars alike to space dust, you can erase galaxies with little effort you could destroy the universe if you wish but be warned that you will have only ten seconds to undo this with a great amount of energy or risk chain failure, this form allows you to warp reality in major ways, and you can protect Earth from being reset in a death battle with your equal even after you Die, and you can imbue those you deem worthy with a fraction of your Multiversal power, they can unleash Star Busting levels of Strength and durability, your immune to all forms of direct and indirect reality warping, you heal from almost anything except True Death you age until you desire to stop aging, the only way to kill you is in a Death Battle with a multiversal or higher being Good Show, Jolly Good Show!!!

Origin Perks:

You gain a 50% discount on all Origin perks. 100RP perks that are discounted are free.

Average Folk:

- **Muscle Man Muscular Biceptennial [100RP]** - Your body becomes chiseled and stays in a state of muscular perfection. With no need for workouts, you effortlessly maintain bodybuilder-level muscular definition, showcasing chiseled abs, sculpted arms, and a powerful physique that defies the laws of ordinary fitness. You do not need to do anything to maintain this physique and it does not affect your health or flexibility in any negative fashion. This perk also grants you an innate talent for showcasing your physique with the grace, confidence, and skills of a seasoned professional bodybuilder.
You can also do “the shredder” pose, a supernatural flex that literally shreds the clothing and hair of everyone witnessing it while stunning them briefly with the perfection and beauty of that pose.
- **Master of “Whatever” [100RP]** you gain unparalleled expertise in any skill or field of your choosing. Upon selection, you gain not only theoretical knowledge but memories of hands-on experience stretching for decades. The skill level you gain from this would put you in the top ten in the world for whatever you pick. Whether you opt for mastering a language, a martial art, a scientific discipline, or any other skill, you instantly become an expert with the wisdom and proficiency that would typically take a lifetime to achieve. This perk ensures that your chosen expertise is not just a surface-level understanding but a profound and comprehensive mastery including experience dealing with the everyday minutia for that skill/knowledge/field. You also gain any paperwork, degrees, licenses, etc that the skill or field you picked would likely have.
You can purchase this multiple times; the “free” discount only applies once, discounted purchases beyond that are 50rp each.
- **Clone Jutsu [200RP]**, you can create twelve copies of yourself. These clones are fairly weak durability-wise and are only able to take a single blow but they possess the same abilities and knowledge as you. Anything they learn you learn after you fuse back together or one of the clones disappears.
- **Hammerspace [200RP]**, You can store and retrieve objects from this extradimensional space, giving you a carrying capacity about the size of a standard 40ft shipping container. Anything you can fit within your space you can put inside of it and instantly pull out at will.

● **Guardian of the ___ [400RP]**, - Develop mild supernatural powers over a specific (minor) domain or (minor) concept, you also gain champion-level combat power for free This could be anything from Guardians of DodgeBall, Guardian of Parties, to Guardian of White Elephant Gifts. Your powers include the ability to sense violations and usage of the chosen domain, and the capacity to teleport yourself and others within your designated sphere. To be clear this is only for relatively weak things, nothing as important or powerful as gravity, time, space, etc. Outside of your guardianship, you wield Champion Level of Combat power for free,

● **Minor Elemental [400RP]**, Acquire the power to control, create at will, and manipulate the elements. Pick a specific element and gain control over it within roughly a hundred-foot diameter. Command fire, water, earth, and air to your will, using them for offense, defense, or utility as needed. You can also pick some unusual "elements" and man-made elements like slime or crystals, coffee, sauces, etc. Your Combat power increases your level of power and control,

● **Technopathy [600RP],** You gain technopathy, allowing you to control and interact with technology using your mind at range. This is usable for both software and hardware, allowing you to program using your mind or open electronically controlled doors. You can also travel through technology, power lines, various types of data lines, and even phone lines with ease.

[Capstone] - Doom-a-geden powers: You attain the ability to digitize real-world objects and move them into the digital realm, and vice versa. Also the power of flight and the ability to infect technological systems with mind-created viruses and further manipulate digital systems to suit your desires. As your power has transcended your combat power is now Demon Level for free and you have become Immortal or Long-lived your choice,

•**Party Lord[600RP]**, The life of the party has arrived, your ability to host and throw parties is beyond anything in this world it gives you power that you can wield like a weapon or a shield the more your known for your parties the stronger you are, you start at the same level of party power as Party Pete you could make any empty Party full by just turning on music.

Party God[Capstone] - If you used to be the life of the Party now you are the party! Every party gives you unlimited power to draw upon, you are now ageless, and instead of Just beams and barriers that can destroy cities they can now destroy continents and protect continents from destruction you can spread the party to every corner of the world and create a plane of Party if you can get enough parties going or a big enough party. The Party plane will become yours to command and shape it to your will and your power is absolute here unless a universal being or higher attacks you it will be almost impossible for many people to beat you here.

Park Employee:

● **Slacker [100RP]**, You have an innate understanding of the art of slacking off without compromising productivity. This lets you effectively only work for half of your scheduled working hours while seemingly working for the entire time. Customers are still served and your boss always sees you working hard despite the fact you're probably at home playing a game. This applies to any task or job you are doing, even the ones you assign yourself.

