Japan, 2130 AD, shortly after WWIII. Contaminated regions have erupted all around the country, called “Black Spots”. Black Spots are treated as ruins, quarantined by huge walls. Regardless, there were those that made that ruined land their home. They were, at first, ignored, but individuals emerged with strange powers: Fire, Wind, Gravity… They could control the very forces of nature. In fearful ignorance, people called them “Needless”.

There are multiple Black Spots across Japan, but if they share anything in common, aside from radiation poisoning, it’s survival of the fittest. “Police” is an abstract concept here, and if you think you can settle disputes without your fists, then you better be confident in your kicks. My advice? Sit back and enjoy the anarchy.

You’ll be stranded in the Black Spot over the former capital of Tokyo. The economic behemoth, Simeon Pharmaceuticals has invaded and set up a new branch here, much to the residents’ dismay. Simeon is headed by Adam Arclight, a powerful Needless with a colossal God complex. Arclight uses his position to exploit the Black Spot for his own insane ambitions, starting with the systematic hunting of the resident Needless.

As always, what you do in this world, who you side with or against, is in your hands. If you’re the nosey type, be ready to deal with double agents, clone armies, apocalyptic conspiracy, cosmic horrors, and the third coming of Christ. Use this 1000cp to get ready.

[Origins]

Now then, let's see who's boot you'll be licking. Certain origins are allied with certain factions, and their history will reflect this. Take any origin, free of charge, just make sure you only pick one.

The Misfits - Black Spot Affiliated:

Well, "Black Spot Affiliated" is a bit of an oxymoron. Point is, you're not too fond of Simeon. You've lived in the Black Spot all your life, and you don't take kindly to some city boy storming in and telling you to kiss his ass. Maybe you oppose them openly, maybe you just distance yourself so Simeon can hold their little circle-jerk in peace, who's to say.

Rebel - Aren't we all, kiddo? You get off on lecturing people about injustice and equality and all kinds of boring shit. Somewhere along the line, you joined up with the resistance opposing Simeon and their Needless hunts. You're gearing up for an all-out attack on Arclight himself as you arrive. I'm sure that will go swimmingly.

Bandit - At least you're honest. You've adapted to the spirit of the Black Spot better than many. You lie, you cheat, you steal, you kill, and you don't regret it for a second. Just don't forget that your type is a dime a dozen around here. If you want even a single slice of this big black pie, you've got plenty of heads to send rolling first.

Informant - Even in the Black Spot, knowledge is power. You deal in information, usually the kind that others would prefer hidden. Your services are always in high demand, but with Simeon in the neighborhood, your jobs are only gonna get more dangerous. Unless you don't mind wrestling with Simeon's Testaments on the daily.

Simeon Upper Management - City Affiliated:

Whether you were sought out for your talents, or had some relationship with the company beforehand, you act on behalf of Simeon Pharmaceuticals. You can look forward to an education, clean food and water, and access to the miraculous technological amenities of the outside world. Just be warned that everyone for miles wants you buried.

> **Killer Girls Squad Agent** - You are the 48th member of Simeon's Killer Girls Squad. You have been trained to handle Simeon's dirty work. Assassinations, infiltration, sabotage, extortion, etc. For… reasons, the Girls Squad only accepts cute girls into their ranks. Your own gender will be changed to reflect this, at no expense.
>
> **Ex-Adam Project Scientist** - Years ago, you took part in a top-secret project on the Japanese government's behalf. The aim was to create clones of the being known as The Second. As far as the world is concerned, the project ended in failure. Simeon found you and valued your talents enough to add you to their research staff.
>
> **666 Committee Member** - You are among the 666 individuals at the tops of their fields or an otherwise irreplaceable asset, united under the philosophy that you are the only people that deserve to survive the apocalypse. Don't get too comfy, the Committee has no issues disposing of members who can't earn their keep.

Other - Unaffiliated:

You are not allied with the people of the Black Spot or Simeon Pharmaceuticals. You can take any one of the origins above for their discounts, but you enter the world without any memories or connections. Chances are you'll stick out if you can't adjust to the attitude of Black Spot life, and you won't be getting any special treatment by Simeon either.

[Species]

You can buy a second species at its default price to become some fusion of the two. You receive no discounts from the second species, but all other benefits apply. You may choose which age and gender conditions apply between your two species.

Needless - Free:

Good ol' vanilla. Your kind are pretty common around these parts. Other than your Fragment and a little extra toughness, you aren't that different from a regular human. You must take this as your first or second species in order to access the Fragment section.

- *Age is 2d8+13.*
- *Gender is unchanged.*
- *Pay 50cp to change age or gender.*

Trap - Free:

Hey there little girl, are you lost? Don't worry, you've got Onii-chan here to protect you. By the way, what's that lump between your legs? Jokes aside, you have an androgynous appearance and a penchant for crossdressing that defies reason. Causality will twist itself in knots to ensure that you end up dressed as the opposite gender as often as possible, no matter how improbable the circumstances, or how hard you resist.

- *Age is 1d8+8, 50cp to change.*
- *Choose biological gender for free.*
- *Traps may take the Girl's Squad origin as a male.*

Clone - 100cp:

After WWIII, the creation of clones was strictly outlawed, but through some miracle, you've vastly outlasted your shelf life. Your physique is peak human, and your microchip brain has the training of a veteran soldier. So long as this chip remains undamaged, your body can get as torn up as you want without going down. A clone's mental circuitry is different from a human brain, most notably their abysmal facial recognition.

- *Clone's externally age rapidly up to their physical prime before slowing to a crawl.*
- *Your actual age can be anything between one month to 50 years.*
- *Gender is unchanged, 50cp to change.*

Half - 200cp / 400cp:
The phrase “Half” is short for “half human, half machine”. I guess “cyborg” just fell out of style at some point. You possess superhuman strength and have a weapon or two built into your body. You can be repaired as long as most of your brain is intact.

For 400cp, your body was crafted by a true master. Despite immensely upgraded stats in all areas, this body is unnaturally compact, giving the appearance of a young child. Your body is loaded with a frankly impossible amount of high-tech weapons and tools, from countless missiles, cannons, jetpacks, beam sabers, and many more. You can disconnect and remotely control almost every part of your body.

- *Age can be anywhere between 9 and 100 years.*
- *Gender is unchanged, 50cp to change.*

Adam - 1000cp / 600cp / 400cp:
After the fallout of WWIII, a being appeared in the Black Spot. He was The Second, as in, “The second coming of Christ”. He made use of miraculous powers to heal the crestfallen Japan. He was the first Needless, who possessed all Fragments. Before Japan could be fully reconstructed, he died under mysterious circumstances. To benefit from his miracles once more, the Japanese government funded the Adam Project to create clones of The Second. The success of this is debatable, hence the enormous crater left behind at the lab.

The benefits of being an Adam are many, whether you were a clone, or a preexisting human transformed into an Adam. Your default physical abilities are superhuman. Great enough to shatter stone with a stomp or block missiles with your bare hands. Admittedly, the latter example would destroy all the muscles in your arm.

Your skeleton and organs are coated in a durable, yet flexible metal called Orihalcum, protecting them from injury. An Adam’s true power comes from their unique Fragment: *Zero*. This allows them to “memorize” other Fragments to use as their own. That said, you don’t start with any Fragments, and will have to build up your collection through battle.

You can alternatively split the price of this species with one of your companions. One of you will pay 600cp to receive Zero and all the other benefits of the Adam species, while the other pays 400cp to receive the Adam’s second Fragment: Doppelganger. Both will find it impossible to obtain the other’s Fragment by any means short of total fusion.

- *Age is 2d8+13.*
- *Gender is unchanged.*
- *Pay 50cp to change age or gender.*
- *Take the Lolicon drawback for no points.*

[General Perks]

Let's cut straight to the juicy bits and see what skills you're entering this world with.

Nothing Here is Truly Needless - Free All:
As an inhabitant of the Black Spot, you can handle living in even the most abysmal of environments in stride. Not that this actually increases your ability to survive, nor does it blind you to the dangers. This just gives you the right attitude to make the best of it.

Composed Movie Star - Free All:
The appeal of a destitute wasteland can be easily lost amongst the day-to-day brutality, so here's something to get you in the mood. At will, you may enforce the art style of Kami Imai onto the world around you. Nearly everything juts off in some kind of dynamic angle. Feminine bodies get off a bit easier for the sake of sex appeal, but even their curvy bits look like lethal weapons from the right angles. The world may occasionally convert to chibi when appropriate. Your hair now neatly condenses into spike formations. Nobody will find any of this odd, but you're free to selectively disable any of these effects.

Gorgeous Rock Star - Free All:
It's hard to hate an adaptation with a soundtrack that kicks this much ass! You can accompany your life in the Black Spot and beyond with the Needless anime OST. It plays whatever song is most fitting for a given situation without any apparent device. You can freely decide who can and can't hear this music. Nobody will ever find this strange.

The Mustache Arc Starts Now! - 150cp:
You possess a thick, stylish, and bushy mustache adorning your upper lip. In addition to increasing your handsomeness, your plot relevance seems to increase slightly for every additional mustache in your immediate vicinity. Your attacks become more stylish, your vitals harder to hit, and every line out of your mouth sounds more memorable than the last. Other mustache bearers cannot help but respect you for your gentlemanly demeanor. It also shaves off perfectly smooth, and won't grow back unless you want it to, but the absence of a mustache will cost you all other benefits of this perk.

Nopan Panic - 150cp:
Taking this negates any and all need to completely clothe yourself. Key word being "completely". You still need to put something on, but it doesn't matter how much it covers. Going outside with nothing but gloves or a scarf is somehow still enough to be considered "dressed". You'll never feel the slightest physical or emotional discomfort from leaving your body exposed. Other people can recognize your near-nudity, but for some reason, it never occurs to anyone to do or say anything about it, even if you're on Live TV.

