

God Eater Vol.1 Humanity's Hope

By saiman010



Introduction:

Welcome, Jumper, to a world in the far future—one similar to our own. However, unlike our world, in the 2040s a discovery was made in Northern Europe: Oracle Cells.

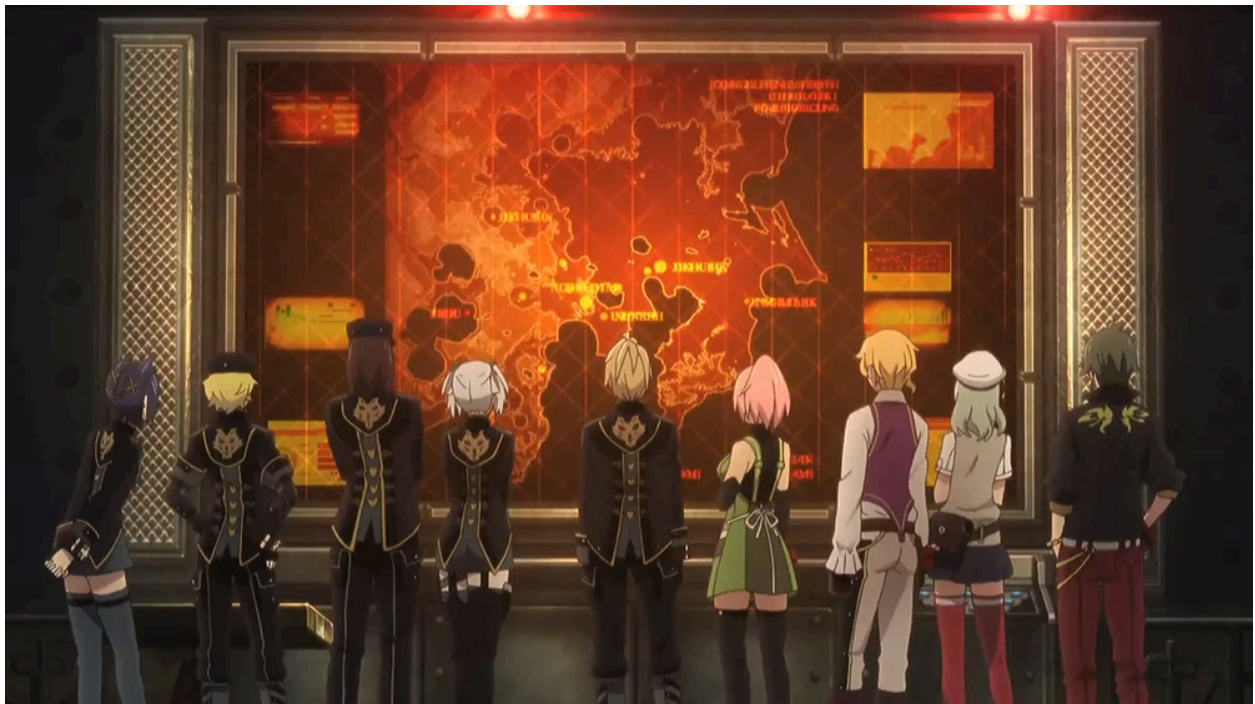
By the 2050s, creatures known as the Aragami began to appear. Formed from these Oracle Cells, they triggered a catastrophic outbreak, destroying civilization and plunging the planet into an apocalyptic age. The great cities fell into ruin, and humanity was reduced to barely one hundred survivors.

But humanity did not surrender.

Within a few short years, scientists uncovered the answer to the Aragami threat: the Bias Factor. From this breakthrough, the God Arcs were born. With these living weapons, humanity's future was secured—at last, the world could fight back against the monstrous Aragami.

And now, that is where you enter.

Here, you are granted 1000 CP to decide who you will become in this broken world—as a God Eater.



Starting Location:

Here, you will decide where and when you begin in this world. Roll 1d6 to determine your starting point. If you also want to change the time period cost is 100 CP

1. 2071: Fenrir Far East Branch

You are stationed at the most populous branch of Fenrir. This is where the Second Generation—then called the “New-Type” God Eaters—were first deployed. At this time, Johannes von Schicksal, one of Fenrir’s founders and the branch director, unveils Project Ark—a plan believed to be humanity’s ultimate hope for survival.

2. 2074: Cradle

A new disaster spreads across the world: the Blood Rain.

This red rainfall carries an incurable disease known as the Black Plague. Anyone who comes into contact with the rain—or with infected victims—becomes afflicted. To combat this pandemic, an organization known as Cradle is formed, seeking a cure for the deadly plague before humanity is reduced even further.

3. 2075: Himalayan Branch

A small, isolated branch high in the Himalayas. The director has abandoned the facility, leaving the God Eaters stranded. But deep within the branch lies a terrible secret. Something massive is forming in the depths—an enormous Aragami being born in secrecy.

4. 2087: Port Chrysanthemum

The world has changed again. The Ashlands have emerged—corrosive wastelands that destroy anything that lingers too long within them. Many surface branches have fallen, forcing humanity to construct fortified Ports. You begin in the largest of them: Port Chrysanthemum. Here, experiments are conducted to create a new breed of God Eaters—the Adaptive God Eaters (AGE)—capable of surviving the Ashlands’ deadly corrosion.

5–6. Free Choice

You may choose any location and time period within this world to begin your journey.

Origin:

Here, you will decide your Origin. You may freely choose your sex. Roll 1d20 + 13 to determine your age.

1. First Generation God Eater

You are part of the original generation, once known as the “Old-Type” God Eaters. You wield an early model God Arc. However, it comes with one major limitation: it can only function in a single form. You must choose one combat style: Close-Combat (Melee Type), or Long-Range (Gun Type) While less versatile than later generations, First Generation God Eaters are experienced veterans. Many have refined techniques and combat instincts that newer types still struggle to match.

2. Second Generation God Eater [100 CP]

You are part of the Second Generation—sometimes called the New-Type God Eaters. Your God Arc can switch between Close-Combat and Long-Range forms in a single fluid motion. This adaptability makes you far more flexible in battle. While more versatile, you are not strictly superior to the First Generation.

3 Adaptive God Eater (AGE) [200 CP]

A new evolution of God Eater, developed after the rise of the Ashlands. Adaptive God Eaters possess significantly higher resistance to Ash corruption. They wear specialized armllets on each arm and are considered closer to Aragami than standard God Eaters. Because of this, AGEs are generally viewed as superior in harsh environments and prolonged combat compared towards other God Eater.

