Intro

The Earth is in danger. Various mysterious beings, generally known as monsters, have begun appearing all over the world to wreak havoc on mankind. To combat this, the Hero Association - an organization dedicated to annihilating these monsters - was founded. Despite the Hero Association's best efforts, the amount of monsters seems to only increase day by day, as if constantly spawned by some greater force, and humanity may soon face their end at the hands of these creatures.

Yet not all hope is lost - for in this world of cyborgs, espers, monsters, martial artists, and other warriors, one man has surpassed them all and become mankind's secret weapon. The Hero for fun, Saitama, has broken the limits placed on all living beings and become more powerful than anyone could have imagined - so powerful, he can defeat any foe in one punch.

Whether a hero, a monster or something else entirely, your arrival in this world will occur just as B city is under attack from Vaccine Man, and you've been given

+1000CP

Location

This version of Earth is notably different from the one you may be familiar with. Most people live within large cities, each named after a letter of the latin alphabet, all located on one massive supercontinent. Despite this, you may choose anywhere on the Earth to arrive, be it a city, the wilderness, or even the depths of the ocean. I wouldn't recommend B city at the moment unless you're looking for a tough fight.

Species

Human

The de facto rulers of the Earth. Despite their fragile bodies, humans have the potential to grow incredibly powerful with hard work and determination. This hardly needs any introduction.

Monster

Mysterious beings aren't exclusively monsters, but we'll generalize for the sake of convenience. Whether you're the lab experiment of some mad scientist, an alien, or even just a monster, one thing is certain: you definitely aren't human. That being said, your monstrous nature may not be obvious right away, and monsters tend to be stronger than the average human. Don't get cocky, though, there's plenty of heroes that give even the strongest monsters a run for their money.

Origin

You may choose to take any origin without background memories

Hero

Ever since you were little you wanted to be a hero - the kind that could send bad guys flying with a single punch, and now, you're finally living the dream! The hero part, not the one punch part. If you'd like, you may choose to be a member of the Hero Association.

Cyborg
After you decided your natural body wasn't good enough, you chose to have yourself cybernetically enhanced. These new parts are impressive, but don't forget that it's your biological half that makes you who you are. You can decide who exactly modified you, giving you a pre-existing relationship with them.

Martial Artist
Some people waste their lives on frivolous things like fashion or sports - not you. You've dedicated yourself to mastering the discipline of combat, as well as mastering discipline itself. You can choose whether you've trained under a master or are simply self taught.

Esper
Ever since you were a kid people have treated you differently than others. This is because of your innate psychic potential, which often feels like both a blessing and a curse as people inevitably wish to use you for your abilities. If you'd like you can be related to the psychic sisters Fubuki and Tatsumaki.

Ninja
You were trained from childhood to become a silent, swift, merciless killing machine and that training has bore fruit. The ninja village you were trained at has long since been destroyed, but your memories of that place are unforgettable. If you'd like, you may be well acquainted with any character raised in the ninja village, such as Flashy Flash or Sonic.

Scientist
Unlike most of the meatheads in this world, you're more of an intellectual than a fighter. Indeed, your studies of the natural world will allow you to achieve things others could only dream of. You may or may not have some relation to and funding from certain groups such as the Hero Association, the Government, or the mysterious "Organization".

Perks

Perks/items are discounted 50% to the matching species/origin, while matching 100CP perks/items are free. Only two 600CP perks may be discounted.

Human

100CP - Potential
You might think compared to monsters humans are weak, and to some extent that's true, but there is one thing humans have that nearly all monsters lack: the ability to grow. Whether a bodybuilder, martial artist, hero, esper, or anything else humans have the ability to grow immensely in strength until they've reached their very limit. You are no exception, and so long as you put yourself out there and stick to a strict training regiment you will be able to achieve heights others only dreamed of.

100CP - Handsome
You can't help but feel sorry for all those that were born less fortunate than you. After all, you've been blessed with the immaculate beauty that all people desire, lacking a single flaw or blemish. You could easily become an idol or actor with a face like yours.

200CP - King Of Fighters
You are the strongest person in the world! ...the world of gaming, that is. Indeed, when it comes to video games you're a prodigy and it doesn't even matter the genre. You could make a pro gamer or speedrunner look like a complete chump with one hand tied behind your back. There's only one man in the world who could be called your equal.

200CP - Teamwork
Humanity's greatest strength has always been the ability to work together to solve whatever problems they face. For you this applies as well, but particularly in the realm of combat. You have excellent coordination with any team members you may have, almost as if you could immediately tell what they're thinking, and can even perform complex tag team attacks with them. Who wants to be alone, anyways?

400CP - Chosen
Isn't this world just rotten? Isn't there some part of you that just wants to see it all burn? Well maybe someone up there agrees. You've achieved communion with some divine force in this world, as he seems to have taken a shine to you. Godlike beings seem to particularly like you in general and will often talk to you and help you whenever needed. They may even decide to make you their champion, but be warned that they may not stay so friendly if your goals start to conflict with their own.

400CP - Beast
Humans might seem flimsy, but the truth is humans are tough, and you especially so. You can take so much punishment it's unbelievable; to the point where you could be poisoned, bleeding out, have a broken arm and a hole straight through your stomach, and keep fighting as though you were in top shape. Not only that, but with minimal medical attention you could survive this insane beatdown and heal back to perfect condition after a few days of rest.

600CP - Strongest Man on Earth
Well, you probably aren't the strongest man on Earth, but everyone else seems to think so. Some cosmic force seems to manipulate others into thinking you're incredibly powerful and likeable, even if you're a total weakling. Your allies and enemies alike will believe everything you do or say is somehow part of your master plan and a display of how truly powerful you are, even when it's totally innocuous. Many foes will simply surrender out of the sheer terror of you, while those who won't will likely be killed by some third party who intervenes to save you, while you get the credit for the win. You also have an audible and very loud heartbeat that people will interpret as indicating your readiness for battle, striking further fear into your opponents.

600CP - FIGHTING SPIRIT
A man's at his strongest when he's pumped up with FIGHTING SPIRIT! You have an incredible amount of willpower and determination, which means you can keep fighting practically forever, resisting the effects of things like sedatives and the more beat up you get the more powerful you become, to the point where the guy who was easily kicking your ass a few minutes ago could get taken down in one hit.

Monster

Free/Exclusive to monsters - Monstrous Physiology
Monsters come in any variety of shapes and sizes, often creatures created through warped desires rather than reason or evolution. As a result, your form could be near anything - a big animal, a giant humanoid, a bug, a vehicle/man amalgamation, living water, an armored crab man in his tighty whities - you get the idea. You could even just look like a normal person, but that sounds very boring.