Gift of Eden - 600cp / 400cp:
Fragments are born from the mysterious toxic matter permeating the Black Spot: *Dark Matter*. Every Needless has a little bit of Dark Matter in them, but much more than that is almost certain death. You've miraculously survived a direct injection of distilled Dark Matter, better known as Eden's Seed, and have awakened to hidden power. You can rapidly regenerate from practically any injury in seconds, assuming that most of your brain, heart, and at least half of your overall mass is intact. If a situation calls for it, you can morph your flesh into a monstrous form, giving your physical capabilities a monumental boost in power, letting you punch through skyscrapers and get back up from similar attacks. You can forgo these physical boosts for 200cp off the initial price.

The Dark Matter within you has granted your Fragment an unreasonable boost in power. Different Fragments will be affected in different ways, ranging from a raw power boost, the removal of a limitation, a new attack or application, to seemingly redefining the Fragment's effects, more on that in the notes section. This also acts as a booster for the origin capstones, enhancing the functionality of the perks.

There are 12 Fragments thought to be closest to the power of The Second. Should you possess *Zero*, *Doppelganger*, *Flame*, *Graviton*, *Fourth Wave*, *Bermuda Asport*, *Psychokinesis*, *Agni Schiwatas*, *Magnetic World*, *Rainmaker*, *Cruel Vajra Fist*, or *Shield of Aegis*, you will be marked by a tattoo-like branding on your body, called a Stigmata. Despite this distinction, the boost is the same for all Fragments. You're free to accompany your upgraded Fragment with a purely aesthetic stigmata, even if you didn't select one of those 12.

[Needless Perks]

Perks tied to the Needless species. All perks are 50% off for Needless.

Needless to Say - 100cp:
A Needless with multiple Fragments is normally impossible. Even still, there are many with a talent for making enemies forget that. You possess the creativity to find novel or niche applications for your powers, along with the misdirection skill to disguise a power's true nature. You could find out how to present a temperature controlling power as a separate fire, ice, and wind power, or use the ability to induce invisibility to form the illusion of being able to freely create, transform, and erase matter.

Pins and Needless - 300cp:
Sometimes fisticuffs are all you need to win a fight, other times a little prepwork is needed. Whether it be boobytraps, optical illusions, or just hiding weapons. Your traps take a fraction of the time to set up, and the required materials rarely attract attention in transit. You could convert the floor of a building into a spike pit in a few hours. If you're setting these with specific people in mind, they're all but guaranteed to stumble into it by total happenstance, as long as it's somewhere they could reasonably get to on short notice.

A Friend in Needless - 600cp:
School learning isn't exactly the highest priority for Black Spot inhabitants. They couldn't care less what 1 + 1 is supposed to be, and neither do their Fragments apparently. If you find yourself performing a perfectly timed combo attack with an ally against a single enemy, rather than just adding your destructive force together, the attacks' power will be multiplied together instead! You can even try to combo attacks with three or more people, further multiplying the attack's power, but no more.

[Trap Perks]

Perks tied to the Trap species. All perks are 50% off for Traps.

Tourist Trap - 100cp:
At your own discretion, now, and in future worlds, you may decide to alter your origin into that of a long-time crossdresser. This will make acting with the mannerisms of the opposite gender more natural, as well as earning your peer's tolerance of your lifestyle from the start. Perhaps even being completely oblivious to your true gender. If you were so inclined, you could use this to enter jumps as origins that would otherwise be restricted to the opposite gender. The use of this perk must be decided at the start of the jump.

Trap or Treat - 300cp:
Your ability to rock the clothing of the opposite gender extends past the point of reason. You are handsome/beautiful, and hardly anyone would deny it. No matter how you look normally, your existence is such that it is impossible for you not to look even better crossdressed. This scales with any other enhancements to your appearance, such that crossdressing will always provide a boost to your overall attractiveness, even if you aren't especially androgynous. Dressing like this just always seems fitting somehow.

A Trapping Young Man - 600cp:
Even those who know what you're packing can't seem to help themselves. No matter their sexuality, you're such an existence that people can always find enough of their preferences in you to see you as a viable object of desire. Simply being around you may awaken "preferences" they weren't even aware of. Usually these are relatively tame, like naked aprons or nurses. You have the potential to pierce through insanity, memory manipulation, or outright mind control afflicting your allies, simply by appealing to their pervy side.

[Clone Perks]

Perks tied to the Clone species. All perks are 50% off for Clones.

Stay Clone to Me - 100cp:
You cloned types can't even tell yourselves apart, and yet you don't let that stop you from forming the nigh-unstoppable fighting force. Whenever you are involved, any of the usual shortcomings that come with working alongside beings similar or identical to yourself do not apply. Your similar mindsets allow you to strategize without a single word, you sidestep many of the pitfalls of allying to equally prideful, ambitious, or stubborn individuals, as the boundary between your identity and theirs is already so ambiguous.

Tears of a Clone - 300cp:
Everyone has a line they cannot cross. Once per jump, you may select a single individual, and change your appearance and mannerisms to perfectly match a person or type of person they could never bring themselves to attack. Your target will be unable to lay a finger on you without monumental emotional distress, at first. In the event that they undergo a notable shift in values after you take on this form, they might be able to move past this power your form holds over their heart.

Behind Cloned Doors - 600cp:
All clones are given the same combat training programmed straight into their brains, but there's a world of difference between those that rest on their laurels, and those that reflect on their weakness. For any martial arts that you learn, past and present, you instinctively figure out how to counter opponents using the same style. As long as there isn't a monumental difference in raw stats, a master of the art might as well be a sickly child. You could tear through an army of your physically identical brethren bare handed.

[Half Perks]

Perks tied to the Half species. All perks are 50% off for Halfs.

Half-Pint - 100cp:
Like a certain stout cyborg, any bodies you inhabit take on a peculiar logic. The younger your body appears, the greater their storage capacity. That applies not only to information and memories, but even cybernetic modifications or hidden weapons. Making your cyborg body look like a nine-year-old could let you deploy an entire arsenal of firearms from your torso at a moment's notice. If you leave this body behind for whatever reason, anything past its logical storage capacity will be inoperable until you return to it.

Half the Fun - 300cp:
Being a Half beats starving or bleeding to death, but you've got your own share of worries with this body, chiefly maintenance. From here on out, for any body you inhabit, you are given full understanding of every part composing it, and how to maintain and rebuild those parts if need be. This won't give the tools, resources, or talent to make these replacement parts easily, but it's a good start. This even works on fleshy bodies, but making human limbs and organs from scratch, let alone attaching them, is just as hard as you'd imagine.

Ain't Half Bad - 600cp:
Like "The Dollmaker from Hell, Gepeto", you've gained an almost instinctual expertise with the construction of dolls of all kinds. "Dolls" in this context could mean children's toys or mannequins, but really, any creation made in the human form falls under your expertise. Assuming you had the raw materials, you could construct androids, Halfs, or even clones. Creating a backup body would be a viable alternative to dealing with a debilitating injury. As a bonus, this provides you with an extensive knowledge of Black Spot metallurgy.

[Adam Perks]

Perks tied to the Adam species. All perks are 50% off for Adams.

Adamit to Your Sins - 100cp:
The world as a whole is oddly accepting of The Second's status as the son of God. As long as you display convincingly godly qualities, such as unique or overwhelming power, or just a saintly moral compass, people will take your claims of godhood at face value. Even governmental bodies will accept this, though that won't stop them from trying to control you for their own ends. I should warn you that being called a god doesn't necessarily give you the powers of one, but the title alone will do wonders for your public image.

I Don't Give Adam - 300cp:
When an Adam headbutts another Needless, he is able to learn their power without seeing it in action. But when two Adams butt heads, a Reverse Rejection Reaction is triggered. First, your memories are broadcast in the vicinity, then both temporarily lose any copied powers, and if you stay in contact, you explode. Now, you have the ability to trigger this reaction with any power-copying opponent in future jumps. You can even tweak the process, such as making them explode before you, or skipping one of the steps.

Adamaged Goods - 600cp:
Ultimately, an Adam's power is localized in their brain. For any supernatural abilities you possess from this or any other world, your brain is all you need to use them. For abilities bound to a specific limb, they have a way of "retreating" towards your brain. If you lose a hand that can block any attack, you now have a wrist stub that can block any attack. As an added bonus, your brain has an oddly high probability of surviving attacks that destroy your entire body, and you can even survive hours as just a brain lying on the ground.

[Rebel Perks]

Perks tied to the Rebel origin. 100cp perk free and all others 50% off for Rebels.

There's no Time to be Crying - 100cp:
It's not pleasant, but no matter who or what you are, there will always be someone or something stronger than you out there. You have the strength of character to accept when someone is objectively better than, or at least a threat to you. Your envy, pride, or any such complex rarely clouds your judgment. Even in the event that you really are the strongest thing in the room, this lets you project yourself as a natural weakling to those around you.

Do You Have Any Function? - 200cp:
Despite probably having no education to speak of, your deductive reasoning is borderline superhuman. Under the right circumstances, you could pass this off as a Fragment in its own right. Your deductive mind functions regardless of your emotional state. You could be plunged into the depths of despair or panic, and yet your mind will still be working at full throttle to piece together any lingering mysteries, out of habit, more than anything.

Blow Away the Competition - 400cp:
By involving yourself in their story of any "main character" types, you can slowly steal the spotlight for yourself. At first you may have a personal stake in a battle, or come across an enemy you're the perfect counter to, or catch the antagonist's ire. Before long, you'll be the one attracting power-ups, rivals, and love interests. You can choose whether you steal their protagonist status outright or just match it. Any plot armor gained is paper thin.

Live on Cowboy! - 600cp:
It's hard to play the damsel role when you can sneeze the top off a mountain. You are able to enter a state that disables any passive or automatic abilities and projects a strong aura of helplessness. As long as you maintain this state, the strong just can't leave you to your fate. Allies will protect you like their own families, and even heartless killers will hesitate to finish you. This only applies to those oblivious to your true power.

