The Darkest Tome: Darker & Darker Part 2

Originally by u/Zookdook1 (The Darkest Tome)
But unofficially by u/Tj20931 (Darker & Darker)

Explanation

Because I somehow made it to the character limit in the original Darker & Darker Google Document. I've made this document to contain the rest of the perks from each chapter. The Jumps for each perk will be listed in the original Darker & Darker Indexes. I'd rather not make a separate Index for the Jumps that are included in the original documents Indexes. Again if any of the pricing seems off or overpriced, feel free to use their original pricings I've included in the Editor's Notes under each perk that had a pricing change.

As a reminder, the Tome is divided into Chapters; each Chapter is focused on a role that assists the overall purpose of the Tome. These are, in order:

Rites and Rituals, which grants access to summoning systems, methods of capture, and the inclusion of esoteric elements to introducing unknown entities upon the world.

Surgery of the Self, which contains methods to create servants from yourself instead of by summoning that are still thematically appropriate for the Tome, and other general summoning options that are not done via rite.

Production of the Servient, which holds methods to produce creatures using your own capabilities, includes building them, powers which create them, or pre-built beings.

Infernal Boons, which offers options to buff and enhance summoned entities.

Protective Techniques, which supplies ways to protect a summoner from their servants and rituals, including methods to control and bind, or to counteract corruption. As well as protective and cautionary measures outside of your servants to be.

Dark Secrets, which provides relevant personal abilities that don't fit into other Chapters but are still thematically appropriate for the Tome.

Wells of Power, which includes sources of usable energy sources, though most are in the Freebies section. As well as improvements and increases to power, reserves, and more.

Eldritch Blessings, which cause mutations and change in form be it temporary, togglable, or permanent. This also includes things *planted* or *implanted* into or onto your being.

Forbidden Arts, which passes down a plethora of knowledge and skill sets that can aid you in your studies and pursuits.

Devilish Commerce, which teaches the ways of deal-making & contracting, along with other social and economic aspects included in the Tome.

Cursed Catalysts, which gives a multitude of reagents, items, and more for many dark purposes.

Malevolent Estates, which bequeaths various properties from lands and buildings, to large monuments and dimensions for whatever use they may grant thee.

Most of the perks and everything else like more information on the Tome itself can be found in the original The Darkest Tome: Darker & Darker Document.

Tome Perks

Never Trust the Hand That Feeds [?CP*, Optional] (The Darkest Tome: D&D)

A drawback selection perk that will give additional starting CP depending on what drawback the Author decides to place upon the wielder of the Tome. As the Tome is supposed to cause some morally questionable choices for its reader, this is a way to bring forth difficulty rather than simply possessing whatever the Tome grants thee. Though in actuality, this is just to torment whoever has the Tome more they'll most likely will be in the future. Alternatively you can simply take these as interesting narrative ideas.

> **[Dark Spark] (+50CP)**: How a person receives perks is always different between users. The Celestial Forge, Grimoire, Menagerie and more have many ways of communing this. But relatively are the same having to do with stars, feeling their weight, their power, the majesticness behind each one as they feed power into them to acquire the constellations in the beautiful sky within themselves. The Darkest Tome however is another story. A person who wields the Tome will most likely not feel the bewilderedness of none, and instead something darker. Something perverse, bitter, unnerving, while for others the stars glisten in their mind, for those with the tome, it drops right into their gut abruptly. But as the Tome connects to the dark spark, it will *feel* uncomfortable, the more powerful dark the more easily putrid and guilt rotten it feels to even bare such a thing in your existence. Shame and regret may appear, while physical notifiers like a nose bleed or other orifices bleeding may occur. While it can be easily powered through, I do hope you receive a perk that holds in the sheer malice and corruption that the most highest priced of perks bring to your very being. Do you have a good poker face?
>
> **[Book With a Face] (+100CP)**: It's always nice to have someone to rely on, hell to even just have company in this situation. This drawback does so in the medium of the Tome, granting it not only the face on its cover or whatever, and a personality included. Though I don't think a raspy chain-smoking voice with a mean sadistic personality is that great, but hey it's better than nothing. And who knows, so long as something is sapient enough, change is always possible.

[Lovecraft Mental] (+200CP): In times like these, peace, quiet, silence within your mind always helps in calming the nerves. Steeling oneself for the next trial ahead. However, now in these quiet moments, when all you want is to appreciate a moment. Reality may begin to feel a bit off. A scream in the distance that makes you look in that direction, while a whisper in your ear snaps your head all the way around. You could hold your first creation, only to see it laid broken in your hands for only a split second. Only a stream of thoughts may ward off the Tome's mental influence, less it becomes worse the more you attempt to ignore it.

[Association Fallacy] (+300CP): I mean just because you're stuck with the Tome doesn't mean you like any of its contents right?... r-right? Well unfortunately for you, many around may feel that to be the case. The Tome and by extension just *feel indescribably evil*. For most you will be uncomfortable to be around, and to others with more potent sensory perceptions, you will be in for a treat for how they'll describe you through their words.

[Will of Man vs Horrors from Tome] (+400CP): Fate, Time, Existence and more. In the many fictions that we read about go up against everything we imagine and put on with paper and pen. Sometimes they're the strongest in existence, and for the most the opposite. And yet they still persevere, and their battles and struggles inspire us. So how about we put that to the test. Every perk that grants protection against more metaphysical, non-corporeal, and abstract forces and concepts are greatly weakened, giving just enough where it will still be up to you to fend them off. If you so happen to possess the fortitude to continue on even with the Darkest Tome throwing horror after terror at you.

[F in Safety] (+500CP): Every perk that so happens to possess a quality of safety to it that isn't an actual safety/precautionary perk to begin with, will have that function stripped away entirely. For why should a being brought to the world by your magic, made into the world by your hands, or items that have been forced to be docile in your possession be subject to you, loyal to you, or even feel any sort of respect or care for your being? The only perks that may give a semblance of protection to your are perks from ***Protective Techniques***, ***Infernal Boons***, and ***Devilish Commerce***.

[Sold Separately] (+600CP): You know that monthly shipping of that Gardening Magazine you bought from ***Cursed Catalysts***, no? Well too bad anyways! Cause you only get the one issue. Same goes for all other purchases, infinite sources become finite while refills a week or month become no fill at all.

[The Monster in Your Reflection] (+700CP): Eventually when gaining perks from ***Eldritch Blessings***, sometimes you'd receive perks that beneficially aid you. While the others for the most part of physical alterations you and really anyone else wouldn't want. But thankfully once you get an alt-form or it turns out to be a transformation perk, you can simply dump any of those sickening additions on to them. Making a monstrous form separate from your more appealing Humanoid form. But upon taking this drawback that will not be the case. There will be no alt-form, every single physical mutation or form you buy will be added onto your base form. While at the same time nothing will exactly be as said. A mutation that is only togglable may be permanent, while a change that's permanent may only be temporary, and a beneficial perk that will cover your entire body may in fact only take up your left index finger. All that and vice versa, it's all up to chance if you take a perk from that chapter and get something rather foul.

[Misplaced Purchases] (+800CP): You buy something from the Tome, you know you'll get it, that is the only thing you know is ensured. What if you don't, at least less physical things you buy they won't. But physical items and properties, you'll have no idea where they are. Spawning randomly across the world you find yourself in, and depending on the setting in mind the range could be increased universe-wide. There's no telling what will happen when some unlucky sod finds a bucket of completely DNA-less blood to the golden city of inhuman gods.

[Tweaking and Crashing Out] (+900CP): In more coherent words, no matter how virtuous and self-disciplined, the chances of you genuinely letting smidge of that malice, intrusiveness, and anger is always there. This simply heightens the chances in completely intensified bursts. Think of it as a meter that fills up, the closer it is to completion the more vulnerable you are to losing yourself in negative emotions. And once you've hit the limit, all of it from stress to negative thoughts and emotions will explode out in a glorious moment to behold, but to be there when it happens will be terrifying. Though like only a few other drawbacks, this can be circumvented and over comed with extreme effort and unbelievable self-control.

[Ripped Pages] (+1000CP): In actuality it can be much worse, and now some are actually profiting from your purchases. The pages of the Darkest Tome are spread far and wide like the items and properties of ***[Misplace Purchases]***, but unlike them you will be forced to buy a perk of any chapter you randomly get that you don't have the chapter from. Mailing the perk straight to the holder of the chapter. These beings, depending on if there are any abilities, items or properties in their chapter will receive the ***[Darkhold]*** and ***[Tapping the Tome]*** perks for free. Once you retrieve a page, any perk you get from the claimed chapter will no longer be auto-bought and you may now refuse the perk (or not depending on the author).

[REDACTED] (+1100CP): The young would look up to the sky at the stars that fill it. While the old may get sucked into the vastness of eternal darkness behind the stars, be sucked into its emptiness and the shadow it casts upon the world. The Fear of the Unknown is one of Mankind's greatest fears. And this drawback exemplifies it. The name, description, maybe even chapter will be redacted from the pages of the Tome upon offer, only the price will be present. You'll have no idea what you'll get, both before and after its purchase. Making every and any purchase more unknown and dangerous than the last by those who've never read stories of the Tome's contents before.

[Id Was You] (+1200CP): Both you and I imagine most recipients of the Tome will be unwilling ones. Those who'd reject the contents of the Tome, and more importantly the intentions of the Tome would want for them to follow. However deep down, there is definitely someone or thing that wants to, that tiny little intrusive thought that paves a way for a "What if…". This drawback completely magnifies this tiny speck into a mind of its own, an Alter-ego, your Doppelganger, or I guess your evil clone, counterpart, twin. However you want to go about it, you now have one, but you'll never innately know about it. It will be random or when specific conditions are met, but it will feel like an unnoticeably amount of time passes every time **[*Id*]** takes the wheel. You might even notice CP being missing without any perks to show for it. But once they're found out, they will be ejected out of you along with a copy of every perk you possess along with the perks they themselves bought. Be warned that they will always be more malicious and horrible compared to you, and I don't mean skillwise. The more willing and or evil you are, the more they themselves will be until they are

completely moralless, devoid of honor & dignity, highly intelligent, and an extremely manipulative human monster.

[Forced Events] (+1300CP): While the previous brings forth something that can be stopped. This however cannot. During pivotal times, randomly you'll find your body in the control of the Tome. In these moments of self-weakness you'll be unable to do nothing other than watch the Tome ruin or make a situation worse. A foe on the brink of turning a new leaf, only to watch as you mercilessly laugh in their face or something just as messed up. Watch as someone you hold close to dies in your arms as the Tome refuses to do anything but meticulously and callously rend their body for parts and extract their soul for ingredients for you. Perhaps simply watch the hope in someone's eyes as you are unable to even give them a hand in their time of need. But there with enough willpower, you can slightly struggle against the tome to slow down their immediate actions for the chances of someone to stop you. Though nevertheless, you will still be forced to do something bad and against your will.

[Prothesized Evil] (+1400CP): Usually most people wouldn't utter a word of their cheat. If you can even call the Tome one. But now lore or surface-level information romanticised to be as Evil and Horrific as possible has either just spread through the setting you're in or has simply been implanted at some point into history. Making you look like some Antichrist-like figure. Good luck trying to convince the people, and especially those of higher powers that you're some poor sod who was unlucky enough to be stuck with the thing.

[The Good Book] (+1500CP): The Good Book, or any other name you'd call the Darkest Tome's opposite. The complete antithesis of everything the Tome stands for and is in its contents. An all honestly better having set of paper both morally and health-wise for its bearer. Also surprisingly helpful and affordable so I've heard. But there's one tiny weeny speck of a problem with the Good Book, not only does it not like the Darkest Tome with every wood fibre of it's being, but it also by proxy and association hates whoever owns the Tome. Case in point you. Upon the Tome and its host appearing in the Setting so too will the Good Book. It will either at the time take the host of a local, isekai, a random individual from a similar world to you, or create its own host. From there the Book will actively assist its user, talking to them and giving words of affirmation unlike the ever-silent Darkest Tome. But most importantly they will absolutely drag your name into the mud, greatly emphasising how imperative it is to stop your "evil" from continuing. They will go to great lengths and be incredibly manipulative and intelligent about manoeuvring any info about you into something that can be used to fuel their host's desire in ending you and the Tome's reign of evil permanently. It would take an absolutely monumental amount of fighting and other situations to silence the Book for even a minute to get across the truth. But the Good Book will not make it easy, and certainly not the Darkest Tome if it means making you commit what the Book preaches about you.

Rites and Rituals

Mechanisms by which to Summon Servants
[10,000CP] (22 Purchases) - Perk Total: 14

(1) Necromancy [100CP] (Fear & Hunger: Termina)

Resurrect a recently deceased corpse to fight for the caster as a mindless thrall. The number of simultaneous thralls that can be maintained depends on the caster's affinity with Gro-goroth.

(Editor's Note: Some of the spells from the *Fear & Hunger: Termina* jump exist as perks in *TDT: D&D Part 1*. But from the *Fear & Hunger* jump.)

(2) Revivification [200CP] (Sailor Moon)

Your talent with energy manipulation has given you the power to snatch those from death, even if only temporarily. By feeding energy into a recuperating or lifeless body, you can either animate it or accelerate its reawakening. Someone who might take three days to recover from their injuries can be brought back in a matter of hours via a constant flow of energy, for instance. But toeing the line between life and death requires a price. To animate one lifeless body for a day through this method requires the use of energy from multiple people.

(3) Mischief of Rats [200CP] (Fear & Hunger: Termina)

Summon a mischief of rats at the caster's command. The rats can do anything rats can do, but cannot normally understand complicated commands, as they don't speak human language. The amount of summoned rats scales with the summoner's affinity to the God of Fear and Hunger, with no upper limit.

(4) Unified Metaphysics | Drawback Intensity Toggle [300CP] (Adrift in the Complex)

Unified Metaphysics [100CP] (Adrift in the Complex)

The Backrooms is no stranger to things not working on specific levels due to minute differences in natural laws. This becomes even more egregious due to many things from the Frontrooms being rendered useless. I can't imagine that this is any different with your travels through different worlds, so have this to help. From now on, anything non-Flat backed in your possession, be it powers, inventions, or skills, will work as intended.

Drawback Intensity Toggle [200CP] (Adrift in the Complex)

Drawbacks are a rather fascinating thing. Taking on a penalty for the price of greater power is a straightforward idea, but the idea of taking one on for the fun of it is quite fascinating. Still, many perks are so intense that they are just not worth it for either reason. This perk adds a somewhat limited "toggle" feature to all drawbacks, letting you make it worse for more CP, lighter for less CP, and just having it be a quirk of the world for no CP.

Here are some examples for the sake of clarification:

● **Standard [+400 CP]:** A standard scaling enemy that is your equal. May or may not be recruitable by the end of your Jump.
● **Intensified [+800 CP]:** A scaling enemy designed to be twice as powerful as you. Cannot be recruited at all.
● **Softened [+200 CP]:** A scaling enemy designed to be half as powerful as you. You are able to recruit them near the end of your Jump.
● **No Drawback [+0 CP]:** This isn't really an enemy of yours, although they aren't really your friend. They have some degree of scaling to you, although they can directly train to get stronger. You may recruit them at any time.

