

Akame ga Kill Jump, .1

Welcome to the world of Akame ga Kill, where horrible monsters are everywhere, the Empire is not actually an evil empire by nature, but currently corrupt enough to defy reason, and some of the most morally motivated people around found the most reasonable course of action to be becoming assassins. There is also the matter of the Imperial Arms, or Teigu, a set of 48 magical artifacts that are said to each hold the power of a thousand warriors.

First up though, the monsters, typically referred to as Danger Beasts of which there a great many variety of these are often slightly magical monsters that vary greatly in power. Some are little more than particularly powerful but otherwise mundane beasts, others can crush houses with ease and are able to hunt people like they were sheep. At the top end you have Ultra Risk Danger Beasts, who have notable magical abilities, and hold enough power to lay waste to cites and armies with ease.

Second the Empire, corrupt nobles, corrupt politicians, corrupt military, and a puppet Emperor who's not yet gone through puberty, and already ordering people to be executed in gruesome ways for speaking against the prime minister that is actually in control of the nation. Currently taxes are exorbitantly high, the nobles do whatever they please to the peasantry(including hunting them for sport), the empire is at war with literally anyone close enough to them to war with, and political policy supports corruption and actively seeks to create more wars and rebellions. Needless to say times are tough for the ordinary people of these lands.

About the Teigu, a thousand years ago, by order of the First Emperor, legendary Ultra Risk Danger Beasts were hunted, the greatest scientific minds from around the world were gathered, and no expense was spared to create Imperial Arms to protect the nation far into the future. These Teigu take many forms, have many abilities, and were crafted with knowledge and magic long since lost to the world. To use a Teigu one must be compatible with it, lest it reject them causing some degree of harm to them. Teigu are also powered by the user's spiritual energy and physical endurance.

Lastly about those morally motivated Assassins, they work together with the Rebel army, their job to remove criminals, and corruption from the capital of the empire. As well as take out important targets within the empire to support the Rebels.

You will arrive the same day a certain village boy shows up in the capital to join the military, gets rejected, and gets his money stolen by a blond girl with large breasts. To help you out in this dangerous and corrupt place you get 1000 Choice Points, as well as a free Teigu, and 1000 Imperial Points to customize it.

Backgrounds

Roll 1d8+18 to determine your age, while keeping your gender. You can pay 50CP to specify either of these.

Drop In, Free

You just show up in the capital, with no new memories of this world to either help you, or hold you back. A tip though, don't trust anyone here, even the good guys might swindle you, and a seemingly sweet girl offering to let you stay at her place may actually be seeking to torture you to death.

Hunter, Free

After living in the wilds for a long time you are used to hunting danger beasts for a living, but for some reason or another you have decided to head for the capital.

Military, Free

You joined the military years ago though you may, or may not have seen any of the corruption in the empire first hand, or noticed it for what it was. Regardless you may chose to have left the military, joined the rebels, or remained and have a rank of captain, no matter your choice you still end up in the capital.

Doctor, Free

You grew up and trained to be a doctor in one of the more developed parts of the empire, and are currently working in the capital.

Villager, Free

Life in the country is getting tougher for people due to high taxes and the nobles indulging themselves at the cost of the peasantry, and so you have gone to the capital hoping for better conditions.

Skills and abilities

General Level Potential, Free All

You start with the potential to reach a level of physical and spiritual ability needed to become one of the generals of the empire. You also start out with a level of ability that many Captains would envy, and skill with one weapon type in particular. While this alone does not grant you the potential on par with the most powerful people in this world, it does bring you close enough that they can't instantly kill you.

Perfect Hair, Free All

Your hair is perfect, no matter how long, no matter what conditions, explosions constantly around you and getting beaten into the deck of a boat by water can do nothing to your perfect hair. It's never an impediment, nor will it every be damaged in a battle, even if someone shoots and hits your hair, there will be no evidence that your hair was shot. If your hairdo gets dramatically altered, it will only make you look better and take a comb and a moment to restore it.

Common Sense, 50cp

You have been taught all forms of common sense.

Imperial Points, Variable

You may exchange your choice points for imperial points at a 1 to 1 ratio. You may not however exchange ip for cp.

Swindling, 100cp, Free Drop In

You are well versed in the ancient art of swindling, and by that I mean you know how to trick and cheat people out of their money. What's more you have a knack for identifying easy targets.

Massage, 100cp, Free Drop in

You have experience giving massages, and are skilled such to pull all the stress out of someone's body. Even someone who's been fighting a great deal will be returned to top condition after a brief massage, though they might need proper rest if they overexerted themselves and you can't do anything about injuries.

Tracking, 100cp, Free Hunter

Whether animal or man you are skilled at tracking, skilled assassins may be skilled enough to cover their tracks, but you may still find some evidence of their passing.

Living Off The Land, 100cp, Free Hunter

You're experienced at finding food around you in the wild and are certain to be able to survive off the land so long as there is enough food there in the first place. This includes dealing with and hunting wild creatures, as well as general survival skills.

Killing Intent, 100cp, Free Military

While the ability to sense killing intent is hardly rare in this world, such that it could be considered an essential skill for soldiers. You however can sense even the smallest amount of killing intent that someone directs towards you, insuring that you will almost never be taken unaware. With a bit of time, or something to enhance your senses you might be able to detect particularly bloodthirsty people, and their general direction. Works of course better at detecting people the more bloodthirsty they are, and the more killing intent they release. Also helps to judge how powerful a person is when releasing their bloodlust.

Weird but Acceptable, 100cp, Free Military

Where being unusual may cause problems for some people in an organization, you never have any problems. No matter how weirdly you act, so long as you do the job required of you, there won't be any

issues with your oddities. This doesn't mean people won't judge you, but you will never be held back for promotion, or discriminated against in ways detrimental to your position. However this only helps if you are weird, being openly criminal or corrupt is well outside its protection.

Field "Medicine", 100cp, Free Doctor

You are experienced not only with medical care, but how to use it in the middle of battle. This includes how to use it on your enemies, drugs, medicine, places to cut, what to suture you can use them to either aid or harm anyone in the middle of a fight. While it would be rather hard to apply a suture to your enemy, you do have the skill to pull it off, though it is much trickier than just attacking them.

Inoculation, 100cp, Free Doctor

You have experience in working with poisons, various toxins and some more exotic substances, and in working with them you have found the best ways to provide immunity through careful exposure. You are an expert at the art of exposing people to something to build an immunity to that or a related thing. Requires of course that that thing can have an immunity developed against it, and that you actually have access to it.