(Boosted) As long as you maintain this depowered state, you will receive a level of plot armor equal and occasionally superior to whatever defenses you would normally possess. In this state, it's basically impossible to die outside of a dramatic conflict.

[Bandit Perks]

Perks tied to the Bandit origin. 100cp perk free and all others 50% off for Bandits.

A Strange Romantic Person - 100cp:
Nothing will stop you from being the best parent you can be. Not your destitute living conditions, not the overabundance of enemies, and certainly not your lack of a moral compass. You know how to instill in a child all the love you have to give, and they'll be able to receive it regardless of your environment. If you were a cruel tyrant, they'll probably take after you, but that won't have any negative impact on your relationship.

You Can't Ignore My Will - 200cp:
There's no such thing as innocence in the Black Spot. Whenever any enemies or victims of yours call upon an outside party for help, you're a master at twisting the story to swing these "heroes" onto your side, convincing them that the ones who called them are the real villains. As long as your embellishments aren't too extreme, things will tend to play out such that the other side won't even try explaining the situation from their point of view.

Until Your Momentum Rusts - 400cp:
You'll find many violent gangs of Needless and humans alike roaming this wasteland, but ultimately winning any important battles are between leaders, while the underlings are just there for moral support. For each underling you have on the sidelines, you receive a slight boost to your strength, speed, reflexes, and even your Fragment's destructive power. You lose the boost from a troop the second they engage in active combat.

Are You Ready For the Action? - 600cp:
If the weak dare to ask for a miracle to even the odds, then it falls to the strong to stop those miracles in their tracks. As long as your destructive power outmatches your opponents, there will be no such miracles. No last-second backup, no unprompted power ups, no dumb luck of any kind. If your target cannot save themselves through their own skill, or whatever they brought with them into the battle, they will not be saved at all.

(Boosted) As long as the raw power of your abilities dwarf those of your opponents, then hard-counters are a non-factor for you. Fire does not melt your ice, your water does not conduct electricity, acid does not corrode your metal, paper does not beat rock, etc.

[Informant Perks]

Perks tied to the Informant origin. 100cp perk free and all others 50% off for Informants.

Let Me Feel Your Feverish Body - 100cp:
An enviable skill to have in this world. Now, as long as you are considered cute by your peers, any perversion will just be accepted as an integral part of your character. There will be no long-term societal consequences for overt displays of your lechery, assuming you don't cross any obvious lines. Your victims may not be so receptive to your advances, but they will never outright shun you, as long as it is crystal clear just how adorable you are.

Newly Sprouted Flowers - 200cp:
Don't forget that skills are just another form of information. You've taken in a plethora of mundane yet broad skill sets. Such as hacking, first aid, acting, driving, fencing, etc. Likewise, your intuition allows you to quickly apply any new skills explained to you, whether verbally or in writing. You're still an amateur in all these fields, but you have the insight to function at the bare minimum adequacy to utilize each associated skill.

Scattered by the Wind - 400cp:
It's all too common for those who get roped into particularly shady work to stumble into conversations that weren't meant for their ears. Inevitably, these people tend to get "silenced" for their troubles. However, as long as you don't show an obvious intent to use the dirt you have, employers tend to forget that last step. This indifference to your existence goes as far as forgetting to remove your access privileges from their systems.

Keep an Open Mind - 600cp:
Every piece of documented information you have available to you is backed up in your brain as a mental library. This library is intuitively organized, cannot be forgotten or distorted, and will not negatively impact your brain in any way. Whenever you enter a new world, a broad range of publicly available information on history, laws, languages, science, medicine, technology, and more is added to your database.

(Boosted) There's more to this world than what's on the surface. When you enter a world, your libraries will also be filled with in-depth knowledge of that world's supernatural elements, be they shamanistic chants, necromantic rituals, mystical martial arts, etc.

[Girl Squad Perks]

Perks tied to the Girl Squad origin. 100cp perk free and all others 50% off for Girl Squad.

Keep Your Hands Dry - 100cp:
You're soon to build a reputation as one of the most annoying opponents in the Black Spot. You've turned stalling into an art form. Whether before or during a battle, you know how to draw out a conflict for as long as conceivably possible. You can drag on arguments for hours and waste an entire afternoon on a single brawl. If you feel the need to practice such an obnoxious skill, there's nothing to say you couldn't train this for more ridiculous results.

It's so Hot That I'm so Cold - 200cp:
Have you ever noticed that the Girls Squad's mannerisms tend to be a bit… odd? All the panty shots, all the double-entendres, all the moans? Turns out it's all a deliberate tactic to disorient opponents. It's been drilled so deeply into you that it's arguably harder not to seduce others. You don't even have to think about doing it. Opponents who find you attractive are effortless to manipulate and will struggle to attack you at full strength.

Inconceivable Demon Sisters - 400cp:
Your teamwork in small groups is practically psychic, able to flawlessly execute improvised maneuvers as if they've been rehearsed for months. You give your teammates confidence that lets them always perform at their best by your side. If you can focus the entirety of your team on a single opponent, it is almost impossible to land a hit on any of you, as you chip away at their stamina. This only works if you're all focusing on one enemy.

Deep in the Scarlet Bomb - 600cp:
You can now enforce a certain… trope. In place of receiving injuries or fatigue, you may shunt any such harm onto your clothing instead. Your clothing acts as a kind of health bar, revealing an amount of skin proportional to the damage taken. This does take account of your own usual durability, and your clothes will even heal alongside your body. Losing all your clothes will have your accumulated exhaustion come back to you at once.

(Boosted) Your clothes now function as a "buffer" before you start taking any real damage. No matter the attack, if an enemy wants to leave anything more than an aesthetically pleasing scratch on you, they need to completely decimate all the clothing on your body.

[Scientist Perks]

Perks tied to the Scientist origin. 100cp perk free and all others 50% off for Scientists.

Eve's Original Sin - 100cp:
The empire of human science was built upon a foundation of vanity and crippled evolution. At any time, you may enter a state of mind filtered of all biases, even something as mundane as the base-10 system. This is a state of absolute objectivity, but it also filters out more practical preconceptions like morality and common sense. Using this in excess may lead to theories bordering on the insane. Best used for fact-checking only.

So Calm, So Violent, and so Painful - 200cp:
Even with the pitiful resources of the Black Spot, your surgical techniques defy all logic. You can perform complex operations on someone with nothing more than a handsaw, even with a conscious patient and no anesthesia, without them dying from shock. Even with complex grafts of entire body parts, your surgical scars heal completely in a matter of hours, and infections don't seem to be a thing for these wounds. It'll still hurt.

Taste the Sense of Laziness - 400cp:
You know brains like the inside of your eyelids. With the right tools, you could transplant entire portions of brain matter between people. However, your real expertise lies in the suppression of the mind. With a willing or vegetative subject, or even yourself, you can seal away memories, personality traits, or even special powers. You can set these sealed sections of the brain to be restored in response to a specific "key", like an image or phrase.

The Moment You're Born - 600cp:
These techniques are what got Japan into this sorry state to begin with. You're privy to all of Japan's pre-WWIII cloning technology. You can make a clone for pretty much any occasion or purpose. You can freely decide their appearance, knowledge, personality, and even their aging process. Excluding the time it takes them to reach maturity, creating a clone takes a week, discounting the help of any infrastructure for mass production.

(Boosted) You can now create clones of specific individuals, including any supernatural abilities rooted to their mind or body, as long as you have a sample of their genetic material. These special clones take about a month to produce.

[Committee Perks]

Perks tied to the Committee origin. 100cp perk free and all others 50% off for Committee.

Gazes as Sharp As Knives - 100cp:
City-folks are backstabbers, plain and simple. Conspiracies you take part in, whether by alliance or of your own design, can be designed to work around the plots of other similar schemers, who may themselves be scheming around someone else's schemes. You have a talent for keeping track of such webs, and a good eye for recognizing who has caught onto your schemes, or maybe just those who think they've caught on.

Desires Come in Minority - 200cp:
Some people just refuse to let sleeping dogs lie. You are a master at salvaging valuable resources from the wreckage of failed projects, whether your own or others. Whether this means salvaging rare materials or tools, making loyal employees out of grateful survivors, or just using the event to twist the media or law in your favor. If there's any way for you to profit from disaster, it's unlikely to escape your notice.

Inconceivable Eternal World - 400cp:
When I said you were the best at what you do, I really did mean *the* best. Go ahead and pick any single real-world academic or vocational field to specialize in. You alone are the very pinnacle of skill and knowledge in this field, even in this distant future. Like the paranoid sociopath you are, you've trained your expertise to such an extreme that you could rebuild your entire field from the ground up, in the event of total societal collapse.

Dreams that can Trick Time - 600cp:
When you undergo an artificial process that could potentially alter your body beneficially, your survival is always guaranteed, assuming that survival was a possibility to begin with. Abilities developed in this way will always be incredible in one way or another. If not in their raw strength, than in their uniqueness, or range of applications. This only applies to improvements born from some kind of procedure or deliberate exposure.

(Boosted) When you undergo such a procedure, any potential side effects will always be beneficial in their own right. Instead of constant pain your reflexes are sharpened, instead of organ rejection, your body rejects all parasites, vision is enhanced instead of lost, etc.

[General Items]

There's still more to come, so try not to blow the rest of your points here.

Training Wheels - 50cp/Per:
A common trend for Needless in the Black Spot is to carry around some kind of object or tool to focus their Fragment's power. Whether it be weapons like guns or swords, mundane objects like dolls or umbrellas, or even something more advanced like a visor or prosthetic hand. This doesn't make your Fragment any stronger, just easier to control. It'll naturally be designed to complement your Fragment in some way. Like a focus for *Graviton* or *Power* being unreasonably heavy, or a focus for *Scan* augmenting your vision. You can import an object you already own, or take any applicable items purchased below.