100CP - Because I'm a Monster
Humans are weighed down by emotions and a bizarre sentimentality, but you lack such weaknesses. You have no problem killing weak, lesser creatures such as humans or any creature for that matter. You lack a sense of guilt for any actions you may commit - after all, you were strong enough to commit them, and that's the law of nature.

100CP - Wolf
These pathetic humans thought they were safe, that everything was under control, but then you arrived. Your very presence inspires terror in these lower life-forms, and while the stronger ones may not fear you at first, after a good beating they may try to turn tail and run - not that you'll let them.

200CP - Mask
While the power of monstrosity is exhilarating, being attacked by every costumed idiot in a three mile radius isn't. Thankfully, you have the ability to take on the form of a normal human, allowing you to blend into society seamlessly, like a wolf among sheep. The only downside is that you cannot unleash your full monstrous strength in this form, only able call on half of your normal power.

200CP - Tiger
Most monsters are mere brutes, mindlessly attempting to smash their opponent, but not you. You understand that the mental battle is just as important as the physical - if you can get into your opponent's head, the fight is over before it's even began. You have a knack for psychological warfare, using carefully placed taunts and threats to goad your enemies into amateurish mistakes.

400CP - Demon
Monsters are generally very individualistic, and hate following any sort of hierarchy. They will make an exception for you, as you are a king amongst monsters. You can easily convince monsters weaker than you to obey your commands, too fearful of your wrath to consider disobeying. There's still a small chance they'll foolishly rebel, but one good beating ought to put those thoughts to bed.

400CP - Zombie
What are you, a lab experiment or something? Like many monsters, you possess the ability of regeneration and can heal from wounds that would be a death sentence on humans. At first you'll only be able to heal things like a big hole in your stomach, but this ability will grow through use to allow you to regrow limbs. If you really pushed this power to the limit over and over again, you'd be able to heal from becoming red paste on the ground.

600CP - Carnage Mode
These arrogant heroes never learn. They think just because they've pushed you to your limit that they've already won - what they don't realize is that the true fight hasn't even begun. You have access to a powerful transformation which vastly amplifies your strength, speed and durability as well as any abilities your monster form may possess. This mode has some minor drawback, which I'll leave to your discretion; perhaps it eats a lot of energy, or you lose control of yourself and go on a mindless killing frenzy.

600CP - Dragon
Humans may be pathetic compared to you, but now so are the hordes of meager monsters. You are a dragon level monster, powerful enough to pose an existential threat to several cities and defeat most S class heroes single-handedly. Not only that, but you also have a powerful set of abilities related to the monstrous form you chose - for example, a phoenix monster could revive from death once and resurrect the dead, while a sperm monster could split into trillions of individual forms. I leave these abilities to your choosing, so long as they're thematically appropriate to your monster form and aren't something truly ridiculous like omnipotence or the ability to instakill your enemies.

Hero

100CP - Hero For Fun
You didn't become a hero for anyone's approval, you did it because you wanted to. You don't care about approval from others or what they think of you, so the jeers of some random crowd or a lack of popularity doesn't bother you. So long as you approve of yourself, that's all that matters.

100CP - Gimmick
As a pro hero, you decided to do something that makes you stand out from the crowd and shine brightly! Whether you're dressing up as a dog and fighting like one or defeating your enemies with a fishing rod, this combat style is somehow just as effective as a normal one would be, with the potential benefit of your enemy being completely at a loss for how they're supposed to fight you. Your hero identity will be centered around this gimmick, so choose carefully or else you'll probably get stuck with a lame name like Caped Baldy.

200CP - Sensei
While people might not think it looking at you, you're actually pretty wise. You're very good at giving people who are going through a difficult time or a crossroads in their life helpful advice that can lead them down the best path. Whether you accumulated this wisdom over time or stole it from books is anyone's guess.

200CP - Smile
A big part of being a hero is managing your PR, after all you're under the constant scrutiny of the public eye. This is something you can manage quite well as you have no problem putting on a happy face or hamming it up for the camera, and as a matter of fact you actually possess some pretty solid acting skills. On top of that you can even sing and dance, meaning if this hero thing doesn't work out you could always try becoming a performer.

400CP - Strength Attracts Strength
Being powerful isn't all it's cracked up to be. Sure it's fun at first, but it's lonely at the top and it's hard to find people to relate to. Luckily, whether because of your strength or some other factor, you seem to attract all sorts of high quality people into your life. The kinds of people you would like seem to almost seek you out, perhaps as a mentor, a friend, or even a romantic partner, and quickly end up taking a shine to you as they learn who you truly are on the inside. For better or worse, you'll be hard pressed to be alone for long.

400CP - Get More Power
The tallest mountain started as a stone, but to become stronger you'll have to train and train hard. Training for you is vastly more effective than the average person, to the point that you see progress at ten times the normal rate. You don't even have to switch up how you train; you could do the same training regiment for years with no drop in efficiency so long as it's taxing and you do it every. Single. Day. This is the secret to true power.

600CP - S Class
There are many paths to strength in this world, but the one common factor is desire; you were so obsessed with something - be it martial arts, lifting weights, competitive eating, or even tank tops - that you've been transformed. You've become superhumanly skilled with this thing to the point that you've gained some form of superpowers involving it, like being able to devour your enemies whole or singing your enemies to death. You've also become powerful enough to be considered an S class hero, and you can start off as one if you chose to join the Hero Association.

600CP - Power of Love
There's only one power that towers above all others: that being love, of course! Your love is so great that it propels you to new heights of power! You can develop new and absurd techniques and perhaps even transformations by harnessing the power of love; you could resist pain by turning the pain into pleasure or develop your body hair into legitimate armor that would in turn grant the ability to swim through the ground like a fish through water. When filled with love you can also temporarily "transform" (get naked) to become far stronger than you would normally be. You will gain true strength to protect those you cherish! Sure, they might actually hate you, but that doesn't matter in the slightest!

Cyborg

Free for Cyborg/300CP Everyone Else - Combat Cybernetics
You are now a high grade combat cyborg amongst the likes of Genos or Drive Knight, at least capable of eliminating demon level monsters. You can choose your own arsenal to be equipped with, such as lasers or missiles, as well as design aspects of your body. You can also import pre-existing cybernetics.

100CP - Target Acquired
You're on the hunt for someone and you're gonna find them no matter what. You have exceptional tracking and investigative skills that allow you to hunt down a target with very litte to go off of. You've also been augmented with various advanced detection systems which allow you to see things like heat and energy signatures, meaning you can easily spot targets through walls and across long distances. It might take you weeks, months, or even years but justice WILL be served.