4 Other Personnel

You are not a frontline God Eater—but without you, none of them would survive. You serve as the backbone of operations. You handle maintenance, ammunition production, God Arc tuning, and base construction. You help build and maintain the Branches and Ports that protect humanity. Though you may not fight on the front lines, your expertise ensures that those who do can continue the war against the Aragami.

Perks:

Perks that belong to your chosen Origin are discounted. Any 100 CP Perk from your Origin is free.

General:

Beautiful Hunters [Free]

Have you noticed how most God Eaters tend to be strikingly attractive? Whether handsome or beautiful, their physiques reflect their combat training and enhanced biology. Because of this Perk, you may freely adjust your appearance within human limits. At minimum, you are a solid 9/10 in attractiveness. You also possess an excellent sense of fashion. You can wear anything you like—no matter how flashy or revealing—so long as you are not completely nude. Somehow, it always looks good on you.

God Eater Biology [Free / 200 CP]

All God Eaters are injected with the P73 Bias Factor, granting compatibility with God Arcs. You possess perfect compatibility, allowing you to wield one without issue. This compatibility enhances your body beyond normal human limits. Your strength, speed, durability, and reflexes are all superhuman. You can leap great distances, endure heavy impacts, and perform far beyond peak human capability.

While using a melee-based God Arc, you can perform a special Devour Attack. This summons a monstrous jaw to lunge at your target. If successful, you enter Burst Mode, which, Further increases your physical abilities, Generates Oracle bullets for ranged attacks and Lasts for 5 minutes

If you are an Adaptive God Eater (AGE), your biology is superior to that of a standard God Eater. You are significantly stronger and more resistant, capable of fighting multiple regular God Eaters with ease. For AGEs, this Perk is free. For all other Origins, the enhanced version costs 200 CP.

Scent [100 CP]

Thanks to your P73 Bias Factor, you gain control over the scent produced by your Oracle Cells. You may freely alter it in one of two ways: you can make your scent unpleasant and unnoticeable to Aragami, causing them to largely ignore your presence unless directly attacked, or you can make your scent irresistibly delicious to them, drawing nearby Aragami toward you and provoking them to prioritize you as their target. You may switch between these effects at will.

Making Friends [100 CP]

You're genuinely enjoyable to be around. Because of this, you can easily form friendships with the people around you—both on and off the battlefield. Bonds develop faster, trust builds more naturally, and even tense teams loosen up in your presence. As a small bonus, people around you are more likely to relax and act a little silly near you, lowering stress and strengthening camaraderie.

Is That a...? [200 CP]

In this post-apocalyptic world, useful materials are often buried beneath piles of scrap and ruin. You have a knack for spotting valuable items. In your mind's eye, anything useful subtly stands out—like a faint sparkle drawing your attention. These finds may include healing supplies, upgrade materials, ammunition components, or other valuable resources hidden among debris.

Tactical Mind [200 CP]

You excel at coordinating battlefield strategy. You are highly skilled at planning and executing team-based combat operations, especially when hunting powerful Aragami. You can quickly analyze enemy behavior, assign roles, and adapt tactics mid-fight. In future worlds, this skill applies to hunting any kind of monster or large threat. You are particularly effective at leading small squads of up to four people, maximizing their teamwork and efficiency.

Hidden Potential [600 CP]

You awaken as an Evoker—one who draws out hidden potential. As a God Eater, you gain the ability to awaken latent abilities within yourself and others. This includes unlocking advanced techniques such as Blood Arts in compatible God Eaters, even if they had not yet realized that potential.

Your power does not stop there. In future worlds, you can awaken dormant or unrealized abilities that already exist within a person's natural framework. If a setting contains hidden potential systems, suppressed talents, or power mechanics that individuals theoretically qualify for, you may trigger that awakening.

For example, in a world like My Hero Academia, you could potentially awaken a Quirk in someone who was previously considered quirkless—provided such potential exists within the setting's internal logic.

You cannot grant completely foreign powers that do not belong to the world's system.

God Killer [600 CP]

Normally, when a God Eater destroys an Aragami and removes its core, the Oracle Cells eventually disperse and reform—allowing the Aragami to resurrect over time. Not anymore.

When you and your God Arc slay an Aragami and destroy its core, it will never revive again. Furthermore, this effect extends beyond this world. In future worlds, anything you personally kill stays dead permanently—no regeneration, resurrection, or reforming unless backed by something truly beyond conventional revival mechanics.

First Generation God Eater

Melee or Ranged Specialization [100 CP]

As a God Eater, you must choose how you fight—close and personal, or from a distance. With this Perk, you master one category of God Arc weaponry, gaining exceptions with your chosen type.

If you choose Melee, select one of the following: Short Blade, Long Blade, Buster Blade, Boost Hammer, Charge Spear, Variant Scythe, Biting Edge, and Heavy Moon

If you choose Ranged, select one of the following: Sniper Gun, Assault Gun, Blast Gun, and Shotgun

Your skill with the selected weapon far surpasses normal training. Your movements are smoother, your stamina efficiency improves, and your attack timing becomes instinctive. This Perk may be purchased multiple times at full price, each time granting mastery over another weapon type.

EX Burst Link [100 CP]

Your Burst Mode becomes significantly stronger. Whenever you activate Burst Mode, its duration is doubled, lasting 10 minutes instead of 5.

In addition, this Perk doubles the duration of all temporary boosts you gain from abilities, perks, or similar enhancements—both in this world and in future worlds.

Big Brother / Big Sister [200 CP]

You possess a natural charisma that draws others to you, much like Lindow Amamiya. People instinctively trust you, look up to you, and feel more confident fighting at your side. Team coordination becomes smoother, morale rises in your presence, and even strong personalities find it easier to cooperate under your lead.

Predator Style [200 CP]

Your Devour Attack has evolved beyond its standard form. You may select one advanced Predator Style from the list below. After the initial purchase, you may buy additional styles for 100 CP each.

Critical Release Type – Divine Relish

This style has an extremely long charge time compared to others. However, a single successful devour immediately places you into an enhance Burst Mode. Its charged attack manifests as a massive wolf's maw and deals increased damage when striking weak points.

Rejuvenating Support Type – Orca

After a successful devour, Oracle energy is released in a healing cloud that restores nearby allies for a short duration. The healing effect does not apply to you.

Driving Surge Type – Bändiger

Upon releasing the charge, you surge forward a great distance. While charging, you gain super armor, preventing interruption from knockback or enemy attacks. This allows you to devour even aggressive foes safely.