● **I know a guy [100RP],** You always "know a guy", wherever you are you know someone local who's in a particular trade or service who is extraordinarily good at their job and is willing to do their professional job "off the books/on the side" at a significant discount for money. Whatever job they are hired to do they will do it to incredible standards and do it about twice as fast as ordinary. You still need to pay them promptly, otherwise, they will destroy their work. They will generally only need to be paid about half of what the job usually charges and they will also always "hook you up" with the best quality stuff.

● **Extended Lunch Breaks [200RP]**, You can take extended breaks without anyone noticing or questioning your absence. Whether it's hours or even days, your disappearances during "lunch breaks" go completely under the radar.

● **No Representation [200RP]**, Others cannot negotiate or make deals involving your soul, lifespan, or other personal aspects unless you explicitly permit them. This protection shields you from unwanted bargains and ensures your autonomy.

● **Authorized Representative [400RP]** You gain the authority to negotiate on behalf of your team, country, group, or friends for various matters, including esoteric things like lifespan and souls. Your bargaining skills become quite good, as if from a professional salesman with decades of experience.

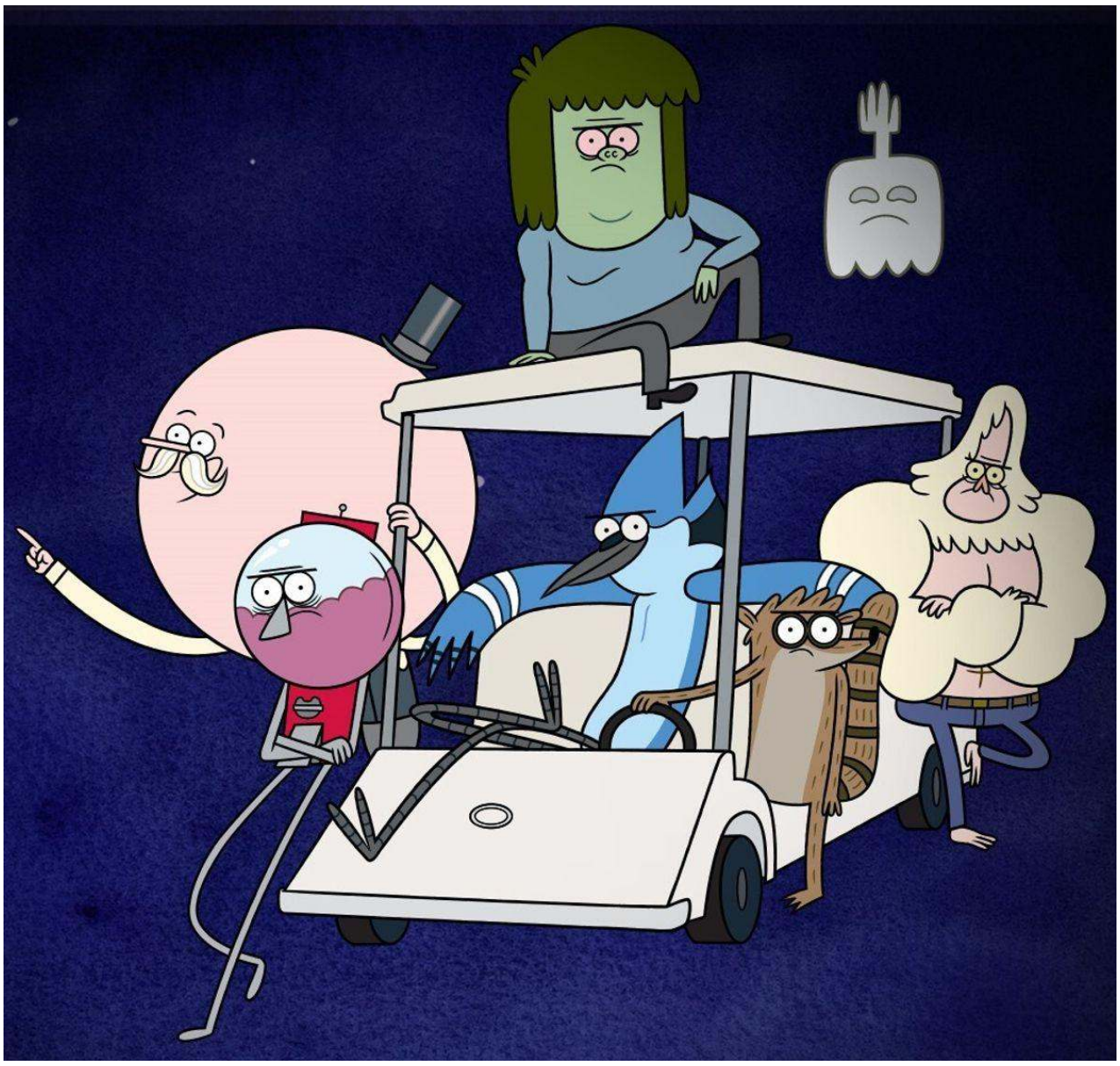
● **Protection from Up High [400RP],** A benefactor watches over you, placed in a higher position than whatever yours is. This entity is adept at covering up your mistakes, intervening in your favor, and providing assistance when needed. Your patron helps you navigate challenges, both the mundane and the extraordinary.