(5) Cat of Bast | Whistle of Nodens [400CP] (Children of an Elder God)

Cat of Bast [200CP] (Children of an Elder God)

Bast is the Elder God of felines, and this spectacular white-furred housecat is one of her favorites. Like all cats in this setting, they are capable of traversing the Dreamlands; not only passing from the physical world to the Dreamlands, but traveling from one place to the other in but a short times travel… even between stars. They are lazy, but love you with that sort of peculiar affection unique to cats. As such, once per year you can request them to call forth their feline friends, who will emerge from every conceivable hiding place nearby that isn't directly observed. They will come in hundreds and thousands and more, ranging from tabbies and calicos to lions and sabre-toothed tigers, and even beings that look like cats in the form of men, to tear apart any threat you aim them at—even something as potent as a pack of Hunting Horrors. They can also gather to ferry you from one place to another, although this is exceedingly uncomfortable and will cover you in cat hair. Like all cats, they can see things that are hidden to normal human eyes.

Whistle of Nodens [200CP] (Children of an Elder God)

Nodens, also called Nuada, is the Elder God of the deeps. Which is not represented by his gift at all. By blowing this whistle, you can summon nightgaunts, which resemble black, faceless demons with wings. Despite having no face, they can sense quite adroitly, and are deft fliers. They can sense the music of the spheres, and use this to avoid potential threats. These nightgaunts are willing to carry you and those you designate through the void of space; and whether it is space in the physical world or space in the world of dreams, they will appear all the same, and will carry you through it, somehow providing you with the air you need to breathe, and allowing you to speak to other people amidst the void of space. They travel at immense speeds, able to travel roughly 65 light-years in the span of a few hours… or maybe a couple days, it was a little hard to tell time without the rotation of the earth. While this travel is quite safe (at least, the parts where you're speeding through the void), there is risk at your place of arrival and departure should others be aware of your journey. By blowing the whistle while imbuing it with your power, you are able to summon Nodens himself, who will do whatever is in his divine power to aid you, regardless of if you are in the dream world or the waking world. That said, he cannot directly fight the Angels on Earth, as this would cause Nyarlathotep to bring down the wrath of the Outer Gods upon the Elder Gods, who are not strong enough to defend against it.

(6) The Jail [600CP] (OoC Quincy Supplement)

This Schrift allows you to create energy constructs capable of sealing dimensional gateways and trapping opponents in a cage. Once inside, the trapped person's presence is completely

concealed and cannot be detected or heard outside. The constructs you create are highly durable and able to withstand even the full force of a Bankai attack without having a scratch. These constructs remain intact even after your death. Unlike other versions of this ability, your version allows you to trap anyone, including fellow Quincy.

(7) Deus of Origin [600CP] (Godhusk)

[0Bek] ran the whole operation when it could to the manufacturing of dozens of Vessels back in the day. So, from that logic you'd assume then that it would be the God of Vessel, yes? Then... why the hell do I hear of Asherah* having some form of relations with the Vessels? 'Freeing her children', not sure if she had a hand in their creation, so would she be the God of them, or was she talking about Cytea? 'Copper tears' and all that. As a God, you may choose a species/race of beings and have an unwavering dominion of them. They are your 'chosen people', no God else may have that spot, nor have the authority unlike you to oppose their will on them. Doesn't matter if the position is taken, this perk supersedes the throne to you.

(8) N2 Bomber [600CP] (Children of an Elder God)

No, you don't actually pilot the bomber yourself. Rather, you have a number that you can call to summon an NPC-piloted plane from the clouds, who will drop an N2 mine on whatever target you designate. The N2 stands for "Non-Nuclear", but the size and force of the explosion is definitely in the same range as an atomic bomb… and it is just this side of useless against the Angels; sure, Matriel was damaged by it, but an Angel can't die to an ordinary physical weapon, and Salgiel wasn't even slowed down by detonating a mine held in its own hand. Should the plane be felled, all the N2 mines in its bomb bay will become inert and unresponsive to any attempt to activate them. This plane may be called once per month, but if it is destroyed or shot down then it will take a year before you can summon it again.

(9) Supplication | Sacrifice | Exultation [800CP] (Fear & Hunger: Termina)

Supplication [200CP] (Fear & Hunger: Termina)

Your pleas and prayers echo truly amidst the higher planes. Whenever you pray, ask for a miracle, or cry for deliverance you can be sure that the god you are calling will hear. Whether it will answer or not will depend, but you can rest assured it will hear.

Sacrifice [200CP] (Fear & Hunger: Termina)

Your sacrifices made will have greatly increased effects, whenever you offer yourself in sacrifice, it will always be of the greatest possible quality. Your blood will be as the blood of kings and your pleasure as if from a pure and untouched virgin, whatever would be most pleasing to the deity or most effective for the ritual.

Exultation [400CP] (Fear & Hunger: Termina)

You can now perform a powerful ritual of exultation. It requires great affinity with the chosen deity and will change to match whatever force it is dedicated to. Upon completion, the recipient will be greatly strengthened and revitalized and will be drawn close to the world for 3 days, during which they will be able to directly influence the world. This will work even if the chosen god is dead, or has departed the world and if their presence or power is too great

to exist in reality, then a shard will be summoned instead. This ritual may be performed once every 30 days when the moon is full.

(Editor's Note: The perk *Moonscorched* is the Capstone Booster for this perk.)

(10) You Can't Escape This Nightmare | Capture Them Alive | Master of Nightmares [900CP] (Children of an Elder God)

You Can't Escape This Nightmare [100CP] (Children of an Elder God)

One of the tactics used by the cleverer slavers is to find people who've slipped into the Dreamlands on accident—normally by destroying their own dream with a near-death experience—and capture them. Normally, you'd need special equipment or a ritual to keep these slaves from escaping. After all, it isn't an easy thing to get to the Dreamlands, and you need to ensure that your new slave won't escape just by waking up and returning to normal dreams afterwards. Fortunately, when you have captured someone's dream-self, or otherwise obtained their soul, it is not possible for them to escape you. Oh, they can be stolen, they can kill you and be free of you that way (if they have the means), and someone can let them go, but the dream-selves and souls that you have obtained cannot actually escape you of their own accord. For dream-selves, it is up to you whether this means that they simply never wake up again, or that they wake up, but return to slavery at your hands whenever they go to sleep again, bypassing their normal dreams. Regardless, should you sell, trade, or gift a dream-self or soul to someone else, the recipient will retain this fiat-backed protection against escape.

Capture Them Alive [200CP] (Children of an Elder God)

It's possible for your dream-self to fall asleep or be knocked unconscious in the Dreamlands; doing so wakes you up. And if you fell asleep in the Dreamlands, then when you fall asleep again in the waking world, that would wake you up. However, if you wake up from being knocked unconscious, then either before waking up or after going back to sleep, you will undergo a period of time where you are in the Dreamlands while unconscious, such as Touji experienced after he was wounded in a forest by the Rei in a fit of madness, yet woke up in King Kuranes' castle. But wouldn't it be inconvenient if you knocked someone out, only for them to disappear? When you encounter a sleeping person—or encounter the dream-self of someone who is sleeping in the physical world—you can decide that they will remain asleep no matter what you do to them. There will be no escapes by waking up on your watch! You can also end this effect whenever you like. Of course, you're also quite skilled at knocking people unconscious in the first place, and are able to do so with a single sharp blow to the head. And you're able to do it without causing any brain damage or lasting trauma, too.

Master of Nightmares [600CP] (Children of an Elder God)

In a place like the Dreamlands, nightmares are a bigger threat than they are in the waking world. You're skilled at harvesting nightmares; you can extract them from dreams (both by encountering dreamers in the waking world, and by delving into dreams to pull them out that way), you can pull them from your own dreams, or you can capture them in the world. Once you've captured a nightmare, it will serve you obediently. The power of the nightmare is based on how much fear they were causing in the dream at the time you extracted it, and on the personal power of the one dreaming. A nightmare that terrified a child would overwhelm a nightmare that only disrupted an old woman's sleep, but an eldritch god's dreams are far more potent than a mere human's. You can store a nightmare in any container, such as a bottle, and can summon them forth by opening or breaking the container, at which point they

will attack your enemies or do your bidding. If you store nightmares in your Cosmic Warehouse, you can carry them into the waking world, and can use them there, as well.

(11) Sephiroth Graal [1000CP] (High School DxD)

Better known as the 'Holy Grail', this Sacred Gear is a decorated golden goblet that grants complete understanding of life, death and the soul to the user - right down to its creation and how to manifest it. This is potent enough that the will of said user could be broken from its overuse, unless they possessed very strong willpower. From the power to control the principles of life, the Sephiroth Graal can summon and control souls as it was used to revive the long dead, can strengthen others, or remove their racial weaknesses, heal, restore youth, bypass seals, and so on.

(12) Alternative Communion | Dragon Communion [1100CP] (Elden Ring)

Alternative Communion [200CP] (Elden Ring)

See the bear of fearsome size! Your very soul's within his eyes! Through long battle in the feral wild, you've somehow reverse engineered the divine invocation of the Hornsent and rendered it into something akin to Dragon Communion. Except...not for dragons. To use it you must instead come to understand a species of wild animal by battling it in its natural habitat. A process most practitioners find skinning and wearing it's pelts to enable. Once your understanding is sufficient, this incantation lets you manifest the animal's body parts to empower your form or strike down your enemies. Empowered by your soul and faith, this could result in a grand bear head many times larger than life scattering your feeble foes with a mighty roar! You've already communed with one such animal in the Lands Between. It need not be a bear, but is not a bear the mightiest of beasts?

Dragon Communion [900CP (200/300/400)] (Elden Ring)

The practice of dragon communion is a primal practice, founded in the sacrificial devouring of dragon hearts in order to create the likeness of the dragons as elemental breath attacks, claw swipes and tail slashes-with an eye for greater transformations later on. Marika herself decreed that the worship of the Erdtree did not conflict with idolizing the ancient dragons, and so it is the difficulty of advancing of hunting and slaying dragons rather than persecution that has mainly hindered it's spread.

You are no mere neophyte. For years you have followed the path of Dragon Communion, and can be considered experienced in it. Not only are you better versed at challenging the mighty dragons than most warriors, but along with a wide arsenal of basic dragon-summoning based techniques-and a handful of some truly unique dragon's breath attacks. In future worlds, even the hearts of dragons alien to this world will confer similar benefits proportionate to their overall power.

(13) Faustian Bargaining | Conjurer [1200CP] (Amnesia)

Faustian Bargaining [600CP] (Amnesia)

There's just some unknown draw to the scent of life that peaks the interest of powerful beings, for good or ill. To start, you know a ritual that can slightly slow the pursuit of intangible or otherworldly beings by spilling countless gallons of fresh blood. Even once they inevitably reach you, they may pass you over for a far more appealing victim, should one

present itself. However, these deals aren't always so convenient. Transcendent entities may offer you their unconditional support for some request, in return for a living being who holds great personal significance to you, like a child or lover. They aren't guaranteed to be killed, but you will never see them again.

Conjurer [600CP] (Amnesia)

The other side of mysticism. You possess a grasp of interdimensional magic matched only by Alexander of Brennenburg. While you can open portals between nearby dimensions, each use demands a substantial amount of Vitae or any comparable resource, as well as something to focus all that energy. A less energy-demanding variation of the ritual can be performed, but the results can be unpredictable, such as the transported item or creature being rendered permanently invisible due to existing partly outside of this dimension. These rituals become even easier if you already have someone in the other dimension to stabilize the portal on their end.

(14) Other Worlds Than These [2000CP] (SK's: TDTS)

"If each decision—personal, national, global—has a thousand different possible outcomes, each of those outcomes presents another possible future. Each of those futures will be different, and each will spin a unique timeline which exists only in that newborn world. But each of those future worlds remain linked, though they have no awareness of each other. Their link is the seed-moment that they came from, a seed held in the Eternal which encompasses every moment that ever has been or ever will be. They are all linked by the Tower."

Reality is a destabilising watchface, spiraling up the levels of the Dark Tower. Every jump from this point forward will ripple outward to include alternate timelines, bizarre inversions of canon, fan universes, nightmare realms, and more. Indescribable beings drift through your dreams as easily as interdimensional walls. While this doesn't inherently grant the ability to travel the realms, it makes dimensional holes more likely - and you can simply fall through those! Additionally, no one is ever truly dead in the multiverse until obliterated on a conceptual level.

(Editor's Note: I've increased the price from 200CP to 2000CP due to this adding so much possibility to the setting, or at least establishing/imprinting onto it.)

Surgery of the Self

Mechanisms by which to Divide Oneself
[17,000CP] (35 Purchases) - Perk Total: 27

(1) Trace the Blood [100CP] (Jorge Joestar)

Even centuries after you birthed their ancestors, you can still recognise your blood when you see it. Your descendants, direct or distant, are plain to the eye when you look for them, recognising them the moment you see even an image of them. And in person? They seem unnaturally submissive to you, at least for whatever type of person they are normally, and you'll find it much easier to impress your will upon your descendants. Those of strong wills, the worthy ones, may be able to resist you but the weak willed runts will be like frozen deers in headlights when you appear before them.

(2) King of the Beasts [200CP] (Rebuild of Evangelion)

Most times, the kaijus operate in a form of hierarchy, as the most powerful among them usually being referred to as their Alpha, with such rank of alpha is earned through combats in which the victor wins the allegiance of almost all kaijus, although rebellious kaijus and rival alphas will refuse to submit. Regardless if you're the only kaiju in this world or not or even if you aren't an alpha in their definition, you're able to make creatures with animalistic minds to fully submit by utterly defeating them in a fair battle, making them instinctively and absolutely loyal to you as well as being willingly to follow any orders without hesitation. This doesn't work with beings smarter than mere animals, with those that aren't controlled by instincts or with mindless beings, but most kaijus and even a few Angels will be susceptible to this perk's effect.

(3) Player Two [200CP] (Ajin Demi-Human)

Taking this makes you a "Variant" or "Advanced" form of demi-human, an embodiment of the true threat of the demi-human race. You can construct a second body resembling a black mummy out of the same IBM particles used during regeneration. These "black ghosts" or IBMs are invisible to humans, except when you direct emotion and intent towards them. While technically modeled off humans, they have none of the built in limiters, allowing for displays of superhuman strength with no drawback. IBMs find "savage" action significantly easier than "civilized" ones, but they can be trained to operate complex tools or even vehicle There are some properties to be aware of. IBMs are immune to cutting or piercing attacks, but blunt-force attacks from other IBMs result in mutual annihilation of the body parts in question. The destruction of an IBM's head will force it to disperse, but damage to the IBM has no effect on the demi-human using it. IBM are inherently unstable, so most demi-humans are only able to use it once or twice a day, and only for 5 minutes or so, before the inherently unstable matter composing it disperses. On top of that, the signal that allows a demi-human to command their IBM can be disrupted by falling water like rain or sprinkler systems.

(Editor's Note: This won't make you a Demi-Human, simply letting you have the signature power of them and none of the other bodily abilities. There is a section to spend some of

your CP on your second body, I will let you have a *200CP* stipend for such a use on the original jumpchain.)

(4) AI Hegemony [200CP] (Blame!)

By nature of being a created entity, it's only normal that AIs need something to defer to, a guiding principle – and in the absence of any of that...you'll become the de facto standard. At will, you can skew the thought logic of AIs with your own personality and biases, but be wary that this is best done in small, compact servings. The more complex an AI is, the harder it will be to directly influence them in such a blunt fashion. For sapient AIs, the "brainwashing" effect is temporary – so be well aware of the AI's nature before you proceed.