Type One – Elemental Devour

Your Devour Attack gains an elemental attribute upon success, enhancing your attacks with that element. This option may be purchased multiple times, each time adding a different elemental variant.

Critical Link Type – Golden Relish

This style has an extremely long charge time, but upon a successful devour it maximizes the Burst Levels of your allies. However, activating it completely drains your stamina.

Oracle Regeneration [400 CP]

Your Oracle Cells regenerate at an accelerated rate. For those who specialize in ranged God Arcs, this ensures you rarely run out of Oracle bullets in extended engagements. Ammunition replenishes far faster than normal, keeping sustained fire viable in prolonged battles.

In future worlds, this regeneration adapts to any ammunition-based weapon system you personally wield, allowing you to gradually regenerate compatible ammo over time so long as it is tied to your own internal energy, biology, or equipment.

Aragami Hunter [400 CP]

You are a seasoned veteran among God Eaters. You have memorized the attack patterns of every Aragami known in this world. You instinctively recognize their behavioral tells, elemental weaknesses, preferred combat ranges, and material drops. In battle, this knowledge allows you to anticipate attacks, exploit weaknesses efficiently, and plan engagements with precision. In future worlds this knowledge will update to any one type of monster that exists in that world.

Artificial Pure Blood [600 CP]

You are something extraordinary. Either you were created as one of the first human blueprints for the God Eater project—similar to Soma Schicksal—or you are the natural-born child of a God Eater, like Nana Kozuki.

Regardless of origin, your compatibility with the P73 Bias Factor is exceptionally high. Even before receiving standard God Eater enhancements, your body was already beyond human limits.

Your physical strength, speed, reflexes, and endurance are naturally superhuman. You also possess an advanced regenerative factor, allowing you to heal severe wounds and scars within seconds. Furthermore, every ability you purchase in this Jump related to the abilities as a God Eater physiology is significantly enhanced. Your Devour is stronger, your Burst more potent, your regeneration faster, and your overall combat performance superior. Also if anyone studies you they can easily reverse engineer to create God Eaters.

You stand at the absolute peak of your generation—a God Eater among God Eaters.

Sentient God Eater [600 CP]

Your God Arc awakens. It gains full sentience and may, at will, manifest as a human form with the abilities of an average God Eater—similar to Ren, the human manifestation tied to Lindow Amamiya. In this humanoid state, your God Arc can fight alongside you independently while still retaining its nature as a living weapon.

Your God Arc is completely loyal to you. It will always prioritize your survival, cannot be stolen, and cannot be wielded by anyone except you and those you explicitly trust. In future worlds, once per Jump, you may grant sentience to one weapon or object you own. That item may also gain a humanoid form and act independently, though it remains loyal to you.



Second Generation God Eater:

Quick Switch [100 CP]

As a Second Generation God Eater or higher, you wield a God Arc capable of both melee and ranged modes. you can switch between modes instantly and flawlessly.

In future worlds, this applies to any weapon you wield that has multiple modes or forms. Transformations, configuration shifts, and alternate states will always function reliably and without error.

Blood Power [100 CP]

You awaken as a member of Blood—one of the elite God Eater units in this world. Choose one Blood Power from the list below. This Perk may be purchased multiple times at full cost, each time granting an additional Blood Power.

Intuit

You can sense nearby enemies and instinctively gauge how much vitality they possess, including how close they are to the core extraction phase.

Inspire

You enhance the combat effectiveness of nearby allies, increasing their overall fighting capability while they battle alongside you.

Control

You can transfer active buffs from one ally to another, redistributing enhancements as needed during combat.

Heart

When fighting you, enemies suffer severe impairment to their vision and hearing, reducing their battlefield awareness.

Kindness

Once per day, incapacitated allies near you may partially recover instead of remaining downed. They will still require medical treatment afterward, but they will not immediately fall in battle.

Blood Rage [200 CP]

You unlock Blood Rage, a powerful counterpart to standard Burst Mode. Unlike Burst Mode, Blood Rage lasts only 30 seconds, but it is four times more effective at enhancing your combat performance. While active, it greatly amplifies your physical abilities and grants a powerful random bonus, such as increased attack power, accelerated healing, stamina recovery, improved durability, or enhanced post-battle rewards.

You may activate both Burst Mode and Blood Rage simultaneously. However, Blood Rage requires a pledge before battle. Prior to engaging an Aragami or boss-level monster, you must declare a specific combat condition—such as breaking a body part, inflicting a status ailment, or dealing a certain type of elemental damage. Only after fulfilling this pledge will Blood Rage activate. You may pledge against only one target per encounter. But can blood rage multiple times per encounter.

Immunity to Disease [200 CP]

Having awakened to your blood abilities, your body is fortified against corruption. You are completely immune to the Black Plague that spreads across the land, as well as all diseases native to this world. Your enhanced biology prevents infection taking hold. In future worlds, this immunity extends to all natural and supernatural diseases, plagues, and similar afflictions.

Evolution Arms Race [400 CP]

Just when humanity believed it could one day defeat the Aragami, a new and terrifying variant appeared—the Psion Aragami. These Psion-class Aragami possess psychic abilities that allow them to control the Oracle Cells of other Aragami. Since God Arcs are essentially living Aragami weapons, Psion interference can render ordinary God Eaters helpless. But not you.

No matter what ability is used against you, your capability to wield your God Arc can never be negated, suppressed, jammed, or overridden. External control, psychic interference, corruption, or similar effects will never disable your compatibility or mastery over your weapon.

In future worlds, this protection extends to any bonded, biological, or soul-linked weapon system you wield.

Blood Bullets [400 CP]

You gain the ability to design and construct custom Oracle bullet configurations for your God Arc. You may freely combine effects to create specialized ammunition. The more powerful or complex the bullet, the greater the Oracle Cell cost and preparation time required.

Below are available modifications:

Attack Modifiers

- ***Pierce Bullet*** — Travels through a target and can strike enemies behind it once.
- ***Homing Bullet*** — Gains omni-directional homing capability.
- ***Multi-Hit Bullet*** — Deals damage multiple times as it passes through body parts (base power reduced to 66%).
- ***Split Bullet*** — Divides into three bullets of equal power. Additional splits (in increments of three) increase Oracle cost.
- ***Chain Replication Bullet*** — Bounces between Aragami up to five times before dissipating.
- ***Absorb Bullet*** — Instead of dealing direct physical damage, absorbs Oracle Cells or energy. In future worlds, this adapts to absorb compatible energy systems.
- ***Flinch Bullet*** — Increases the likelihood of staggering enemies.
- ***Effective Bullet*** — Always deals highly effective damage regardless of where it strikes.
- ***Long-Range Bullet*** — Becomes more powerful the farther it travels.