100CP - Pupil
If you find that even your cybernetic enhancements aren't enough and you must find more power, it may be time to seek out a master. You have great luck with being accepted as a student by someone and being taken under their wing, even if that person wouldn't normally do that type of thing. You make for an excellent student and an even better servant as you're quite skilled in a variety of menial tasks! …I think you're being taken advantage of.

200CP - Misdirection
If you have a directive to achieve, you should achieve it by any means available, even if that means resorting to underhanded tactics. You have quite the talent for lying and manipulating others into thinking what you want them to whilst tricking them into believing you're on their side. You could easily use this to pin any nefarious deeds of yours onto someone else, if the need arose.

200CP - Modular
It might sound hard to believe, but having your body replaced by robotic parts is quite dangerous and the human body generally isn't too happy about it. I say generally because you serve as an exception to the rule; your body never rejects being modified and the risk of harm from the process has been completely neutralized. Now you can finally be the killer robot you've always dreamed of!

400CP - Data Found
In this modern era the most important commodity is not gold or jewels but knowledge, and you happen to be a prolific hoarder of it. You can gather the combat data of your enemies for various purposes; the most direct use is to quickly check your enemy for weak points and patterns in their combat style and to size up their capabilities, but perhaps more importantly this data could be used to improve your own design by someone who had the know-how. Just remember, the best place to get this stuff is out in the field.

400CP - Big Shot
Even as an extremely advanced cyborg there are times where you may be outmatched, and in those times you may as well go all out. You now have two special abilities: a 30 second transformation where your power is massively amplified and a massive energy blast that harnesses all the power in your body for one final shot. These are both absurdly powerful but once you've used them you'll basically be a sitting duck so it should only be a last resort.

600CP - Tech Sponge
You know what they say: if you can't beat them, assimilate them! You have the ability to absorb technology into your body, granting you whatever abilities it may have possessed. Defeat an enemy robot with a missile rack? Now you have a missile rack! If you just smash up every robot and cyborg you see I'm sure you'd be the greatest fusion of man and machine this world had ever seen in no time flat.

600CP - Cyberman
Cyborgs have it rough. They're often entirely reliant on one person or organization for their medical and repair needs and as a result somewhat subservient to them. You do not have this issue as you have enough knowledge of medicine and cybernetics to not only repair but even upgrade yourself, and also how to turn others into cyborgs. More sinisterly you also know how to turn those you turn into cyborgs into drones who obey you unquestioningly.

Martial Artist

100CP - Underdog
Why is it that the bad guy always has to lose? It's not fair! The bad guy has hopes and dreams too, y'know! Well with you around things'll be different, because you have the will and determination to see your goals through to the end, no matter how impossible they seem. You'll show them all just what the underdog can really do!

100CP - Playboy
A wise man once said "If it's not fun, why bother?" And you wholeheartedly agree. Why live a life full of stress and angst when you could live on easy street with a girl on each arm? All this is to say that you happen to be a very charming and relaxed person, which makes attracting beautiful members of the opposite sex trivially simple. Welcome to the good life.

200CP - On The Hunt
As valuable as training in dojos and controlled environments can be, if you really wanna test yourself and make progress you'll have to seek out worthy opponents. Luckily, you seem to have no problem finding enemies strong enough to give you a challenge, so long as such people exist at all. Your strength and skill improves far quicker in these "real" fights than they would from something like a sparring session since you're getting real experience in. Keep beating up these goons and you'll be a legend in no time!

200CP - Brotherly Love
As much as you may love your brother, every once in a while he inevitably ends up doing something stupid. When that time comes, it's your duty to knock some sense into him - literally. People, especially those close to you, tend to take your advice and warnings to heart if you've just kicked their ass. Don't feel too bad about it, it's for their own good (and let's be honest, they had it coming anyways).

400CP - What Doesn't Kill You
When somebody picks as many fights as you do they're bound to get their ass kicked sooner or later, but what your opponents don't realize is this is exactly what you're counting on. You grow in strength very quickly compared to the average person, and this is massively boosted when you take near lethal damage. Being pushed to the brink, both physically and mentally, causes you to grow in strength massively. Letting you get back up will be their last mistake.

400CP - Awakening
To reach the pinnacle of martial arts is to let go of all earthly concerns, entering a state where all that remains in your perception is you and your opponent. You have mastered the Awakening Breath breathing technique. This puts you into a sort of flow state that greatly increases your agility and combat skill, but also removes all basic survival instincts you possess, focusing you solely on defeating your opponent.

600CP - Study The Blade
For a warrior to ascend to the level of a legend, he must sacrifice his entire life to mastering his craft, and you've done just this. You've studied and mastered your weapon of choice so thoroughly that it's practically fused with your soul. You can perform techniques with your weapon others would think impossible such as the atomic slash and as you further hone your skills you'll be able to create increasingly complex and powerful techniques.

600CP - Prodigy
Heroes? Monsters? What a bunch of absolute morons! They can act all tough, but when it comes right down to it they haven't got a thing on you. You're a martial arts genius and you're so damn good you can learn new moves and styles just by seeing them once. You can even do things that should probably be impossible, like performing techniques that normally require the cooperation of two separate people who are both masters in their own right. You'll eventually be able to create your own martial arts styles as well as making one master style that combines the best aspects of every style you know. Finally, you are a certified master on the level of Bang in one martial arts school of your choosing, such as the Water Stream Rock Smashing Fist. You'll crush anyone who stands in your way no matter who or what they are!

Esper

Free for Esper/300CP Everyone Else - ESP
You are very special, jumper. You are an esper, meaning you have been born with powerful psychokinetic abilities. These powers will be limited to telekinesis at first, but as you practice you'll gain new abilities such as barrier creation, telepathy, healing, flight, energy projection and even reinforcing someone's body to enhance their power. You can also train to make these abilities stronger.

100CP - Sassy Lost Child
Having a childish or strange appearance can be very annoying. People often won't take you seriously simply because of how you look. At least, that's how it used to be. Nowadays you have an aura of power and maturity about you that means people will take you seriously regardless of appearance. Incidentally, you can choose to have a childlike appearance if you want for whatever reason.

100CP - Big Sis
If there's one thing someone could do that's dumber than attacking you, it's attacking your family. You have an inherent psychic link to all your relatives as well as people you become close enough to that allows you to always sense whenever they're in danger, at which point you know exactly where they are. You can also always communicate with them telepathically regardless of distance. Nobody messes with your family!

200CP - Kingpin
Some naive people think you can get anywhere in this world by playing nice, but you know better. You've spent your whole life mastering the art of shady political maneuvering, backroom dealings, persuasion and manipulation. People will have to think thrice before they cross you.

200CP - Alone
With all these heroes running around, some people believe they live in a fairy tale; a magical world where the villains lose while righteous heroes protect the innocent. The truth is only the strong are safe, and they save themselves. You don't expect someone to come and save you when you're in danger. Instead, you rely solely on yourself. You are extremely confident and mentally tough; your enemies will find it near impossible to break your spirit or even make you doubt your own abilities. You can do it all by yourself!