Man of The Something, 100cp, Free Villager

You have extensive experience with, something, such as the sea and water in general, in which case you are also a natural with a sail, a fishing rod, a net and just being in the water. You could pick something else however, like a desert or a mountain, whatever it is you have the skills and natural abilities suited to that environment.

Appropriate Opportunities, 100cp, Free Villager

You are likely to get opportunities for employment of which are appropriate for your skills and inclination. You don't even have to be aware of how you would side on an issue, you are far more likely to end up with a job on the side that you would chose. This may also edge you away from situations and employment in areas of which you would be disinclined to side with and towards ones of which you would.

Lively Slums, 200cp, Discount Drop In

Rather than finding slums as run down places where no one wants to be, when you are around they tend to be far livelier, friendlier, and for you, easier to navigate.

Deceptive Appearance, 200cp, Discount Drop in

No one can tell by looking at you that you are an assassin, or whatever threatening thing you may be. Even if you look physically imposing you just don't come off that way unless you want to. Even if you are inclined to torture people to death in your spare time, you don't look or even slightly seem the type at a glance. People are inclined to believe the best about you on sight, and won't change opinion until proven

otherwise. Though once you have been proven to be something other than what you appear people are more likely to respond appropriately to their knowledge of you.

Bury Them, 200cp, Discount Hunter

Your emotions I mean, like flipping a switch in your head you can shut them out so that you could fight even former comrades without hesitation. You may still mourn people you kill, but they won't be able to use your emotions against you. While you won't stop being ruthless due to the emotions that should be welling up, you might find yourself repeating something to strengthen the effect. Note this effect does not weaken or stop the emotions, it just lets you ignore them.

Popular, 200cp, Discount Hunter

You are certain to end up well liked by your allies, if they are blood thirsty killers, or country hicks it doesn't matter, all that matters is that you are on a team with them. Not that you will always be the center of attention, but they will always be happy to see you.

Tactical Abuse, 200cp, Discount Military

You aren't just skilled in the area's of strategy and tactics, but at making them the most abusive you can to your enemy. You can almost always make a rout of your enemy end in a trapped location where you could do such things as burn them alive in a canyon, or drown them by blowing a dam.

Naturally Skilled, 200cp, Discount Military

You are naturally skilled at various things, and tend to pick up skills quickly. From bouncing a ball on your feet on the first try to picking up smithing it's all easy for you.

As Expected of a Doctor, 200cp, Discount Doctor

So long as you don't do anything to disrupt a person's expectations, they believe that you mean the best and are in fact a wonderful and caring person as an ideal one might think of as a doctor. If you play it up they may even look past some human experimentation or the development of weapons and poison as though they are actually meant for some noble goal. More discerning, discriminating, distrusting, or inquisitive people however may see beyond this, but they aren't likely to expect or realize your secrets unless you do something.

Acquiring Materials, 200cp, Discount Doctor

You always know how to acquire the materials that you need, so long as they can be obtained through trade. Unique items are likely right out, but while the rarest materials may be difficult, so long as someone somewhere is selling, or willing to part with them you will have a good chance to end up buying them if you are after them. If you are after living materials though you may have a problem, unless there is trade in them, or those living materials are people, and there are a large number of

people awaiting execution. Note though that though you can almost certainly be the buyer of what you need, the seller might not be after money.

Various Skills, 200cp, Discount Villager

From blacksmithing to cooking you have an incredible array of skills, such that you should have some marketable skill, provided there are any people hiring. You may pick up to ten non combat skills to be moderately skilled at.

If You're Okay With Someone Like Me, 200cp, Discount Villager

If you and another person are likely to make a good couple you will be drawn to one another, and while you won't be immune to relationship drama, you are all but certain to work your way through it. Even if it starts with a confession that is incredibly awkward on both sides, you will both be able to see it through without misunderstanding. Whats more other people are less likely to butt in, at least such to prevent you from getting together. You are also certain to fall more in love with each other over time.

Might and Political Power, 400cp, Discount Drop In

Whether by military or political power, maybe even just being wealthy, you always find ways that let you get away with things you really shouldn't, everything from embezzlement to mass murder is something you can get away with if you have enough power. Though this won't let you get away with everything it does make sure that your superiors are not inclined to hold your crimes against you so long as you are useful. The main downside however is that this will do nothing to prevent people hating you for your actions, or them hiring assassins to take you down.

Master Investigator, 400cp, Discount Drop In

You have all the skills needed to investigate criminal or other activates, you can trick people into thinking you are on their side as you investigate them, seduce relevant targets to improve your situation, track down any bit of information related to your investigation, and even uncover secret connections using the smallest hint. This makes you a great spy in addition to being an investigator, and does not actually require you to be investigating to use these skills.

Mach Speed, 400cp, Discount Hunter

You have trained and fought developing your body and reflexes such that you can run and fight at the speed of sound. Not that dodging bullets is the rarest of skills here, but you are nearly as fast as the fastest people around.

Classic Assassin, 400cp, Discount Hunter

You aren't like a lot of the assassins around here, where they break their way in and slaughter everyone, you are skilled at the more subtle skills of assassination. Stealthy entry, properly integrating yourself within an organization, or observing a target for times when they are at their weakest, and then fulfilling

your mission with either poison or a careful and stealthy blade. You are a master of proper assassination, and though this doesn't give you much in the way of combat ability(mostly just knowledge of vitals and poisons), you are skilled enough to rack up one of the most impressive kill counts around.

Body Manipulation, 400cp, Discount Military

From extending your fingernails into many meter long blades, or sending your hair out as a many pronged attack you can do just about everything. All of your flesh and bone can be manipulated by you as though they were independent tentacles and yourself a very dexterous squid. Besides that you could do such things as produce oil like sweat from your body at will, or focus your vision on things well beyond your typical range.

Inspiring Commander, 400cp, Discount Military

The way you carry yourself causes you to have an inspiring and dominating presence that makes people find it more natural to follow you and your orders. Your presence is such that you may cause people to adore you, and that your subordinates are inclined to give their lives for you. Even people who hold opposing views to your own are likely to find themselves obeying your orders without thinking about it, they will likely realize this, but their first instinct is to obey you. This also only works on people who are currently neutral to you if someone is your enemy/opponent, or actually starts to hate you, it won't work.