Debuff & Utility Modifiers

- ***Defense Down Bullet*** — Reduces an Aragami's defense to 80% of normal.
- ***Friendly Fire Bullet*** — Passes harmlessly through allies.
- ***Cancel Bullet*** — Cancels incoming projectile attacks upon impact.
- ***Homing Target Bullet*** — Marks a specific enemy part, causing non-homing bullets fired afterward to gravitate toward that marked area.

Recovery Bullets

- ***Healing Bullet*** — Restores ally health instead of dealing damage.
- ***Status Heal Bullet*** — Removes status ailments in addition to restoring health.

In future worlds, these bullet construction principles may be adapted to any firearm-type weapon you wield, allowing you to create custom ammunition using the local energy system.

Perfect Compatibility [600 CP]

Among the warriors of God Eater, it is a well-known and deadly truth: a God Arc rejects any wielder who is not its chosen partner. Should another attempt to use it, the Oracle Cells within the weapon will begin devouring the offender from within. You are the anomaly.

In this world, you may wield any God Arc without rejection or harm. You may even dual-wield God Arcs, an unheard-of feat that defies the biological and technological limits imposed upon other God Eaters.

This unnatural harmony extends beyond this setting. In future worlds, you possess perfect compatibility with any weapon, armor, or item, regardless of genetic locks, spiritual bonds, ownership restrictions, or exclusive attunements all accept you without backlash.

Furthermore, you may bypass limitations that normally restrict individuals to wielding only one primary weapon at a time, allowing seamless multi-weapon mastery without penalty.



Blood Arts [600 CP]

You have awakened Blood Arts—one of the most powerful abilities a God Eater can achieve. All of your normal attacks are significantly enhanced. Your strikes hit harder and carry far greater efficiency than standard techniques. You may freely alter and combine fighting styles, blending techniques across weapon types to create your own unique combat system. Your style no longer suffers from the typical weaknesses of improvised or self-taught methods.

You have mastered the use of every melee God Arc weapon available in this world. If you possess the Melee Specialization Perk for a specific weapon you may teach your personalized combat style to other God Eaters or students in future worlds for that weapon. While they will not receive the raw enhancement boost granted by your Blood Arts, they can learn and replicate the structure and techniques of your refined fighting system.



Adaptive God Eater (AGE):

Human Treatment [100 CP]

Unfortunately, AGE are often treated as lesser than ordinary humans—viewed as expendable assets rather than people.

But not you. No matter the organization, branch, or port you operate under, you are treated with the same baseline respect and recognition as a normal human being. You are not seen as property, a commodity, or disposable labor. Authority figures and peers alike acknowledge, unless you personally act in a way that justifies losing that respect.

Authorized Ash Density Level: 5 [100 CP]

AGE are vital to humanity's survival because they can endure the Ashlands—corrosive environments deadly to most life. You are fully immune to the constant erosion and corruption caused by the Ashlands. Ash density, environmental decay, and related exposure will not harm or degrade you.

In future worlds, this immunity extends to environmental corruption of similar nature—whether it be toxic wastelands, miasma-filled regions, cursed lands, or other forms of area-based decay. You remain unaffected by passive environmental corruption effects.

Engage [200 CP]

You can activate Engage, a resonance phenomenon that occurs between Adaptive God Eaters, other God Eaters and in other worlds any allies you fight with. When you fight alongside another compatible ally in close proximity, your mutual resonance gradually builds. After approximately three minutes of coordinated combat, once resonance reaches its peak, Engage may be activated. While Engage is active, you and your linked ally share key characteristics. Passive skills, minor traits, and active buffs are mutually shared between you for the duration. Once activated, Engage remains active for the rest of the day, provided both participants remain alive and conscious. Engage will only work between you and one ally at a time.

Burst Arts [200 CP]

Burst Arts are specialized techniques that activate whenever you enter any form of Burst Mode, including Blood Rage.

Whenever Burst Mode is active, your combo finishers evolve into powerful enhanced attacks. Your final strikes in a combo chain become dramatically stronger, capable of generating shockwaves, large-area slashes, or ranged energy projections formed from the force of your physical attacks. These finishers scale with your overall strength and combat ability, ensuring they remain relevant even as you grow stronger in future worlds.

Acceleration Trigger [400 CP]

A refined variant of Blood Rage. Instead of making pledges against a specific enemy, you must fulfill certain combat conditions to activate an Acceleration Trigger. Once activated, your Oracle Cells surge with energy, empowering your body and weapon in a stabilized Burst-like state that lasts for 3 minutes .

You gain two Acceleration Triggers for free upon purchase. Additional Triggers may be purchased for 100 CP each. Each Trigger has its own activation requirement and unique effect.

Paladin

Effect: Your melee attacks restore a portion of your HP. Activation: Heal yourself four times in melee combat.

Survivor

Effect: You can withstand killing blows while your HP is above 51%, preventing fatal damage once. Activation: Successfully guard three lethal-level attacks.

Valkyrie

Effect: You emit an aura that heals you and nearby allies while granting a defensive boost. Activation: Heal allies four times.

Prototype

Effect: Increases melee attack speed by 10%. Activation: Perform a 20-hit ground combo.

Innocent

Effect: Your melee attacks ignore 10% of an Aragami's defense. Activation: Perform a ground combo finisher five times.

Marksman

Effect: Increases gun attack power by 15%. Activation: Maintain gun form continuously for 20 seconds.

Explorer

Effect: Increases the power of all your Burst forms by 25% except for Acceleration Triggers . Activation: Perform four Devour Attacks while in any Burst state.

Backup

Effect: Healing Bullets and restorative skills also grant a 20% defense boost. Activation: Restore allies multiple times within a single encounter.

Slayer

Effect: One random Aragami ability is temporarily applied to your melee attacks that you were devouring . Activation: Devour the same enemy three times in one encounter.

Aragami Biology [400 CP]

Your body leans closer to Aragami than to ordinary God Eaters. Your Oracle Cells have mutated in a way that grants you additional biological advantages. Your digestive system functions as a biological furnace. You can safely consume and break down nearly anything—metal, toxic waste, contaminated materials, even inorganic matter—without trouble . This grants you complete immunity to poisons, toxins, and the harmful effects of withdrawal or overdose.