● **Supernatural Level Gaming Powers [600RP],** Attain supernatural gaming abilities, including enhanced hand-eye coordination, agility, and speed. Your gaming skills reach a level beyond natural limits, making you a formidable competitor in any virtual or supernatural game.

God Of Games [Capstone] Your now the God of Games nigh-Unbeatable in any game you play your now Ageless you can now perform impossible feats within games, bending the rules and mechanics to your will. Achieve victories thought to be unattainable and you're beyond even the most seasoned players. You also are capable of applying game mechanics to real life like creating a game style tournament in real life with health bars and special gauges with characters you create or by having people agree to join the game or so long as you're stronger than them you can force them to play games you create you can even see people's levels, combat power, titles, abilities, and Skills, and you can see your own stats like a game character, as a god with great number of believers you start at divine leader level combat power for free,

- **Wrestlings Real??[600RP]**, you have the Skills of a Grandmaster Wrestler you could slam a man through anything with enough strength, you could put even wild Beasts in head locks and leg locks that shouldn't be possible you could put even wolves and bears into head locks, you could out wrestle a Gorilla with ease your pure wrestling prowess allows you to use the wrestlers aura to empower your body against truly powerful opponents even a Demigod would be hard pressed to out wrestle you.

God of Wrestling [Capstone] - you're now the God of Wrestling!! Instead of suplexing people and cities into dust your suplexing continents into seas, your Ageless and the more people who believe in wrestling, you will grow stronger and could even create a world of wrestling if enough people believe in wrestling your strength and techniques surpass reason you can wrestle anything so long as you have enough strength and believers, you can wrestle abstract concepts and even elementals like time beasts, slimes, and even waterfalls if they get in your way somehow. You start at demon-level Combat power for free,



Rival Park Employee:

- **Cleaning/Repair Efficiency [100RP]**, Make cleaning and repairs nearly instantaneous. With a mere thought, you can tidy up any space or fix objects and structures with remarkable speed.
- **Personal Music [100RP]**, You can play music out loud or just for yourself for personal enjoyment. Your mind adds to it an internal music player and storage system. You can also serve as an amp or speaker (with the sound being emitted in the air from close to you) for nearby instruments. You can import music from various sources like computers and MP3 players, and even record live from nearby.
- **Beautification of Property [200RP]**, Whatever property(s) you own undergoes automatic cleaning and improvement. The surroundings of your home or any place you consider your own are enhanced with automatic landscaping, creating an aesthetically pleasing and inviting environment.
- **Popularity Magnet [200RP]**, Anything you create for public consumption gains instant popularity and maintains its appeal over time. Your creations resonate with the masses, ensuring a lasting impact on your audience.
- **Automatic Property Care [400RP],** The property you own is taken care of automatically. This includes handling taxes, paperwork, cleaning, and utilities. Your possessions are maintained in perfect order without any effort on your part.

- **Ultimate Park Ranger 400RP]**, Just like all the park Rangers your in good physical condition and are a expert in firearms, tracking, Hunting, and you have champion level Combat Power for free you know all the park laws and regulations down to the section and article number you also now all local, federal, state and country laws if you end up in another country for some reason or another this info updates every jump, so long as you are on or near a park your word is the law and you can emit an aura of no nonsense when you speak of the laws or anything to do with your responsibilities as a Ranger the Ultimate Park Ranger,
- **Graffiti Powers [600RP]**, Channel the spirit of the Park Avenue graffiti artist. Acquire skills in graffiti art and develop the ability to create intricate and mesmerizing graffiti pieces instantly on any surface. You also gain a large pocket dimension about the size of a football stadium in which you control everything and can live out of it, with utilities. You can control everything created within the pocket dimension.

  [Living Graffiti (Capstone Boost)] - The drawings you make can manifest as living creations, these creatures have low intelligence but follow your orders.
- **Champion of Pranks[600RP]**, Oh my!! You know how to prank like a champ!!! You're the undisputed Champion of pranks, even the most basic of pranks can get even the most experienced pranksters, you also know how to set up and play big elaborate pranks that could be seen as almost a real illusion if you plan it down to the letter,

God of Pranks and tricks [Capstone] - Oh my the God of tricks and pranks, your tricks and pranks are well-known as you created the pranks and tricks we all know and love, you cannot be tricked by any prank or trick you created which is almost all of them, as a god you are now ageless and start at Demon level combat power you can use your pranks to form joy beams that tickle beings to death if you let them and prank and trick shields to stun or surprise opponents your pranks are so real they can warp reality in minor ways if you plan the prank right,

Park Manager:

- **Management is easy[100RP]**, you are the best manager that can be found, trained, or experienced, you can do anything and everything that comes with your managerial position to perfection even training new employees who seem dumb as rocks into efficient workers in no less than a week or no more then a month if there’s something wrong with them.
- **Stupid is Normal?[100RP]**, do your employees make you want to commit murder on the daily well you can now ignore how stupid they are and effectively communicate with them in their language of stupid which makes them work how they should but In their way in which the job gets done on time somehow without error, and they stay the same slackers but slackers that finish on time.
- **Emotional conditioning[200RP]**, you can get the absolute most out of all your emotions. You will have a slight boost in your physical stats if you're angry, a slight boost to your charisma if you're happy, you get a slight boost to your creativity if you're in Love, etc.
- **Twisted Life[200RP]**, Does your family life suck well now you don't care because now without your inference they will grow to love you no matter what you do and will support you unconditionally how great it is to be loved!!!
- **Understanding the Park[400RP]**, You manage the park so well people would think you have been here since the park first opened you know everything there is to know about any park you set foot in even if you have never been to a park before, you know every native Tree, animal, insectoid, fishes, and crustacean of said park, so you're a walking and talking park encyclopedia now Jolly Good Show!!!
- **Time is on my side?[400RP]**, we’ll look at who did a unique favor for Father Time, it seems like you are somehow never late to anything even if it would have taken you hours to get to your destination you would magically know a shortcut that gets you where you need to be on time but sometimes depending on where you need to be and how long the shortcut can range from easy and quick to a game of outrun collapsing roads and mountain paths but fear not you have the driving skills to match any shortcut you may come across but it won’t change the heart pumping fear of death that comes with being late and having to take a shortcut that might as well be Hell trying to claim your soul!!
- **Yeah, I’ve Seen This Before![600 RP]**, Like Skips you’ve seen just about everything supernatural and know best how to handle it, from rituals of immortality to fighting elder gods with mighty Weapons of divine or regular weapons, and still be able to keep up barely unlike skips your rather new to the supernatural gig but it’s like Skips taught you almost everything he new himself your now a elite monster level combatant good luck newbie!!!

Skips Immortal Rival!!! [Capstone] - Oh Jolly good show!!! Skips rival you say? Well why didn’t you say so instead of being Skips’ student you are his greatest rival well you're immortal just like him without the need for the rituals your strength starts at Demon Level You are a country-level threat without any godly gear you know everything Skips Knows about the Supernatural World and regular world at large you're also the Ultimate Supernatural Hunter Now with all the skills that one would need to hunt what goes bump at night or day this world has no set time for the supernatural so neither do you need to sleep or breath but you need to drink and or eat at least once every year if you have no good access to food before you fall into a death like sleep until you get some food or water if you have one but not the other,

- **The Boss Is Lucky?[600 RP]**, - convenience-level luck, where foods, money, things you need will appear/fall into your lap, your luck is tame unless you do good things with the luck given to you will see your luck increase to lottery winning levels but nothing more.

Goddess of Luck [Capstone] - Luck could you give me a little bit of luck oh great deity of luck? You have ascended to the god of luck how lucky you are, your now ageless and your luck has become stronger by leaps and bounds you can now shoot luck beams which cause bad luck or good luck for people who dislike or are allied with you/go after you, your luck beams can not only affect people but also places and things there is no limit to your luck unless your people stop believing in getting lucky from you hoarding the luck you start out at divine leader Level combat power for free,

Park Owner:

- **Good Deal Sense/Skill [100RP]**, An innate sense for recognizing good deals and negotiating effectively. Whether it's in business transactions or everyday exchanges, you possess an uncanny ability to strike advantageous deals.
- **Desperation Detection [100RP]**, Gain the ability to smell and discern people's desperation. This heightened sense allows you to perceive the emotional states of those around you, providing valuable insight into their motivations.
- **Bother-Me-Not Aura [200RP]**, Emit an aura that compels people to attempt solving their problems independently before seeking your assistance. This aura is toggled at will and encourages self-sufficiency in those around you.
- **Prospect detector [200RP]**, You have a sixth sense for Good students, Good Employees, Good teachers, Good Servants and Good workers, you could tell with a look if someone is good at what you need them to do, if you need the best doctor to save you all you need is a quick line up of all the best heart doctors and you'll know immediately which one can give you the best outcome of success almost always 100% success rate the harder the task the better the person needs to be or the percentage of success for a decent candidate would be anywhere from 90% to even 80%.
- **Sharp as a Steel Trap[400RP]**, oh My a Parker Owner who can't be mind controlled or possessed even by myths and divine alike so long as they can't break your Will which is now nigh-Unbreakable you can't be controlled in anyway nor can your mind or body be altered unless you're in critical condition in which case your body will allow itself to be healed from outside means, your Will alone will allow you to survive until you get help somehow and if you can make a full recovery depends on you or your doctor.
- **Minion Control [400RP]**,Command minions and employees effortlessly. Your orders are followed, and even if they are injured, they remain loyal and continue to follow you. This control extends to a wide range of individuals, turning them into devoted followers so long as you have some authority over them.
- **Contract Enforcement [600RP]**, The ability to enforce supernatural contracts, similar to devilish deals. You can also contract esoteric elements such as lifespans and souls and utilize them to your advantage.