Prosthesis Production, 400cp, Discount Doctor

You are a master of producing prosthetic limbs and attaching them to people. While more advanced cybernetics may be beyond you, you could produce limbs that a General wouldn't mind. You could even include some special functions into the limbs like a hand that launches out and can be reeled in, or just guns and blades if you prefer simple.

Expert Medical Care, 400cp, Discount Doctor

You are a very skilled doctor, so long as a person is still alive(in the technical some of their brain might work if you restored them way) when you get to them, you can keep them that way. You might have some problems if their heart or something equally vital was shot or ripped out, but you can keep them alive until you figure something out. Note this doesn't let you fix any brain damage, but you could make them functional again.

Boiling Blood, 400cp, Discount Villager

Letting your emotions rage within you has greatly improved your spiritual strength, it's potential, and the more you let your fighting spirit rage the stronger you will be in a fight. Spiritual strength though is essential to the proper use of a Teigu, and that with this you should have no problem activating and utilizing the special abilities of your Teigu without need for further training.

Aware Of Your Surroundings, 400cp, Discount Villager

In the heat of battle people can often be taken by surprise from people they aren't aware of. Not you however, you can keep track of your surroundings and notice any changes, never will someone manage to get a sneak attack on you while you are preoccupied. This gives you quite the advantage when faced with multiple foes, as you can keep track of all of them and their attacks as easily as if there was only one. Though that doesn't mean you have the ability to respond to all of their attacks, that's on you.

Corruption, 600cp, Discount Drop In

You are a master of political corruption, and getting people to serve your policies, collecting bribes, or just identifying people within an existing power structure that would be ideal to swap out to support your ends. You are particularly talented at finding the heart of an organization and corrupting that directly to suit your purposes.

Natural Killer, 600cp, Discount Drop In

Regardless of any clumsiness or other issues, you are a natural assassin. You can handle any distractions in the middle of a fight and always move effectively to result in a kill, in fact your mind clears in a fight making you more coordinated, and makes everything seem more intuitive. You also have a natural ability to understand vital spots in your opponent and understand tactics on an instinctual level.

Master Swordsman, 600cp, Discount Military

You have trained long with a sword, such that now you could even cut through the armor of a Teigu with an ordinary blade as though it was no more than leather. Your skill is even such that you could cut down ordinary people fast enough that no one in the area would notice, leading even your victim to taking a few steps before collapsing.

Tangent Skill Development, 600cp, Discount Military

You have become incredibly talented at, improving your talents, you can train yourself to the limits of your abilities far faster than is reasonable. While this might allow you to find applications that you had no knowledge of, you won't be able to break past the limits of your abilities, though you will likely reach whatever limits your abilities have at a startling rate. Your abilities may also become much easier to use as you develop them, more so than they would have otherwise.

Incredibly Craftsmanship, 600cp, Discount Doctor

While the method of creating Teigu is long lost you are able to create things almost at their level, with some research and a couple other skilled people you might even be able to recreate the lost arts that created the Teigu long ago. You also have all the skills to repair Teigu or other incredible items from near destruction.

Body Reshaping, 600cp, Discount Doctor

Your knowledge of living bodies and danger beasts is incredible. Tied with your knowledge of alchemy, medicine and a bit of magic you could easily craft people or monsters into other forms. Largely this consists of turning people into danger beast like monsters, but enhancing a person's body with cybernetics or surgical modifications is child's play for you. Besides making monsters at the top end of power for this setting, you can enhance people with even the least potential to having General level of ability. Of course what you can make is dependent upon and greatly enhanced by the raw materials available to you, best materials though typically are people with great potential/unusual abilities and powerful monsters.

Zero Presence, 600cp, Discount Hunter

You can just about get people to forget you are there even while speaking to them, or to easily sneak up behind someone and assassinate them. While people won't ignore you as you fight them, they will be more easily distracted by other people allowing you to sneak in for the kill. If you are fast enough, you may even get a hit in on some strong people before they can draw their weapon.

Taking Lives, 600cp, Discount Hunter

You are very skilled at killing things, monstrous birds that can lay waste to villages, and dangerous fish with tendencies to drag unsuspecting people into the water to tear them apart(not drown them) are just food to you. It's not just a matter of combat ability, it's about observing your opponent, when you see an opponent you know how to fight it, weak points, the range of movement it has, what it's openings are, and how to dodge its movements by a hair's breadth. Your mind just calmly analyzes your opponent, or anything you intend to kill, and you will quickly become an expert at killing that thing. Of course watching someone/thing before you fight it is much better than learning during the fight.

The Smile, 600cp, Discount Villager

You have a pure and innocent smiling face that makes people fall in love with you. With it you might melt the frozen heart of a sadistic general or woo the heart of an experienced assassin the day after you meet them. Expect a harem to soon develop wherever you go.

The Man, 600cp, Discount Villager

Regardless of your actual gender, you can, through acts of great boldness, courage, will, or determination make people fall for you. Even in arguing with those people who hold diametrically opposed beliefs will feel themselves attracted to you for your strong beliefs and strong will. You could possibly even get a person you are fighting to fall for you by dropping a building on them(example may require they are a masochist). Not that everyone will desire you romantically, but they will respect you.

Good With a Blade, 100cp

You are particularly skilled with some type of weapon, or possibly your bare hands, well and beyond what people can reasonably expect to achieve through normal means, but not quite supernatural. Not

that a supernatural level of ability is out of the question in this world, and having such skill wouldn't truly qualify as rare.

Seductive Body, 100cp

You have a body that anyone could love, and want to, your body is like a work of art that others may find it hard to harm. Though the effect might entice sadists, and won't do much on professional killers, at least you look nice though?

Hunk of Well Sculpted Flesh, 200cp

You are a complete Hunk, man or woman, your body is toned and muscled, and in such a nice way that even if you aren't attractive otherwise, this makes you nice to look at. Not that the muscles are just for show, but they do look good. Optionally comes in OverMuscled form, if you want to be a mountain of flesh.

Customer Loyalty, 300cp

Working as an Assassin can be dangerous, but for you at least some of the danger either isn't there, or you're able to detect it without issue, and that is your Customers. They will never betray you, and if they are a cop or someone who is after you, at worst you will easily be able to tell, and avoid them.