Field Generator Schematics - 400, Discount Needless Anime:
Something about this just feels… out of place. This schematic outlines the creation of an array of massive black towers. These towers produce a special forcefield between them that is capable of absorbing any energy that comes in contact with it, as well as preventing anyone from getting in or out. You've also been provided with a modified version of the blueprints. This allows the field to single out a specific object or person within its range to break down into energy. They'll be destroyed without even leaving ashes.

[Rebel Items]

Items tied to the Rebel origin. 100cp Item free and all others 50% off for Rebels.

Cherished Pendant - 100cp:
What you have here is a small pendant with space inside for inserting a picture. However, breaking the pendant open will reveal a hidden secondary compartment, just big enough to hide a microchip, or a short note. If you can get someone to accept the pendant under the pretense of it coming from their loved one, they will protect it as if it were that loved one's life. They may very well put this pendant's safety over their own.

Guns - 200cp:
A whole crate of pistols, rifles, rocket launchers, etc. Easily enough to arm an entire militia. These things are pretty outdated by modern standards but were cutting edge in WWIII. Be warned, there are countless Needless with their own methods of defending against projectiles, and many who would power through a lead shower through grit alone. If you take this with Training Wheels, you can take every gun in this crate to act as your focus.

Miriam Wibster's Subscription - 400cp:
Considered the foremost dictionary of the world, Miriam Wibster's popularity stems from the total absence of government censorship, contrasted with its wide accessibility. You can find information on world events, prominent Needless, and organizations. Wibster's is just about the only publicly available record of the events following WWIII. You'll receive updated editions on a monthly basis. After this jump, these issues will contain information relative to your current world, with the same level of honesty and accuracy.

Darumi GT Turbo Mk. 33 EX68000 Nitro FC - 600cp:
I assume you know what a Daruma is, right? Well, imagine that but as a GIANT FUCKING ROBOT! Darumi-chan can be controlled by 1-3 pilots, or via remote control. With three pilots in the cockpit however, Darumi-chan can enter its battle mode, where it dawns a thick set of armor, reminiscent of a medieval knight. Darumi-chan can launch the "115% Chance of Bone Fracture Missile" which is like a normal missile but coated in spikes. It also wields the "Daruma Blade" which can transform into an ink brush to blind foes.

[Bandit Items]

Items tied to the Bandit origin. 100cp Item free and all others 50% off for Bandits.

Deceptive Clothing - 100cp:
You have a self-repairing outfit of your own design. Not only does it accentuate your personal charm, it will slightly shift its appearance to match whatever disposition you attempt to give off. When trying to look innocent, your silhouette would become softer, with suspicious details conveniently obscured by wrinkles. Once you reveal your merciless side, It'll bend in dynamic angles and any defining symbols would become clearly visible.

Super Gel Dero Doro Drink - 200cp:
A dietary staple of the Black Spot. These "drinks" have the consistency of snot, but each can packs a whopping 5,000 kilocalories. That's the equivalent of eating ten full meals. Ironically, this stuff contains barely any liquid, so you still need to keep hydrated if you don't want to die. You have a self-replenishing vending machine full of them, and even if you can't stomach it, you can feed them to underlings, or sell them for a quick buck.

Mutilation Gun - 400cp:
"Mutilation-style" weaponry was developed by Simeon to assist in their Needless Hunts. With their mostly human personnel, special weapons had to be designed that could cut through Needless like wet tissue paper, along with any Fragment-based defenses. Once these bullets pierce a Needless, they attack the Dark Matter within their bodies directly, causing the affected cells to violently explode. Being hit with one of these is devastating to any supernaturally-enhanced physiology, but just a regular bullet to anyone else.

Castle - 600cp:
This medieval-styled castle is an architectural marvel by Black Spot standards. This building is the size of an entire town, with multiple floors, and enough rooms to house a personal army. You'll find anything you'd expect in an actual king's castle and is littered with a rudimentary security system and booby traps. The castle comes staffed with over two dozen loyal guards, with an even mix of normal humans and extremely weak Needless. Truthfully, they're pretty useless. Still, it's better than cleaning this place yourself.

[Informant Items]

Items tied to the Informant origin. 100cp Item free and all others 50% off for Informants.

Memory Cards - 100cp:
Can't say that these will be awfully useful during your time here, but they're nice to have all the same. These high-spec memory cards are initially blank, but their frankly absurd storage capacity leaves very few limits as to what you could potentially fit on them. At the most, you could fit the contents of an entire library in one of these. You start off with a couple dozen of these, which you could potentially reverse engineer to manufacture more.

Terminals - 200cp:
These special computer terminals can be found hidden in any large city (abandoned or otherwise). Each one connects back to your base of operations. These can be used to contact you or perform monetary transactions. If you find the locations of your terminals to be too hidden, you can choose to have rumors of your services spread over an area of your choosing, while flying under the radar of any groups you'd prefer to remain oblivious.

Black Spot Metals - 400cp:
Many miraculous minerals were formed from the calamity that created the Black Spots. Such as Mithril, a lightweight metal that's all but immune to breakage, or Orihalcum, which can be as flexible as plastic or more durable than any other known metal. Orihalcum can also be specially treated to become one of the densest materials on the planet. You'll receive monthly shipments and these and other peculiar minerals. Though aside from those mentioned above, their properties must be discovered on your own.

Iron Mountain Backup - 600cp:
Apparently one mountain-sized archive of government secrets and private citizen information wasn't enough. Like the original, the durability of this place is great enough to remain standing after the anomaly that created the Black Spot. Internally, this is protected by cameras at every corner and a security force of pre-war Testaments. The storage capacity for these computers is all but infinite. This Iron Mountain will appear in future worlds with you, along with any information that came with it upon purchase.

[Girl Squad Items]

Items tied to the Girl Squad origin. 100cp Item free and all others 50% off for Girl Squad.

Perplexing Doll - 100cp:
You have an adorable self-cleaning and repairing doll in the shape of an animal of your choice. Due to your “unique” sense of style, people have a hard time figuring out what animal it’s actually supposed to be. Even in the midst of heated battle, people have a tendency to get hung up on this uncertainty to an unhealthy degree. This ambiguity could even trigger a panic attack in the right opponent.

Keycard - 200cp:
This card will allow you to leave the Black Spot through Gate 666. Going forward, any permissions or authority you obtain in a digital system can be bound to this card. As long as you aren't caught by the system, no one will question you using this to access things you probably shouldn’t. If you use this to try and pass yourself off as one of the Girl Squad as a boy, you'll be pulled aside for autographs before anyone thinks of doubting your story.

Mounted Testament - 400cp:
You won’t find a better means of transportation in the Black Spot short of teleportation. This Testament has been modified with a cockpit for manual steering. As Testaments hover a bit off the ground, it can travel over any terrain, and is capable of limited flight. These come loaded with two guided missiles and machine guns. There’s just enough of a guidance system left to facilitate an autopilot function, if you don’t feel like steering. Also, you don’t need to refuel this Testament, because reasons.

The Fourth Shelter - 600cp:
An enormous underground shelter that has been heavily remodeled to suit your aesthetic tastes. You could turn the whole shelter into an upsized bedroom or paint the ceiling with a photorealistic sky. Anything objects or structures destroyed within these walls will be repaired whenever you next return. This place is specially designed to measure the full extent of your abilities, so not only can these walls take the full force of your attacks, but sensors hidden within the shelter will gather precise data on your performance for you.

[Scientist Items]

Items tied to the Scientist origin. 100cp Item free and all others 50% off for Scientists.

Media Reader - 100cp:
An all-purpose digital media reader. Due to its fully customizable connector array, you're unlikely to find a single piece of digital media that you won't be able to read with this. This thing's very existence is a security hazard to any group that uses encrypted data chips in the Black Spot, so unless you have the force of a large organization like Simeon, or a powerhouse like Blade behind you, try not to advertise that you have this.

Testament Blueprints - 200cp:
You have in your hands the detailed instructions on the construction of the mechanical frontline of Simeon's fighting force: the Testament. Testaments come in all different shapes and sizes, what you have here only outlines the default model, the ZM-6. There are notes interspersed in the blueprint, with pointers for freely modifying the design. Someone has even included notes on how to substitute any Black Spot native metals.

The EIR System - 400cp:
An uncontested miracle of medicinal technology. This helmet-like device is capable of manufacturing new cells and blood vessels to prevent a patient's cells from dying during brain surgery. With this, something as fantastical as transplanting pieces, or even entire lobes of the brain, can become a medical reality. Naturally, you need to actually know what you're doing for more complex procedures. For relatively simple ailments, like blood clots or tumors, the device itself should be able to treat that much with minimal user input.

All-Purpose Lab - 600cp:
Placed in a location of your choosing each jump, this lab has all the tools needed for surgery, first-aid, small-scale cloning, engineering, hacking, chemistry, etc. You could be performing heart surgery three feet from the vat you're using to clone the replacement artery. It may take some reorganizing, depending on what you want to focus on at that given time. Unless you supply the tools yourself, you won't have anything needed for hyper-specific areas of focus, like rocket science, or constructing quantum computers.

[Committee Items]

Items tied to the Committee origin. 100cp Item free and all others 50% off for Committee.

Real Food and Medicine - 100cp:
The perfect gift for altruists and extortionists alike. On a monthly basis, a truck filled to bursting with preserved food, water, and basic medical supplies will come around to deliver its payload to a location of your choosing. Alternatively, you could just have the shipments magically appear in your Warehouse. Just make sure you actually have the space to store it. As always, it's your call how these resources are distributed.