(5) Hivemind of You [200CP] (Kill la Kill)

Maintaining control of the world is troublesome isn't it? If only you could be everywhere at once somehow. Well, now you can! This Perk allows you to splinter off portions of yourself to serve as multiple bodies which one mind acts through, and while these spun-off copies won't be as powerful as the original, only having about 10% of the potency your own talents do, but you're capable of making thousands of them to start with and could grow that even further with time and practice. Cover the world in you!

(6) Stand [200CP*] (Jorge Joestar)

You've ignited a fire within your being, granting you the power of a Stand Master! Your fighting spirit and soul formed into a being or ability called a Stand to aid you in battle. A Stand is a mighty ability to have and no two Stands are alike. Indeed, even categorising the things is a difficult task. What your Stand manifests as is entirely up to you, though activating one does come with a cost in points. To gain a Wound stand will only cost you 200CP given the inherent disadvantages to it. Any other type of Stand will cost you 300CP to take, with the exception of Beyond stands, which are limited to a certain perk later on and may not be bought through this option. To guide you and inform you on what Stands are, what they can do and the many ways they can manifest, please refer to the *Stand Guide* at the end of this document which will helpfully explain everything you could want to know about Stands.

(Editor's Note: You could receive *Wound* instead of a *Stand*. More information on *Wounds* in the original Jump.)

(7) Dark Matter Plankton [400CP] (Fate: Radiance of Pangaea)

Guided by you and coming from your body is a colony of unknown microorganisms. Via swimming through dark matter, they attach to other lifeforms and invade their bodies. In doing so they drain them from any method of strengthening they receive, be it a magical boost to their healing, offensive and defensive capabilities or similar forms of 'buffs'. However instead of merely denying them such benefit, they redirect them towards you instead like loyal parasites under your command.

(8) Brood Mother [400CP] (Resident Evil 2)

The reason why the G-Virus was the more dangerous of the two was its ability for those infected to reproduce asexually. You can now spawn lesser creatures based on yourself, though none will be as intelligent nor as powerful. After a short period, roughly a day or two, they will be fully grown and capable of following your instructions like a trained hound, if a magnitude more deadly.

(9) Lifegiver Moe [400CP] (Godhusk)

Originally a Vessel in its formation stage inside a birthing tank would be given information from their nest's connection to [0Bek's] systems in the form of amniotic fluid. This process is shaping the vessel into a form suited for its primary purpose. But now most if not, probably all nests are inactive, unable to generate anymore Vessels. But like [M-03], you possess the capability of creating a vessel out of scraps and pieces of yourself, the size will determine the size of the vessel. Depending on which will determine their growth as a Vessel.

(10) Spiritual Separation [400CP] (Jorge Joestar)

The soul is a part of your body, just one that's a little harder to see. Look at it from the right angle and it'll be there, shining within you. Once you see it, it's only a step further to hold it. You know how to look into the soul and manipulate it physically, though it does mean you need to reach into your body, something that can get a little messy. This ability allows you to freely mould and separate your soul, like it was made of jelly or thick water and even to place pieces of it into other beings. Stored in items, it can make those items self-aware with that piece of your own soul. Stored in other people, it can create an alternate personality of you in that body, one that changes them to look like you when your body takes over, and if you put enough of your soul in or your soul is strong enough, can even completely overwrite the old mind and soul with your own.

(11) Unforgotten Nemesis | Just Flick And Break | Burning Crossroads [500CP] (High School DxD)

Unforgotten Nemesis [100CP] (High School DxD)

Monster tamers are those that know how to bend the will of lesser monsters and even sentient ones, to make their bidding. Naturally, a powerful being telling a lesser one what to do is not what I'm talking about, but rather being a good hand at training less intelligent ones, such as Lamias, Yuki-onnas, and various other creatures, even when they are stronger than you in a direct fight. Perhaps with enough time and practice you will achieve the level of skill needed to bind powerful and intelligent creatures, such as Dragons, to you, but it will certainly require a lot of practice.

Just Flick And Break [200CP] (High School DxD)

Having affinity with a particular race means that you will be favored by them in all your interactions. Just to be clear, 'affinity' isn't some sort of charm or mind control, just a je ne sais quoi thing that they like about you as a whole. Having affinity with Dragons would mean that it's easier for you to interact with them, likely to get one as a familiar, get some faux pas ignored, or just randomly obtain help from them. In your case that affinity is… high, and I mind dumb levels of high. Select the race and go on your merry way.

Burning Crossroads [200CP] (High School DxD)

Your nature is still somewhat alien to this world and as such, easily connected to planes beyond the boundary, passing the Dimensional Gap and wandering into unknown worlds. In practice this means that you could earn the attention of some godly beings from other worlds, or even call them to assist you if you have enough power (and favor with them). Under the right conditions, this could mean an extra option, a way to dominate any battlefield and defeat any enemies just by conjuring superior powers on your side. Sadly, while you're able to reach beyond the confines of the local universe, nothing ensures that you will meet or attract benevolent entities.

(12) Crowning Ceremony [600CP] (SilvaGunner King For Another Day Tournament)

Have you found someone as worthy as you? Let them be King for a Day! You can let someone borrow any or all of your powers and perks for a while. Doing so will let them use it for themselves! Similarly, you can let someone experience your rank or title for a day and nobody will care! (As long as nothing bad happens, of course) Actual crown optional, but it'd be stylish!

(13) Independent Operation [600CP] (Parasyte)

A trick that most parasytes don't have to learn, though some do master this ability. You can separate yourself from your host without blood loss, operating independently for about three minutes (depending on activity level). You can even subdivide your independent mass into smaller, also independent bodies, which can subdivide themselves. The total mass of all bodies can't exceed your original mass, and the brainpower of each subdivision is limited by the number of neurons it can fit - the smaller they are, the stupider and weaker. Tiny subdivisions which don't have enough mass for a sentience-capable nervous system operate purely on the instinct to re-join your main form.
This allows you to bud off independent bodies regardless of being human or parasyte, but without some shapechanging ability budding off your arm or leg might not be particularly useful.

(14) Gem Creation [600CP] (Steven Universe)

You can create life from the lifeless. This works especially well with gems, though maybe you can figure out other substances that it will work to imbed the energy and life code into. You will be imbuing the base object with your own energies and the mental coding and concepts needed to promote the growth of sapience and life over a number of sessions or a period of time depending on your available energy source and mental strength. Once it hits a critical saturation point it will explode fully grown with its base object embedding somewhere on its form. Since you are doing this by hand with your own power and will, you are able to create a far more customized and unique existence than you would otherwise be able to do using the more industrial and automated gem technology like the kindergarten machines. While these allow for the creation of large groups at once in an automated way from templates, they rely on those templates to form their creations and drain the planet and surrounding land for their energy. As you are providing the instructions and power yourself this will be a draining and mentally taxing experience that will prevent you from mass creation initially, though what you can do with practice and time is up to you to find out.

(15) H.P.T. [600CP] (Godhusk)

Strange... Very Strange...
The “Human Party Termination” program. A special project that focused on the generation and manifestation of these Tulpa-like beings, designated as “Anomalies”. Participants ranged from young adolescents to late teens. Sorted in types, “T/weapon”, “T/chemical”, “T/void”, and “T/nightmare”. Due to [REDACTED], all test subjects were found dead according to this record. But you somehow possess the capability to manifest your very own Anomaly, be it natural aptitude or artificially induced. Your anomaly fits into one of the listed types, can take any form so long as its ability is related to their type in some way. This is some unmarked territory here. So, Godspeed.

(16) Noospheric Implementation | Noospheric Hijacking [600CP] (Who’s Lila)

Noospheric Implementation [300CP] (Who’s Lila)
You can construct and impart with your will simple constructs of the noosphere, the complexity of their vessels depending on the ideas you use in their construction and what the overall goal of their design is (spread, recover information, kill, sabotage, etc). The more complex an idea, the harder it is to control the constructed entity and the more likely that it may go rogue, or worse, become the vessel for a greater noosphere dweller.

Noospheric Hijacking [300CP] (Who’s Lila)
Human minds are so frail, so easily breakable. As a mass of ideas, you can freely 'implant' yourself in the minds of people who know about you and can from there, start compelling them to do whatever you want. Control may start out gradual, but further exposure to your ideas will make it easier to assume control over weaker minds. However, those who have stronger wills may be able to fight you off and vessels chosen by greater noosphere dwellers will be impossible to control.

(17) Infected Master [600CP] (Prototype)

Through some means, your voice can pacify, even redirect infected. While this only works for individuals starting out, with training, you can eventually control large swathes of infected at a time. Works post-jump on similar infected or mutated beings as well.

(18) Extension of Me [600CP] (Rebuild of Evangelion)

To the Angels, mind, soul and physical body are deeply connected, but this is even more true for you. Much like Angels like Bardiel (in the original continuity), your self is now distributed among each part of you, making any piece of your body to count as an extension of your existence, regardless of factors like distance. This comes with a few benefits, like allowing you to swap bodies with any clone you have stored somewhere, remotely manipulate severed parts of your body as long as they’re big enough and haven’t rot yet and even control/possess those that implant your cells/organs if you manage to overcome their willpower. In addition to allowing you to quite easily cheat death, this ability synergies very well with the ability to infect other beings, as you’ll be able to make them your possible vessels once you contaminate them.

(19) The Killer Queen [600CP] (Deltarune)

The Killer Queen intended to take control over the entire world through mind control, you are now capable of the same, able to infect others with your will and render them your completely controlled minions as long as they are too weak to resist, while these henchmen are lacking in initiative they still retain their natural power.

> **Boosted:** Did I say lacking initiative? Because I most certainly didn't reckon with you, while the loyalty of your minions is still absolute, they are fundamentally the same person they always were with all the skills and experience to match.

(Editor's Note: The perk, *LOVE!* is the *Capstone Booster* for *Killer Queen*.)

(20) Royalty [600CP] (RWBY: Creatures of Grimm)

The Black Queen is no longer the only one who bears an ebony crown. You share a power thought only to belong to one other, that being able to command and control the creatures of darkness like you could your own limbs. You can enforce your will upon the Grimm and command them telepathically, only requiring them to be in range for your decrees to reach them. Should there be a world without the Creatures of Grimm, unthinkable as it is to those who have only known life on Remnant, or you are unable to create your own, you could instead command similarly mindless or destructive creatures.

(21) Poseidon [800CP] (One Piece)

Thought to be restricted to the royal bloodline of the Ryugu Kingdom of Fish-Man Island, it looks as though you have become something similar to the Ancient Weapon. Through your royal blood, you can command and control all forms of sea life, even the dreaded Sea Kings. Although your range is very small to start off with, only a radius of a mile, with enough time and training, all the creatures of all the seas will submit to your rule.

(Editor's Note: I've increased the price from *400CP* to *800CP*.)

(22) Harder, Better, Faster, Stronger [800CP] (Blame!)

Building...building...building...the process never stops and with it, the Megastructure never stops expanding and evolving. The point of singularity has long come and passed, the Builders have established a level of sentience for themselves, and some might argue that Builders have reached a point of sapience, though the eyes of normal humans may just see a "dumb machine".

How long has it been since the last human gave them an order? How long will it be until a human can climb to the top of this skyscraper that stretches into the depths of space? The age of humans has come and gone – now is the age of the machines. When humans are no longer around to make machines, then the machines will make themselves. As machines gather together, their complexity quickly grows in an exponential factor.

As a survivor who has studied the habits of these machines, it's hard not to admire their resilience. Even in the complete absence of a life sustaining environment, the machines still thrive – and the networks that form their minds act as though nothing has changed.

Replicating this with your own skills, namely with the virus you have in your possession, you

can accelerate the growth of “dumber” networks and machines towards the point of the technological singularity.
Once introduced into a system, unless you actively inhibit it, the adapted virus will spread across every machine and network it can reach and rapidly advance their capacities and capabilities. This culminates in the singularity, where the affected machines and networks will develop avatars for themselves – signifying a state of heightened sentence. As the originator of the virus you can interface with the affected elements on a more intimate level, instead of having to rely on scripts and codes.
The time that it takes to reach the singularity differs based on the complexity of the system at hand, and how interconnected they may be. However, while the first complex system may take some time to uplift, the next one won’t be as difficult, and as more and more machines join the fold, the singularity will only advance quicker and quicker. The firewalls that could have blocked the virus out will mean little in the face of the established machine civilizations. If you’re using this for less than savoury purposes, then those who will oppose you should hope they can contain your virus early.

(Editor’s Note: Requires the perk, *[VIRUS]*.)

(23) Nereid Kyrie [1000CP] (High School DxD)

One of the newly manifested Longinus. Nereid Kyrie grants the user the abilities to control and strengthen Dragons, as well as the sea. It can be used to enslave Dragons to the possessor's will as well as making them powerless or strengthening them. It also grants the user instinctive knowledge of Dragons and can be used to put them to sleep. This power over dragons goes to the point that it could control even the Great Red.

(24) Possession | Last Chance Fusion [1200CP] (Sailor Moon)

Possession [600CP] (Sailor Moon)

Your power of to slip into the mind of others and assume control is something to be feared. You may, either through sending your dark energy or directly sending your spirit into their mind, possess people. People at the height of despair are more susceptible to your possession than others. You can see through their eyes and even access their memories and feelings as if they were yours, if you wish. However, you may be resisted and even forced out if the person is sufficiently strong enough to do so.

Last Chance Fusion [600CP] (Sailor Moon)

As a last resort you may combine your essence with a willing person’s. This will combine your powers as you become something greater than the whole, great, powerful, and big. If one or both of you are injured at the time of the fusion, your wounds heal as the fusion process creates a separate body out of both of your old ones. However, if this new form is slain, you will both die with it. The other person is also the one in control with this form, although you can give suggestions from the back of the fusion’s mind. You cannot choose to wrest control over them except when you wish to break the fusion.

(25) Conqueror | Sovereign's Will [1200CP] (This Bites!)

Conqueror [600CP] (This Bites!)

You are one of the few people in the world capable of using Conqueror’s Haki, capable of using your willpower to overwhelm the wills of others, leaving them frozen in place or

unconscious and foaming at the mouth... once you're trained, that is. For now, you possess an increased willpower, allowing you to push on where others would lag behind and may, on occasion, unleash your Conqueror's Haki while under extreme stress.

Sovereign's Will [600CP] (This Bites!)

An uncommon variant of Conqueror's Haki, Sovereign's Will allows you to impose your will upon others in much the same way Conquerors do, however, it requires a ruler's instinct and a degree of respect towards you, though this can be overcome in some ways. Sovereign's Will is more controlled than Conqueror's Haki, where a Conqueror will knock their foes unconscious or render them in awe, a Sovereign gives commands that are listened to. Any command you give while using Sovereign's Will causes the target to follow it, they may fight it, but force of will alone won't let one succeed in doing so.