Simultaneous Activation, 400cp

It's widely considered impossible to use two Teigu at the same time, due both to the mental strain, and the physical toll being too great. However you can manage it(provided you are compatible with both), the strain on your body will still leave you feeling like you had a building fall on you, but it won't put you out of commission. In time you may be able to train yourself such that it's no more strenuous than using a single Teigu. What's more you will find that you can combine the abilities of the Teigu you use seamlessly, as though they are a single Teigu. This effect will also extend to other magical devices, allowing you to combine the usage of two usually incompatible devices in a seamless fashion.

Most Powerful, Most Beautiful, 400cp

You have become both incredibly powerful(physically/spiritually), and incredibly beautiful, what's more the two things have become linked. Meaning that, while this is a small effect, the more beautiful you are, the more powerful this will make you, or the more powerful you are, the more beautiful this will make you. You may also see a small benefit as you grow in power, or beauty, such that the other grows, though you may have to double(or triple) one or the other to see a noticeable effect.

Imperial Arms/Teigu Customization Section,

In this section you have 1000 Imperial Points to customize your Teigu, of which you get one free and you may determine who it would be compatible with (besides yourself), or what qualities would make one compatible with it. First though you have to select a Teigu Type. The type of Teigu you chose will also govern what discounts you have in this section. You may also freely import an item of that type to apply the abilities of your Teigu to it (unless your Teigu is an Organism, or Extract type). Teigu options may be combine how you wish, unless noted. Discounts do not stack.

Armor, as an armor type your Teigu will provide a great deal of protection, and will only be able to be harmed or penetrated by weapons/attacks on par with Teigu. Such a Teigu will also excel at affecting your body, such that at a minimum you will be faster and stronger with the armor on regardless of weight.

Melee Weapon, as a weapon your Teigu is highly specialized for battle, making it's offensive capabilities much higher. Such a Teigu will always function as a top grade weapon of it's type, and with time and repeated attacks would be able to pierce an Armor Type without using any special abilities. Note however the weapon need not be a typical melee weapon, a bow or gun is fine but their ability at close range is what is enhanced first, and is most important.

Ranged Weapon, as with Melee weapons, your Teigu is specialized towards offense, however you do give up some power for range. So while it's still possible to break through an Armor Type, it would take much more effort than with a Melee weapon. Note however the weapon need not be a bow or gun, a sword is fine as well, it just must be based around a ranged attack.

Organism, as an organism Teigu this actually functions as a separate being of whom you control through some means, likely spoken orders. Such Teigu will regenerate unless their core is destroyed and have a combat ability on their own equal to the generals of the empire. This type also puts the least burden on the user. Organism types can appear as monsters, dogs, people, statues or whatever else, though they won't be so large as to be unable to walk through doors. If you want one to have a cute miniature form and still be effective you can have it transform into more battle appropriate form at will.

Object, as an object your Teigu is a relatively mundane thing on it's own, and instead grants it's power to the user. It could be a ring, a flute, a pair of gloves or even something like a makeup kit, but it can't be a practical weapon or armor. However this type of Teigu excels at special abilities, making them easier to utilize rapidly or continuously. If you import an item for this, the item may actually be of any type weapon or armor included, however it will not gain any new physical abilities (though it will be increased in durability if lacking).

Extract, as an extract your Teigu is the power of an ultra-risk beast, that has been extracted and formed into a liquid. You then would have ingested the liquid and had the power bind itself to you directly. Unlike all other Teigu, this option leaves the power with you, not an object. The greatest benefit of this besides it not being an item that could be taken from you, is how natural the ability will be for you to use. No other type can be manipulated as easily, or with such a wide array of applications, many of

which the beast the power comes from could never have imagined(mostly because such beasts are rarely intelligent).

Extra-Dimensional Storage, 100ip, Discount Armor, and Organism

Your Teigu can store some, or all of itself in another dimension. Commonly an armor with this can be summoned by a seemingly mundane object(or weapon), this object however would be as resilient as the armor, and will vanish into storage when the armor is summoned. Other options however include storing large amounts of material inside the Teigu, or storing other special functions like a scope inside what should be your forearm.

Enhanced Striking, 100ip, Discount Melee Weapon, and Organism

Your Teigu hits hard, far harder than it looks like it should. This can be due to it being heavier than an object it's size should be, or because your spiritual strength enhances your attack. It could also be due to some mechanical function contained within, such as blades bursting out and spinning. Whatever it is, it makes your attacks hit harder, or otherwise more potent.

Ammo, 100ip, Discount Ranged Weapon, and Extract

Rather useful for a Ranged Teigu, but also useful for others, your Teigu has unlimited ammo. This ammo may also be of an atypical type, such as feathers, flowers, or a concentrated shockwave, this won't increase, or decrease power but could make things more interesting and modify its function from normal ammo. Now you might be thinking, why does my sword need unlimited ammo? Well all Teigu use your spiritual energy and this can lessen the cost. You could also use this for such things as an object Teigu that is made of threads to be nearly limitless in length so that you could spread traps out for miles. Note if your Teigu has no way to produce projectiles you could use this option to grant that, though the lessening of cost is then mostly related to low cost of producing the projectiles.

Enhanced Durability, 100ip, Discount Melee Weapon, Ranged Weapon

Your Teigu is durable, resilient, and unlikely to be damaged, and while other Teigu can still likely damage it, they are more likely to come out worse for wear. Melee weapons however are always more durable than almost any other Teigu, next place going to armor, then to ranged weapons, lastly objects are enhanced from mundane materials, organisms are typically no more durable than a creature should be, and extracts have no durability to them, being that they are just a power granted to the wielder.

Flight, 100ip, Discount Object, and Armor

Your Teigu holds the power of Flight, while you may be able to approximate this with other options, buying it this way will almost certainly be superior, due to it being far more natural and easier to use.

Awareness, 100ip, Discount Object, and Extract

Your Teigu gives you an awareness of it, this counts for things produced directly by your Teigu, and it's physical components. Such that you may know if something interacts with your Teigu directly even if that happens quite a distance from you, or that you will know the location and movement of any projectiles you produce. Not that this effect is that great without something else to enhance it, but it's enough to be aware of your traps.

Auxiliary Armament, 200ip, Discount Armor,

Not satisfied with just a weapon, a suit of armor, or maybe you want a sword for your Organism Type Teigu? Then this is for you, it lets you buy another weapon or other item for your Teigu(no added discounts however), the item itself will be crafted close to the level as a Teigu of that item Type. You may not buy an Organism Type with this unless you also buy Living/Sapient, which is also discounted for you if used for this purpose. Extracts may be bought with this, but will be temporary.