Furthermore, consuming hazardous or non-traditional “food” allows you to recover from fatigue and physical injuries at twice your normal natural healing rate. In addition, you can coat your normal God Arc attacks with either poison or one elemental attribute of your choice. This enhancement applies seamlessly in combat. In future worlds, this coating ability extends to any weapon you personally wield.

Harvester [600 CP]

AGE stands among humanity's greatest weapons against the Ash Aragami and the spread of the wastelands. And because of this they are sent to harvesting material more than other types of god eater.

And because of this, whenever you slay and harvest materials from an Aragami or any other monster, your yield dramatically increases. You obtain three to four times the materials that a normal God Eater would receive from the same target. In addition, the probability of rare material drops is significantly increased for you.

Beyond quantity, quality also improves. Any materials you harvest are of superior grade, and when used to craft equipment, ammunition, or God Arcs, the resulting items are naturally of higher quality and performance than standard creations.

Devil of the Chrysanthemum [600 CP]

Even among Adaptive God Eaters, you stand at the very top. Fate itself seems to favor you. You possess a subtle form of plot armor that shields you from disastrous situations you did not personally cause.

Your growth rate is extraordinary. Within only a few years on the battlefield, your skill and power will surpass the average AGE by a significant margin. You learn faster, adapt quicker, and improve at a pace that sets you apart as an elite warrior.

In addition, you naturally inspire a heroic reputation. People see you as a defender and symbol of hope. Civilians admire you, allies respect you, and organizations are eager to assign you high-profile hunts and important missions. So you are never without a job to do.



Other Personnel:

Operator [100 CP]

You serve as part of the support division behind the God Eaters.

You are skilled in mission coordination. You can assign mission efficiently, organize squad roles to fit operational needs.

You are also capable of managing communications between different Fenrir branches, maintaining clear information flow across the network. In addition, you handle database oversight, ensuring mission data, Aragami records, and logistical details remain accurate and organized. Even if you are not on the front lines, you are the reason those on the field succeed.

Smile [100 CP]

Sometimes, morale is just as important as strategy. You have a reassuring and uplifting presence. A simple smile from you can ease tension, calm nerves, and steady anxious hearts before or after a difficult mission. Your positivity helps prevent stress from spiraling out of control, keeping your team mentally prepared for what lies ahead.

Aragami Research [200 CP]

You are part of the R&D department, specializing in the study of Aragami.

Through extensive research, you have become an expert in their biology, behavior, and evolution. You understand how to safely contain them, analyze their cores, and extract useful data from their remains.

You also possess technical knowledge regarding the creation and refinement of God Eaters and the development of God Arcs.

In future worlds, this expertise forms a strong foundation for studying other types of monsters or supernatural creatures. You can research their biology, identify weaknesses, and even develop specialized tools or weapons designed specifically to hunt them in human form.

Merchant [200 CP]

You are a skilled supplier and trader. You know how to acquire the items God Eaters need for their missions—whether it's materials, ammunition components, medical supplies, or rare crafting resources. You are also adept at balancing prices. You keep costs low enough to support frontline fighters without bankrupting them, while still maintaining a healthy and sustainable profit for yourself.

Idol [400 CP]

You are a diva comparable to Yuno Ashihara. You possess a beautiful singing voice and exceptional stage presence. Your performances captivate audiences effortlessly—those who hear you sing are deeply moved and often fall in love with your artistry.

But your voice carries more than emotional power. When you sing, you can temporarily halt the corruption of God Eaters who are at risk of transforming into Aragami. Your songs can stabilize their minds, calm berserk states, and even allow you to enter their mindscape to help them regain control.

In future worlds, Your songs can calm berserk transformations, soothe unstable supernatural states, and allow you to enter or influence a person's mental or spiritual landscape for the purpose of restoration and stabilization.

God Arc Maintenance Crew [400 CP]

Like Licca Kusunoki, you are a master technician within the God Arc maintenance division. You can create, repair, and upgrade God Arcs with expert precision. This includes forging melee weapons, ranged weapons, shields, and Devour components. You are capable of fixing damaged God Arcs, increasing the rank of specific components, and integrating individual skills into them to enhance performance.

Your crafted God Arcs are known for their reliability and efficiency. Equipment made or maintained by you consistently performs at a higher standard than average, reflecting your craftsmanship and technical expertise. In future Worlds your God Arcs will lose their proficient requirements so that they won't eat the user you have decided to build for and can be made by other organic material.

Project Maker [600 CP]

You are a visionary architect of salvation. You possess the intelligence, foresight, and strategic planning ability required to design massive, civilization-saving projects in a post-apocalyptic world. You can draft workable blueprints for megastructures, secure funding and materials, organize manpower, and anticipate flaws or negative side effects before they render a project obsolete.

You instinctively identify logistical weaknesses and implement countermeasures to prevent failure, sabotage, or oversight. Your large-scale undertakings are built to endure. You begin with three fully conceptualized projects that you may initiate without major systemic resistance:

Project Ark

You can construct a massive spacefaring vessel that doubles as an artificial island. It is capable of traveling between Earth and the Moon and can sustain human life for several hundred years. It requires no conventional refueling, as it incorporates Aragami-derived components capable of generating near-limitless energy.

Project God Arc Soldier

You can establish factories that produce mechanical God Eaters—autonomous combat units equipped with their own God Arcs. These artificial soldiers are just as effective at hunting Aragami as standard God Eaters and significantly reduce the burden on human forces.

Project Odin

You have the capability to construct a colossal anti-Aragami biomechanical weapon modeled after a sauropod-class entity. This giant war machine is designed to combat Ash Aragami directly and push back the Ashlands, reclaiming corrupted territory and returning it to human control.

Divider System [600 CP]

You are part of a specialized cadre known as Dividers—newly placed personnel within Fenrir whose purpose is to strengthen God Eaters and optimize combat tactics. You are linked directly to a God Eater through the Divider System.

This connection grants you the following capabilities at the beginning, you will gain more with time and practice :

Enhance Enemy Status Effects:

You can increase abnormal statuses in Aragami, such as debuffs or weaknesses, making them more vulnerable.

Suppress Beneficial Mutations:

You can reduce the chance of Aragami manifesting advantageous mutations or abilities mid-battle.

Copy and Maintain God Arc Components:

You can generate replicas of God Arc parts or assist in stabilizing their function.

Boost God Eater Physiology:

You can temporarily enhance the physical attributes and performance of the linked God Eater.