(26) RED HANDED | THE TRUTH [1600CP] (Omori (Headspace))

RED HANDED [800CP] (Omori (Headspace)

...Are you sure? All these wonderful talents, and this is what you want to spend it on? This won't give you the power you seek, not really. You aren't the DREAMER and you can't become him, not like this. You're certain? ...Very well. Focus. Can you see it in your mind's eye? At the deepest point of the darkness, there's a red shape. Shadows dyed crimson around a mandala of guilt and lies. At the center... there's a throne. Of peculiar make even to you, I'm sure. If one were to sit on it, they'd appear as if they were cupped within the palms of a giant's bloodsoaked hands. You aren't the one for whom this throne was made, but even so, you've acquired the aid of it's servants. When you're lost, trapped, and alone, the Red Hands come to you, to show you the way back. Even if there isn't one. Especially if there isn't one. Rather than actually guiding you, they just grab you, and suddenly you'll find yourself in a safe place. What could that mean? They seem to come and go of their own accord, acting automatically, but does it really have to be that way?

THE TRUTH [800CP] (Omori (Headspace))

...Ah. So that's the sort of person you are. Well. You made contact with something from the dark. Or maybe you are yourself from that sunken place. It makes little difference, in the end. Everything down there is different, because everything down there is the same. Someone twisted by TRUTH isn't really disinguishable from something born of it. Let's get down to business. You're a creature of shadows. You can call them forth, guide them, and cloak yourself in them. Summon forth constructs of shadows to attack with, birth shapeless horrors formed of solid, clay-like darkness, make yourself unrecognizable- nothing more than a stranger in the night, send forth sillhouetted figments to carry messages, and many more uses. However, these shadows taint the world around them, corrupting what it makes contact with into more darkness. You could suppress that with some effort... but if you don't see a problem with it, you can encourage it instead, dissolving locations and objects into strange chaotic matter and mutating people and animals into beasts; you could even use this on yourself, to reshape your physical form. You have already been corrupted, after all, so powers that corrupt and assimilate only affect you in ways desirable to you, and can be shunted from your mind, body and soul whenever you wish.

(Editor's Note: Both perks have much more text about them along with a small paragraph each in the Note Section of their Jump. Also, due to the particular reality of the setting, I'll be changing how these perks work. The Red Hands of the former perk will instead come from you instead, not the *DREAMER*. While the latter will not turn you into *The Truth*, but will

instead grant you your own *SOMETHING*, that will assume forms and whatnot based on you. And finally, as mentioned at the bottom of the full description of the *RED HANDED*, the world manipulating aspect of each only works in dream/mental worlds/landscapes. Partially dream/mental areas can be manipulated to a degree, it depends on how much of it is a dream/mental-scape. But for *THE TRUTH*, if there is enough psychological negativity, then you would be able to shift the area into a localized darkened version once negativity reaches a threshold. Also the resilience of your *SOMETHING* is scaled off your psychological resilience. If destroyed, then you'll find yourself sucked into the "Black Space". Lastly, "*Juice*" in context to the headspace would basically be mental/psychological energy.)

(27) The Compulsory | Quincy: Vollständig | The Zombie [1800CP] (OoC Quincy Supplement)

The Compulsory [600CP] (OoC Quincy Supplement)

This Schrift grants you the power of the Soul King's left hand, enabling you to shoot nerves from your body. These nerves can pierce through any material and give you control over anything they touch, even inorganic objects. For instance, if your nerves make contact with an enemy, you can control their movements, tear their body apart, or manipulate the surface beneath you to create hands from the ground. Additionally, you can absorb information from objects touched by your nerves, allowing you to evolve and match the power level of those objects, along with acquiring their genetic abilities.

This Schrift also allows you to absorb biomass, gaining the abilities, traits, and attributes of the beings from which the biomass is taken. You can fully control your anatomy, freely altering and manipulating it, creating or removing limbs and organs, adjusting your size, and even changing your body's appearance. You can also create clones of yourself using pieces of your flesh, though these clones can only use your Quincy and genetic abilities. Furthermore, you can regenerate any wounds, including lost limbs or organs. Despite its power, you will still experience pain from the nerves you generate if they remain connected.

Quincy: Vollständig [600CP] (OoC Quincy Supplement)

Quincy Vollständig is an advanced form of Quincy Letzt Stil, which removes its drawbacks and allows for repeated use without long intervals. Vollständig is typically activated through a Leiden Hant, though some Quincies can trigger it without a catalyst. When activated, a pillar of light surrounds the user, protecting them until their Vollständig is fully formed. If the Quincy is trapped when activating it, the pillar of light will break through the confinement, freeing them. A Quincy's Vollständig manifests as a pair of wings and a halo of Spirit Particles. The appearance of the Vollständig is heavily influenced by the user's Schrift. Vollständig provides several benefits, such as flight, increased spiritual awareness, the ability to create multiple Spirit Weapons at will, and a massive increase in their power. It also amplifies their Schrift, allowing them to access more powerful techniques and abilities previously beyond their reach, including using their Schrift through the Vollständig itself. The most significant ability of Vollständig is Sklaverei, which enables the Quincy to absorb and control Spirit Particles through their Heiligenschein (halo). This ability allows the Quincy to absorb spiritual objects or even the bodies of spiritual beings, boosting the power of their Vollständig and changing its appearance. However, the Vollständig does have a drawback: its duration depends on their stamina. If their halo is destroyed, the Quincy loses the powers granted by the Vollständig, though they will still retain the wings. This perk grants you your own Vollständig with all its abilities. You can activate it without needing a Leiden Hant and choose its appearance, including the wings, halo, and any additional accessories formed by the

Vollständig and Sklaverei. Your Vollständig is not connected to Yhwach, and if your halo is destroyed, you still retain its abilities. Your Vollständig does not require stamina, allowing you to stay in it indefinitely.

The Zombie [600CP] (OoC Quincy Supplement)

This Schrift allows you to turn people into zombies and control them by splattering blood. You can also reanimate real corpses into zombies. The zombies you create retain their abilities from when they were alive, and you can summon them to your side, no matter the distance. However, their personality vanishes once they are zombified. You can let them fight as they would when alive or control them directly.

Additionally, this Schrift enables you to heal wounds by using the flesh of the deceased to replace your own, even healing lost limbs. You can use this method to heal allies as well. When the Schrift is activated, you can endure and heal from fatal injuries. The amount of blood needed to turn someone into a zombie depends on their strength: weaker opponents require only a drop, while stronger individuals need the blood to be spread throughout their body, reaching the heart before the Schrift takes effect. While your blood can turn people into zombies, the blood of your zombies does not have this property.

Production of the Servient

Mechanisms by which to Create Servants
[12,800CP] (36 Purchases) - Perk Total: 28

(1) Spreading Locals [200CP] (Don’t Rest Your Head)

Locals are those poor fools who ended up in the Mad City and stayed there while not being Awake nor Nightmares. This is normally rare, though certain events in the City Slumbering can allow locals to cross over, and sometimes certain entities in the Mad City will steal segments of the City Slumbering to add to their domain. Despite whatever reason the locals may have for ending up in the Mad City, the end result is the same; the complete loss of all memories, individuality and becoming nothing more than a hollow caricature of themselves. If a policeman were to end up a local, for example, he would do nothing but enforce the law neither taking nor needing rest or breaks. An accountant would do nothing but file papers, a journalist would do nothing but write stories... He would simply play his role forever neither changing nor aging under the march of time. They are the hollow men. Should you for whatever reason like this idea you may continue to spread it into any realms or territories you own, where anyone without supernatural powers shall be hollowed out into nothing more than the locals are here.

(2) Unusually Intelligent Penguin | Abra’crtha [200CP] (Children of an Elder God)

Unusually Intelligent Penguin [100CP] (Children of an Elder God)

With Antarctica destroyed, penguins needed somewhere else to stay. This penguin has decided to live with you. This penguin’s appearance doesn’t quite seem to match up with anything you know of—even if you happen to be quite educated in penguins—and it has a number of unusual features. It is very well-acclimated to all temperatures, including heat, and enjoys warm bath. It also has retractable claws on the tips of its wing, allowing it to grasp things. But most unusual is its bizarre level of intelligence. It’s smart enough to beat the majority of humans at chess, enjoys watching television, and can easily manage itself if left alone in a home. Comes with a refrigerator that it sleeps in and spends a lot of time in, finding the cold comfortable even if it can manage the heat without problems. While it is inside this refrigerator, the fridge becomes unbreakable; even a building collapsing on it from an Angel attack wouldn’t damage the insides of this fridge. Harbors no desire to become the god of penguins.

Abra’crtha [100CP] (Children of an Elder God)

Formed by the Deep Ones, this is a living gelatinous mass that is placed over the face of someone they wish to capture but keep alive; it goes into their mouth, throat, and nasal passage. It absorbs oxygen from the water, and passes it through the body directly into the lungs, and likewise takes gases from the lung that would normally be exhaled. You can eat while wearing it; it passes the food and drink through to your stomach. A few moments of determined coughing are sufficient to get it out of your throat, as long as your head is out of the water. You have a container full of the things.

(3) Sphere Drones [200CP] (Blame!)

These small spherical machines are no bigger than a soccer ball, but they're pretty useful partners for any engineer looking for travelling companions. Well, they're pretty useful for anyone in general. Capable of elementary level to intermediate level hacking, they have a small anti-personnel laser in the event that they need to defend themselves, so at least they can take care of themselves. Comes in sets of three.

(4) Crowmancer or Othermancer [200CP] (World of Twelve)

You really love crows, don't you? Well, this is just the thing, because with this you'll do more than kill two birds with one stone! In fact, not only are you a master at training these pesky fowl, but you can generate feather swords, change into crows and disperse into clouds of them, which also acts as an amplifier for anything that might be related to these dark feathered creatures (or you can choose another animal as a theme instead, for example a squid.)

(5) Mastery over Vermin | Flesh Puppetry [200CP] (Fear & Hunger: Termina)

Mastery over Vermin [100CP] (Fear & Hunger: Termina)

Allows the caster to understand and communicate with all creatures considered vermin, such as rats, crows, and frogs.

Flesh Puppetry [100CP] (Fear & Hunger: Termina)

Puppeteer severed limbs at the caster's disposal, causing them to float and fall under their control. Does not have an upper limit regarding the number of limbs that can be controlled.

(6) Tormenting Devils [200CP] (Fate: Radiance of Pangaea)

It wouldn't do to rule your hell without anybody to command. Who is there to torment and punish those you judged after all? You have a personal force of a dozen berserkers and several dozen more weaker ghouls. With their strong bodies and large blades, they present a threat to anything that isn't a hero themselves and are ever loyal to your every word.

(7) GOLEM Racks [200CP] (Parasite Eve)

As an attachment to one of your properties or to your Warehouse, you have a cold room containing several racks of GOLEMs: cybernetically-enhanced failed ANMC humans with elongated, ape-like arms:

The racks provide them nutrients and keep them in an artificial coma, ready to be awakened a deployed through a command on a nearby console. GOLEMs have lost much of their intelligence and all of their self-awareness and free will, following any orders you give without question, but they are significantly stronger than regular humans, able to leap great heights, and between their natural toughness and body armor, they can take a surprising amount of firepower to take dow

GOLEMs were designed for close quarters, and perform much better in smaller scale engagements and ambushes than on open ground unless field leadership is provide Each rack contains 4 GOLEMS, you have 11 racks: one of Bishops, two of Knights, two of Rooks, and six of Pawns.

● **Pawns** are the lightest-armored, half of them are equipped with energy swords, and half of them with grenade launchers that fire in four round burst
● **Rooks** are the most heavily armored, equipping a riot shield in one hand and similarly armed as
Pawns.
● **Knights** are night operation stealth models, they wear low-light image intensification goggl and their armor has built-in active camouflage. They are not armed, as that would not covered by the camouflage, but they have sharp, claw-like hands that naturally secrete poiso and are skilled at stealth.
● **Bishops** are special operation models and an upgrade to Knights. They are stronger, faster, tougher, and their poison is paralyzing rather than merely debilitating.
Whenever any of these GOLEMs die, a replacement appears in its rack after a day. These GOLEMs don't run out of ammo, their energy swords don't need recharging or batteries, they don't need to eat, sleep, use the bathroom or anything of the sort.

(8) Daimon Egg Production [200CP*] (Sailor Moon)

You need monsters and minions to fight for you, and using your knowledge of biology and energy manipulation, you have a solution. You have created Daimon eggs, and within lies the untouched embryo of a monster. Curiously, they require a physical host to fully reach maturity as the being inside them also needs a basic template to grow into, determined by the host. Thus, any Damion egg that merges with its host will create a Daimon based on the host. You may let these eggs lay dormant in the host until you wish to trigger their awakening. Purchasing this perk once will let you choose between having Daimon eggs make a host from mundane objects (Active magic flowing in the object appears to kill the infant Daimon inside) or sentient beings. You may purchase this perk yet again to buy the other choice. You may improve upon your Daimon with research with time, if you wish.

(9) Servitors [400CP] (Children of an Elder God)

A number of the powerful entities in this world have some race of servant-beings who obey them. With this purchase, you will receive your own supply of lesser entities; they are not a match for an Evangelion, but may still be of use to you. The number you receive is dependent upon how powerful your servants are; if they’re as weak as spiders, you might receive enough to blanket a city in them, while you’d only receive one Burrower/Chthonian. You may purchase this multiple times for different servitor species. They will be completely loyal to you, even over the one their species is supposed to call “Master”. Examples include spiders, snakes, Cherubim/Byakhees, Nightgaunts, Shantaks, Deep Ones, Xothians, Seraphim/Fire Vampires, Burrowers/Chthonians, and Thrones/Formless Spawn of Tsathoggua. Examples may also be taken from the larger Cthulhu Mythos, such as Gugs or Ghouls.

(10) Lonely Human [400CP] (Genesis)

As you travel to different times and places you’ll see some people are in a severe need of companionship and what better than someone made specifically for them. By taking a part of their body you are able to create a being from it, this being acts as the perfect partner to the person the body part was taken off.

(11) Hypnotic Arts [400CP] (Monogatari)

Hypnosis is real and it's normally far from a supernatural thing. Certain combinations of sounds, movements and other stimuli allow one to control and direct the mind of another. But you take it much further. Not only are you able to hypnotise the minds of people as described above in just a few minutes, even including planting long term commands and conditions, you are also able to affect peoples' bodies with your words with enough time. You can make people get sick or injured by hypnotising their minds into believing their bodies are so hurt, which starts making it become true over time. You are even able to replicate supernatural diseases with enough work on someone.

(12) Golem Army [400CP] (Danmachi)

You gained a hundred golems all loyal and intelligent enough to perform most forms of labors and guarding along with a combat ability to rival weaker second class adventurers and force a stalemate on stronger second class adventurers. It only acknowledges your authority and those that designate only along with the ability to repair itself as long it's not completely vaporized. Its appearance can be a standard golem or sexualized version and it also remembers the upgrades that you or your companions have done to it.

(13) Breeder [400CP] (RWBY: Creatures of Grimm)

From your body oozes a familiar back tar, that from which all of the Creatures of Grimm originate from. Through it, you are given a terrible power indeed, the ability to create Grimm of your own. The larger and more powerful the Grimm in question, though, the longer it will take, though it does become easier the larger that you yourself are. It may take a while for an Ursa to spawn more of itself, but it would be childsplay for something the size of the Wyvern.