Lasting Effect, 200ip, Discount Melee Weapon

Wounds that don't heal, fire that can't be put out, or mental effects that negate outside influence, your Teigu has an effect that lasts and ignores influences that would end the effect. Though a fire would eventually go out on its own, and mental effects would likely wear off, the effect will be nearly impervious to any action that might end it early. Of course this can be applied to lengthen an effect without making it resist effects to negate it, thus making it last far longer it would otherwise.

Projectile Control, 200ip, Discount Ranged Weapon

This can grant you anything from a mental control over your projectiles and their path, to adding in a homing mechanism when you say your target's name. You could instead have your Teigu just follow after a target that you throw it at. It isn't perfect mind you, while you could chose for this to set a path before you launch something, a ninety degree angle would be the limit, if you want direct mental control, it would be quite a bit more strenuous(mentally and spiritually) to maintain and would still slow down over time. Regardless though the effect will end if the projectile is physically stopped, or if you lose focus, even if it doesn't require your active attention range will be a limit, as will time. Note if your Teigu has no other way to produce projectiles this option will grant that.

Living/Sapient, 200ip, Discounted Organism, Second Purchase

With this your Teigu is either still alive, or was somehow made to be alive in the first place. In the case of an Organism type Teigu being that they are alive, this instead makes them Sapient. The benefit of this is that your Teigu itself will repair/heal itself, or act on it's own in ways beneficial to you.

Utility, 200ip, Discount Object

Your Teigu excels at utility, and if you wish you can trade in combat ability for more utility. At it's base though this can be anything from an Organism type being excellent at housework, or an item or weapon being an effective piece of medical equipment. You could also use this to enhance to control you have

over your Teigu to the point that you could easily control hundreds of threads with ease, or direct multiple projectiles each to their own target.

Precision, 200ip, Discount Extract

Your Teigu makes things easier with an incredible degree of precision increasing your precision when using it to a level of being nearly flawless. Mistakes are uncommon and your control of your Teigu always refined.

Enhanced Body, 400ip Discount Armor

With this your Teigu enhances your body, boosting strength and speed. Or it enhances one to the exclusion of others if you want a focused enhancement. You could even enhance specifically the speed of your fingers and arms only, so as to work faster. There is also the option for this to put a strain on your body for a greater level of enhancement, effectively limiting how long you would be able to use it and trading endurance for strength.

Energy Control, 400ip Discount Melee Weapon

This option grants you the ability to control one type of energy with your Teigu. Options mainly are heat, light, electricity, and sound. This aren't completely restricted, but while you can slide between heat and light for infrared you can't go the other direction and outside visible light. Some uses include becoming invisible, or becoming silent. You can extend outside of sound and heat to more direct kinetic energy control and allow your strikes to transfer kinetic energy or change the direction something is traveling in. The wider the application the more difficult this becomes and you may lose some fine control, becoming truly invisible yourself is fine but redirecting light such that you create illusions and make objects invisible will have issues.

Planting, 400ip Discount Ranged Weapon

No this has nothing to do with plants, it's all about planting your Teigu's ability within a target. With this your Teigu could fire at the ground, and effectively lay a mine there, or shoot out from that spot later on. You have control over this effect, and could do such things as have your Teigu ricochet off a surface by planting itself within and then shooting out again.

Energy Creation, 400ip Discount Organism

This option grants you the ability to create one type of energy with your Teigu. Options mainly are heat, light, electricity, and sound. This aren't completely restricted, but while you can slide between heat and light for infrared you can't go the other direction and outside visible light. You could also go with creating explosive force rather than sound or magnetic fields or even radar waves as other options from light and electricity. However the wider the range you can create the less powerful the ability will be.

Element Control, 400ip, Discount Object

Pick an element, fire, water, wind, ice, earth, metal, acid, whatever. So long as you can reasonably consider it an element, and it has a reliable physical form it's fine. However the wider the subject the less effective it will be, such that you could select most water containing liquids, from vinegar to blood(though you may not use this to control the body fluids or other things within living people), but the power will be more potent if restricted.

Element Creation, 400ip, Discount Extract

Pick an element, fire, water, wind, ice, earth, metal, acid, whatever. So long as you can reasonably consider it an element, and it has a reliable physical form it's fine. However the stronger the power, the less you can make, metal will be less than earth by it's nature, earth being less than ice, and an acid will be less corrosive the more you want to make. You will also be restricted to make only a few types, Fire might extend into a magma blast or plasma balls, but not both, and choosing only one type will make the effect stronger. This does also grant some limited control, but only so much as to shape and launch the element in a direction, though you could hold it in place.

Reflective Defense, 600ip, Discount Armor

Your Teigu has the ability to produce a directional shield(or change part of itself into a shield) that can reflect attacks, though it's an active ability with a notable energy cost, few things could resist being reflected or shattered(if larger than the shield they might be too large to be reflected) by this. Of course something could still overpower it, but it would take far more power than it does for you. Not that this sends an attack directly back at the attacker, you would need something else for that.

Cutting Power, 600ip, Discount Melee Weapon

Your Teigu can cut clean through most things, even most Teigu only offering resistance, it takes walls to stop your Teigu or incredibly durable materials.

Emotional Empowerment, 600ip, Discount Ranged Weapon

Your Teigu doesn't just run off of your spiritual energy, but now it runs off of your emotions as well. The stronger your emotions the more power your Teigu is getting. This might not sound like a lot, but fighting against people that annoy you will be easier than ever.

Transformation, 600ip, Discount Organism

Your Teigu has the power to transform, either itself or you, these transformations can and likely do enhance your Teigu's abilities. This will grant the ability to enhance abilities through boosting muscles and adding claws, or more difficultly modifying one's self to take on traits of another creature. The effect is stronger and costs less to maintain if you have a dedicated form for the ability but you could have it apply to a wide range instead. With a trump card you could certainly transform into perfectly into any natural creature or person, clothing included. However even with a trump card transforming yourself into something stronger than yourself will drain your energy more than a proportional amount to how much stronger it is. You also cannot gain magical abilities of the things you transform into that you do

not already have a basis for. Weapons or other Teigu could instead freely transform themselves into other weapons or items with no loss of ability, gaining mundane or mechanical functions with their form. Though increasing the size of Weapons or other Teigu will be far more strenuous if shifted well above the size of a person.