Normally, using the Divider System places immense mental strain on the operator, potentially leading to memory loss. Because of your buying this at a premium, you do not suffer these effects. However, the system can still only be activated once per day to prevent overstrain.

In future worlds, you may extend this capability to link with any living weapon, enabling you to enhance other extraordinary fighters or sentient arms in the same way.

Items:

Items that belong to your chosen Origin are discounted. Any 100 CP items from your Origin are free. Also here you can freely import any items of similar origins for free.

General:

God Arc [Free]

You are issued a God Arc based on your chosen origin.

- First Generation and other standard personnel origins:
 1. You receive an older-type God Arc. You must choose whether it is either a melee-type or a gun-type weapon.
 2. If you choose melee, select one melee weapon form available in the series.
 3. If you choose gun, select one ranged weapon form available in the series.
 4. You also select one compatible shield type.
- Second Generation and AGE origins:
 1. You receive a more advanced God Arc capable of both melee and ranged forms.
 2. Choose one melee weapon type.
 3. Choose one gun type.
 4. Choose one shield type.

Your God Arc is fully compatible with you and functions at standard operational capacity for your generation.

If you choose Melee, select one of the following: Short Blade, Long Blade, Buster Blade, Boost Hammer, Charge Spear, Variant Scythe, Biting Edge, and Heavy Moon

If you choose Ranged, select one of the following: Sniper Gun, Assault Gun, Blast Gun, and Shotgun

For shield choose from Buckler Shield, Shield and Tower shield.

Second God Arc [300 CP/Discount With Perfect Compatibility]

You possess a second God Arc—an unusual privilege, as most God Eaters are assigned only one. This additional God Arc follows the same selection rules as described above, based on its generation type. It functions independently from your primary God Arc and can be customized within the same limitations regarding weapon forms and shield types.

Starter Kit [100 CP]

You now possess a complete set of all basic God Arc weapon types and shield variants stored within your personal inventory. This includes every standard melee form, every standard gun configuration, and each shield type available at entry level. This collection is ideal for experimentation, allowing you to test different combat styles and determine which weapon configurations best suit your fighting approach in this world.

Fashionable Clothes [Free]

You have an exceptional set of clothes of your choosing suited to the God Eater world. Your clothing is both practical and aesthetically impressive. No matter how much skin is exposed, your outfit regulates temperature effectively, keeping you warm in harsh climates and comfortable in extreme conditions. You will always look battle-ready—and effortlessly stylish—while doing so.



First Generation God Eater

Basic Consumable List [100 CP]

You maintain a reliable stockpile of standard field consumables commonly used during Aragami hunts. These items include healing elixirs, recovery pills, stun grenades, traps, and other essential support tools a God Eater would typically rely on in combat. All consumables automatically replenish on a daily basis, ensuring you never run out during extended operations or repeated deployments.

Aragami Wikipedia [200 CP]

You possess a complete and continuously updating database covering every known Aragami species—past, present, and projected future variants within this timeline.

The database provides detailed information on biology, weaknesses, resistances, mutation tendencies, habitats, and combat behavior. While projections about the far future are not perfectly accurate, they are reliable enough for strategic preparation.

In future worlds, this database automatically updates to include any newly encountered hostile creatures or equivalent lifeforms, maintaining the same depth and clarity of information.

Fenrir Branch Himalaya [400 CP]

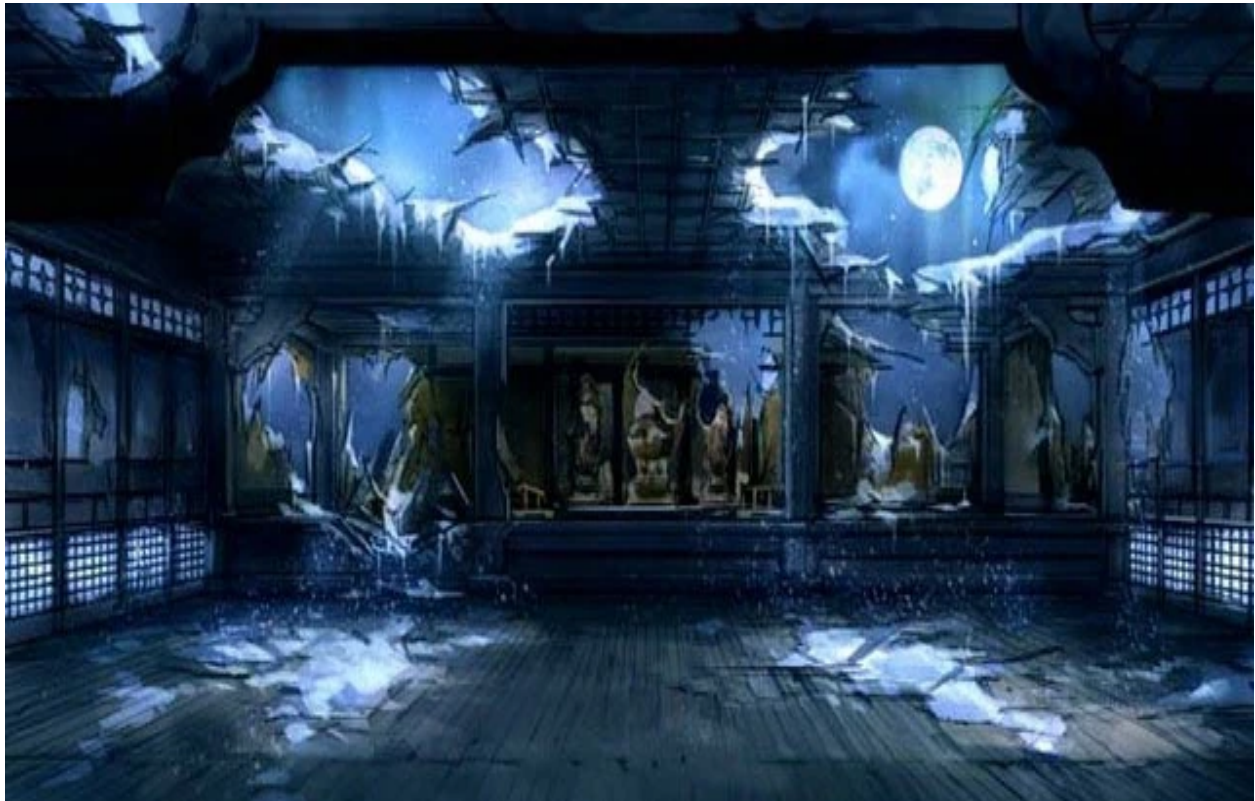
Welcome to the Himalayan Branch of Fenrir. The former branch director fled like a coward, abandoning his post in humanity's darkest hour. Because of that disgrace, you have stepped in as the new acting director.