Energy Extraction Machine - 200cp:
This elaborate machine was Simeon's answer to any unruly Needless that they couldn't afford to kill for one reason or another. This machine physically restrains the prisoner, while also draining energy from their body, temporarily negating any special abilities. Appropriate to Adam Arclight's aesthetic tastes, the machine can transform into a suspended cross-like shape, with the prisoner "crucified" by the physical restraints.

Eden's Seeds - 400cp:
Dark matter is the source of all Fragments, but it is also pure poison. "Eden's Seeds" is a term for diluted Dark Matter with a relatively higher survival rate. Injecting this into a human has a small chance of awakening them to a Fragment, and there are some rare Needless with the ability to accept a second dosage and develop a Stigmata. For everyone else, the result is death. If taken alongside Training Wheels, this can take the form of a fleshy spear stored inside your stomach that injects those pierced with Eden's Seed.

"Canning" Operations - 600cp:
In the simplest terms, you have a clone factory. Due to the post-WWIII outlawing of clones, transporting them as adults is just far too risky, so this factory ships the clones out as fetuses, disguised as canned goods, hence the name. Whether you want the perfect child, a universal donor, or an obedient plaything, there's no shortage of potential buyers for this service, unless you want to keep them for yourself. If you stick close to the default parameters, then you should be producing clones at a rate of around twelve per week.

[Companions]

All origins get two Underlings for free, except for Adams, who get one free Eve instead.

Underlings - 50cp to 200cp/ 2 Free Non-Adam Species:
Call in an old friend or make a new one to share your misery with. For 200cp, you can import/make up to 8 companions. Companions made or imported in this way receive an origin and affiliation, and **800cp** to spend as they see fit.

Canon Characters - 100cp:
Pick one native to this world. If you can gain their informed consent, they can come with you as a companion. This is easier said than done. The powerful players in this world tend to either be unshakably loyal to their cause, or too prideful to follow someone else's lead.

Loli-Clone Import - 50cp/Per:
You may take a companion of your choice, or maybe just yourself, and make an adorable child clone of them to act as your new companion. With each additional purchase you may either double the number of clones or start cloning another ally. Clones have the sum total power of the original individual dispersed between them, and occupy a single companion slot. All clones receive "A Friend in Needless " and "Stay Clone to Me" at no cost. These are the only two perks that all clones receive at full power.

Primeria(s) - 50cp/Per:
This cream-haired clone maid is Primeria. She's unconditionally loyal and programmed with the ins and outs of all manner of busy work, from cooking and cleaning, to specialized duties like machine maintenance or corpse disposal. The number of Primerias you receive will double with every additional purchase. The Primarias occupy a single companion slot with purchases distributed between them. They receive "A Friend in Needless " and "Newly Sprouted Flowers". These are the only perks they all receive at full power.

Testamenko-Chan - 100cp/Per:
Officially, these androids were designed by Simeon for combat in confined areas and rescuing accident victims, but their risque design casts more than a little doubt on this claim. Their appearance is that of an anthropomorphized Testament in the form of a scantily clad little girl. Despite her size, she retains the full offensive and defensive ability of her mainline cousins. She can burst through steel walls with brute strength, fire off hallway-filling blasts of plasma, and similarly destructive missiles. As for durability, they can brush off point-blank grenade explosions. She's even capable of limited hovering.

Eve - 200cp/Free Adam Species:
The Adam project was initiated to reverse engineer a savior to lead Japan into a utopian future. However, the plan held one major flaw. Adams were incapable of reproduction with human beings. To resolve this, the appropriately named Eve project began. While the Eve series lacks the Adam series' trademark Fragments, they still have undiluted Eden's Seeds flooding their cells, so they tend to develop into powerful Needless. In addition to 800cp to spend as they please, they receive a 200cp stipend for Fragments.

Eves possess similar superhuman strength to their Adam counterparts. This option can either be used to make a new companion or import an old one into this roll. If your companions took the Adam species and you didn't, you could even fill the role of their Eve. You won't receive the 800cp, but the other benefits apply. Members of the Eve series are genetically programmed to imprint on an Adam and potentially fall in love with them, but this can be resisted. A child born between an Adam and an Eve will themselves be an Adam or Eve, with all the characteristics and abilities that would imply.

Katsumugimai-Chan - 50cp:

Oh! Well if it isn't a perfectly normal human child (who is not a snail). It seems like they got lost on their way to school. How Terrible! While you're here, might as well let her tag along before she eats anyone-I mean, before she gets hurt. She carries around a nifty backpack that she also happens to sleep in, but you shouldn't worry about that. Just like you shouldn't worry about the two eyestalks that occasionally sprout from the top of her head, or the alternate personality, or the fact that she's covered in slime at all times, is allergic to salt, and can talk to mollusks. These are all normal qualities of a human schoolgirl.

Oogami & Kazari - 200cp:

It's not entirely unheard of for Needless to appear in the city and then promptly relocated to the nearest Black Spot. As is the case with this self-described misanthrope and his invisible partner. Except, the thing is, he isn't a Needless. Oogami here is an honest-to-God exorcist, or "God Undertaker", tasked with dispelling all manner of spiritual phenomena.

It seems like he was a bit too flashy with one of his battles, and his strange powers got him mistaken for a Needless. He can manipulate his spiritual energy to a variety of effects, like physically interacting with spirits, launching blasts of energy, exhibiting superhuman speed and strength, and projecting an invisible and intangible arena around himself.

Oogami is a surprisingly kind-hearted individual. However, his overly acute sixth sense makes him sensitive to otherwise trivial acts of evil, like littering, or ignoring the poor. This even builds up into an intense killing impulse that he often exposes in battle. He also may or may not be the reincarnation of the Japanese god Izanagi, possibly explaining his freakish spiritual strength and reserves. He's also accompanied by Kazari, his "Mizuchi", a spirit able to take the form of a holy sword to combat anguished spirits. Despite her condition, she's oddly upbeat, and behaves like any normal girl her (apparent) age.

[Fragments]

Upon the death of The Second, his power was divided among the inhabitants of the Black Spot, unlocking limiters on formerly unused portions of their brains. Despite the great variety of Fragments out there, barring exceptional cases, a Needless may only possess a single Fragment. You must have taken Needless as your first or second species to access this section. Adams receive Zero and Doppelganger by default but are barred from buying any other Fragments.

On average, the broader a Fragment's effects, the harder it is to control. If a Fragment appears weaker or stronger than others in that tier, it will usually balance out in terms of precision.

Small Fry Fragments - Free:

Endoskeleton:
A suspiciously familiar hand-based Fragment. From the back of your hand, you may painlessly project four long razor-sharp claws of bone.

Smart Bomb Scope:
This Fragment lets you magnify sections of your field of vision, with utmost clarity. This increases your accuracy with ranged weaponry significantly.

Stone Crab Scissors:
All the fingers on both hands have been replaced with durable regenerating scissors. Unlike the original user of this Fragment, you can change your fingers back at any time.

Ulysses Stamp:
Your power allows you to control your center of gravity. Think punches with the entirety of your weight behind them or dodging attacks by "falling" in the right direction.

Drencher Snowgun:
You have been bestowed with the power to summon and hurl snow projectiles with "the force of a snowplow". I'm… going to assume that's an impressive claim.

Low Level Fragments - 100cp:

Bolt Sling Bazooka:
A limited application of aerokinesis, where you fire off a bullet made of air with the range and piercing power of modern firearms. You are unable to make bullets if you aren't grounded or the wind around you is too intense.

Clairvoyance:
Your vision has been greatly enhanced to the level of a hawk, maybe better. Fortunately, you don't appear any more vulnerable to intense light. You can even use this to see through solid walls and objects. Having this ability optionally turns your sclera black.

Double Bind:
Via a long chant you may "bind" the heart of an enemy. This will slow their heartbeat and make them generally more submissive. Using this requires you to recite the entire chant within earshot of your target. If interrupted, you have to start over from the beginning.

Hell's Ear:
Your ears have been enhanced to rival that of a bat, though you aren't any more vulnerable to loud sounds than before. You can hear everything for miles, and even listen through walls as if they were made of air. Having this optionally gives you pointed elf-like ears.

Ji Aikido:
Your Fragment grants you a supernatural competence in a martial art of your choosing. Using aikido as a point of reference, you could knock an opponent off their feet from meters away or redirect a gout of flames in the same way you would an opponent's fist.

Psychic Thunder:
You have the ability to harmlessly raise your own bioelectricity, and even manifest it outside your body. Unfortunately, your maximum output is nowhere near enough to kill a human being, at best, you're a human stun gun.

Shock Absorber Jump:
Your legs are enhanced to let you leap absolutely baffling distances and grants you the shock absorption to land from such jumps or falls without even a twinge of discomfort. You could probably jump half the height of Simeon's Black Spot HQ.

Mid-Level Fragments - 200cp:

Felsen Avalanche:
At will, you may call a dense suit full-body armor of earth to surround you. You can even control the stone directly with your mind, if your own body is out of commission. Your strength and speed are enhanced greatly by your armor, able to punch through steel and keep up with a Testament's top speed. No matter how much damage is sustained by the armor itself, it will simply regenerate, if not reform entirely from the surrounding minerals.

Flame:
A simple yet versatile Fragment. Flame allows you to freely create and manipulate fire. You can ignite flammable objects, coat your own body in flames to protect yourself or enhance attacks, or create enormous projectiles of pure combustion. This Fragment also grants a resistance to heat that's arguably as impressive as the pyrokinesis. Strong enough that coating your own fist in raging flames isn't much different from slipping on a mitten.

Gorgon Hair:
Your Fragment allows you to not only control your hair like an octopus' tentacles, but also shorten and extend it at will with seemingly no hard limit. Styling your hair is as simple as willing it, and it doesn't get dirty or tangled either. Your hair is strong enough to pierce concrete or crush bones, and given that you can freely extend your hair, you won't ever have to worry about being disarmed or receiving a bad haircut ever again.