  God of Deals and Contracts[Capstone] - you wield the power to contract anyone and anything to a deal binding the costs to one's soul, physical items, and or one's age or vitality, so long as you oversee Any deal or contract all parties will uphold their end no matter how strong one claims to be all things exchanged will be Enacted if a god were to make a deal that would give away his divinity if they were to lose their power would be instantly drained and the recipient would become the new god of whatever at the same level with Instant Contract Effect: Imbue your contracts with the power of instant effect. When a contractor agrees, they are forced into a time loop that allows them to fulfill their obligations "instantly" from your perspective. This ensures rapid compliance with the terms of the contract. You as the god of deals and contracts start at divine leader level combat power for free to enforce those with enough power to ignore you effects such as other divine of your level but no one stronger without being a physical match for them.
- **Minion Making/Summoning [600RP]**, Acquire the ability to create and summon permanent minions at will at a rate of one per day. These minions can be tailored to serve various purposes and are under your complete control. By default they have standard human strength, speed, durability, agility and intelligence, but you can adjust these values by reducing some of the other abilities like a point-value system. They can die and have a human lifespan.

  Prometheus is that you?[Capstone] - you can Now outright create and customize your own living Beings as well as Strengthen your chosen creations, making them more capable and loyal. They gain enhanced abilities, intelligence, and effectiveness in carrying out your commands. This doubles one of the abilities (you pick for each new creation) of your creation(s) for free. Your creations count as followers and can travel with you into other jumps but not as companions. As the god of life and Birth, you are ageless and start at Divine Leader level combat power.

Divine, Myths, and Monsters:

- **Ageless immortality [100RP]**, You cease to age, remaining eternally youthful and immune to the ravages of time.
- **Super Strength and Durability [100RP]**, - You have super strength and durability, allowing you to perform feats of strength. This strength is great enough that you can walk through walls and doors effortlessly.
- **Mind/Memory Protection and Enhancement [200RP]**, Both your mind and your memories are shielded from external intrusion, your memories are enhanced to become photogenic. This protection extends to prevent tampering with your thoughts and recollections.
- **Instant death protection [200RP]**, With death hanging around and various instant-death beams, magic, curses etc around you might want this. This makes you immune to instantaneous death from anything like disintegration, wishes,teleportation gone wrong or death's death touch. You are shielded from any attempt to abruptly end your existence.
- **Anti-reality warping [400RP]**, Immunity to reality warping, transformations, and unwilling teleportation ensuring that your body and soul remains unaltered even in the face of various types of reality-bending powers.
- **Regeneration [400RP],** You gain the ability to regenerate from injuries at an accelerated rate at about 100x the normal human rate of healing and like an axolotl you can regenerate entire limbs and organs.
- **Reality Warping [600RP]**,, Gain the ability to manipulate and alter dimensions to a limited extent. This power allows you to create minor dimensional shifts and distortions in your immediate surroundings.manipulate time on a small scale. You can slow down or speed up the passage of time in localized areas, providing strategic advantages in various situations.reality warping powers to reshape the world around you more profoundly. You can alter landscapes, create structures, and manipulate the physical laws within a designated area. Your limit is a small city-wide radius

  God Of Creation[Capstone] - Oh my your scope has increased in range to a large city radius, and can grow to a Continental radius, and can grow without limit so long as you have people believe in you, you could make a world or realm of creation which you have absolute control over you can bestow powers onto your creations which are usually giving life to inanimate objects you can make actual flesh beings with human intelligence but only regular animals who can speak and understand what you say you start out at divine Leader level combat power

- **Death Powers [600RP]**, You can manipulate souls, including making soul deals, interfacing with souls, and collecting or touching them. You have control over the lifespan and essence of individuals. You can sense deaths and the living in a wide range around yourself. This power allows you to perceive lifespans and the cause and effects of death on individuals.

  Deaths Rival[Capstone] - you have achieved the title of Death and have your own hellscape to match Death himself your now Immortal This includes the ability to resurrect others, travel seamlessly to and from death-dimensions and afterlives, and you can use an instant death-touch that can extinguish life with a mere touch. You start with Divine Leader level combat power,