400CP - Monstermind
Heroes are nice and all, but as history will attest true might lies in the army. After all, what is the Hero Association if not a glorified PMC? The Hero Association has their heroes, Metal Knight has his robots, and now you will have your own army. While not a scientist per se, you have mastered the fine art of monsterization - that is, transforming people into monsters. But these will not be mere weaklings, for you also know just how to train them - pushing them to their breaking point again and again, forcing endless mental and physical torture - to have them become true forces to be reckoned with. These monsters have loyalty to you, but bear in mind that with monsters loyalty often only goes so far.

400CP - Great Seer
My my, aren't you lucky? This is an ability that's rare and special even amongst espers. You posseess the ability to see into the future, foretelling prophecies and disasters months, years or even decades beforehand. Your counsel could change the fate of entire worlds, so use these powers responsibly instead of, I don't know, cheating at the lottery.

600CP - Go Big
To be treated as if you're weak is the ultimate insult. Talking down to you and offering to help as if you were some helpless tiny child; you'll show them just how "helpless" you are. Your powers have vastly more scale to them than should be possible; a normal esper can put a forcefield around a building, you can put one around a city; a normal esper throws rocks, you throw meteors. This is not strictly limited to your esper powers either, so you get to experience this absurd scale with any other abilities you may possess. Your psychic powers are on par with Tatsumaki. Who's helpless now?!

600CP - Rebirth
Monsters are an opportunistic bunch. They act as though they're loyal only to try to absorb you the moment it seems convenient. As if! You could never be absorbed by some stupid monster, let alone one you created, and it's going to learn that lesson the hard way. Any attempts by a being to absorb you into itself will be met not by failure but by a successful merger, yet one where you're in control, and vastly more powerful combined than you were apart. You can also just as simply detach from this fusion at any time.This may seem niche, but if you had some way to create powerful monsters, you could become unstoppable.

Ninja

100CP - Silent
For both ninja and assassins, stealth and the element of surprise is their greatest weapon, so it's no surprise you've had extensive training in this art. You are an expert at sneaking around, blending into crowds and your environment, finding good hiding places, reconnaissance and knowing the right times to strike at an unaware opponent. You've also been trained in the use of various ninja tools like smoke bombs and shuriken. It's the most basic of ninja skills, but you're not really much of a ninja without it.

100CP - Deadly
As trained killers, ninja value efficiency above all else, focusing on securing the kill as quickly as possible. You possess a brutal efficiency in your movement that eliminates all wasted motion. This has two effects - One, it increases both your traversal and combat speeds a noticeable amount and two: it allows you to much more easily capitalize on any weak spots in your opponent's defense. There's no need to prolong a fight, after all.

200CP - Hopes And Dreams
The life of a ninja born in the village is hell. From birth you are raised to be nothing more than a mindless killing machine with no compassion, remorse or ambitions beyond servitude to the village. Yet somehow the village never broke you. You have a certain unwavering optimism and hope in the face of suffering that allows you to endure this hell with a smile on your face. Your optimism can even serve as inspiration and motivation for others, helping them to achieve their dreams rather than be consumed into the soulless life of a ninja. Just make sure you yourself don't lose your way.

200CP - Jack O Lantern Panic
The training of the ninja village was brutal, but it did it's job well. New ninja were constantly motivated to improve by cruel punishments. Outside of the village, one of the best ways for a ninja to motivate themself is to find a rival. Having a rival gives you an incredible amount of motivation and allows you to learn and grow stronger quickly in order to catch up to and surpass your rival. Until the day you surpass them, you'll never rest.

400CP - That Man
The strongest ninja in history is only spoken about in hushed whispers and never referred to by name. He has existed for centuries and been killing for just as long. He was the founder of the ninja village, and he was also something that could not be called human. He has several heartbeats, seemingly transplanting organs into himself to maintain his life and youth, and keeping his body healthy. You share this bizarre physiology that man possesses, which allows you to extend your life and "improve" your body through organ transplants and also makes it bizarrely easy for you to operate on yourself.

400CP - Pest
You're really annoying, y'know that? It seems your enemies just can't get rid of you no matter how hard they try. Somehow you always find the opportunity to slip away, survive what should've been a lethal attack, or just miss the event that would've ended your life. Don't get me wrong, you're not unkillable, but someone would have to go pretty far out of their way to take you out and then double check their work.

600CP - Dead Man's Party
Of all the ninja in the world, your talent is unmatched. You can develop powerful techniques based on your raw speed and the elements themselves. Things like the Tenfold Funeral which allows you to maintain ten afterimages to disorient your opponents or the Electric Discharge Fist which allows you to send a massive amount of electricity through your opponent with a mere tap. These techniques will only get more outlandish as your skill increases, to the point where you'll be making armies of shadow clones and throwing energy balls at your opponents. Believe it!

600CP - Fastest Thing Alive
If you were to ask any ninja worth their salt, they would say the truest measure of a Ninja's abilities is not skill or power, but speed - and you are the fastest ninja on Earth. Your speed is truly absurd, and it will remain so even relative to your other abilities. As you increase in power, your speed will increase far more, always vastly exceeding those who would be your equal in things like strength or durability. Perhaps you will become the new strongest ninja in history.

Scientist

100CP - Doctor Jumper
Your methods might seem unorthodox, but you're certainly no quack! You are a certified expert with decades of experience in one field of scientific study of your choice. You are officially a doctor, though the heights of geniuses like Dr. Genus or Dr. Bofoi seem out of reach for now.

100CP - Insects
These idiots don't understand. Your research isn't mad! Your research will change the world, yet they all sit back and laugh! Well, you'll show them. You'll show them all! So long as this spite burns in your heart, you won't need things like "breaks" or "sleep" or "time spent with other people". You can keep working practically forever, hyper focused on proving those morons who doubted you wrong even if it takes decades.

200CP - Mini Mastermind
Intellect does not solely rule the realm of science, but the realm of warfare as well. Both on and off the battlefield you have an outstanding strategic mind. You can figure out the best time to strike, where to allocate your resources, and how to move your units once they're actually on the battlefield as though it were child's play. Now whether people will actually want to listen to you is another matter entirely...

200CP - Brave
Most people don't think a scientist is of much help in a fight, mostly since a PhD in ass kicking isn't a real thing. It is true that your scientific prowess won't help you in a fight, but you happen to be one hell of a pilot. Whether we're talking about jets, remote controlled robots or even a giant mech, you have exceptional skill in operating these things, making you quite the formidable combatant when behund the wheel of one.