Kotodama:
With nothing more than a spoken command, you may command another's body against their will. As you enter this jump, the most you can manage is simple commands like "Don't touch me!". You'll only be able to stop someone from doing something, not make them initiate new actions. With training, you may learn how to give more complex commands, like making someone buy something from the store for you or start swinging at their allies.

Memory Guard:
A completely non-combative Fragment. By approaching a target of your choice, you may summon a colossal doorway, immobilizing them. You can freely view all of the target's memories, from the start of cognizance to the present moment in mere seconds. You can even use this ability on yourself to share memories. With immense willpower one can break their own door, but this will damage their own mind and possibly time itself.

Needless Mutilation:
Just as mutilation-style weaponry is empowered to tear through Needless flesh, you can do the same with physical attacks. You can break apart supernatural or artificially enhanced flesh like wet tissue paper. Your strongest attacks can cause a target to explode in a shower of gore. Unfortunately, This power is all but useless on normal humans.

Over Tech:
Your Fragment reigns over technology. As soon as you have even a vague idea of what you want to construct, your mind will highlight all the necessary parts in your vicinity, and you'll instinctively know how to assemble them into the desired configuration. You can connect parts without any kind of bolts, welding, or adhesive. With nothing but trash, you could construct complex weapons and traps, cyborg bodies, or even enormous mechs.

Scan:
One of the greatest support Fragments in the Black Spot. With a quick glance, not only can you identify an opponent's Fragment, but also just about any physical or psychological intel you could want from top speed, BWH, bad habit, and naturally you have no trouble identifying a target's weaknesses. This is a direct enhancement to your own analytic abilities, so deliberately obscured or misleading data can distort your findings.

Vajra Cold-Hearted Fist:
The power to generate and control ice at will. You can create more complex shapes as well, but crystalline forms are the fastest and easiest to make. You don't require pre-existing bodies of water to use this, though it certainly does open up your options. Your Ice is pretty damn sturdy, but it's still just frozen water, so it can be melted. Frostbite isn't really a thing for you, and you wouldn't feel as much as a chill standing buck-naked in the arctic.

High Level Needless (300cp):

Aqua Coral:
This Fragment allows you to freely control water. You can control pre-existing sources or generate more water out of thin air. You can probably exert the same amount of force as a small-scale tsunami. With that said, you can only control water in its pure liquid form, salty or polluted water is fine, but not ice, steam, or the blood inside a living being. The closer water is to you, the easier it is to control, but you don't have a hard-set range.

Bionic Compressor:
You may freely control air pressure with an immense level of control. You can decrease or increase the pressure around yourself to fly or dash at superhuman speeds, or just use overwhelming pressure to crush your enemies into a stain, or just enough to disorient everyone in a room. You can also turn sealed objects into gunpowder-less bombs. The Fragment's effects are focused through the palms of your hands.

Black Attraction:
Your bodily fluids contain a potent ESP virus. Once a target is infected, you may activate the virus to seize control of their emotions, memories, and motor controls. You may command your victim telepathically from a great range. Even when your connection is severed, your victim will follow your last order until they are given new ones. Despite appearing to be in a trance, your victims retain their full physical and mental acuity.

Egoic Lotus:
You may now freely manipulate the supernatural life energy known as "Qi". This can be used to heal injuries of yourself and others, or offensively as powerful wind-like shockwaves. You could heal a broken leg overnight or knock over a train from miles away. In times of great need, a lotus blossom of pure Qi will manifest on your body and bloom, increasing your power tremendously. You may find other uses for Qi in time.

Felsen Sand:
The power to call forth and manipulate rocks and soil at will. You can levitate and propel stones telekinetically, but it's far easier to link stones together to create "tentacles" or walls of earth. Your Fragment hardens the rocks you use, so they can be as strong as iron. You can control any stones you're aware of, even if they aren't currently visible. Still, it's much easier to control earth near your person.

Fragrance:
Your body is a crucible for countless complex pheromones and aromas. You can use these to concoct and secrete perfumes with various mind-altering effects. You can mix perfumes that induce paralysis, control an enemy's body, or even trigger complex illusions. It takes trial-and-error to develop new effects, but it's fairly easy to create new formulas for effects you already know how to produce. You are immune to any fragrances you produce.

Graviton:
The power to control gravity itself, you can increase, lower, or even reverse gravity within your range of influence. You could lower gravity to levitate or, increase it to crush enemies into a pulp, trigger shockwaves, or just pull up spires of earth to skewer your opponents. You can induce rapid shifts in gravity, or even varying states of gravity simultaneously. As one of the fundamental forces of the universe, Graviton is one of the hardest Fragments to control, but the brute strength and versatility more than makes up for it.

Kandata String:
From any point on your body, you can sprout and control thousands of supernaturally sharp strings. These strings can cut through almost anything and are nearly indestructible. Though they don't deal well with extreme temperatures. You control each string individually, and you don't appear to get overwhelmed or even fazed by keeping track of them all. You can even weave them into destructive pillars or dexterous tentacles.

Krishna Vaitarani:
This Fragment allows your body to act as a gate to the underworld for spirits to pass through. All beings who have ever died compose your arsenal, from the average wandering poltergeist to composite colossi of damned souls. However, you may find it difficult to open and close your gate at first, and if you summon more ghosts than you can control, they may attempt to consume you to keep your gate open forever.

Magnetic World:
Using this Fragment allows you to attract or repel any specific target in your environment relative to your hands. You can be as specific or vague as you wish with what you target, as long as you clearly understand what you're targeting. You can also repel things like the ground to fly, or offensively, as your repulsive force is enough to crush a human into paste. You may even master more nuanced applications of magnetic forces with practice.

Power:
A Fragment true to its name, this enhances your physical strength, stamina, and durability by a monstrous degree. Your punches glide through steel, to say nothing of what they'd do to flesh. Throwing around tanks and Testaments is effortless. Your durability is increased just as much, you could fall miles without a parachute, and there's no modern blade or bullet that could hope to pierce your skin, except maybe Mutilation-style weaponry.

Second Sight:
Manifesting as a third eye on your forehead. It takes some time to open, but once it does any spirits in your vicinity are absorbed into it. Any "exorcized" spirits can be sent to attack your enemies as an invisible and semi-intangible force. However, releasing a ghost often sets them free, and using all your "ammo" will leave this Fragment useless until you can restock. As an added benefit, you can perceive such spirits even with your third eye closed.

Speed:
This Fragment allows you to reach breakneck and potentially supersonic speeds from a standstill and stop just as suddenly. Since your body negates inertia to an extent, your attacks are similarly enhanced. You aren't an unstoppable force, but you can deliver countless superhuman punches without your non-superhuman hands shattering from the impact. It's a shame that your kinetic vision isn't improved to keep up with your speed.

Wind:
You can freely control the movement of the air around you, short of creating a vacuum. You can't make wind from nothing, but… I mean, if you're out of air, I think you have bigger problems. You can blow someone into the ceiling with sudden updrafts, tear them to pieces with micro tornados, or just chop them up with thin "whips" of air pressure. You're limited only by your imagination with this Fragment.

Missing-Link Fragments - 400cp:

Agnis Schiwattas:
Similar to microwaves, you can directly speed up the molecular movement of anything touched by this Fragment's power. Though projected from your hands, you can emit its effects over a distance, whether through the ground to erupt as a geyser, or through the air to melt an opponent's gun. This property also allows it to bypass most defenses, including resistances against heat and flame specifically. It's no wonder this Fragment is called the Right Hand of God. Fortunately, you're immune to your own Fragment's attacks.

Bermuda Asport:
Similar to its namesake, this Fragment is the power to induce "disappearances". A bit underwhelming on paper, but this is accomplished by inducing transparency. At will you can make any inorganic target of your choice completely invisible, regardless of size or composition. Still physically present, but imperceptible for those who rely on vision. You can selectively make objects visible again, appearing as if they were summoned out of thin air. The quantity and range of the affected objects both seem to be non-factors.

Cruel Vajra Fist:
This Fragment allows you to deplete the relative heat of anything in your awareness to cause rapid freezing, negate heat-based attacks, or create devastating spears of ice. You can deplete heat in this way anywhere within your surroundings almost instantaneously. You can create massive spikes faster than most people can blink and negate all but the strongest flame attacks. By the way, your cold resistance is at the level where you could comfortably sunbathe on the planet Neptune.

Fourth Wave:
A Fragment as unwieldy as it is versatile. Using the Fourth Wave requires you to first absorb heat through one of your hands. This preparatory step alone is powerful enough to cause widespread freezing or negating heat-based attacks. Once you've absorbed the heat into your body, you may release it as a devastating beam of pure thermal energy. On average, you can expect to be punching holes through entire towns. With extensive practice, it's technically possible to control wind through temperature changes.

Rainmaker:
Rainmaker does exactly what it implies, it creates rain, either pulling over rain clouds from elsewhere, or creating them wholesale. You can manipulate the water falling from these clouds with a horrifying degree of power and control. You can simultaneously control hundreds of raindrops as projectiles with the force to cut through diamonds. You can even shape rain into weapons as hard as steel, project water spikes from your rain-soaked clothing, or suck opponents into sinkholes from the rain-soaked earth.

Shield of Aegis:
The immutable Left Hand of God. By holding out one of your hands, you create a field that negates any supernatural ability. Even the seemingly unstoppable reality-warping attacks of an Angel could be negated. Indirect effects like telekinesis are similarly unable to persist through the shield. Although total negation requires you to hold out your hand, you have a weaker passive resistance throughout your whole body, such that a projectile-based Fragment will just bruise you all over instead of riddling you with holes.

Missing Link Fragment - 600cp:

Psychokinesis:
Widely considered to be the strongest of all Fragments. Psychokinesis allows the user to manipulate psychic energy to control the movement of anything within your awareness, down to a molecular level. The ways in which you can affect the physical world are endless, but you'll need a great deal of practice before you can even catch a glance at half of this Fragment's potential. In time you'll be able to stop your enemy's hearts with a thought, and even control temperature at will. This power has the brute strength to match its precision. You start out capable of launching cars into the sky, and you'll probably leave this world effortlessly throwing high-rise apartments around.