General Items: +400Pp for this section only

- **[Free]**, **A job [free/100RP]**, for this jump, pick a job you are now a consummate professional in your job with all training and credentials to prove you can be a pilot or a teacher etc. buy to get a new one each jump
- **[Free] Custom clothing/outfits** - Obtain a wardrobe of custom clothing and outfits that seamlessly adapt to whatever form or body you currently possess. These garments are not only stylish but also magically adjustable to fit your unique physique.
- **Cellphone and computer [100RP]** You have the best phone and computer money can buy every time a new model of each is released and cannot be broken, lost, or stolen for more than an hour before they return to you either brand new model or same model if you prefer to keep it dated.
- **#46 [100RP]** - The number 46 is a twelve foot long, assorted meats (you can pick the common-sub meats), tomato, mayo and lettuce sub that's six inches wide. You can summon one of these once per second.
- **Life giving Soda [100RP]** gives life to inanimate objects when poured on them. Objects become fully sapient and can speak in english, they also have full control over their bodies and have weak telekinesis allowing them to move nearby objects as if they had average-human strength arms and hands. You get a case of soda. When all of the soda is used up you get a replacement case of soda.
- **Laser shooting thing [100RP]** You can pick between a Ring, stereotypical laser gun, electric double ax guitar, electric keytar or any other instrument. The item can shoot a red laser every few seconds, the Lasers are adjustable in strength up to being strong enough to destroy walls in one blast and the item can be set to overload and detonate with the force of a bundle of dynamite. It does not need to be charged and if broke, lost or stolen it will reappear before you the next day in perfect condition.
- **Line Cut Card [100RP]** this card permits you to cut any line, skipping the wait. People might initially protest but as soon as you show them this card with just a brief flash of it people will "know" that you're authorized to skip the wait and any sort of line-monitors will assist you in skipping the line.
- **ZIPGIDZ [200RP]**, video-game mental-programming helmet system, minus the risk of death, compatible with all gaming systems, can be used as a VR system and as a computer programming interface.
- **OP Baby Ducks!!! [200RP]** Handful of Bird minions that have unlimited potential. They even have the potential to form a megazord after they reach a certain age or level of power,
- **Neutralizer Gun [400RP]** You acquire a memory-altering/erasing gun. This device allows you to selectively alter or erase memories in individuals, providing a discreet and powerful tool for manipulating information.
- **Cat Masterson Office and Mo-cat Facilities [400RP]**, Gain ownership of Cat Masterson's office and Mo-cat facilities. The offices include multiple large-scale "Holodecks" and recording studios, offering a versatile space for various activities, simulations, and creative endeavors.
- **No Rules Pocket Dimension [600RP]**, No Rules Pocket Dimension - You now own a unique pocket dimension with no rules. Within this dimension, the laws of physics are distorted, and time can be altered. Anyone who enters this dimension becomes a temporary reality warper, with the ability to manipulate the environment. However, these effects do not persist outside the dimension.
- **The Internet has Everything [600RP],** oh my you somehow have free access to buy Strange but effective items from the Internet, whatever it says it's supposed to do it will and whatever the side effects are will be removed after the purchased item upon payment the prices will never exceed 10,000 Dollars or an equivalent currency amount and Will vary depending on the items value and rarity, stuff like Brain Max which can make you super smart, but unlike a lot of the things you would buy regularly now has fiat backed side effect removal so even if you were to drink the entire bottle of Brain Max you would be able to communicate

effectively even if you're too smart to be understood originally, so long as you have a computer or you can draw a page on the ground it will pull up a list of all kinds of items, you can order whatever you have found or could be found from any jump you've been too, you don't even need WiFi, depending on where you are the package will appear in an appropriate manner but usually by drone unless you're in a universe where the tech isn't high but favors magic it'll arrive via teleportation magic,

Origin Items:

Average Folks:

- **Rented Property Contract [100RP]**, Acquire a magical contract that allows you to rent any apartment or house on the market, regardless of cost. The contract covers all expenses, including utilities, taxes, and paperwork.
- **Flying Car [200RP]**, This flying vehicle features unlimited fuel, self-repair capabilities, and comes with paperwork already filled out at every necessary government department.
- **Restaurant Food Chain [400RP]**, Own one of the eclectic Regular Show restaurant food chains spread around the world. Your restaurant chain takes care of itself, generating income for you effortlessly. You can also borrow minimum-wage workers from the restaurant to assist you. Each restaurant location has a hidden bunker-like structure underneath for additional intrigue.
- **Space Station [600RP]**, - a massive space station capable of hosting the park-dome-spaceships
  You will never have to pay taxes or any other form of other outside expenses for this building, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this facility "legal" and in your name is provided and is already on file at whatever government facility/organization that requires it. It also saves any interior or exterior changes you make to it and whatever stuff you leave inside of it, adjusting the changes and your stuff around automatically to fit should you change its size/shape/layout.
  Post-Jump, you can decide if this building is dropped ahead of you on the next world and where, complete with its own history

Park Employee:

- **Golf cart [100RP]** This seemingly ordinary golf cart boasts unlimited fuel/range, can travel as fast as a car and possesses a self-repairing mechanism. In the event of damage, destruction, or theft, the golf cart restores itself within an hour.
  Moreover, this cart is a canvas for customization. Any modifications or enhancements you make to it are not only retained but also seamlessly integrated into its design. Want to add a rocket booster? Go ahead. Feel like installing a cupcake dispenser? Absolutely. All modifications are fiat-backed.
- **The Snack Shack [200RP],** This is a small freestanding shack which includes an attached multi-person bathroom and a vending machine on the side. It features an endless array of fresh americana snacks that replenish themselves including but not limited to soda, hot dogs, popcorn, pizza, cake and various candies. The facility is self-cleaning and self-refilling (Napkins, toilet paper, condiments etc).
  This also includes exterior seating areas which consist of a dozen picnic-style seat benches with umbrellas that come alongside it.
  You will never have to pay taxes or any other form of other outside expenses for this building, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this facility "legal" and in your name is provided and is already on file at whatever government facility/organization that requires it. It also saves any interior or exterior changes you make to it and whatever stuff you leave inside of it, adjusting the changes and your stuff around automatically to fit should you change its size/shape/layout.
  Post-Jump, you can decide if this building is dropped ahead of you on the next world and where, complete with its own history.
- **Gloves of justice [400RP]**, - These magical golden gauntlets can kill divine entities or send them flying into an orbit that lasts for several hundred years that they can't escape from until they reland.
- **The Power [600RP]**, - This magical keyboard can warp reality itself, acting as a low-powered wish machine so long as you can play a few notes and sing out what you want. Its power is limited to short-term effects, transporting, healing, destroying, it can even send you through time and space to the end of time and the universe and can even protect against a universal attack at the cost of its destruction but since it's fiat-backed it will repair itself over a span of a month if used to block universal or higher levels of attacks.