(14) Dark Sorcery [400CP] (The Ocarina of Time)

It's hard to say if the chief of the desert tribe always sought power, but he never turned it down when offered. Raised by two ancient witches, Ganondorf bolstered his physical might and tactical abscondary with all the sorcerous arts their dark magic could give him. You might not have an inclination towards this type of power but you are as equally skilled at it as Dragmire. You know how to make many of the monsters of this world, to shape clay into Redeads, imbue a bug or ordinary creature with power till it grows into a possessing parasite or Boss that does your bidding. You can ensorcel minds, brainwash a person into your loyal minion, compel dark creatures into an organized army, alter their forms, and curse beings. You can fire blasts of magic and darkness from your hands, deflect magic, float if not outright fly, create magical traps and prisons, and enhance your might. You can do many things with this power but you do not contend with the sages. Yet.

(15) A Noxin | Clockmaker's Servant [500CP] (World of Twelve)

A Noxin [100CP] (World of Twelve)

Yes, it's a single noxin... But before you set the clocks straight, you should take a look at these gears, because this noxin is exceptional! For one thing, it can harvest any material and any energy source, and for another, having it with you means you get 25% more resources

when you harvest things.

Clockmaker's Servant [400CP] (World of Twelve)

You want more than just Nox and Count's research but their creations are already built so very well you arrive right on time! Whether it's the XII Razortime, thousands of these Noxine, or its base the Giant Clock Fortress through the various mechanical monsters of frigost all are at your disposal!

(16) M̷̢̛̛̫̱̱̱

Why am I telling this to you? It's because your otherworldly nature has distinguished you from all the other creatures in this world, your outsider nature puts you closer to the creator than the creations, and as such you have gained a similar ability to create your own creatures in your image and likeness. Just like humans, your creations will be born clean and free of any sin unaware of good and evil, and if you decide to give them free will they will learn about the two without the need of the fruit from the tree of knowledge of good and evil. The act of creating your creatures can be as simple or as flashy as you want, though by default it will be blowing dust in the wind. Lastly, these creatures will inherit any biological abilities you have plus any other that can be passed down to your children.

(20) Sword Puppet [600CP] (Demon Slayer)

A masterwork that you found one day, abandoned but functional. This is a fully functioning autonomous puppet, equipped with nichirin swords and multiple arms, designed to fight or train others. This was made in the image of a renowned warrior, and while it isn't fully up to par with who it was designed after, it is as close as can be. In this jump it will be on the level of a low-mid Hashira, post-jump it will scale to be at the lower end of the top 20-30 fighters in terms of skill. It will retain any upgrades given to it, even if you give it new swords.

(21) Torres Torrent [600CP] (Jorge Joestar)

Antonio Torres was a small child in the Canary Islands known for bullying the other children. He had a hard life, given his mother repeatedly tried to skin him alive every year. Is it any wonder he eventually gained a Wound Stand and became able to moult his skin into a zombie copy of himself, which could then moult itself as well? Maybe it is a wonder. Torres was able to do this each year, as were his zombies, and eventually there were so many Antonios that they formed into a collected zombie giant big enough to swallow Britain. He remained a cowardly bully, easily led and intimidated and now seems to consider you his master, being utterly terrified of you beyond all reasoning. Millions of small zombie children are now at your command and while they cannot clone themselves beyond this limit, still being able to replenish to it if some die, they will follow your orders without question, even if they do a bit of squealing as they do. They count as a single companion in future worlds, with imports split evenly amongst the millions of Torres, though you can focus it on single ones if you want.

(22) **THE DAEMON** [800CP] (Who's Lila)

An agent of an incredibly powerful noosphere dweller, THE DAEMON has been gifted to you and will act mostly in line with your desires, in accordance to its master's will. Existing outside reality entirely, THE DAEMON will periodically, and at its own discretion, reveal key pieces of information that otherwise would not be known to you - and regardless of whatever limitations (whether they be physical, metaphysical, or conceptual) are put in place to prevent this, THE DAEMON will know of it. What information it grants however will always be interpreted by a vastly alien mind and will only be conveyed as a single statement before THE DAEMON goes silent once more - the rest is left up to you.

(23) You Are Now Cursed [800CP] (Jujutsu Kaisen Remake)

It appears you got your hands on some very dangerous knowledge, Jumper… Did the principal of Tokyo Jujutsu High teach you this? Because you now know how to make fully sentient Cursed Corpses, by synchronizing three cores and waiting for three months, eventually these beings will become fully rationalized beings.
But before we talk about that, let's explain a simpler ability of yours. Because you have learned how to sew plushies! And by imbuing them with your cursed energy they become essentially little murder robots, ones who are completely controlled by you. They have no intelligence and they're strength depends on you, not only that, but they can't get too far away from you as well.
Your sentiend cursed corpses are different however, because they generate their own cursed energy, and are fully intelligent. They can move as far away from you as they wish, there are no range limitations.
What's truly impressive about them is their strength however, because they tend to end up being as strong as a semi-grade one sorcerer. And with this level of strength a single one of them can quite literally massacre military battalions single handedly. It also doesn't help that due to their nature, they are quite versatile, being able to switch between their main cores to obtain different advantages.
Right now you already have a small quantity of these cursed corpses made, a few dozen, and they all see you as their loving parent. It goes without saying that they are quite loyal because of this, and would be willing to throw their lives away for whatever cause you wish to pursue.
This is a power capable of taking over a country, Jumper. Yaga himself gained the Special Grade ranking once this was discovered, so make sure you use your new knowledge responsibly. Who knows what horrible things would happen if the wrong person learned about this? The ability to mass produce sorcerers shouldn't be underestimated, that's for sure.

(24) Dungeon Maker [800CP] (Danmachi)

Diving into a dungeon has merits on its own but sometimes it’s nice to build your own dungeon. This gives you the necessary skill, ability and powers to create a self-sustaining and ever-expanding artificial dungeon that if given time to grow it would arrive at the dungeon of Orario. As its maker you have complete authority to manipulate and control everything inside your dungeon allowing you to designate what monsters it can spawn and items the monster drops.

(Editor’s Note: I’ve increased the price from *400CP* to *800CP*.)

(25) Foreign Disciples [900CP*] (Fate: Radiance of Pangaea)

It's only fitting that the planet's future ruler has a Butler to attend to them... or a bunch to carry out their will. Disciples it can command and who are bound to obey it. Under your employ is an Alter Ego Servant, imbued with a select few divine spirits, giving them an impressive amount of power and a versatile set of abilities to fall back on. You are able to decide everything about them yourself, from what the original Servant is to their personalities and divine spirits fused into them. Perhaps a bladesmith with all he needs to be a Godslayer or a Mastermind touched by the fates themselves? Should one Butler not be enough for you,

you can purchase this Item as many times as you like, each purchase giving you one more Disciple and still being Discounted for the Alien Origin.

(Editor's Note: I've increased the price from *400CP* to *900CP*.)

(26) Annihilation Maker [1000CP] (High School DxD)

The Annihilation Maker grants the user the ability to create an assortment of creatures from their shadows and based on their imagination. As such, the more powerful the user's imagination, the more powerful the creature is upon its creation. It's a heretical power that borders the limits of a god and capable of trampling over the world in the right hands. You can even create 'anti-monsters', monsters designed specifically to counter and defeat a type of foe, though you may require more setup time depending on their size and abilities. These monsters are loyal to your will and emerge as complete creatures once they are done being shaped.

(27) Parasitic Bugs | Phantom Jumper [1000CP] (The Ocarina of Time)

Parasitic Bugs [400CP] (The Ocarina of Time)

These are magical bugs you can pour a portion of your power into to grow into Gohma or infect other creatures, even plants or rocks, and transform them into Boss Monsters. This can take the form of them growing to an enormous size or becoming a monstrous caricature of the thing they were, or both. Though these minions are powerful and serve your will, they always have one weakness carried over from whatever vessel they took. Luckily, your enemies need to know that weakness or have the right tool or weapon to take advantage of it.

Phantom Jumper [600CP] (The Ocarina of Time)

Crafted from magic and given a solid form, this creature is a mirror reflection of you that serves your whims. It is only half as powerful as you at your strongest but it has all your capabilities and can pass itself off as you easily. It does have a will of its own somewhat in how it fights, utilizing your abilities differently from you, but it can never rebel against you. You can siphon more power to it to make it even stronger and if it is destroyed you can either pour more power into recreating it immediately or wait a month for it to reform on its own.

(28) [DEE-DEE] | [REVOLVER] | [TECNIK-4] | [CEREBRAL] | [C-UFO] | [BARK-BARK] | [WAB-B] | [OPTICS-V] | [COMMANDER] | [FLYSWATTER] | [HELLMAKER] | [Oggol's Sight] | [B.A.A.] [1800CP] (Godhusk)

[DEE-DEE] [100CP] (Godhusk)

Designation [01]. Projectile Type, Missile. Non-connected, a MOPOS used in the past. Uses thermal imaging to detect and find enemies before firing missiles at them.

[REVOLVER] [100CP] (Godhusk)

Designation [02]. Projectile Type, Energy Blasts. Non-connected, a MOPOS used in the past. Rotates between different intensities of energy but can set all to one level to initiate a gatling fire of them.

[TECNIK-4] [100CP] (Godhusk)

Designation [03]. Projectile Type, Lasers. Connected, a MOPOS made after the deactivation of [0Bek]. Uses pin-point mapping to deliver precise lasers to enemies. Can switch between straight beams to ring-configured lasers.

[CEREBRAL] [100CP] (Godhusk)

Designation [04]. Projectile Type, None. Connected, a MOPOS made after the deactivation of [0Bek]. Use its tendrils to dig into the mind-cell of a Vessel and take control of them, allowing the MOPOS owner to control them how they wish.

[C-UFO] [100CP] (Godhusk)

Designation [05]. Projectile Type, Laser. Non-connected, a MOPOS used in the past. Reduces the circumference of the laser projection to increase beam concentration, and in turn boosting cutting-power.

[BARK-BARK] [100CP] (Godhusk)

Designation [06]. Projectile Type, Bullet. Non-connected, a MOPOS used in the past. A proactive MOPOS that attentively targets an opponent while aiming for weak spots to let out a volley of bullets.

[WAB-B] [100CP] (Godhusk)

Designation [07]. Projectile Type, None. Connected, a MOPOS that is organic rather than non-organic. Attaches itself to your life system (Vessel), multiplying the damage done by your weapons. Tries to gain control over your body sporadically. Its attempts become more aggressive as time goes by.

[OPTICS-V] [100CP] (Godhusk)

Designation [08]. Projectile Type, None. Connected, a MOPOS made after the deactivation of [0Bek]. A rare non-combative MOPOS, it connects to one's mind cell and links its sensory functions with you. Swapping between it and your own with ease. Has a variety of sensory perceptions.

[COMMANDER] [100CP] (Godhusk)

Designation [09]. Projectile Type, None. Connected, a MOPOS that is organic rather than non-organic. Jumps to the nearest enemy within range and starts nibbling on it, hurting the enemy and healing you. Also inverts your movement and drinks from your blood bulbs to heal itself whenever it pleases.

[FLYSWATTER] [100CP] (Godhusk)

Designation [10]. Projectile Type, Bullet. Non-connected, a MOPOS made after the deactivation of [0Bek]. Like [BARK- BARK] in its approach but spawn smaller variants of itself to act as a distraction and add chip damage.

[HELLMAKER] [100CP] (Godhusk)

Designation [11]. Projectile Type, Bomb/Missile. Connected, a MOPOS used in the past. A powerful MOPOS used when razing Cytean-covered areas. Can switch between bombs that it can shoot and plant onto surfaces and detonate remotely, and missiles that share the bomb's incendiary properties.

[Oggol's Sight] [200CP] (Godhusk)

Designation [??]. Projectile Type, Gaze. Non-connected, a MOPOS mostly unrecorded with but a single instance found in a mysterious geographical site. It floats behind you, its very gaze causes a target to feel indescribably uncomfortable, before it lets out a deafening cry. This causes those afflicted by its gaze to go into a frightened frenzy.

[B.A.A.] [300CP] (Godhusk)

Designation [??]. Projectile Type, Holy Beams. Non-connected, a MOPOS with no previous record of existence besides appearing next to you. It flies, unperturbed by its surroundings,

generating light around it before manipulating and condensing the light into rays it fires off, andeven generates a light-made shield around it and yourself.

(Editor's Note: I recommend going to the *Godhusk* jump for more information from the source material as well as a visual look at what each one looks like.)

Infernal Boons

Mechanisms by which to Strengthen Servants
[4600CP] (14 Purchases) - Perk Total: 10

(1) Staying Awake [100CP] (Don't Rest Your Head)

You may make others Awake by forcing someone else not to sleep for around a week. They will receive their own relevant Madness and Exhaustion talents as well as the advantages of being Awake. Here, it's hard to see how this is a good thing, but perhaps in worlds without Nightmares you'll find it more pleasant. Note: You probably should be careful who you make Awake, or they might just end up turning into Nightmares.

(2) Trickle-Down [200CP] (Abara)

You find that those who work under you gradually adapt to fit your leader style. If you're cold and secretive, they'll naturally become more intimidating. If you're compassionate, they'll become more charismatic. If you're especially zealous, they'll gradually adopt your passion and philosophy, etc.

(3) Reimplementation [200CP] (Blame!)

As the Governing Agency's power has dwindled over time, more and more of their former privileges have been revoked. While the Governing Agency could formerly reboot bodies in a fashion similar to how TOHA Heavy Industries reboots clones, they can no longer perform this reboot on a body as complex as yours. However, the same does not hold true for your minions. Should mundane creatures which are subordinate to you fall – your invisible helper can extend their aid by resurrecting them in the same place they fell. This only works once however, so if you care for your underlings – maybe you shouldn't let them die in the first place.

(4) Original Sin [400CP] (Genesis)

Collective punishments aren't the solution most of the time, but there are moments in which you need to make everyone knows the severity of their sin. In regards to your creations, when you make any changes to one specimen you can make it affect the others. Take the legs of one and all the others will be forced to slither on the ground to move around, make one able to feel shame and the others will scramble to cover their nakedness.

(5) Power Granting Deal [400CP] (Sailor Moon)

You may grant a portion of your power and some of your powers to up to eight willing people at the same time, if you wish. This power is connected to you, and you may take it back any time you wish. However, your power will decrease the more power you give someone. You may also share your powers or other forms with people, but until you take them back you will lack the power you gave. You may, for example, give someone your fire powers or part of your vast wells of magical power or give your excess energy to someone to empower them.

(6) Subordination Protocol [400CP] (Blame!)

The Silicon Life haven't gotten this far without establishing a structured order of their own. As chaotic as it may be, their system works – though some would argue that it is just a representation of "Law of the Jungle". The Silicon Life command through a fear of strength and those who are strong will naturally take control of those who are weak. While those who are subordinate to you will always follow your rules to the letter, with enough time and authority you can wilfully subjugate others to you as well. These drones will also follow your every whim – their lives are yours to expend should you have an appropriate level of control. Your drones can be adjusted to your liking, by forcibly changing their physical makeup with your own biological abilities. So long as they're under your control, their bodies will adapt to your forced changes with greater ease – though their minds may not fare so well. Just don't take this subjugation ability for granted – as strength is always a relative matter. While you might be able to demand authority, you aren't necessarily stamping out free will.