400CP - Obsessive Mind
As is common in this world, you are transformed through obsession. But, rather than becoming a monster, you instead become figuratively monstrous when it comes to research. Whether you're obsessed with a personal quest for justice, deeply desire revenge, or even want to take over the world, the more obsessed you become with something the faster you make huge breakthroughs in your research when it would help you achieve your aims. Nobody ever got anywhere by being lukewarm, after all.

400CP - Bright
What sets people like Metal Knight or Child Emperor apart from their peers? Quite simply, a monstrous intellect. You now possess such an intelligence for yourself, becoming a true genius with a highly analytical mind that can quickly think up a solution for nearly any problem and plan things out quite far in advance.

600CP - Master Mechanist
With technological advancement came the modern age; a world of robots, computers, planes, cars and other marvels. Yet even in this world, your achievements still stand head and shoulders above the rest. You can create both robots and cybernetics capable of anything from constructing cities in a matter of weeks to destroying powerful monsters. From A.I to Battle Suits your knowledge is only matched by true geniuses like Dr. Kuseno and Dr. Bofoi, and like them you are also quite capable of reverse engineering existing tech like alien spaceships or just ripping pieces of monsters off and incorporating them into your designs. You just might end up bringing the next technological revolution.

600CP - Genius Geneticist
Humanity is doomed. They're sheep, too scared to face reality and too feeble to survive in this era where powerful monsters lurk around every corner. But all hope is not lost, for you have the knowledge required to turn humanity into something more. Your knowledge of genetics is unparalleled; you know how to undo aging, clone living creatures, and most importantly create new ones. Your experiments are much like monsters in their varied abilities, ranging from gaining strength by consuming blood to having near immortality through an absurd healing factor and tireless stamiina. Your creations will far surpass humans in all physical capabilities and intelligence, much like Carnage Kabuto. Evolution can save humanity, and you may be the one to cause it.

Undiscounted

Free - Battle!
It may sound a bit unusual, but it turns out you now have your own soundtrack. There's a variety of high quality tunes fit for any situation, including the OST of the OPM anime. Most importantly, you have your own incredibly epic theme song that captures your essence and explains just how awesome you are (even if you're actually a total dork). You can make this audible for people around you, so your enemies can enjoy some kicking tunes while you rip them to shreds!

100CP - Artstyle Shift
You know, you truly are a magnificent specimen! A shining example of- ...did you just become lower quality while I was talking? Very bizarrely, you can somehow transfer between your normal appearance, a lower quality appearance which makes you seem harmless and comedic, and a higher quality appearance that emphasizes your majesty and power. Could be good for mind games against enemies but mostly it's just to set the tone.

500CP - The Terror Cosmic
Let all mortals tremble in fear, for you have attained the power of God. You have gained the knowledge of the flow of all energy and behavior of all forces in the universe and as such can bend them to your will. You can rapidly create portals in space, manipulate gravity, utilize nuclear fission to generate nuclear explosions with your blows, you can even create gamma ray bursts. You can also emit cosmic radiation at will, which will kill most normal humans even if they're very powerful. With time and practice you may be capable of much more, after all, all forces in the universe are at your fingertips. Not even time is beyond your grasp now!

1000CP - Power Without Limit
There is a reason why every being in the world has a limiter - a level beyond which their strength stops growing. It is there to prevent freaks of nature like you from existing. Just as Saitama did you have broken and removed your limiter, reaching strength that surpasses all reason. You are more powerful than nearly every other being in this world, strong enough to obliterate the Earth with one punch, and your power is rapidly growing with each passing day with the only one still far ahead of you being Saitama himself. Should you ever be even slightly challenged, your power will continuously increase exponentially mid-fight to either remain far ahead of your opponent or quickly overtake them. This applies not only to your physical strength but other abilities you may have such as psychic or monstrous powers.

You are strong enough to resist and outright ignore the abilities of those weaker than you; even the world's strongest psychic could barely lift you a few feet off the ground, your mind can't be controlled and poison or cosmic radiation would have no effect on you where it would kill even a very powerful human being. You don't even need to breathe and you can somehow talk in outer space.

Your strength even allows you to do things that are seemingly impossible. You could enter or exit a purely mental/spiritual realm simply by punching your way through. You can, even without any assistance from God, master all forces in the universe to manipulate reality itself by controlling things such as gravity, space and time. Who knows what else you may be capable of? Wait, how did-

Hey, just so you know, you might not want this. I know it sounds crazy, but absolute power is, well, kinda boring. Oh crap, I'm gonna be late for a sale at the grocery store! See ya later!

Items

All Origins receive +300CP to spend in this section only

Human

100CP - Outfit
If there's one constant amongst the multiple factions of this world, it's that they love to play dress up. Whether it's a flashy hero outfit, a tight fitting ninja costume or even a dress you've got your very own set of well made, snazzy duds! This outfit is absurdly resistant to damage compared to a normal one and all damage on it seems to magically repair itself after a while. Whatever you're doing, you might as well do it in style!

200CP - Coupon Book
Hey, don't look down on it! It's always wise to save! You've got a coupon book, though it's not just any coupon book but a special coupon book that can net you great deals on literally anything! From food at the supermarket, to real estate, to thermonuclear weaponry this baby has a deal for anything! You're not cheap, you're just smart!

400CP - Apartment
Aw, now isn't this nice? It's your very own little cozy apartment. It's got all the amenities and utilities one would expect, and with 100% less rent! That may have something to do with everyone abandoning the area where this apartment's located due to monster sightings, but that's neither here nor there. On the plus side at least you'll have your privacy, right? Right?

600CP - Money
You know it, you love it, you unwittingly worship it: it's money! A lot of money, in fact! You've got a vast enough fortune, with money constantly flowing in from an unspecified business of yours, to fund the Hero Association and Metal Knight single-handedly. Money is power, and you've probably got more than anyone else.

Monster

100CP - Cube
A strange metallic cube that is absurdly heavy. It doesn't seem good for much besides a paperweight, but you could swear you hear an odd whispering coming from it. Something connected to this cube is trying to make contact with you each time you touch it. Will you listen?

200CP - Restricting Armor
You must be pretty confident to wear this. This is a very ornate set of armor that actually restricts your true power. It's very high quality as far as armor goes but the primary purpose is to restrict your true strength. Why would you ever want to do that? Well, as a certain galactic conqueror and a certain Caped Baldy could attest to, being extremely powerful is actually quite boring. This could help you actually have fun in a fight, if only for a little bit.

400CP -Monster HQ
Hey, monsters need a place to live too! It seems you've found a particularly nice hideout, a massive underground complex capable of housing hundreds of monsters with those above the ground none the wiser. It's well fortified relatively speaking and makes for a nice place to hang your coat after a long day of slaughter. You could even make your very own Monster Association, assuming you found enough monsters willing to cooperate.