Adam Fragment - Free, Exclusive, and Mandatory for Adams:

Zero:
This Fragment is the crown that marks the Adam series as king. Zero is the power to "memorize" the Fragments of other Needless, taking their power, and any related techniques, for your own. As it stands, you are making use of an incomplete Zero Fragment, one that can only use a memorized Fragment at the same strength as the original, but you can make up the difference by utilizing different Fragments in combination with each other. There are three methods for memorizing a Fragment:

1. *Replicate the technique of a Fragment by experiencing it firsthand. This is the weakest method, as you don't intuitively know how to use the Fragment, and some Fragments copied this way are too complex to use at all without already having similar abilities.*

2. *Holding the gem-like Byakugou on your forehead against the head of another Needless allows you to learn their entire Fragment directly from their brain. The transfer is almost instant, but can take significantly longer when learning several powers from a single target. Attempting this with another Adam can trigger a Reverse Rejection Reaction.*

3. *If you can physically eat the brain of another Needless, you will gain their Fragment in a fashion similar to the second method. How you "eat" them doesn't really matter, as long as their brain is absorbed into you. This is by far the fastest way to learn a Fragment, and you can even consume multiple Needless at once with the help of Doppelganger.*

Doppelganger:
If Zero is the crown then, Doppelganger is the throne. The Doppelganger Fragment allows its user to freely transform their body on an atomic level. Not only changing into any organic form you could imagine, but you can even transform into inorganic matter or simple machines. This Fragment naturally allows you to quickly heal your own wounds as well. Even more impressive, you can extend your shape-shifting to other people or things by partially fusing with them, whether that's transforming cloth into a full outfit, or saving your ally from the brink of death by replacing lost limbs or organs. While this can seem all powerful, you're unable to increase your total mass, and each transformation eats up an obscene amount of calories. If you don't have the calories needed to transform, not only will you be left unbearable hungry, you'll lose the use of Doppelganger until you can refuel.

[Drawbacks]

Managed to go over budget? Here, you can take on additional handicaps and challenges to pay for any excess cp you've spent, or if you're just a masochist.

Needless 0 - +0cp:
You may choose how early on the timeline you begin in this world. The earliest point you can start at is shortly after WWIII, 50 years before the main story, just as The Second enters the scene. You can choose any point between then and the start of the main story, but you'll have to stick around for the ten years after the start of the plot regardless.

Needless Anime - +0cp:
Instead of following the events of the Needless manga, you'll be sticking with the anime continuity, which deviated heavily around the time of Blade's battle with Arclight. Up until then, the story will more or less be the same, if less violent and with even more fanservice. Stay tuned for the climactic battle between Cruz, who is now apparently MacGyver, and SSJ Arclight, who is now apparently a jungle gym. Also, forget all that stuff about Angels and Dark Matter, it was Jesus and magical plot nukes behind the Needless the whole time.

Lolicon - +100cp:
You have an attraction to little girls or boys that extends far past the point of just finding them cute. This fixation isn't necessarily sexual. Maybe you just get a rush from all those protective instincts, or just don't grasp the implications of flirting with underage girls, but it's creepy all the same. You have great difficulty hiding this trait, and it tends to seep into your decisions no matter how hard you try to contain it. Expect glares of pity and disgust from the scum of the Earth, and even from your own allies when you express this.

Did You Forget that I am God? - +100cp:
You are possessed by the unshakeable belief that you are indeed God, and that everything and everyone should respect you as such. You will endlessly reject any evidence to the contrary, no matter how obvious or convincing. You are wholly incapable of accepting your own failures, and words of humility are forever banned from your vocabulary. With enough charisma, you may be able suck others into your delusional rantings, but you can, and will, bite off more than you can chew with this kind of ego.

You Have Tiny Balls. - +100cp:
You were originally from the city but were stranded in this wasteland through some freak accident. Your ID card has been torn up too, so there's no way you'll be let back in the city without a damn good reason. You have no clue how things work around here, or any grasp of hardship or urgency. This doesn't necessarily mean you're a bad person though. In time, the Black Spot may start to grow on you, and you on it. A few locals have seen this for themselves and are letting you stay at their place until you can stand on your own feet.

24 Episodes My Ass! - +200cp:
How the Hell does it take a whole afternoon to beat up three little girls? Get used to that feeling. No matter what activity or event you take part in, it is destined to drag on for impossibly long. Just buying breakfast can be an all-day affair, so get into the habit of stockpiling. Stairways and hallways somehow become longer when you're in them. Even your time in this world has been doubled. Unfortunately, you'll need all that time to accomplish the same things you'd manage in a decade without this drawback.

No, That's Just Sick - +200cp:
Everybody has a weakness, but some are easier to exploit than others. You possess some fetish that you are unable to hide and can be consistently exploited to give opponents an edge in battle. When exposed to it, your caution and common sense drop like a rock, and you'll struggle to attack enemies representing these tastes. This is something relatively tame like girls wearing nothing but socks and gloves, or maybe you have a thing for muscles, or tanlines. If taken with Lolicon, little girls/boys will be added to that list.

Stop Blabbering About Things I Don't Understand! - +200cp:
Your memory is just awful. This has left you as a complete moron on matters of science, grammar, math, social interaction, history, biology, anything you'd be taught in a school really. You can't remember names no matter how many times you hear them, and if enough time passes, you may completely forget major events you yourself took part in. This effect is especially terrible for holders of *Zero*, who will find themselves forgetting the Fragments they've learned if they go too long without using them.

Perfect Imperfection - +300cp:
You're missing two important organs or limbs. You could be missing an eye and a heart, a lung or two, your skin, a couple limbs. Something that would usually cripple you for life, if not outright kill you. Somehow, your body can function without these, albeit in constant agony and even cybernetic replacements will function at reduced efficiency. No matter what kind of shapeshifting, healing, or surgical processes you try to repair the flesh itself, they will all be completely ineffective, if not violently rejected.

Jobchain - +300cp:
Despite all logic that would dictate otherwise, you won't be able to win a single fight during your time here. This doesn't even make you weaker, the universe has just decided to fuck you over at every turn. Try to drop a nuke on an enemy? "You fool! Radiation only makes me stronger!" Use your powers to cheat at cards? Somehow you overlooked that your opponent had the only better hand than yours. You will never win, and your humiliating defeats will only serve to make weaker allies and enemies look cooler.

Powers are Born Because They are Needed - +300cp:
Your Fragment, along with any other overtly supernatural powers will be sealed away for the majority of this jump. In addition, your memories of ever having these powers or taking this drawback will be sealed away, for both you and your companions. Your memories and powers will be sealed like this for at least 80% of your time here, after which they can be unsealed at any time, in response to the need to defend your own life from an immediate threat, or any equally extreme source of stress.

If Attack… Destroy Future… - +600cp:

The apocalypse has come sooner than even the 666 Committee expected. The horrific species known as Angels have grown impatient waiting for their scouts and have decided to assume the worst and invade our world. The Angels are a seemingly unstoppable force, having been born in a universe full of the same Dark Matter that fuels all Fragments.

Every member of this species holds potent reality warping capability: creating matter and turning it back into nothing, rewriting history, altering the very laws of physics to suit their needs. Their intelligence is not to be underestimated either, as a few mere moments is all it takes one to telepathically hack into the internet to teach themselves fluent Japanese.

However, they shoulder a severe handicap. The Dark matter that fuels their great powers is considerably limited in this universe. As such, only about one or so Angels will appear in this Universe at a time, and they'll try to limit their abilities greatly. This is still more than enough to wipe out humanity if left unchecked. It doesn't matter if you put a stop to the Angels or just make sure that you stay out of harm's way, your only task is to survive. However, if the Angels identify you as a serious threat, they may very well throw caution to the wind and flood the entire universe with Angels seeking your annihilation.

[Scenarios]

You can take one or both of the scenarios, but you may only take one route each.

Scenario A: The Almighty - Requires Adam:

Did you think that copying and shapeshifting was really all it takes to call yourself a clone of God? Did you really think humans would ever be so unambitious? No, the Adam series were meant to be perfect replacements for The Second, the one who possessed all Fragments, and could create any miracle imaginable. The Adam series is like an empty pencil case that can hold a thousand colors. Still, there is a path to obtain that lost power. This is the ultimate Fragment, known only as The Almighty. However, what this entails, and how it is achieved differs between variations of this world. In either case, you require both the Zero and Doppelganger Fragments, with or without Gift of Eden, to take these.

Scenario A1: Anime Continuity - Requires Needless Anime:

All it takes for an Adam to ascend to Godhood here is to absorb an enormous quantity of activated Needless cells. You can collect these cells yourself, or just steal the whale-sized cluster of them that Simeon is preparing. In the former case, you'll need to slaughter hundreds of Needless to acquire the cells you need, and the power you'll need to activate those cells is equally intimidating. However, if you just steal Simeon's cluster, you may find some complications with this cluster, as it was prepared with Arclight's cells. If you wish to perfectly complete this procedure, you'll need to somehow purify or adapt to his cells.

Scenario A1 Reward:

Should you succeed, you will take on an equally holy and demonic form. Your skin will shine gold and various parts of your body will form into thorns. In this form, you can fly, launch blasts of energy that can boil skyscrapers, use telekinesis, and exert unmatched strength, speed, and stamina. However, if there was the slightest impurity in the cells, you can only sustain this for around ten minutes before changing into a far less stable form.

Your skin will blacken and crack, your lower body will transform into a 300-meter web-like dome. In this form, you possess full control over this dome, able to morph it into tentacles and launch beams of energy. You're aware of everything that transpires in or around your dome, but you can still be distracted. Your upper body continuously accumulates energy in this form. At a certain point you'll unleash an explosion big enough to destroy all of Japan. If you survive, your body will stabilize, allowing you to enter your godly form once more.