(7) Rite of Kindling [400CP] (Elden Ring)

Madness is like any other problem, often easier to bear once shared. So why not do just that for the blind sheep around you? You may not be one of the Three Fingers, but enough of the Frenzied Flame has soaked into your soul and flesh that you can transmit it to others by various means. Lay a hand on someone, and you can brand their flesh-granting them instinctive use of the Flame's Incantations; this takes a great toll on one of mortal constitution, but nothing a quick breather can't recover from. Sacrifice part of your body-an eyeball for example, or a finger-and not only would they continue to develop new powers pertaining to the Flame or imbue existing ones with it but inspiration for how to incinerate everything will fill them-compelling them to support you if your goals are similarly destructive. Even your blood is a sort of toxic spread both madness-and with great quantities ingested, spontaneous combustion. And all methods described above can also be used to imbue the Flame into weapons and armor to various effects-or if you like, convert your severed body parts into talismans affiliated with the Flame. As the old adage goes: Give a man a fire and he's warm for a day, but set a man on fire and he's warm for the rest of his life.

(8) A Falna's Blessing [600CP] (Danmachi)

As a god you have the ability to grant Falna to others individuals that you want with a short ritual allowing them to improve their basic abilities, gain developmental ability and skills like any other adventurer. Though the rate of their improvement depends on how diligent and dictated they are. If you are a god your imported companions may start as members of your familia and gained their Falna from you but you must personally update their status if they want to rise up in abilities as they lack the ability to update the Falna themselves during this jump and anyone given a Falna in the future has the ability to automatically updates itself. If you are not a god you still have the ability to grant Falna to others though the gods would question how you can do it if they catch wind of it. You can also give yourself a Falna if you want to be an adventurer yourself even if you are a god. The Falna that you bestow upon others and yourself automatically integrates any existing System that you have access to, gaining all of the advantages and discarding as much weakness and drawbacks as possible.

(9) Insectoid Efficiency | Convergence | Allowance | True Hive Mind [1300CP] (Prototype)

Insectoid Efficiency [100CP] (Prototype)

Infected tend to scramble, running around and spreading to the closest tar- get like a cancer. While this tactic may be useful against a large horde of otherwise defenseless targets, if you are trying to infect more intelligent or advanced species you will need organization. With this perk your hive and everything controlled by it will set up a system similar to insects, where there are distinct roles for each unit that they will follow until you tell them otherwise. With each hive built the complexity of your unit strategies will increase as well.

Convergence [200CP] (Prototype)

Depending on how far-out your infection has spread, getting a large number of minions to your side might take some time, which can lead to you being in a pinch when there is no one to guard you. No longer is that the case! With this perk you can summon all the infected that you control to your position at once, and they will move at incredible speeds to reach you, even if you are hidden in prison! If you are not infected, then this perk instead will work the same way for any allies that are undyingly loyal to you.

Allowance [400CP] (Prototype)

In most cases minion consumed biomass will stay with them, and would be digested. This is not the case for you however, infected minions that consume targets will give you a small portion of the biomass consumed without having to come into contact with them for you to use, this does not come without a compromise however. Taking the biomass from a minion also means that the minion will need to eat more to compensate for this. This does work both ways as well...

True Hive Mind [600CP] (Prototype)

If you are trying to control a massive hive, it is going to take a lot of effort to control them, especially if you have your own body. With this perk you will be able to dissolve your body and transfer your ” essence” to your hive, where the only way to kill you is by destroying all of the hives you have under control. But hives are completely sessile, so you will be unable to escape should someone invade your hives and destroy them. This also grants greater control to your hive, where you are able to execute attacks and strategies like they are chess pieces, and allows access to any of your powers, as long as they do not allow you to move the location of any hive. If you want your body back it will take a full week to form, and a large amount of biomass to create it.

(10) The Power to Share | The Originator of Quincy [1400CP] (OoC Quincy Supplement)

The Power to Share [600CP] (OoC Quincy Supplement)

This perk allows you to share a fragment of your soul with another person through physical contact. When you do, you can decide whether the recipient gains a general increase in power or receives a copy of a specific perk or ability of your choosing. Those who receive a fragment of your soul are healed of all physical, mental, and spiritual ailments. As their wounds heal, the knowledge, skills, and talents they possess are imprinted onto the soul fragment they have received. Healing someone through this method significantly reduces their lifespan, but you can choose whether or not this reduction occurs. When a person with one of your soul fragments dies, the fragment returns to you, increasing your strength and extending your lifespan. You can forcibly reclaim your soul fragments using a technique

called Auswählen. This technique creates a ring of light that emits beams targeting individuals who carry your fragments. Auswählen not only retrieves your soul fragments but also absorbs the general power of the targets, weakening them. Auswählen allows you to redistribute power among those who carry your soul fragments, enabling you to weaken some while strengthening others. Those empowered by Auswählen are fully healed and can even be revived from death, including yourself. However, this technique is fatal to those with weak souls, as they may be unable to withstand the light of Auswählen, causing them to perish and be reduced to bones.

The Originator of Quincy [800CP] (OoC Quincy Supplement)

This perk significantly enhances the strength of all your soul-related abilities, particularly your Quincy powers, granting you perfect control over spiritual energy and the ability to reconstruct spiritual objects into any desired form. You can also generate and fire Heilig Pfeil without needing a Spirit Weapon. These projectiles can appear either as arrows or blasts of blue energy, both forms carrying the same level of power. Additionally, you can use Spiritual Power alone as your energy source, removing the need to combine it with Spirit Particles for your Quincy abilities. This perk also enables you to grant others the powers of a Quincy or bestow them with a Schrift. By allowing others to drink your blood, you can choose whether they gain Quincy powers, a Schrift, or both. The Quincies you create through this method are considered Echt Quincy, and their offspring will be a Quincy as well. If one parent is not a Quincy, their child will become a Gemischt Quincy. Unlike Yhwach, this bestowal does not require sharing a piece of your soul to impart a Schrift. Instead, you engrave a letter into the recipient's soul using your energy, which forms their Schrift. This process requires an immense amount of energy.

The specific Schrift a person gains is determined by the letter you engrave, but the ability associated with it is random. For example, engraving the letter R might result in The Roar Schrift. While the strength of the awakened Schrift varies, no Schrift is ever useless. Some may manipulate elements, while others can alter fundamental aspects of reality. However, the Schrift granted through this perk will never surpass or equal the power of The Almighty, the strongest Schrift. The most powerful Schrift granted through this ability would be par with The Balance. Most Schrift fall within the power range of 100 CP to 400 CP tier in terms of strength, though you can grant one person a Schrift equivalent to the 600 CP tier once every twenty years. A Schrift equal to the 800 CP tier can only be granted once every two hundred years. Those who receive a Schrift from you can also access Vollständig at will.

Protective Techniques

Mechanisms by which to Protect Oneself
[17,400CP] (43 Purchases) - Perk Total: 27

(1) Soulless Creature [100CP] (RWBY: Creatures of Grimm)

Of all that inhabits the world of Remnant, it is only the Grimm that cannot possess an Aura, believed to be the physical manifestation of one's soul. Even animals and plants may possess it, but not Grimm, yet is that truly such a bad thing? You will find that you are considered soulless even in other forms, the light within you hidden from all that would do you harm, though never at the cost of hampering your abilities. That which does not exist cannot be claimed, stolen or perceived, after all.

(2) Pride [100CP] (SK's: TDTS)

Keeps you standing even when your body craves collapse. A spine as straight as yours only bends once it has been snapped. As long as you are physically able to continue (and a little beyond), you do.

(3) Sigul of Light [100CP] (SK's: TDTS)

A simple enough trick, ye ken, but not a trick at all. This Sigul is powered by faith, though not necessarily in anything but the power of the symbol itself. Most often it takes the form of a cross. Apply the Sigul to any surface, even skin, with a bit of paint and no vampire can face it. Should the symbol be washed away, the protection will vanish with it.

(4) Black Aura Sight [200CP] (Pokemon CGD)

Like Rui, you are able to see a black or purple aura emanating from Shadow Pokémon, allowing you to distinguish them from the regular kind.
In future worlds, those who have been corrupted or who have had their mind altered by similar processes will also show up with a similar aura, allowing you to notice them as well. You may toggle his effect whenever you like, in the event you find it too distracting.

(5) Thin Ice [200CP] (Elfen Lied)

This is a place of psychopaths and the broken. One wrong word or misstep will turn you into a new target...or just a bloody smear on the pavement. It's important to know when to say something and when to keep your mouth shut. You gain an instinctive danger sense for when you're about to say or do something that will make someone immediately attack you, along with a vague idea of what actions or words will temporarily appease them. As a bonus, you're slightly better at detecting traps or incoming attacks.

(6) Warding [200CP] (Fear & Hunger: Termina)

You are skilled in the protective arts of the Virgin Mages of the Eastern Sanctuaries, gaining the ability to engrave warding circles on any surface that prohibit the passage of any evil or

corrupted beings, or, if drawn around them, trap them in place indefinitely. The engraving of the warding circles is done out of will and magic alone, and as such does not require tools. As this art requires precision and concentration, the wards cannot be engraved in the middle of battle unless somehow prepared in advance.

(7) Memo Passages [200CP] (Garage: Bad Dream Adventure)

When “Yan” first awoke in the old residence of “Yang”, he found a bunch of memo notes posted around the mirror; giving him general but important information and what he should be doing. Now you’ll find these posted notes and even a sheet of paper or two giving expositions about something important. It won’t be too detailed depending on the location and will be somehow written by a person related to it. Once you remembered or figured out the details, they will begin to appear less. But if you so happened to have your memories erased or damaged, they will appear once more to remind and inform you.

(8) Self Restoration [200CP] (OoC Quincy Supplement)

This perk allows you to recover any of your abilities or bodily functions if they have been impaired by external forces. For example, if your voice is sealed, you can restore it by piercing your throat, or if your power is halved, you can fully restore it. While this perk does not provide immunity to abilities that seal or steal your powers, it ensures you can regain anything that has been taken or restricted.

(9) Immune System [200CP] (Resident Evil 2)

Should you have consumed any form of zombie media, or are even remotely aware of how viruses work, then you’ll know that getting bit by a T-Virus carrier is a bad idea, leading you to a similar fate. You’re just built different, though, as your biology seems specially designed to fight off against any outside influence. As such, you have been rendered effectively immune to viruses and diseases of all kinds.

(10) Modified Object 20 - Anti-Achlys [300CP] (Adrift in the Complex)

Rixa Gas, also known as the Tears of Achlys, is among the most abominable tools of the Unbound Explorers Coalition. This is a concoction that, when sprayed through a nozzle, transforms into a gas that rapidly induces the Wretched Cycle. What you have is something of a middle finger to the U.E.C, and a very useful tool. This “Anti-Achlys” actually reverses the effects of the Wretched Cycle. This can even revert Wretches back to their human state, but it tacks a lot to do so. You receive a full tank of Anti-Achlys, which replenishes every day.

(11) Determination | Unyielding [300CP] (Blame!)

Determination [100CP] (Blame!)

Fail once and you get back up. Fail thrice and you get back up. No matter how many times failure hits you; you’re still going to get back up. Regardless of spell or fatigue, so long as your body can move, your mind will answer the call. Reduces the effectiveness of mental control effects and persuasion working against you, and also makes your body a little more durable than before.

Unyielding [200CP] (Blame!)

Did they really think such a paltry attack would faze you? Your need to keep going is too strong, too focused for mere blows to stop you. When the aftershock of your own blows doesn't faze you at all, and the impact of bullets seems dulled, you'll know that this has kicked in full effect. The recoil of your blows and skills is reduced significantly, and pain doesn't register in your mind. Though your body may still take damage, it'll keep going regardless until it physically crumbles apart.

(12) Angel Engine [400CP] (Godhusk)

0Bek was powered by seven beings capable of supplying infinite energy. They were known as Angels. When the second Angel suddenly vanished, 0Bek's influence faded away and the world began to fall apart. But that doesn't necessarily make much sense if they all were supplying 'infinite energy'. Probably was talking about capacity and not output. Oh well. You don't experience any of the negative effects of being drained or siphoned from. Be it your blood or your energies. Though there is an output limit on how much something can take from you at a time.

(13) Context Clues | Beyond Terror | Desolation Resistance | Party Crasher [500CP] (Adrift in the Complex)

Context Clues [50CP] (Adrift in the Complex)

An unnervingly common phenomena in the Backrooms is usually safe and secure messages being hijacked by aberrant lifeforms, attempting to lure you in with a false sense of security. This is fairly easy to detect from an outside perspective, but is obviously not if you actually live in that world. You are now able to detect corruption in phrases and speech patterns that give away that something is wrong.

Beyond Terror [50CP] (Adrift in the Complex)

Many insidious things in the Backrooms prey off what scares you, and you may even develop phobias from what you see. This is a neat way to keep them from being a problem, as you are now able to ignore your fears in order to do something you have to. This is only mildly effective against something that supernaturally induces dread.

Desolation Resistance [100CP] (Adrift in the Complex)

In the Backrooms, there are many levels that will actively transmutate you simply by existing on them, and several curses triggered by the deterioration of your mind. This perk makes you considerably more resistant to such phenomena, letting you last ten times as long as others in your position. Do be aware that this is just a stopgap, however, and you are still on the clock.

Party Crasher [300CP] (Adrift in the Complex)

Mind pollution and hive mind assimilation are very nasty things to experience, and nobody wants the death of the self. This guarantees that such things won't be a threat to you, and even nasty diseases like the Sanguine Festivus Virus can't touch you. Natural phenomena are unaffected by this perk, so while Rixa Gas won't affect you, the Wretched Cycle as a whole still can.

(14) Alien Mind | Eldritch Existence [600CP] (Rebuild of Evangelion)

Alien Mind [200CP] (Rebuild of Evangelion)

An Angel's mind is so eldritch to the point that it's too powerful to be touched by human minds, which is the reason why even Arael's basic telepathy causes mental contamination on the humans touched by it. Even if you lack psychic abilities on your own, your mind shares this same trait, allowing you to cause mental damage to anyone that tries to form a psychic connection of any nature with you if you don't allow them to do it. It also grants you immunity against conventional mind manipulating abilities because your mind works in a way radically different from a conventional human mind.

Eldritch Existence [400CP] (Rebuild of Evangelion)

You're a being whose very existence goes against this universe's metaphysics, either due to being a kind of superorganism that defies logic or literally an existence from beyond this universe. Either way, this grants a certain benefit: you're immune to any attempt to influence, manipulate or rewrite the reality within you, granting you complete immunity to any reality warping below the power of a R.O.B., but you're still vulnerable to indirect effects. Reality warpers will find themselves unable to change your body in any way, like erasing your mouth or disintegrating you, but will still be able to throw a building or something similar at you.

(15) McGuffin [600CP] (Murder Drones)

The Failsafe USB Patch. This crucifix-looking thing is able to exorcize Cyn's influence from her hosts, while allowing the drones to keep the powers granted by the AbsoluteSolver. Since you're paying CP, this works on every strain of the AbsoluteSolver. Yes, this can cure you if you have Ungodly Eldritch Genetics and nullify the Thank You For THE New Host drawback. You will still suffer from the overheating issue unless you choose to purge the Solver code from your body, losing access to the Solver's powers until post-jump (and if you took the AbsoluteSolver+ Drawback, that means all of your powers). In future jumps, this item can cure any corrupted or possessed AI. Keep this hidden, as Cyn will want to destroy you and this item at all costs.