600CP - Mothership
Now this is more like it! You've gotten yourself your very own alien spaceship! This beast is the size of an entire city and has armaments heavy enough to decimate one. Its heavily fortified and can easily travel throughout the Galaxy relatively quickly. It comes with an unquestioningly loyal crew and has a link to your lifeforce, meaning that so long as you're alive it will never run out of fuel or power. Maybe after you're done wrecking this planet, you can move on to the next!

Hero

100CP - Custom Equipment
As the fighting style of heroes is often unorthodox, you've been provided with a specialized weapon or tool that is extremely effective and durable. It could be anything from a sword, to a baseball bat, to rocket skates, to special balls you launch out of a slingshot. In the case of specialized ammunition you will receive a restocking supply. Now you can live your dream of killing monsters with a beyblade!

200CP - Communicator
If you don't wanna be late to the scene, this could be quite helpful. This device allows for contact with the Hero Association at a moment's notice, and has been specially set up to immediately alert you whenever a Monster Warning is issued as well as where the monster in question is, and gives you similar info in other worlds. It also acts as a two way radio for anyone else with one of these things, and is very hard to break. You'll certainly be a punctuatl hero, if nothing else.

400CP - Battle Suits
Although many heroes can hold their own well, most are quite honestly not up to snuff. That's why these custom battle suits were invented! These bad boys allow even an ordinary person to go toe to toe with a demon level monster and live to tell the tale! With these, pretty much anyone could be a hero. You've got 100 battle suits and are allowed to customize the designs somewhat.

600CP - Hero Association
Well, this isn't the actual Hero Association, but instead an organization with comparable resources. You've got massive funding from rich donors as well as a headquarters on par with the one Metal Knight built after Boros's invasion. It is protected by Metal Knight level security robots. The only thing you're currently missing is actual recruits but I'm sure if you hire a good marketing team that problem will quickly disappear. The Hero Association may just have some competition on their hands.

Cyborg

100CP - Energy Core
These cybernetic parts don't run on magic, they run on energy. Luckily this specialized core can produce an infinite amount of energy, ensuring you'll never run out of power! Keep in mind that although it never stops producing energy it can only produce it so quickly, meaning you may burn through your reserves if you're not careful.

200CP - Virtual Genocide Simulation
This… unfortunately named device is a battle simulator designed to test one's own combat prowess in a controlled environment. It takes an enemy's combat data and uses it to create a virtual replica for you to battle. It can also replicate things like the environment or the weather, so it's very realistic and detailed. It does have some trouble replicating more abstract things like "Fighting Spirit" but other than that it should be perfect for combat practice.

400CP - Centipede Armor
You've had a piece of a monster forged into armor and attached to your body! Surely nothing bad will come of this! This thing is about as tough as tough gets, able to withstand hits from even the toughest of fighters (with maybe one or two exceptions) and is also resistant to things like energy or elemental based attacks. If you'd like you could also just have this as a traditional suit of armor, though it seems a bit foolish if you're a cyborg to begin with.

600CP - The Box
What a bizarre piece of tech you've got there. This tall black box allows a Cyborg to shapeshift into many different forms depending on the situation. You could become a jet, a horse, a motorcycle, a big bulky armored form, an extremely hot form and so on. There's a different form for almost any situation, making you an extremely versatile and powerful fighter. Plus it lets you turn into a jet, and who doesn't wanna turn into a jet?

Martial Artist

100CP - Buffet
Look, you can't kick ass on an empty stomach. That's why you now have an unlimited amount of high quality food of varying types which you can access either by opening up your fridge or walking into any restaurant. Now you won't have to dine and dash ever again, which is good because I hear there's a pretty tough guy who punishes dine and dashers.

200CP - Entry Ticket
If you want to test your skills against other talented martial artists then the best thing to do would be to enter a tournament. To avoid the hassle of actually having to sign up for the tournament, you've been given this universal ticket which allows you to enter any sort of tournament or competition regardless of whether or not you should actually be there. It's a good thing you have this, otherwise you'd have to steal someone's identity or something.

400CP - Dojo
Once you have mastered the art of combat, the only thing left to do is to pass on your teachings to the next generation. Located on a scenic mountaintop, you have your very own martial arts dojo. This cozy little place is bound to attract plenty of students, unless for some reason you don't want any and instead need a place where you can be alone. In either case, it's a pretty decent place to live.

600CP - Sun Blade
A legendary sword that was formerly in the possession of the council of swordsmen has found its way into your possession. Either that or it's a really good copy. Regardless, this blade is legendary for a reason. It's craftsmanship is obviously superb, but the blade also vastly improves the wielder's own abilities while held. The blade has a mind of its own to an extent, as its capable of morphing its shape like water and extending its length to reach further. It only allows itself to be used by those it deems worthy, which you fortunately are. Most interestingly, legend holds there is another blade called the Moon Blade, and it is said that whoever wields both will gain unparalleled power.

Esper

100CP - Limo
The limousine is the perfect vehicle for when you need to get around both in style and with a group of people. This limo is self repairing, has a fully stocked mini fridge and is surprisingly fast. It's also not rented, so feel free to drive it around in the most reckless and irresponsible manner possible!

200CP - Secret Hideout
When things go awry, sometimes you've gotta run away and lay low until the heat dies down. That's why you've got this secret hideout about the size of a small room. It's very luxuriously furbished and extremely hard to find. Someone would basically need to be psychic to find the room. This can be attached to some other property you own as a secret room.

400CP - Monster Cells
Monsterization is a complex process that's not entirely understood by modern day scientists. If one wanted to induce it purposefully it would take a convoluted series of steps and training. However, there is an easier way. Monster Cells are strange flesh balls that, when eaten raw, rapidly induce monsterization in the target. You've got a large supply of monster cells that restocks itself every month. You could easily make your own private monster army with these, just make sure the target doesn't cook it, because all it does then is give them diarrhea.

600CP - Esper Headgear
Although some of the more powerful espers would scoff at the idea of needing it, there exists special equipment to boost the power of an esper. This headgear is just such a device, vastly amplifying the psychic abilities of whoever wears it regardless of their strength. Hey, the other espers can look down on you all they want but they won't be feeling so high and mighty when you whoop their ass.

Ninja

100CP - Ninja Tools
The essential tools that no ninja leaves home without. You've got everything you would expect; shuriken, kunai, water running shoes, smoke bomb shuriken, a sword, and exploding shuriken. Okay, so if we're being honest it's mostly just shuriken.