Scenario A2: Manga Continuity - Incompatible with Needless Anime:
The path to obtaining The Almighty involves devouring an Angel. This is easier said than done. Even when Angels aren't warping reality, their attacks can annihilate all matter and disregard almost any attempt to block or reflect them. You're free to chase after the unconscious angel deep below Simeon's Black Spot branch, but the followers of Arclight would sooner atomize it than let anyone else reach Godhood. If you can't avoid that, your only choice is to bust open the gate between our universe and the Angels' to pick a fight.

Scenario A2 Reward:
Once you've managed to chomp down on an Angel, you will finally be blessed with the power of The Almighty. The ultimate Fragment, which lets you rewrite reality itself. You can control and create life and death, space and time, history and common sense, matter and motion, and induce or invent any physical phenomenon you can imagine… with one limit. It seems that even God is bound by conservation of energy, as the one thing The Almighty cannot do is create its own power source. Using The Almighty always demands a proportionate energy cost, requiring a sufficient external energy source, otherwise it's useless. Still, it's an excellent ace in the hole when the proper infrastructure is in place.

Scenario A2.5: Stigmata:
An optional but strongly recommended preparation step for battling an Angel. This can be taken alongside Scenario A2 and unlike the rest of the scenario, can be undertaken by anyone with a power copying ability similar to Zero, even if they aren't an Adam.

There are 12 Fragments said to be closest to the power of The Second. These are marked by a unique tattoo-like branding somewhere on the body, called Stigmata. Your mission is to collect all 12 and arrange them on your own body. *Zero* and *Doppelganger* both come with Stigmatas by default, but for the remaining 10, you will need to find the other Needless with the potential to handle the excess Dark Matter and evolve them yourself before you can learn their Stigmatas. Furthermore, the way you arrange them on your body could mean life or death. Arranging the Stigmatas incorrectly will cause your body to fall apart from the energy imbalance. How you discover the proper arrangement is up to you. The resistance was believed to possess such information, shame that they're all dead.

Scenario A2.5 Reward:
Properly arranging the Stigmatas will provide you with an automatic defensive ability. Your Fragments will begin to activate all at once to form ripples around your body. These ripples use the power of your collective Fragments to nullify attacks from any angle. Any attack that one of your Fragments or Fragment equivalents could block, will be blocked.

Scenario B: Pitch Black Heaven - Requires If Attack… Destroy Future…:

At the moment of the catastrophe that created the Black Spot, a gate was created, connecting our universe to somewhere else entirely. Through this gateway came three things. The first was Dark Matter, the very cause of the Needless phenomenon. What came through afterwards were two Godlike alien beings, so incomprehensibly powerful, that humans couldn't help themselves but to look upon them as Angels.

However, despite accusations of omnipotence, the Angels had one severe setback. Just as the Dark Matter from their universe was deadly to life in this universe, its prolonged absence was a death sentence to beings that had evolved to live alongside it. Having exhausted their own power upon entry, and unable to cope with the environment of Earth, the Angels took drastic measures to survive. One would enter an indefinite hibernation period, deep underground. The other decided to take root inside a human body, to become the being known today as The Second. In the latter case, the power of an Angel was too much for a human body to contain, and the Second inevitably perished.

The gate was never truly closed, and finally growing impatient waiting for their scouts, the beings known as Angels have began their invasion proper. Your task is to protect the Earth from the incoming alien invasion. There are three paths you may take in this ordeal.

Scenario B1: The Empire of Man:
Using humanity's technological talent, you will construct a barrier to keep the two universes separate until the end of time, preventing all further travel between the two.

Scenario B1 Reward:
For completing this task, your reward will be the fruits of your own labor. Your mechanism will allow you to isolate universes in a similar fashion in future jumps, even if it relies on physical laws absent from a given world. Should you create your barrier using only technology from this world, you will stumble upon something else as well. through your studies, you will discover the spacetime weapon that Japan was devising to turn the tides of the war. When complete, this machine could take any enemy, be they a person or a country, and displace them into another universe. You will be able to construct this device in future worlds, allowing you to deal with your enemies by sending them to distant universes. Just be cautious, it was the sabotage of this very device that created the Black Spot to begin with. This is incapable of transporting between jumps until post-chain.

Scenario B2: Deal With The Devils:
The Angels sent two emissaries to scout the distant planet that had pierced into their universe, but they were ultimately unable to return. If you can somehow convince one or both of these beings to help you in your plight, they will act as mediators for peace talks between the Angels and humans. Or you can just ignore them and rely on your own charisma to bring about compromise. One of the Angels is hibernating below Simeon's Black Spot branch. Getting to them is hard enough, but then you must resuscitate them, and persuade them that the same monkeys that tried to devour its sleeping body are worthy of its protection. You would have little trouble convincing The Second to help, however, not only has he been dead for some time, his corpse was absorbed into the real Adam Arclight. You must find some means of recovering The Second's body and mind. Your task is complete once humans and the Angels have reached a peaceful compromise, and any demands made are fulfilled or being fulfilled at the time of your departure.

Scenario B2 Reward:
If you awoke the Angel hibernating, it will fuse into your body, bestowing upon you the cosmic power as a true Angel. In addition to the same limitations as The Almighty, using this power places enormous strain on your body. While you don't run any risk just for housing this Angel within you, use of this could tear your cells apart at the seams if you don't pace yourself. If you revive The Second, then you receive him as your companion. He holds the same power and limitations that you would if you had saved the other Angel. Regardless, for completing this task inhabitants of future worlds will tend to perceive you as a Christ-like figure, and you'll often find yourself retconned into major religions.

Scenario B3: Spitting in The Face of God:
Instead of running away, or begging for mercy, you'll take the fight to their front door. Your task is to enter the Angel's universe and beat the entire population into submission. Putting aside that this universe is 94% Dark Matter, which is unbelievably toxic, even in small doses, you're fighting a race where rewriting reality is as common as the ability to whistle for humans. With the home field advantage, they will be able to utilize their full unrestrained power. If it's any consolation, your ten-year time limit is paused for as long as you stay in the Angel's universe, take your time. Should you complete this monumental task and prove to all the Angels that they have no chance of defeating you, then all of Angel kind will bend their knees to you, metaphorically speaking.

Scenario B3 Reward:
At the moment of victory, you begin to feel a strange force. As if every quark in the universe was being pulled towards you, and vice versa. If you leave now, you must await the end of your chain to receive any reward. If you stay put, however, the Dark Matter around you will incite the birth of a singularity within your being. This is the long awaited planeswalker spark, and the conclusion of your journey. Or maybe it's just the start, given your new ability to traverse the multiverse freely.

While they might be trapped behind countless dimensional barriers, the loyalty of that dark universe is not easily lost. Upon your acquisition of a spark from any world, the Angels and their universe may reach you from anywhere. You may open up portals to draw upon the functionally infinite Dark Matter, transport entire galaxies into that universe, call countless Angels to your side at a moment's notice, and more possibilities beyond that.

[Ending Choice]

I thought we'd never get to the end of this. We've had our fun here, so what's next?

Old Testament - Go Home:
Pussy. Well, however you have to justify it to yourself, this is the end. You're calling off all this jumping business and running home with your tail between your legs.

New Testament - Stay Here:
Um… Ok? You do you. For whatever reason, you've decided to not only end your chain, but spend the rest of your days in this dystopian hellhole. I hope you know what you're doing.

New New Testament - Move On:
I'm sure you're familiar with this song and dance by now. You've finished your business in this world. Time to pack your things and see what the rest of the multiverse has to offer.

[Notes]

Jump by Gene.

Post-jump, any purchases that specify affecting Fragments or Dark Matter will treat any personal superpowers as if they were Fragments from this world.

Eden's Seed has drastically different effects on different Fragments. You'll have to fanwank for Fragments that never evolved in canon, or that were never shown prior to evolving. Technically Zero and Doppelganger have Stigmata by default, but buying GoE will bring them up to Adam Arclight's level of power.

- *GoE + Bermuda Asport = Is now able to turn organic matter invisible, including the user.*
- *GoE + Flame/Graviton/Magnetic World = just received a straight boost in destructive power. In the case of Flame, it was said to have gone from a mid- or even low-level Fragment, all the way to a Missing-Link-level Fragment, able to practically nuke skyscrapers and hold its own against the Girls Squad, and even Blade for a time.*
- *GoE + Fourth Wave = Mostly unchanged, but developed a special attack, called the Fifth Wave. This unleashes an even larger blast than the Fourth Wave, but requires considerably less heat, possibly due to a chemical reaction with the Dark Matter.*
- *GoE + Psychokinesis = In addition to increased strength and precision, the Fragment can manifest other psychic powers like teleportation, telepathy, and psychometry.*
- *GoE + Zero = Becomes Positive Feedback Zero. Not only does this enhance your ability to learn fragments, letting you copy Missing Link Fragments as easily as even a low-level Fragment, but powers or attacks you copy are even stronger than the original.*
- *GoE + Doppelganger = Improve the speed and complexity of your transformations, like forming more complex machines and organs, regenerating your head, reconnecting someone's head to their body. This also decreases the rate at which you burn calories.*
- *GoE(600cp) + Doppelganger + Zero = With the 600cp version of GoE, you receive Arclight's ability to accumulate Dark Matter to create a small "big bang" with you at the center. This is a Dark Matter-laced explosion big enough to wipe out a small city. You can just barely survive this, but it will leave you severely injured and exhausted.*

Without purchasing "Gift of Eden" you will not have the natural potential to develop Fragments of that level. Even with Fragments that developed Stigmata in canon. Similarly, you can only copy stigmata after the original owner manifested it. It's not enough to copy the base form and then inject the dark matter into your copy.