(16) Renewed Rebirth [600CP] (Vermis)

A Scavenger stares into the abyssal waters of the well, a corpse down to the bone stared back, and wonders what could have been different. They are pulled in and welcomed by the void as the illusion shatters, waiting for the moon to shine once more. The Wayfarer delves into an ancient structure and faces the Looking Glass, sealing his fate, venturing through the illusions reflected off its mirrors and reality reflected illusions, before heading up a bell tower, faced against a headless creature, only to let it chop off his head and put it on itself. A bell toll rings and he's back in front of the Looking Glass, as if none of it happened. You can undergo and experience such transhumanist processes like an Ascension, Conversion, Enlightenment, etc. And keep your humanity, both physically and mentally. Instead, gaining a deeper understanding and profoundness about yourself and your problems. Gaining a few of the benefits to a degree associated with the process and its completion.

(17) Ankhari Stone [600CP*] (Amnesia)

A potent artifact of The Dark World. These are used as controllers for the Gatherers, or "Ghouls" as they've come to be known on Earth. As long as you hold this, the Ghouls are slaves to your will, and can be commanded telepathically, though they'll still prioritize the commands of those with more concrete authority like Empress Tihana. This can also emit a spotlight that accelerates the transformation into a Ghoul. For an additional, undiscounted

200 Vitae, the control will extend to other servitor races you create, and the light will advance the rate of similar transformations.

(Editor's Note: Having the *Corruptor* perk will allow this to be discounted by *50%*.)

(18) Turn Around, Bright Eyes [600CP] (High School DxD)

While the Judeo-Christian God failed to kill the Trihexa and then died like a chump, he still managed a feat that no one else could have done alone at the time. Seal that motherfucker so hard no one was able to even know about it until centuries later. While you might not be a total jobber like that guy, you might want to seal others too, so I'm going to give you this book – a comprehensive guide to sealing. With this even the most unremarkable of talentless hacks can become a verified god-tier sealing specialist in a few months. Enough that mastering the secrets of the guide would give you the same amount of skill needed to reseal Trihexa or similar beings should the need arise.

(19) Object 101 - Frvyo Jades | Object 34 - Cassette Recorder [600CP] (Adrift in the Complex)

Object 101 - Frvyo Jades [300CP] (Adrift in the Complex)

Frvyo Jades are a special gemstone that can detect the danger of entities around you in a fifteen meter radius. The shine of the gem gives away the fact that entities are around you, and their intensity alerts you to how dangerous these entities are. The usefulness of this jade is somewhat limited if you are in a space that is already full of entities. Post-Jump, the jade can be modified to determine hostile intent of any creature, or only supernatural entities.

Object 34 - Cassette Recorder [300CP] (Adrift in the Complex)

Object 34 is a cassette player that, when its music is played, renders anything hostile within ten feet of the recorder docile. It can be given by The Musician if he sees you struggling, although it can be found out in the wild. This cassette is totally indestructible, but it will return to you in the event that it becomes irretrievable.

(20) Ego Immune [600CP] (Garage: Bad Dream Adventure)

During "Yang's" hunting of female biomechanical robots, he specifically used a music boxed paired with a "resonator" after discovering a sort of link between them and "sound". Using his high Ego-level to avoid being dismantled apart by the effects of the resonated music box, he would withstand the use of his while playing to female robots. But then a certain female named "Juice" appeared, having such an excessive amount of Ego, she'd be able to withstand the music without ever breaking apart. Like her, you have immunity toward mentally deliberating and shattering effects and attacks. Regardless of your Ego-level.

(21) Wisteria Seeds | Demon Serum [700CP] (Demon Slayer)

Wisteria Seeds [100CP] (Demon Slayer)

You now have a small pouch filled to the brim with small seeds, and these are no ordinary seeds, these will grow Wisteria trees, the very same that is poisonous to demons. When planted, these seeds will become fully grown trees within two months, and the bag will always refill itself after being emptied. Post-jump it works with the same effectiveness on any demon.

Demon Serum [600CP] (Demon Slayer)

This is the drug that was created between the combination of knowledge of a demon and a hashira. Should you manage to inject a demon with this miraculous drug, said demon will start to transform back into a human, losing their powers but also their weakness to sunlight and wisteria. However, it does take time and can be fought off, so you will have to keep said demon busy if you want it to work. Post-jump you can designate one species every jump for this to weaken down to the level of a human. This will refill itself after every jump or in 10 years, whichever comes first.

(22) Fragile Safety | Bile Extraction [800CP] (Godhusk)

Fragile Safety [400CP] (Godhusk)

While a Vessel's external armor may be built to survive the rough and tough environment the world has been degraded into. That's not say their all battle-worthy killing machines. Likewise for other species that roam the world or cross over to its reality. Everything needs something to survive and consider that they're usually contained with rather fragile containers. Information, Memories, Biles, Blood Bulbs, Tears, and more. This perk is a policy that guarantees the safety of all your valuables that are considered 'fragile' or 'easily breakable'. Mem & Inf Units, Bile Containers, Crystal Tear, Blood Bulbs, and others that fall into that category. However, it does not cover deliberate targeting and direct destruction of them. Any other accidents are covered.

Bile Extraction [400CP] (Godhusk)

Bile is present in every living organism and vessel. [White bile] is a low-viscosity oil only present in vessels and biomachinery. They are necessary for their motion systems. While [Red bile] is present in all cytean life forms. This fluid is for the most part compatible with a vessel's bile valve and can be consumed or traded. [White bile] is collected generally from vessel remains, bile cans, and pseudovessels. [Red bile] is collected from various cytean life forms and flora. However, the process of collecting them can be tedious. This perk lets you fill any bile needs through killing an enemy that has it or by touching an object that produces it. Alternatively, those of you who destroy can drop containers of bile for external access, this extends to other similar liquid resources.

(23) Alphecca Tyrant [1000CP] (High School DxD)

Allows the wielder to attack using nails made from holy aura that can also rewrite the perception and concepts of those struck by them, in addition to being able to affect and manipulate Sacred Gear users and even Longinus owners. Because of the holy aura, the nails are extremely effective against creatures of the night, while it also holds the capacity to not only alter perceptions but fully brainwash others under the right circumstances. Tyrant is indeed an apt name.

(24) Peek-A-Boo | Inhumanity [1000CP] (Amalgam of Distortion)

Peek-A-Boo [400CP] (Amalgam of Distortion)

Despite being called monsters, and having some extra bits to them, for the most part, being a sapient Amalgam isn't much of a disability. For any powers or bodily modifications you undergo that result in visible physical deformities, you have the ability to retract these changes into your body when the power is not in use, as if you were a completely normal human.

Inhumanity [600CP] (Amalgam of Distortion)

In general, humanity isn't the kind of thing that just comes back once it's lost, but you seem to manage. You have the ability to skim the line between human and monster. In the case of powers or mutations that rob you of your humanity as they get stronger, as long as you aren't completely gone, you can still recover your mind, though this will revert any power gained as well. If you completely lose you human mind to your powers, and manage to return through some miracle, you will retain the full extent of that power, without any of the mental degradation.

(25) A-Sync Hazmat Suit [1200CP] (Adrift in the Complex)

I wonder if you thought I wasn't gonna offer this? This doesn't have to have the A-Sync branding, but the design is the same. This suit is nigh-indestructible, and can ward you from standard environmental dangers, along with chemical, biological, and radioactive materials and substances. It's also easy to breathe in, and does not stop mobility. Do note that this won't protect against radiation, temperature, and general esoteric hazards.

Altered Reality Protection Suit: Now this is the best protection you can have. This suit was based on the hazmat suit, but has been further augmented through experimentation with materials in the Backrooms. The end result is an Absolute Exclusion Harness that protects against just about everything, and sustains your body without the need for nutrition. It has an internal temperature regulation system that keeps you at your preferred body temperature. Additionally, it shields from radiation, and wards away supernatural environmental hazards like teleportation, transmutation, irregular chronal threats, and reality restructuring events. Direct threats from entities still remain a threat, but the environments of the Backrooms will not hurt you.

(Editor's Note: I've increased the price from *400CP* to *1200CP*.)

(26) Anti-Entity Agent | All Men Must Die [2400CP] (Adrift in the Complex)

Anti-Entity Agent [1200CP] (Adrift in the Complex)

Humans have lived in the Backrooms for an eternity, and you will not see them laid low by these entities and their fancy powers! You possess a significant resistance to the influence and power of supernatural beings. The Animated King can't transform you, and not even nonsense like really thorough semiohazardous lifeforms can stop you from driving a knife through the skull. This will not protect you from supernatural environmental hazards.

Reality Anchor: It seems like you share at least one feature with that bastard Clef. When around you, reality bending and various alterations to reality are ineffective if you don't want them to work. Existence erasure, dimensional banishing, transmutation, curses, and hostile environmental modifications are now totally ineffective. This does not make you immune to omnipresent forces, which would include things like the laws of physics, magic, and conceptual forces.

All Men Must Die [1200CP] (Adrift in the Complex)

Or Valar Morghulis, if you get that reference. The problem with this creed is that a lot of things can't be harmed, despite you clearly being able to know it's there. So long as you are able to perceive that something exists in front of you, even if you can't actually see it, then

you are able to deal real damage to it. This includes humans, entities, intangible & non-corporeal beings, and other creatures of atypical configurations. This doesn't mean you'll win, but you do get a real fighting chance.

The Killer of Gods: What you can do is what the Iron Fist could only dream of. Your weapons can pierce and slay anything, even if that thing is immortal, conceptual, or even a god. Do note however, that if something is beyond your ability to conceptualize, then you literally cannot harm it. Please see this article's conceptualization chart to understand what that means. Fight the gods of the Backrooms if you want, but don't go and try fighting the true forms of the Pillars, because it's a bit like hitting a shadow.

(27) How Many Years? | Kira Killer | 36 Jumpers on Mars | Singularity [3100CP] (Jorge Joestar)

How Many Years? [500CP] (Jorge Joestar)

What use is an Ultimate being that goes mad from time? You're going to live forever, perfect and undefeated, even by time itself. Your body is already unaging and perfect, given what you are, but now your mind is a match in survivability. No matter how much time passes and how little you have to do, you will never be bored. A trillion years spent running in place, totally alone save for your own thoughts, and wouldn't leave a mark. You can remain entirely focused for however long you need and completely stave off the negative effects of long periods of waiting on your psyche.

Kira Killer [600CP] (Jorge Joestar)

Stands are pretty bullshit. You're well aware of this, having lived here in Mori-Oh for so long. You're probably a damn good brawler if you've grown up here but no matter how good your right hook is, those cheating Stand Masters just kill you without even a glance. How's that fair? It ain't, so how about an equalizer? Something to make the fight something more even? Now, the supernatural powers of Stands and other beings will only work on you when they are being directly used against you. Any active effect that is not targeted at you specifically, even if others are also included in it, will simply act as if you weren't there at all. Killer Queen, the serial killer Kira Yoshikage's Stand, would still be able to blow you up if it touched you but you will not be in danger just by saying Kira's name, as others are. Area of effect attacks or auras or even passive effects that are wielded by someone who is not actively targeting or fighting you will just fail to work. The moment they do notice you, all bets are off though, and you'll have to count on your luck to get in close enough to slam their teeth back down their throats. If you're strong enough anyway, this little trick of yours won't let you bypass the defences someone has on their body. It's just for effects used on you.

36 Jumpers on Mars [1000CP] (Jorge Joestar)

Living through the rebirth of a universe and sitting at the feet of your father Cars has taught you a great deal about space-time. Your innate nature was already that of one who travels between worlds but now you have an instinct and awareness for it too. You are innately aware of the dimension and time that you are in, knowing your exact position in the multiverse, the number of universes, their nature, special features and so on. You always have the exact time in your head, both your personal time and the time of the world around you, and can instantly detect any anomalies such as knowing when you have met an alternate self of yours or being aware of time travel that has occurred. Your knowledge also protects you from a few of the hazards of time-space, such as making you immune to the effects of paradox.

Singularity [1000CP] (Jorge Joestar)

In the 37 universes that exist, all things appear in all of them, in some form or another. People have alternate selves, objects appear in different forms and so on. Nothing is truly, truly unique. Except for three things. The corpse of The Holy Man, Joji Joestar and now, you. You are a Singularity in time and space, a being that exists in no other form in no other place. You cannot be copied in anyway, whether by alternate selves or simply others trying to mimic what you can do, and neither can you be predicted. Any form of pre or post cognition is rendered useless on you and the path of fate has no bound on you. Your actions are yours to decide and yours to use to muck with the plans of those too used to planning things out.

(Editor's Note: Increased the prices from *100CP* to *500CP*, *300CP* to *1000CP*, and *600CP* to *1000CP*.)

Dark Secrets

Mechanisms by which to Better Oneself
[40,500CP) (118 Purchases) - Perk Total: 66

(1) Boss Theme [100CP] (Pokemon CGD)

Whether it is something suitably ominous, or some funky disco tunes, you now have access to your very own theme music! If you already have a theme song, you may use it for this power. Otherwise, upon purchase of this perk, a personal theme song will be designed in line with your preferences, with the only limitation being it is solely an instrumental theme. You are able to play this theme music at will. You can choose whether those around you hear the music, or just yourself. You can adjust the volume (but not raise it to a level where it would harm an ordinary human). Should you allow others to hear this music, it will quickly become associated with you.

(2) Currency of Hope and Despair [100CP] (Don't Rest Your Head)

The first ray of light after a night of terrors. From now, any time you suffer completely a major setback (such as a sudden and shocking case of bad luck) not triggered by yourself (such as snapping via Madness or crashing via Exhaustion) you will know you've picked up a "coin" of Hope as a kind of lightness on your soul, a promise of a brief reprieve. This insubstantial currency can be spent to swing chance slightly in your favour, even cure the Madness of yourself or others if you have enough. They don't linger for long, no more than a month, so you should use them while you have them. They're also generally at best equal to the harm you suffered to get them; consider them a bandage after a beating instead of a panacea.

(3) Rot [100CP] (Fear & Hunger: Termina)

Rots the target from the inside, causing minor immediate damage. If untreated it will result in death from sepsis over a few hours.

(4) Natural Skills [100CP] (Omori (Headspace))

I told you earlier, that Skills are born from mundane experiences, through training and effort, didn't I? But don't you think just being alive is an experience in and of itself? One needing no justification? ...What I mean to say is, it is actually possible to be born with a Skill. Formed through evolution, and passed down through genetics, these Skills will manifest themeselves through your biology and instincts, and are usually shared by entire species. While they aren't as powerful or versatile as Skills a person creates intentionally, they can still serve well in a fight if you use them properly, especially considering how incredibly Juice-efficient they are. You would be forgiven for thinking they don't cost anything to use at all. You have a small collection of Skills roughly equivalent to one of the known races of Headspace. Residents may optionally be a member of one such species, even if they normally aren't sapient; you'll keep your mind as a special service.

(Editor's Note: If you're already a different race or being, then the perk will cater to that. But if you're still a Human or got this perk early on, instead the skills you receive will be based on

you as an individual. Think of it like receiving skills that are appropriately attributed to you and your life till now. Also Juice, the unit will be mental energy.)

(5) Interactable Glimmer [100CP] (Godhusk)

Like adding yellow paint to climbable ledges or a big white ‘X’ on breakable objects, but on a level far less degrading, and more helpful. In this dark world of dank places, it can be hard to identify if something looks broken or blends too well with its surroundings. So, to help, a small glimmer, a small shine, a small light shall sparkle a little every few seconds to help point out things you can interact with. You may even choose to add a little jingle every time it does if you really want to.