Crowd Control, 600ip, Discounted Object

Your Teigu has the effect of manipulating the emotions and/or mental state of other people through some effect such as playing music. The effect can be resisted, but will likely still affect even the strongest willed people to some extent. The effect itself can range from making people fall asleep to an enhancement of the mental/spiritual abilities of your allies.

Charged, 600ip, Discount Extract

Your Teigu can be charged, allowing you to store up power for later use in either some super attack or to enhance your abilities in combat later. Though if you do this to enable a technique you couldn't normally preform, you will likely have to charge it up from the beginning, taking time. Note, you can not store more than double your spiritual energy this way.

Evolution, 800ip, Discount Armor

Your Teigu can grow, evolve and develop on it's own. This effect is such that it will evolve with you, to adapt as needed. The effect is slow however, but the more extreme the conditions and the more heart you put into it, the faster it will happen. If you apply a Trump Card to this, you may choose to make it evolve faster in general, or to evolve very rapidly when faced with extreme situations.

One Hit Sure Kill, 800ip, Discount Melee Weapon

Your weapon can kill your opponent by implanting a curse within them, so long as you manage to cut them, but if you can the smallest scrape is fine(though it must be your Teigu itself causing the scrape projectiles created by the Teigu don't count). However the curse itself is not infallible it must attack some aspect of the entity you cut to kill them. Such as if you chose to have it affect the heart, someone with an artificial heart(or who does not need a heart) won't be phased by the curse. You may also only chose for the curse to affect a single such target such that it will only ever affect the heart, or lungs. Applying it to blood so that it sprays forth from the wound or causes blood vessels to burst are also options. You also may not select the brain, nor may you select anything that is not a physical component of the body. If you apply a Trump Card to this, it may work through solid projectiles though at a great energy cost, or you may have it apply to multiple body parts, still no applying it to the brain.

Situational Enhancement, 800ip, Discount Ranged Weapon

Your Teigu is at it's best under specific conditions, this could be at noon, or during a full moon, or pretty much anything, even working better as conditions become more dangerous to you. The less often these conditions come up, or the more detrimental they are to you, the greater the effect. If you pick noon, then you might see a nice benefit where your Teigu gets easier to use and the power you put in is

amplified, if you pick under a full moon, you could see the effects more than triple possibly unlocking techniques that can't be used under normal conditions. Picking something that isn't a regular situation, such as danger(only for yourself you can't gain a hit off ambient danger), can see the effect grow far beyond what you could with a regular situation, but it could cause much greater strain on the Teigu itself. Applying a Trump Card to this can grant either a massive enhancement used at once taking up all of the power you would gain from the situation(such that with a full moon being the condition that you would have to wait for the next for the enhancement to apply), the ability to apply in relation to the situation such as no enhancement on a new moon, but half enhancement on first and last quarter, or just a sizable boost to the effect of the enhancement.

Super Mode, 800ip, Discount Organism

Your Teigu has a Super Mode, either something that costs you a great deal of energy(and in this case you could spend your life force rather than spiritual energy) to greatly enhance it for a short time, or a free Super Mode that comes with a notable cooldown length(where the Teigu functions at a reduced rate), likely in weeks possibly a month or more. Regardless of the mechanism you chose, all of your Teigu's abilities will be enhanced, such that even special abilities that are difficult to manage could be done with relative ease, and far greater effect. The level of the effect is relative to the cost, but it will be similar to applying a Trump Card to all the other abilities. Applying a Trump Card to this you can either make the Super Mode that much stronger(without an enhanced cool down or energy cost), or have it run at a greatly reduced cost such that you can use it far more often.

Entity Control, 800ip, Discount Object

With this your Teigu has the power to control a specific being. There is however a requirement, that you have either killed or captured the being in question first. Next you can't feasibly control things that are a great deal more powerful than yourself due to them taking more power to function than you have, but you can try. Lastly beings that you control won't improve, and other than being damaged, remain in the same state you obtained them in, though you may be able to replace damaged parts using body parts from other beings. Applying a Trump Card to this will expand the number of beings that you can control at one time up to 8, or you can make it more efficient such that it takes less power from you such that you could more easily control something greater than yourself, or fight along side your controlled entities without the power drawn greatly affecting your abilities.

Power Theft, 800ip, Discount Extract

Your Teigu has the ability to steal power from other people through some means such as or similar to drinking their blood, or eating their flesh. For the most part this only works to take physical and spiritual energy to restore and enhance your own strength, but with the right target you can take things like enhanced regeneration or even some magical powers. However the target must have this power as part of their body, and if it is anything other than an extension upon an existing ability of your own, it will fade away completely after a short time, and faster as it is used. Extensions such as improved healing will

fade but remain to some degree. Applying a Trump Card to this may make it so that remaining effects are greater, or that entirely new abilities last far longer.

Assorted Attachments, 100ip

Want a scope for a gun and a set of barrels, shorter for closer range, maybe another chamber so you could fire a different round(with the ammo option you could change your ammo to another atypical type, such as switching from shockwave to energy blade) and a bayonet or some other items to modify your Teigu's function? Then this is the option for you, nothing incredible here, but you can use these to modify your Teigu to be better at one thing it does at the cost of another, while being able to swap attachments out in the middle of battle to change back.

Enhanced Senses, 200ip

Your Teigu enhances your senses, you could have it be all of your senses to a small degree, a single sense to a large degree, any variation between, or an entirely new sense near the level of a single sense enhancement. A sense enhanced to the exclusion of others could be to the point that you have vision that sees through clothing and even armor, walls if you put enough energy into it, or the ability to hear all sounds in the area regardless of how loud they are with perfect clarity. For new senses you could go for something like infrared, or an ability to sense magnetic fields, or a person's spiritual energy or life force. It's even possible, with some way of enhancing this, to get something like precognitive sight where you see the slightest movements and the Teigu shows you what will happen next

Regeneration, 300ip

Your Teigu grants you a fairly rapid passive healing rate. While this won't restore lost limbs without them being surgically reattached, it does make you much harder to kill, with many wounds closing within minutes. This is also without you putting any more energy in than the activation cost of your Teigu, you could force yourself to heal faster by spending more energy to do something like force a severed limb to stop bleeding.