Under your authority are 100 active First Generation God Eaters, fully operational and awaiting orders. The branch itself includes a complete research laboratory capable of experimenting on captured Aragami, developing countermeasures, upgrading weapon systems, and pushing the boundaries of God Arc technology.

Aegis Island [600 CP]

You now possess the half-completed remains of Project Ark, once overseen by Johannes von Schicksal. The project did not collapse due to technical failure. It was sabotaged by the reckless and rogue ambitions of its former leader. The structure itself remains sound.

All that remains is for you to finish it. When completed, Aegis Island can either function as a spacefaring craft capable of leaving Earth or operate as a fully self-sustaining super-ship that endlessly circles the globe. It can permanently support a population of around 2,000 people and requires no conventional refueling thanks to advanced Aragami-derived energy systems.



Second Generation God Eater:

Blood Uniform [100 CP]

You receive the official uniform of Blood, the elite special forces unit of Fenrir created by Dr. Rachel Claudiu. Whenever you wear this uniform, others immediately recognize you as an elite operative. Soldiers, staff, and civilians alike treat you with the respect and authority associated with high-ranking combat personnel. In future worlds, this uniform adapts symbolically to the setting, marking you as an elite member of whatever organization or power structure is most relevant, granting similar recognition and status.

Orphanage [200 CP]

You now own and oversee an orphanage that shelters children displaced by the harsh realities of this world. For reasons not fully understood, many children housed here possess natural compatibility with becoming God Eaters. The orphanage provides a safe environment where they may grow, train, and develop their potential under proper care.

In future worlds, the orphanage continues to attract children compatible with that setting's primary power system or supernatural structure, ensuring a steady generation of individuals capable of learning and wielding the world's common abilities.

Cradle [400 CP]

You now command a mobile fortress once belonging to the Cradle organization. This massive moving stronghold allows you and a full squad of God Eaters to travel across the globe with ease. It can traverse virtually any terrain—mountains, deserts, ruined cities, ashlands, frozen wastelands, and unstable environments—without significant slowdown.

The fortress is capable of crossing from one side of Europe to the other in approximately twelve days, maintaining steady and reliable travel speed regardless of hostile conditions. Inside, it contains full barracks, medical facilities, maintenance bays, and smithing areas. Everything needed to keep God Eaters combat-ready is present, allowing operations to continue no matter where in the world you deploy.

God Arc Soldier Factory [600 CP]

You now possess the former God Arc Soldier production facility once owned by Rachel Claudius.

The factory is currently inactive, requiring fuel, repairs, and reactivation procedures. Once restored, it can resume production of advanced artificial soldiers. These units are top-tier Deus Ex Machina–class artificial combatants: hybrids of Oracle Cells and machinery. They can be remotely directed in combat or manually piloted when necessary.

At baseline operational capacity, the factory can produce up to 25 humanoid units simultaneously. Production is currently limited to the standard humanoid model. Manufacturing larger-scale variants, such as the Zero-type configuration, will require additional preparation time, research, and facility upgrades.



Adaptive God Eater (AGE):

Private Room [100 CP]

While most AGE are forced to share cramped facility quarters with five to twelve others, you are granted your own private room.

This personal space is entirely yours. After every mission, the room automatically cleans and restores itself the moment you enter. Dirt, blood, dust, and battlefield residue are removed instantly, leaving behind a calm and comfortable environment.

Deluxe Food [200 CP]

Most AGE are given bland, low-quality rations meant only to sustain them.

Not your. You receive high-quality, delicious rations that taste like any favorite food you desire. Each meal can vary in flavor and presentation to prevent boredom, ensuring you never grow tired of eating the same thing.

Beyond taste, these rations are more nutritious than standard AGE provisions, promoting better recovery, stamina, and overall health.

AGE Aptitude Test Chamber [400 CP]

You now possess a specialized AGE Aptitude Testing and Conversion Chamber. Unlike standard facilities, this chamber has an extraordinarily high success rate in creating AGE, reaching approximately 99.9% compatibility among viable human candidates. The conversion process is stable, controlled, and optimized to minimize failure. With humanity struggling to survive the Ashlands, this chamber becomes a critical asset in reinforcing the front lines.

Port: XXX [600 CP]

You possess a massive subterranean stronghold known as a Port.

This city is entirely underground, shielded by multiple layers of heavy anti Aragami armor plating and advanced environmental filtration systems. From the surface, only a single heavily fortified gate reveals its presence.

The Port comes pre-staffed with a minimal but competent logistics and maintenance crew. It contains underground housing sectors, hydroponic agricultural systems, research laboratories, storage facilities, and defensive infrastructure sufficient to support a stable and growing population center.



Other Personnel:

Open Desk [100 CP]

You now operate an official operations desk equipped with a dedicated mission terminal. From this command station, you can access, manage, and distribute mission data to your God Eaters with ease. The system provides clear deployment details, threat assessments, target information, terrain reports, and logistical requirements.

Your God Eaters will always have properly prepared missions available, ensuring they remain active, organized, and strategically deployed rather than operating blindly.

Traveling Merchants [200 CP]

Wherever your base of operations is located, traveling merchants will consistently appear within the area.

These merchants always have permission to enter your territory and conduct business. They reliably stock materials, supplies, and equipment components your God Eaters may need to successfully complete their missions.

Although their shops may appear modest or simple, the quality of their goods is consistently dependable. Materials purchased from them are guaranteed to meet proper standards and will not fail due to hidden defects. No matter how isolated your location may be, supply lines will never truly dry up.

God Eater Forge [400 CP]

You now own a fully operational forge used by God Eater maintenance crews to create and service God Arcs of any generation. This forge contains the specialized materials and tools required to manufacture God Arcs from scratch. It allows you to construct new units, repair damaged ones, replace broken components, and enhance core systems such as shields and devour mechanisms.

Upgrades performed here can improve performance, durability, and overall combat efficiency. However, all enhancements require proper materials and sufficient time to complete. Advanced modifications are not instantaneous and must be engineered carefully.

In future worlds, this forge adapts to local power systems and can be used to craft or enhance other living weapons similar in nature to God Arcs.