Rival Park Employee:

- **Pranking warfare equipment [100RP]**, - Assorted military-grade weapons and vehicles which launch non-lethal prank-munitions. Water balloons, eggs, tomatoes, TP, baloney, fireworks, whoopie cushions capable of blowing away houses, marbles, pies, cold-temp tar and feather. You gain a small armies worth and everything is auto-refilling and auto-self-repairing/cleaning.
- **Maximum Glove [200RP]**, gives you maximum gaming power greatly enhancing your speed, reaction time, strength and size - You can also temporarily fuse to another player and share perfect coordination over your hybrid body. Also functions as a terrible controller for any gaming system.
- **Brigade [400RP]**, an army of minions, each equipped with laser guns and small space ships. These loyal minions are ready to follow your commands and handle various tasks with efficiency.

- **Bigger Better Park? (Space-capable with switch)[600RP]**,You will never have to pay taxes or any other form of other outside expenses for this building, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this facility “legal” and in your name is provided and is already on file at whatever government facility/organization that requires it. It also saves any interior or exterior changes you make to it and whatever stuff you leave inside of it, adjusting the changes and your stuff around automatically to fit should you change its size/shape/layout.
  Post-Jump, you can decide if this building is dropped ahead of you on the next world and where, complete with its own history

Park Manager:

- **Managers Car[100RP]**, your the manager you have a real car of your choice it’s indestructible, self-repairing, Self-cleaning, no need for gas and it has a secret Nitro Booster that lets it go over a hundred and twenty miles per hour, you’ll never be late again!
- **Racki The Wishmaker [200RP],** - only shows you a possible reality where the wish became real - twists it toward “mild” lame-ish horror. This one won’t rob you, but you can rent him out and he’ll rob others for you.
- **Park House?[400RP]**,
  You will never have to pay taxes or any other form of other outside expenses for this building, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this facility “legal” and in your name is provided and is already on file at whatever government facility/organization that requires it. It also saves any interior or exterior changes you make to it and whatever stuff you leave inside of it, adjusting the changes and your stuff around automatically to fit should you change its size/shape/layout.
  Post-Jump, you can decide if this building is dropped ahead of you on the next world and where, complete with its own history
- **Universal remote (format wars)[600RP]**, oh my Jumper you have the remote to control all things electronic unlike the original this one can control even the internet to some degree but you would need to be a hacker to have access to the internet and unlike the original you automatically know how to use the remote and the codes to manipulate and control basic devices, with a super code it transforms you into a Physical Digital Warrior which will imbue you with elite monster tier strength and durability with no cap on your growth only being your coding and hacking skills that makes you stronger, you can shoot Digital beams that hits harder by one tier higher than your current strength you can fly at light speed in space and don’t need to breath your ultimate attack is the Digital Wipe that can erase almost anyone’s digital identity as well as their real identity and if the enemy is weak enough they will be disintegrated physically as well Bad Show, Bad Show!!!

Park Owner:

- **Limo[100RP]**, - limo is strong enough to punch through buildings walls without damage, food/drink/fuel auto-refill comes with Chauffeur (100rp more for a Limo-saur) Limo is replaced within an hour when damaged.
- **Lotsa Money & mansion[200RP]**, Can’t own a park without a lot of money so much you make repairing the park’s near destruction almost weekly look like child’s play you have over a hundred billion dollars, in a mix of physical assets and liquid wealth you have a mansion of your own design in your possession as well you also have stocks and shares in a few major companies and corporations,
- **The Park(no space dome)[400RP]**, - upgradable maintains/fiat backs upgrades
  You will never have to pay taxes or any other form of other outside expenses for this building, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this facility “legal” and in your name is provided and is already on file at whatever government facility/organization that requires it. It also saves any interior or exterior changes you make to it and whatever stuff you leave inside of it, adjusting the changes and your stuff around automatically to fit should you change its size/shape/layout.
  Post-Jump, you can decide if this building is dropped ahead of you on the next world and where, complete with its own history
- **Space Dome[600RP]**, well looks like you’re apart of the Secret Park Association sworn to protect earth from aliens and foreign powers your park has A space faring Dome that covers your park transforming it into a moving space station with all the necessary equipment and a command room with Assortment of drones, flying vehicles,spaceships “Dome stuff” an armory, a cafeteria, and docking bays as well as other necessary facilities and equipment,

Divine, Myths, and Monsters:

- **Mythical weapon [100RP]**, Oh My, you have a weapon of divine origin, it’s a weapon type of your choice from guns, Swords Spears, Shields, Gauntlets, Scythes, etc, it is powered by your divinity or your stamina if your just a strong mortal it’s indestructible and capable of opening portals to different locations to different worlds and to other realms so long as you have elite monster combat power, your weapon grows in strength with you so it’s always useful,
- **Divine Ride[200RP]**, Sweet Ride!! You have a divine vehicle capable of flight and light speed space travel as well as realm Jumping so long as you go fast enough which can take anywhere from a minute all the way to 30 minutes if you need to cross the entire universe or jump to another realm,

- **The Basketball Of Bets [400RP]**, with this you can challenge someone to any game of your choice but it will default to a game of basketball that will be overseen by the god of basketball himself and the winner shall take the prize without any trouble or retaliation from the opposition good luck!!!
- **Interdimensional pocket dimension[600RP]**, well your a god for a reason this is your personal dimension were you can naturally draw power from to sustain you even if you are without any believers you can even allow truly faithful believers into this dimension after they die or to party if your a party god or to wrestle if your the god of wrestling you have absolute control over this place and can shape it to your will and chain lock up and control those to weak to fight back mentally or physically,

Companions and Followers:

- **You May purchase any canon Character for 50 RP Each, and they will become your companion but it's up to you to get them to come along on your jumps**.
- **You may import or create 4 companions for free, or 8 for** [**100RP]**. Each gains an origin of your choice, and 600cp to spend on perks, and an item stipend.

Drawbacks: no limit

- **Short stay +0**, You can leave as soon as the final battle between anti-pops and pops ends in a “normal” timeline; the eight seasons take place over about 6 years regardless of some weird timeline loops and alternate timeline branching. You will be in the “prime” timeline. You can stick around for a week or two afterwards if you want to say goodbye if you want. Can’t be taken with **Extended Stay**
- **Extended Stay +100RP**, you want to stay here longer? Fine but don't say I didn't warn you. Good luck, each purchase adds 10 years!
- **Addicted +100RP**, are you an alcoholic, or Drug addict, well look no further this is the Drawback for you you can’t go more than a week without your addiction, or else you start tripping like your off shrooms with No more talking raccoons and birds, Good Luck!
- **Food Allergy +100RP**, you have either several hive-inducing allergies to common allergens or a single anaphylactic shock causing allergy.
- **Math? +100RP**,you hate math in general and forget how to do math beyond basic addition and subtraction.
- **No Shapeshifting +100RP** - Shapeshifting perks, powers and alt-forms are disabled for this jump.
- **Patchwork hybrid +200RP**- You're a combination of two species hideously combined in a patchwork like fashion. Keep your original choice of species as an alt-form for future jumps but for this jump you are forced to use and keep your patchwork hybrid form on all the time. You must also take the “**No Shapeshifting**” Drawback, you get the points from it.
- **You Screw Up!!!+200RP**, you are Mordecai and Rigby before they fix the mess they make and you're a slacker on top of being a screw up and expect to be yelled at a lot. I hope you have the skills to fix that mess you've made or YOU'RE FIRED!!!!!
- **No Chill? +400RP**, Like Mr. Mallired you have no chill, are rather lame to be around, and are very stern and hard to talk to and get along with at times if you weren't wealthy and the boss would people still be around and for some reason, you like it when people read you bedtime stories.
- **WingOut!!! +400RP**, Like Benson, you tend to go too hard on the wings and wake up in random places after doing something wild and crazy and you're probably not going to make it to work on time because you have 30 minutes to 1 hour usually to get there and you may be in another state, country, World or even in the another Realm. good look on keeping your Job if you just gotta have more wings,
- **Regular Jumper!! +600RP,** you take the place of Mordecai and Rigby on this wild adventure. Good luck because everything they go through you will end up in similar situations but not the same, you should expect there to never be a Regular Show.
- **House of Horrors +600RP**, Cursed into being a house with your upper body sticking out of the top (exposed to the elements). You must also take the “**No Shapeshifting**” Drawback, you get the points from it.
- **Death’s Favorite Babysitter +600/1200RP,** Death wants you to babysit Thomas on every date Night except for when Mordecai and Rigby have to do it for the plot. Until then end of your stay here so date night is once a month for the first purchase and once a week for double purchase and you have to fight a monster from hell that is slightly weaker than you are for every week you babysit for the second purchase.

The End:

Stay here

Go home

Keep Jumping

Notes:
There are some alternate universe-timelines and looping timelines that get mixed in,but you will start out in the “prime” timeline. Some episodes of the series for example might not actually occur in the prime timeline. Alternate-versions of you, with only in-universe powers, history, items etc will be in those other timelines/universes. They will not be aware of the jumpchain and instead will only have an in-universe history.

Now the only thing the combat power directly has any effect on which is the perks that Bestow godhood which can grow in strength infinitely so long as you have belief but without it you can only access the amount of combat power you bought unless you train your body to surpass that limit directly which is hard to do after myth level unless you kill a god and take their power and authority for yourself or trick them into a deal that gives you all their godly powers and authority