Trump Card, 400ip

Not that this is required to consider something a Trump Card, but you may apply it to any not otherwise noted option in this section, and have it enhance that to a level benefiting a Trump Card. A Trump Card usually comes with a drastically increased cost in spiritual strength, that comes with a massively effective ability, but you could instead apply this to make an ability all around stronger rather than be a singular extension/use of the ability(some restrictions apply, if so they are noted).

Items and Equipment

Simple Sturdy Weapon, 50cp, one free all

This is a simple weapon that could withstand combat against Teigu, it's nowhere near as durable, but it isn't likely to break unless faced with active effects of a Teigu. This weapon can be of any type you like, from guns to swords, whips to spears, gun-clubs or rifle-glaive, it could even be a pair of swords or similarly paired weapon. If you pick a gun, bow, or other projectile weapon you get a sizable amount of ammo to go with it, certain to last you a while before you need to get more.

Teigu Deluxe!, 50cp

Do you want an action figure version of your Teigu? Or an action figure of another Teigu? With this option you can have that very thing! You could also have an action figure of any of the characters of the series.

Outfits To Make You Shine, 50-100cp

Rather than just any lame cloths, you have some outfits that's makes you looked like you've been polished. For 50cp you get just a few, but for 100, you get enough to fill rooms, casual clothing, uniforms, whatever you want is included and they all make you look incredible.

Cybernetic Bits, 100cp, replacement body parts free with Missing Body Parts Drawback

With this you can purchase a free set of cybernetic parts, they may either be incorporated into your body to enhance your abilities, or replacement limbs or similar options. However these cybernetics are entirely mechanical in function, and so while they may be able to enhance your eyesight, they can not replace it. Likewise replacement limbs have a limited tactile sense. Each purchase allows you to enhance your body in one way(or replace one body part), such as one to enhance your muscles for strength, or to enhance them for speed. You could also replace your heart or cause your blood to pump without the need for a heart.

Incredibly Sturdy Weapon, 200cp

This weapon isn't just sturdy, Teigu just aren't made to deal with the materials it's made out of, it's even more durable than many Teigu. Even a weapon that can cut through steel like it's not there will have issues damaging this weapon. Though this weapon is unlikely to be damaged by one, it's not any more likely to harm a Teigu either. You can have this be any sort of weapon that you could otherwise have through the Simple Sturdy Weapon option.

Hidden Weapons, 200cp

Not like an easily hidden knife, no this is a group of weapons of which can be hidden within your flesh, with no outward signs or complications. Each purchase is limited to either guns, or blades. As well you may chose for them to either be placed within your body, a companion's body, or to just gain the items to do with as you please.

Performance Enhancing Drugs, 200cp

Here is a selection of potent performance enhancing drugs meant to enhance abilities in combat. For the most part these are meant to enhance your physical abilities, but they can also enhance your reaction speed and even your spiritual strength to some degree. With a second purchase the drugs you get will be of a level that you could even dodge a supersonic attack from over a mile away and no warning. With a third purchase you could get drugs that will enhance your body to the point that the only sure way to kill you would be to do something so extreme as to sever your head or crush your heart(damage would still be there but non fatal amounts don't stop you functioning). These drugs won't be addictive or damaging to the body unless you want them to be.

Chemical Weapons, 200cp

Here is a selection of of potent chemical weapons, poisons, drugs, and even some alchemical concoctions that may be magical. For the first purchase you could get some minor but effective such items as sedatives that work on skin contact(non lethally and with some delay), poisons that have no antidote and are likely to kill some of the toughest people with a mere scratch, or even poisons/drugs that can kill a person through atypical means such as causing their brain to overload, not that such drugs have to be used to kill they could be quite useful in provoking physical responses in a medical setting. With a second purchase you will get such things as poison that could kill even massive and powerful danger beasts within a minute and as small a dose as could be on a thorn that might not even cause bleeding when piercing the skin, or an invisible poison gas with no scent that can rob people of their strength but leave them alive.

Judgment of the Ten Kings, 400cp

This is a group of ten powerful but non-Teigu weapons, though their abilities are at least near that of Teigu if far more mundane in function. The specific weapons are up to you, though not all have to be weapons as you may have sensor systems such as a life detecting radar, or something to improve mobility like a grappling hook gun. Melee weapons will be as durable as some Teigu, but ranged weapons less so. These weapons may also be comically large, several times your own size, and if you wish they may be connected to cybernetics in your body. Any cybernetics you have will be enhanced such that these weapons are no more strenuous to use than regular weapons.

Canon Teigu, 500cp, or your free custom Teigu

Do you have a particular liking for any of the Teigu in the series? Well then with this you can buy any of them, but Shikoutazer(if you take Esdeath's Demon Extract you won't get her timestop), and be assured that they will be compatible with you or whoever you wish them to be. Note though that this gives you a copy of the Teigu, you can't remove someone's Teigu by buying this.

Custom Teigu, 500cp

Well typically these are one to a person, but maybe you want it for someone else, or to have something to swap to later, because it's downright dangerous to try and use two at a time and would require an incredible mental effort to even try. Well you get one with it's own 1000 imperial points for

customization, and an ability to determine who it would be compatible with, or what qualities would make one compatible with it.

Philosopher Stone, 600cp

A one of a kind ultimate super item of sorts, the Philosopher Stone allows you to manipulate all sorts of materials including Teigu. Implanting it into a person would also make them immune or near immune to the active effects of a Teigu, though you may have to have something else implanted in them to sacrifice saving them from otherwise lethal strikes. Otherwise though it could prove invaluable in the area of alchemy, in particular modifying living beings.

Companions

Canon Companion, 200cp

With this you may select one person from setting to become a companion. Working out interpersonal differences such that they want to come with you, that's on you, but you are guaranteed to meet them in a favorable situation.

Companion Import, 50-200cp

You may import 1 companion for 50cp, 4 for 100, or 8 for 200. All imported companions receive a background, 500cp, and 1000ip to spend on a Teigu. Companions may take drawbacks receiving up to 200cp from them.

Drawbacks

You may take as many as you like, gaining up to 1000cp

What a Waste, 100cp

You are cursed, cursed to keep fighting and almost certainly killing people you find attractive, and would likely, in other circumstances, end up dating. What's more, they can and likely will try to seduce you, so you better be careful about that when you fight, and possibly at other times as well (I mean they are going to try and kill you after seducing you).