Anti-Aragami Weapon: Odin [600 CP]

Once sealed away due to incomplete development, Odin has now been unsealed under your authority.

Odin is a towering mechanized titan—a colossal God Arc system built on a multi-core architecture that synchronizes directly with your neural patterns upon activation. Once linked, it channels your God Eater abilities through its immense frame, amplifying your combat potential.

Through Odin, your devouring capability, weapon proficiency, and God Eater enhancements are projected outward as large-scale destructive force capable of combating Ash Aragami with ease and reclaiming wastelands.

However, Odin still suffers from a significant limitation: its energy reserves are low. In its current state, it can only operate at full capacity for roughly one hour per day. This flaw can be addressed through upgrades, research, and improved power systems over time.

In future worlds, Odin can channel and project power from any other perk or ability you possess, converting them into large-scale weaponized output.



Companions

My Old Team 50

You may create or import companions this jump, for 50 CP each, or 8 for 300CP. you can only import 8 companions here. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200

My New Team 50

Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions. You may buy this multiple times.



Drawbacks

Supplement [+0]:

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Fickle Fate [+100CP]

You might find yourself at the mercy of fate, with events turning against you in the most unexpected ways. Whether it's a sudden change in fortune, an unexpected betrayal, or a catastrophic failure in the middle of a plan, things often seem to spiral out of control at crucial moments. Your attempts to predict or manipulate outcomes often end in chaos, and even the most straightforward tasks can quickly become far more complicated than anticipated.

Weight of Legacy[+100CP]

No matter how much you succeed, you will constantly feel the pressure of your predecessors' deeds and the shadows of those who came before you. This weight can be paralyzing, causing you to second-guess your every move or feel obligated to repeat history. The constant pull of the past limits your freedom and makes you a mere puppet to the legacy of your faction, trapped in a cycle of repetition where your true self can hardly be found.

Itchy Clothing [+100 CP]

Your clothes are now extremely itchy and give you a rash whenever you wear them. Because of this, you will need to make special clothing from Aragami Oracle Cells. Additionally, your clothes will need to be remade every month.

Time Extender [+100CP]:

You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Burnout [+200CP]

The constant use of your God Arcs powers comes at a great cost to your energy reserves. While initially invigorating, over time, the toll on your body and mind becomes overwhelming. You may experience periods of extreme exhaustion, loss of motivation, or complete mental and physical burnout. The more you push

yourself to use your powers or further your faction's goals, the harder it becomes to maintain even a semblance of stability. Your performance drops during these episodes, and it becomes harder to recover from each successive burnout.

Friendly Fire Magnet [+200 CP]

For some reason, whenever you are on the battlefield around 75% of your allies' attacks will hit you instead. You will also always have at least one teammate fighting alongside you on the field.

Chronic Instability[+200CP]

While your God Arcs you incredible power, it also makes your very existence unstable. Your mind and body often experience unpredictable fluctuations that render you unreliable. You might find yourself suddenly weakened, physically or mentally, without explanation, or even suffer from dangerous mood swings. This instability makes it difficult to maintain consistency in your abilities, and it's hard to know when you'll be able to perform at your best. You are often haunted by the idea that at any moment, everything could come crashing down—your abilities, your health, your stability.

Physical Deterioration[+200CP]

While your abilities might provide immense power, they come at a great cost to your physical health. Whether it's the constant strain of controlling intense forces or the wear-and-tear from engaging in brutal combat, your body suffers from chronic pain, stiffness, and fatigue. Your movements are slower, and you find it more difficult to recover after exertion, making long-term battles or strenuous tasks significantly harder to endure. Over time, you may begin to feel the effects more intensely, eventually causing your body to become a fragile shell of its former self.

Isolation of the Strong [+300CP]

As your abilities grow, so too does the gap between you and those around you. People find it difficult to relate to you, and the very strength that has helped you rise to power becomes the thing that pushes others away. You may find it harder to form lasting bonds or keep allies who once stood by your side. Your faction, though powerful, may only add to this isolation, as you're expected to take on more and more responsibility, leaving less time for personal connections or free time. In the end, you might find yourself at the top of a mountain of power, but with no one to share it with.

Hunger for Cores [+300 CP]

The Oracle Cells in your body have drastically increased your appetite. In fact, the only way to satisfy your hunger is to hunt the most powerful Aragami and consume their cores. You will need to eat multiple cores every month to sustain yourself. If you fail to consume at least five cores within a week, you will die.

Unending Vulnerability[+300CP]

Your enemies, both within and outside of your faction, begin to target you more directly. Assassins, traitors, and even rogue factions will seek to exploit your weaknesses, turning even minor flaws into life-threatening threats. You will never truly feel safe, always looking over your shoulder as those around you plot your downfall. Your survival becomes less about your strength and more about your ability to stay one step ahead.

Unstable Power[+300CP]

The abilities you wield are volatile and unpredictable, often leading to unintended consequences. Burt mode might backfire, physical abilities might overextend, or your mind could slip into an uncontrollable frenzy. This instability leads to unpredictable bursts of uncontrollable energy, leaving you vulnerable or harming allies in the process. It becomes a game of constant caution, as every action carries the risk of catastrophic failure.

Endless Conflict [+400CP]

Your life becomes one of endless battle, and even moments of victory are fleeting. You might win a skirmish, but another threat is already looming. This constant state of warfare chips away at your peace of mind, and the lack of respite wears you down mentally and emotionally. There is no peace—only the never-ending grind of conflict.

No Outside Power [+400CP]

All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Aragami [+600CP]

Your body has now been heavily mutated by the oracles cells, turning you into a mindless Beast. Covered in grotesque growths and lacking much intelligence, you will act like a beast for the entire jump.

Sealed Away [+600 CP]

It seems you're facing a challenging situation where you're confined to one location due to the other factions , and your usual perks and abilities from outside this scenario are inaccessible. However, you're not alone in this predicament, and your companions and followers can provide support and assistance as you work together to find a solution and break free from these constraints


Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. This jump is not meant to replace any jumps especially  God Eater.pdf I just wanted to give an updated version.
2. <https://godeater.fandom.com/> is the website I used mostly to double check my findings here.
3. Most of the information I pull out here are based on the main title games, The MMO and the Gacha games.
4. There will be in the future a jump Focusing in the Aragami as there is a lot more information there.
5. Also for those who see some errors on this jump please forgive as it has been years since I played these games.
6. I will say it's a shame that Code vein and God Eater no longer share a universe. As one day after I play Code vein 2 I will make a jump over it plus some potential scenarios stay tune.