200CP - Ninja Cabin
Even ninja need a place to live, but if you're like most ninja you'd probably pick somewhere isolated. Look no further than this luxurious cabin hidden in the mountains. This place has everything you need to survive indefinitely in the mountains such as food, water, heat and cosmetics, and is generally pretty cozy. It's perfect if you've had some… misunderstandings with law enforcement.

400CP - Ninja Scrolls
This may sound hard to believe, but ninja aren't very forthcoming with knowledge of how to perform their secret techniques, which makes learning new ones quite difficult. Thankfully you've come upon a number of ninja scrolls that allow both you and anyone else with the aptitude to learn how to perform the techniques detailed therein. Most of these techniques, such as the Electric Discharge Fist, are very powerful and should give you a serious leg up on the competition.

600CP - Ninja Village
For good or Ill, there's no denying that before it was destroyed the ninja village created some of the finest ninja the world has ever seen. Now, there's another ninja village and it's under your management. Maybe you want to continue the cruel legacy of its predecessor and turn children into heartless killers or perhaps you want to make up for the sins of the past and create ninja who fight for the good of the world and are raised as family. In either case you've got an entire village of world class ninja (with very redundant names) at your disposal and it will continue to create more as time goes on.

Scientist

100CP - Okame Mask
Analyzing someone's power can be a tricky thing without stalking them until they happen to get into a fight or throwing down with them yourself, which can be a risky proposition. The Okame Mask can put a numerical power value on someone, fixing this issue. A grizzly bear, for instance, is about 905 while some average people are only 22. It does have some kinks to iron out; it can't account for things like ESP or cybernetics, and extremely powerful beings break the mask entirely, but assuming you can fix those it should be quite helpful.

200CP - High Tech Toys
This is an arsenal for the kind of scientist that wants to get up close and personal in a fight. And is also a child. In all seriousness, there's a plethora of incredibly deadly weapons and tools here that with correct usage enable performance in combat on the level of an S Class hero. Some examples include; A backpack with spider limbs that's strapped with weapons, many doglike humanoid robots with high combat capability that fit in compact balls, a tiny octotank, an Invisible film that can be used as a shield, and last but not least the incredibly powerful battle mech Brave Giant. This isn't even a comprehensive list, but we don't have time for one. Needless to say, you're a powerhouse with this stuff.

400CP - House of Evolution
This will be the basis for your revolution! This is an extremely advanced and massive genetics research lab with all the equipment you would need for your various experiments and creations as well as designs and genetic samples for various experiments like Zombie Man and Carnage Kabuto, as well as a recipe for something called the "biceps king formula". It also comes with a takoyaki stand for some reason.

600CP - Metal Knight Arsenal
Metal Knight possesses perhaps the greatest military arsenal in the entire world, even when weighed up against the actual government. Now, a similar arsenal belongs to you. You have 100 Metal Knight battle robots, each at least presumed to have S class level battle capabilities, as well as high tech bomber planes, giant construction robots capable of repairing cities in days, countless drones, missiles, tank walker robots that dwarf cars in size and even more. Were it not for the Hero Association you could probably take over the Earth if you wanted.

Companions

200CP - Registered Allies
For a price you can take anyone in this world with you on your fantastical adventures. Yes, this does include the titular One Punch Man himself, Saitama, though to be honest the world probably needs him more than you do right now.

100CP - Unregistered Weirdos
You can also bring along one of your own friends into the jump, gaining their own species, origin and whatever associated bonuses they would normally get along with +600CP to spend on whatever they like.

100CP - Jumper Squad
Well, it looks like you've got a cult following. This crew of aspiring heroes is absolutely enthralled by you and try their hardest to emulate you no matter how weird you are! They are dedicated to being the best they can be while carrying your ideals in their hearts, and you can't help but love their enthusiasm. There's about ten of them and each one is a solid and competent fighter with a lot of potential that you could pull out of them with proper coaching. When given perks, each one of them receives a version of the perk that's 1/10 in strength. This ragtag crew could easily be guided to greatness with proper attention.

100CP - Dr. Rose
Born in a rather poor neighborhood, Dr. Rose nevertheless "rose" to prominence as one of the greatest experts in the cybernetic field through hard work and determination. The young woman first gained an interest in cybernetics through wanting to help her father walk again after he had come home from the war missing both his legs. Sadly he passed away before she ever got to make her dream a reality, but now she uses the financial resources she's accumulated to freely give cybernetic limbs to both children and adults who end up losing them due to tragic circumstances. As should be obvious, Dr. Rose is very kindhearted and generous, but she's also bad at social interaction and generally avoids it, preferring to spend her time in solitude advancing the field of cybernetics.

100CP - Asuka
Asuka is what you might call a "thug" or "delinquent", which may surprise you at first given her very bubbly and friendly personality. Asuka grew up with six brothers which both predisposed her to male company and also to very boyish behaviors. She always much preferred sports and hand to hand combat to typical girly things like romantic movies or playing dress up, practicing martial arts every single day. As a result she never really fit in with the other girls at school and ended up an outcast. She eventually started hanging out with some other delinquent kids and formed her own little gang. Asuka has a die hard loyalty to those she's close to, being willing to literally die for them if needed, and is also very nice and sweet once you get to know her. She also has a bad habit of thinking with her heart instead of her head. Just don't get on her bad side, she has a damn short fuse and she's a black belt several times over.

100CP - Impact
This guy, only known by his former hero name Impact, is a bit of an anomaly. By all accounts he's just a normal guy running a convenience store (poorly) yet if you get to know him a bit you can tell he's hiding something. Nobody's even sure why he retired, since by all accounts he was destined for S class before he quit. All most people seem to know is that he was some kind of powerful esper. When you get past his silly goofball demeanor you start to realize that he seems to disappear for long stretches of time and just brushes it off when pressed. It doesn't seem like he's evil, but he's clearly got some greater goals he's working towards that he doesn't want anyone privy to. Whatever the case he's a nice guy to hang out with regardless, just don't dig too deep or you're in for trouble.

100CP - Death The Lifetaker
Despite his redundant name, this guy has nothing to do with the ninja village. Well, that's not entirely true. He was actually kicked out of the village for being such an utterly terrible ninja. It's not that he wasn't fast or good at combat, he was pretty solid at those, but instead that he was incredibly loud and overdramatic and insisted on shouting his special moves such as 'ULTIMATE LIFE EXTERMINATION OF TRUE VOID AND DARKNESS' at the top of his lungs all day when training. Vowing to take revenge, he arrived at the village on the graduation of his class, only to see Flashy Flash killing everyone. This scared him so bad he ran all the way back home crying. Although he is honestly quite strong, he's nowhere near as strong as he thinks he is. He spends most of his time operating as a 'dark vigilante, reaping the souls of the wicked!' which mostly just amounts to destroying whatever criminal organizations Flashy Flash hasn't gotten to first. He spends the rest of his time playing video games and watching anime.