I'm an S, 100cp

Congratulations! You are now sadistic and derive a great deal of pleasure from fighting and from torturing people! What's more you will take any apparent opportunity to fight people, or torture them. This doesn't mean that you are going to be torturing random townspeople in the middle of town, or starting fights in bars. However it does mean that you will make questionable decisions just to increase

how many battles you will get into, and possibly torture enemies in the middle of battle if you aren't currently being attacked.

I'm an M, 100cp

Congratulations! You are now masochistic and derive a great deal of pleasure from fighting and from getting tortured by people! What's more you will take any apparent opportunity to fight people, or get tortured. This doesn't mean that you are going to be starting fights in bars, or getting yourself locked up for crimes so they torture you. However it does mean that you will be directly seeking to fight people who are strong enough to hurt you, or trying to put the moves on/pissing off such people.

Christmas Gifts!, 100cp

You are getting some Christmas gifts, just like it was for the people reading the manga. Each year you get a death on Christmas, someone who you have grown to care about will die. Some years it will be because some freak occurrence turned the tide of battle, some years due to them sacrificing themselves for everyone else, and some years it will be because some sadistic whackjob got a hold of them and tortured them to death. You may even be so lucky as to have these deaths show up during the rest of the year, or multiple times a year.

Missing Body Parts, 200cp

You are missing an arm, and maybe an eye, or possibly both legs. The real key part here though is that you are missing body parts that are required for your existing fighting style, forcing you to change. So if you are a sniper you likely are missing an arm and eye, but if your style requires you twist and turn maybe you just have an incredibly stiff spine(and back pain). Whatever it is though it completely impairs your ability to fight how you are used to, even with replacement parts. This can be taken a second time, not to remove more bits, but to prevent you from adjusting, with the second one you will also lose required dexterity for non combat skills. Don't think this is free if you use magic or something, your vocal cords could go, and you might lose your ability to see clearly, whatever you lose will be debilitating.

Check Your Damned Kills!, 200cp

Assassins have a job, it's killing people, make sure you do it properly, even if you aren't an assassin it could come back to bite you in the ass. Who am I kidding, your enemies are going to be able to hide their heart beat, and stop breathing or something, and you will never remember to check. What's more when someone survives fighting with you, even if they managed to run away, their chances of killing you, or giving information to someone else to help them kill you skyrocket.

No, I Can't Understand, 200cp

Turns out your empathy is gone, and it took a number of other bits with it when it left. Besides a loss of various things like enjoyment of arts, you can no longer understand those who are weaker than yourself. Well you can understand them tactically, but you can't understand why they do things, and any attachment you develop for them will be equally alien to you. Besides this easily being used against

you(and it will be), you will be making enemies due to your inability to react properly or understand what's wrong with your actions.

Drugs are Bad, 200cp

Like the Imperial Assassination squad you are now addicted to combat drugs, and will have a great deal of problems should you stop taking them, up to and possibly including death. Even if you just take them to combat your addiction they may age you prematurely and damage your body, taking them for more than to combat your addiction, and they may warp your personality. What's more is that the more you use the drugs the worse your addiction becomes, you are also unable to use any abilities from other settings, or even function at a top end of your ability, without taking more than you would need to just combat your addiction. Fortunately you get a small supply of the drugs you need, enough to last you a couple months and a recipe to make more. That said you may be able to break your addiction, but it won't be easy, and you will need help.

The Power of Love, 300cp

It's a beautiful thing, except when it's your enemy and they used it to develop a new technique out of nowhere. This is going to happen to you, a lot, you see now your enemies can channel the power of love to strengthen exiting abilities or create new ones. Someone developing a timestop to make sure their love can't run away from them is the least of your concerns, and be careful of harming someone's loved one, they will use the power of love to raise to any challenge. As well now if anyone on your side uses the power of love in a similar method, they will knock themselves into a coma, at best.

Deathflag Collection Race, 300cp

You are now compelled to do and say things such that imply that you are going to die soon, such as holding off on confessing until after a big battle, declaring your need to get revenge, finding new purpose in life, going off and fighting the enemy on your own, or just being the mentor type, you might even get lucky and have a wandering prophet come by and give you one or more. Each time you do this however your own chances of survival will decline, significantly, such that you may want to avoid fighting people who you are certain are well below you in fighting prowess. You are also compelled to do this as much or more often than anyone else, though even with that you may find it hard to keep up.

Trying Your Hand at Love, 300cp

You are going to try to find love, and it isn't going to work out well, and you won't be able to stop yourself. When you first meet them they will make your eyes light up, though they may or may not feel the same. Over time you will find that the two of you are completely opposed, and until that time you wont be able to bring yourself to fight them, whats more by that time they will be your equal in battle, and with abilities to counter, or ignore your own. By the end of the jump there will only be one question left, will you die by their hand, or will they die by yours? Not that either of you couldn't be killed by someone else but you likely won't be rid of them that easily, as well you are likely meet someone else, or multiple someones(possibly all at the same time!) all following the same rules.

Tyrant Trouble, 300cp

One of the more notable Teigu, Incursio, was made from the body of an Ultra Risk Danger Beast known as Tyrant. Tyrant was a particularly intelligent beast who had an ability to evolve to suit it's conditions, and an insatiable hunger. Now though a similar beast is after you, and it's ability to evolve has been supercharged, it will evolve immunities or counters to anything you use against it possibly half way through using it. It will also evolve some abilities that will otherwise benefit it against you. What's more if you kill it either it comes back or some meaner relative of it's will come after you(around a year later maybe later if you are lucky) with all of the same evolutions, and perfect immunity to what killed it. You might be able to run or hide for a time, but the only way to truly get rid of or kill it for good will be to make a Teigu from it, however the way to do so is long lost to this world.

Notes

1. Organism Type Teigu that you purchase for yourself, and to be sapient may be changed from Teigu to companion at the end of the jump if you so choose. You may however not turn Organism Type Teigu of your companions into more companions.
2. Teigu imports have to be personal items, armor, or weapons. You may not import a mech as your armor, nor an artillery piece as a weapon, all items must be such that it isn't completely absurd for a human to use them, or at least not absurd for a single human to carry them.
3. It may be possible to fuse with your Teigu(it should be noted that having an extract Teigu will not count as actually being fused to it), while I don't suggest doing so as it is likely to have a corruptive effect on your body and mind. It is both possible, and grants you more power from the Teigu. It is currently suggested right now that the only character to have done this won't survive, or will turn into the body of the beast that the Teigu was made from.