100CP - Ulti
Ulti here is a bit of a sad case. Ever since he was a little kid he was normal - too normal. If there was music that was popular, he liked it, if there was a latest trend he was into it. Everyone liked him, but as he became more self conscious about his lack of identity, he sought something that could let him stand apart from others. That's when he was approached by some shady outfit claiming to be with the government explaining he would be perfect for an experiment they were doing on 'human advancement'. Thinking this was just what he needed he signed on right away. He quickly regretted this decision. Slowly but surely they mutated him, morphed him more and more while performing cruel experiments to test his capabilities. They gave him regeneration, so they lit him on fire. They gave him energy manipulation so they had him struck by lightning. On and on this went with both biological and cybernetic modifications until he had become something utterly inhuman, to the point he couldn't even recognize himself in a mirror. What they didn't account for was that he was simply too powerful to hold and so he broke out by force. He now lives in isolation, since he'd probably just be hunted by heroes if he showed his face in town. Ulti doesn't really like to fight, but if he has to there's not too many people who'd stand a chance.

Drawbacks

+100CP - Nobody Knows Who He Is!
Some would say that a hero who remains anonymous and doesn't want credit is the truest example of a paragon of justice. Mostly it just sucks. It seems no matter what amazing deeds you do, you'll never get the due credit for them you rightfully deserve, someone else usually claiming your accomplishments as their own. Sure, some people on an individual level will know you're legit and respect you, but as far as mass society is concerned you're less than nobody.

+100CP - Baldy
Hahahahahahaha! Look at your shiny dome! ...Sorry. You've unfortunately gone bald for one reason or another. This is something that bothers you quite a bit and is certain to get stares and insults from random strangers as well as close personal confidants. Your condition is untreatable and will serve as a recurring source of stress and anxiety for your time here. Yes, this somehow applies as a weird abstract monster.

+100CP - Ugliness
Uglliness is something you quite simply cannot stand. Ugly people bother you to such an extent that when you see an ugly person or monster you are almost frozen in terror and disgust. You would be almost completely unable to fight back as they wailed on you mercilessly. Honestly, you must have some real issues.

+100CP - Bored
More than anything else, you are terminally bored. Nothing seems to really excite you anymore and you feel as though you're slowly become alienated from everyone around you. This state of mind makes it quite hard to be motivated to do anything instead of just lazing about the house all day, even in times of crisis. Geez, get over yourself!

+200CP - The Mad Nemesis
Every night as you go to sleep you see it: the horrific sight that scarred your mind forever. Years ago, a lunatic did something truly horrific to you. Now you'll have to hunting them down and bringing them to justice, but they covered their tracks extremely well. If you can't find and defeat this enemy before your time here is up you'll stay behind just to bring them to justice, forfeiting your chain. Beware, though, for when you do find them you'll likely be in for a tough fight.

+200CP - Space Invaders
Okay, so you're not gonna believe this but apparently some super jacked alien warlord was told that if he came to Earth he could fight you and you'd give him a good challenge. Well, he's gonna arrive on Earth in a couple months so you should probably start hitting the gym. This guy is crazy strong, way stronger than anyone on Earth barring Blast and Saitama, and once you start fighting he's not gonna stop till one of you is dead. You can't call in help on this either, you'll have to beat him mono a mono if you want to get rid of this guy. On the bright side, maybe you can take his ship if… oh wait, it's tied to his life-force, nevermind.

+200CP - Puri Puri Pursuer
There is a creature that stalks you. You see it as you walk the dimly lit streets at night, you see it in the corner of your room as you fall asleep, you see it in the darkest recesses of your mind. It'd be pretty hard to miss honestly, he's an 8ft tall ridiculously buff man in the nude. S class hero Puri Puri prisoner has you in his sights, and he's not stopping until he's claimed you as his own. Yes, he's gay, but for some reason when it comes to you gender and even species doesn't come into it. He's certainly strong, being an S Class hero, but the real issue is just how persistent he is, always coming back and waiting for the right time to strike. Whatever you do, don't drop the soap.

+200CP - Wanted
Well, it seems you've gotten yourself into some trouble with the law. You've got a huge bounty on your head, which means bounty hunters will come after you all the time and living in society proper is virtually impossible. There's no way to pay off this bounty, so you'll just have to deal with being an outlaw for the foreseeable future.

+200CP - Monster Magnet
You can't seem to catch a break. You can't even go one day without being attacked by a monster of some sort. These monsters usually range from moderately to extremely powerful, not so much relative to you as relative to the average monster, but still a serious threat to your life if you're not extremely strong, and an incredible nuisance besides. Hope you like getting your roof smashed in, because the monsters sure as heck aren't paying for it.

+300CP - King
Here's the truth: you aren't some strong warrior! You're a massive coward who would run from conflict at the first sign of trouble and piss yourself in terror if you couldn't. After all, there's no way you'd stand a chance against these monsters! The problem is, these life threatening situations will come your way every day. It would take extreme luck (wink wink) for you to possibly survive like this.

+300CP - God
There is a secret mastermind behind these monster attacks. An ancient force that is known throughout the universe. A being so powerful he had to be sealed away. He is known only as God, and now he sees you as the biggest threat to his plans. From here on out you can expect all the forces of God to come crashing down on you every minute of your life. Constant bombardment from dragon level or even higher monsters, powerful espers and cults of normal humans that have been granted power attacking you, and even God's voice constantly echoing in your head. The only way to stop this is to give God exactly what he wants and resurrect him by offering up a worthy sacrifice, namely an incredibly powerful monster. Although at that point you'd then have to fight God himself and win, and there may be only one man in the world strong enough for that job.

+300CP - Dream Come True
Saitama is too strong. Even the most powerful warriors in the Galaxy, let alone the world, stand no chance against him. It's possible not even God stands a chance. Unfortunately for you, you'll have to do the impossible - you must defeat Saitama. Before your time in this world is up, you'll have to beat Saitama in a fair one on one fight. He will almost certainly beat you in one punch countless times before you become strong enough for him to even register you as a threat, and that's assuming you get that far. In the event you're anywhere close to strong enough to challenge him, you'll both be warped to a special dimension that will serve as your arena - the two of you going all out would probably obliterate the Earth, after all. If you do somehow manage to do the impossible and beat him, you'll have earned the right to continue on your journey and you'll have made the caped baldy happy, at least for a bit.

The End

You've made to the end of your time here. Choose an option

Head Home

Stick Around

Next Jump

Farewell!

Notes

- **The King Drawback does actually remove all your powers except luck and charisma based ones, like the Strongest Man on Earth perk**

- **Every OC companion is of S class level except the Jumper Squad and Rose**

- **Thank you so much for to playing my game!**