(6) Phasing Proficiency [100CP] (Adrift in the Complex)

Phasing, better known as no-clipping, refers to utilizing glitches in reality to teleport through different spaces in time. If you can’t do this, you’ll die on Level 0, and you really won’t be travelling anywhere in the Backrooms. With this perk, you are able to identify glitched locations, and use them to go to different locations, even in allegedly inescapable spaces (Although it is much harder). Outside of the Backrooms, this can do things like walking through walls, or travel to pocket dimensions connected to baseline.

(7) True Colors | Revolution Web [200CP] (Fate: Radiance of Pangaea)

True Colors [100CP] (Fate: Radiance of Pangaea)

Why would the one true President of Earth and strongest being on the Planet perceive reality with the same fallible senses as her subjects do? Its so easy to deceive the five senses and fool a human with feminine charm or honeyed words. You don’t need to worry about such, as your senses are far beyond most beings. If you were to describe your vision as omniscient you may only be slightly exaggerating as you can see the world down to subatomic particles and expand your sensory rage to analyse even the different layers of the underworld in Mictlan. Detecting brain waves of living beings is similarly within your capabilities. However there is one more thing you can sense: emotions. By seeing the color of wavelengths you can accurately gauge another being's emotional state, knowing intuitively which color represents what emotion. Red for example means fear, Blue means conversational and yellow joy and friendliness. This can also make you good at detecting lies and discerning someone's true character.

Revolution Web [100CP] (Fate: Radiance of Pangaea)

Traversing the endless expanse of the universe requires unique means of movement. Others may try to use kinetic force and propel themselves into another direction but you have mastered a different kind of transportation. You can summon and control silver webs, moving along them with ease even in a vacuum. The amount of webs you can summon directly correlates with your own reserves of energy. Beyond mere movement they offer a different benefit as weapons in combat. Besides being quite useful to slam them into others, simply being near them makes movement more difficult and escaping once inside of the strings of your spider web all the harder.

(8) Fuel-Efficient | Ego Boost [200CP] (Garage: Bad Dream Adventure)

Fuel-Efficient [100CP] (Garage: Bad Dream Adventure)

Milky Fuel, a liquid substance similar in appearance to milk. Produced by the Female Bio-Machines, it is what powers the denizen's mobility, their ability to move. You seem to take more use from milky fuel compared to others, allowing you to efficiently power yourself with less as well as burn less. This perk can also apply to other drinkable liquids outside this gauntlet, allowing for much more nutrients to be extracted from them then they usually contain.

Ego Boost [100CP] (Garage: Bad Dream Adventure)

Ego Recovery Liquid, a substance made through the purification of the sewage the stilt town stood over and produced as a byproduct of Milky Fuel from Female Bio-Machines. When you go to an Ego Recovery Station or use Ego Recovery Liquid, you require less to fill up your own, as well burn through it slower than others. Works well for preservation of such substances. Outside the gauntlet, it works well with mental/mind recovery items, requiring less recovery of your psionic energies.

(9) Undergrowth Awareness [200CP] (Fear & Hunger: Termina)

You now possess an instinctual awareness of all plant life in a 500-meter radius around you, and any plant you grow or cultivate will survive and thrive with regular maintenance, even those normally too fragile or incompatible with the local environment.

(10) Adaptable Body Control [200CP] (Rebuild of Evangelion)

Part of why pilots can synchronize with Evas is because of their humanoid forms, with two arms and two legs, but it isn't every Evangelion that has these default forms. We've seen animalistic Evas, like the US Evangelion/Wolfpac, and units with more/less than two arms/legs or even with different limbs at all, so you can call yourself a reliable pilot when you aren't able to properly synchronize with your Eva if it doesn't have exactly a humanoid shape? Fortunately, this isn't a problem for you, as you're able to instantly adjust to any different form and different controls your Evangelion unit might have, like the Unit-08 that had its arms replaced by a rotating set of machine guns that were controlled literally by a steering wheel in the Entry Plug. Additionally, you're also able to instantly adjust to any new form your own body takes, instinctively understanding how to use any innate attributes of the body and any natural ability so very well.

(11) Grim Ambience | Creaks & Shadows [200CP] (Vermis)

Grim Ambience [100CP] (Vermis)

This world is already falling apart, while slow-- it is very much clear from the number of Gods and Kingdoms falling in succession. Not to mention the reasons for why certain classes venture as they do. And the fact of how eerie locations feel make it more so. But you must have read the guide beforehand, gotten used to and very much loved the author's world-building because of it. You've become quickly accustomed to the dreariness and emptiness these places embody, though this only refers to the environments you'll encounter, not the inhabitants and magic that litter them.

Creaks & Shadows [100CP] (Vermis)

Illustrated in a way that makes the locations shown through the pages of Vermis look not only dark and bleak, but also naturally silent. The whole degradation aspect helps with that notion. Making the locations where various enemies lurk, and traps lay in wait even more deadly with how much they blend in with their grounds. Your sight and hearing have been

enhanced to be able to hear the quiet movements of the Skeletal Statues and see more clearly up to around 10 meters in front of you with just a torch while dungeon crawling in complete darkness.

(12) Necessary Mutation [200CP] (Blame!)

Sometimes it's necessary to lose an arm; sometimes to survive you need to rapidly grow an arm. By expending both energy and an equivalent amount of flesh, you can rapidly grow an appendage as necessary. The more complex the appendage, the more energy and flesh it consumes. That being said, losing appendages is a painless ordeal, and now you can regenerate that appendage when you see fit!

(13) Nightmare Visions [200CP] (Sailor Moon)

You may send induce someone in a magic sleep, subjecting them to horrible nightmares and visions. These visions tear at the will of the person by showing them the things they want the most, and then yanking them away. They are not filled with monsters, but rather almost seem to be personal in their maliciousness.

(14) *I braced myself flat up against the ceiling!* [200CP] (Pokemon CGD)

You have substantial upper body strength, allowing you to hang from, or brace yourself up against, a ceiling for hours on end with no ill effect. Perfect if you want to get the drop on an unsuspecting intruder. Hopefully one comes by... could get a bit boring up here otherwise.

(15) Short Circuit [200CP] (Fear & Hunger: Termina)

Electricity sparks between your fingertips and your hair stands at an end. With a simple touch, you may disable any electronic lock or fry any circuitry. While effective Against robotic enemies, this requires you to concentrate, and cannot be normally used during combat.

(16) In Space... [200CP] (AVP)

Your presence has a paralyzing effect on your prey – when you surprise your prey, when they turn around and you're right there, they will stare in horror or freeze like a deer trapped in the headlights rather than screaming and running – the most they'll manage is to back away. Just the opportunity you need to snatch them away for the hive or give them a little nip.

(17) Lord of the Flies [200CP] (Genesis)

Much like how humans were given dominance over allanimals on Earth, some demons gained a similar ability over the animals that are present in death and decay; Insects. With a mere thought on your part you can give simple commands to local Insects, whether it is for them to leave the area to make the locals happy or for them to set in an area to curse the local village.

(18) A Little Nerve [200CP] (Elfen Lied)

Goes a long way. Pain can be an effective tool in discerning the effectiveness of

a weapon or ability, or a dangerous distraction when you're doing delicate work. When enacting a medical procedure on a willing subject, you can operate on them painlessly without anesthetic without triggering any kind of shock or discomfort (aside from the fact they can't feel pain and their insides are being operated on). This includes any modifications you may make to them. Alternatively, you may make a procedure twice as painful for a living subject, from which you will manage to collect data and enact the operation twice as quickly as you could before. All in the name of results, right?

(19) Presence | Reality Border Crossing [300CP] (Godhusk)

Presence [100CP] (Godhusk)

Angels have an entire air to them, and considering they very much come from beyond the local reality simply adds to an almost alien presence they radiate. Speaking of presence, they also appear to possess both a tangible physical form and an intangible non-physical form. As you know, they possess the same qualities of emitting 'presence' and completely erasing it. Allowing you the same immunity to all forms of physical damage through an unearthly intangibility. However, you cannot hone it to only select parts of you to make intangible. It's a full body off and on deal.

Reality Border Crossing [200CP] (Godhusk)

Like said before, Angels do not originate from this reality. They sure leave enough of a presence to where iconography, symbology, and even possibly angel-originating relics can be found even now in this derelict world. And like other Angels, you too can pass through borders between realities, including dimensional borders and walls. However, the influence that present stops your ability to and will depend on your own strength. In settings without reason or possibility of their being more beyond their reality, it won't work, or you'll find yourself in some kind of void.

(20) Blood Sword | Inverse Crown of Thorns [300CP] (Fear & Hunger: Termina)

Blood Sword [100CP] (Fear & Hunger: Termina)

From a drop of the caster's blood summon a sharp sword of hardened plasma, to be either wielded or launched at a foe.

Inverse Crown of Thorns [200CP] (Fear & Hunger: Termina)

Summons All-mer's Crown of Thorns upon the caster's brow and forces them to endure a glimpse of the pain and suffering the god endured during his ascension, instantly killing them. If the caster somehow survives, or returns to life, the understanding and proximity gained with All-mer is such that upon subsequent casts the Crown of Thorns will also manifest upon ALL living things around the caster. In this case, the range will increase based on affinity with All-mer, with no upper limit.

(21) Blind Playthrough | Next Generation Graphics | Easter Eggs [300CP*] (Ajin Demi-Human)

Blind Playthrough [50CP] (Ajin Demi-Human)

The eyes are the gateway to the soul, so it's best to keep that gate locked up tight. You are able to keep your eyes perpetually concealed while somehow still being able to see. This could be as simple as always having your eyes closed, or as elaborate as a thick shadow

that hangs over the top of your face regardless of light sources. Nobody finds this odd. Doesn't impede intentional efforts to block your vision.

Next Generation Graphics [50CP*] (Ajin Demi-Human)

Perhaps you find the black smoke and bandage look of the demi-humans appealing. With this, you can choose to apply this aesthetic to any psychic/regeneration powers you possess. Just know that if a power's effects are normally invisible, so is this effect, unless the target has some means to perceive it. For another *50CP* you can apply this perk to make normally invisible powers you use visible to the power's target, togglable.

Easter Eggs [200CP] (Ajin Demi-Human)

The invisible black matter particles that demi-humans make use of are imperceptible to humans unless some direct intent or emotion is aimed at said human. Still, some are more capable of seeing invisible black matter particles than others. You are able to see IBM particles as a smokey black matter, or condensed into mummy-like black ghosts, regardless of the demi-human's emotional state. The default version only applies specifically to IBM particles from this setting, and is naturally free for demi-human IBM particles that are similar to dark matter in many ways. For an extra 100cp, this translates to a sensitivity towards similar exotic forms of matter or particles. If the exotic particles are dense or structured enough, your brain is able to translate the matter into visual form for ease of comprehension, even if it doesn't reflect light, much like how it does for invisible black matter radiation.

(22) Memory Partition [300CP] (Fate: Radiance of Pangaea)

No man is an island. Nowhere is this ever more obvious than on the cold and uncaring sea. Yet any ship needs a crew and what crew is there better than a collection of yourself? You have acquired an ability used by many Alchemists of Atlas. Yours in particular is the same Nemo possesses as a result of being Sions Servant. With an exertion of your magical energy and by creating an independent thought process, you create a copy of yourself. This copy is inferior to yourself, but each can be skilled in various fields, from medicine and engineering to even cooking. The total number of partitions you can make is 29 though with practice you may be able to increase the number, a whole crew of your own.

(23) Dimensional Shadow | Blood Dress [300CP] (OoC Quincy Supplement)

Dimensional Shadow [100CP] (OoC Quincy Supplement)

This perk grants you the ability to use shadows for transportation. You can create portals from shadows to teleport to instantly travel to any location you have previously visited. Additionally, you can open portals to summon your allies from afar. These portals can also serve as gateways to other dimensions, and their size can be adjusted to suit your needs, from very small to extremely large.

Furthermore, you can create a unique dimension within the shadows called the Schatten Bereich. This hidden dimension cannot be seen or detected through normal means. The size of the Schatten Bereich depends on your power. However, to maintain this dimension, you must periodically return to it, as staying outside for too long will cause it to collapse.

Blood Dress [200CP] (OoC Quincy Supplement)

This perk allows you to master an advanced Quincy technique that channels Spirit Particles directly into your blood vessels, enhancing your abilities. This technique has two distinct forms, but they cannot be used simultaneously:

Blut Arterie (Offensive Form): This form significantly enhances your physical attacks, granting immense strength and power. It is the only technique that ensures a Quincy's non-Schrift attacks can effectively harm a Shinigami wielding a Bankai.
Blut Vene (Defensive Form): This form provides immense durability, protecting any part of your body, including your eyes. It can negate attacks from a Shinigami's Bankai, although sufficient power can still break through. Additionally, Blut Vene can stop blood loss from wounds and protect you from extreme environments, such as the surface of the sun, leaving you completely unharmed.
With this perk, you will become highly skilled in using Blut Arterie and Blut Vene effectively.

(24) Mind Read | Golden Gates [300CP] (Fear & Hunger: Termina)

Mind Read [100CP] (Fear & Hunger: Termina)
Allows the caster to read the surface thoughts of any human nearby, as long as they have been touched by moonlight at least once in their lives. Can be dispelled at will.

Golden Gates [200CP] (Fear & Hunger: Termina)
Cast to reveal and unlock the Golden Gates scattered throughout Prehevil, allowing access to Rher's nearly empty dimension, where the Pocketcat brings his victims. After this jump, can be used to reveal and open passages to parallel dimensions if present, or to forcibly open an entrance to any pocket dimensions the caster possesses, such as The Warehouse, on any location.

(25) Divinity Consumption [400CP] (Godhusk)

Seven Angels were required to power the Supreme Engineer, the Artificial God. How Mankind knew they had built a God? Well, they probably didn't, and yet it was capable of things told in myth by using the infinite energy generated from the Seven Angels. However unlike [0Bek], you have to constantly be linked to something to keep your divine powers going. Simply consuming a part of one will take in, internalize, and permanently increase your power. With the chance of even affecting your form and developing a nascent dominion of your own.

(26) Gravity Well | Spatial Warp [400CP] (Blame!)

Gravity Well [200CP] (Blame!)
With one of the last functioning gravity furnaces, it's no wonder that TOHA Heavy Industries is heavily focused on the development of gravitation technology. There has been enough research that personal manipulation of gravity is a viable option for those interested. Naturally, you're also a valid candidate, and after some "adjustments", you'll be able to skew the gravity around you as well. The degree by which you can skew gravity is naturally affected by how much energy you dedicate to this – and you'll have to decide, do you want range or intensity? Naturally, this is helpful to normalize gravity should you ever visit some exotic worlds.

Spatial Warp [200CP] (Blame!)
The full extent of research into gravitons yields the ability to slip out of space – an act that may well be suicide should it be done carelessly. By manipulating the space around you, you can form a temporary spatial bubble of "alternative space" which will hide you away from the world for a period of time. It takes all your control to anchor the bubble in place however, and should you not do so the bubble will be likely to drift – with you in it, and there's no telling

where you might end up. Naturally, if somebody else bears the ability to see and manipulate pocket dimensions, they'll be able to slip in as well, but the space you create will only be large enough to fit you and several people inside.

(27) Number's Game | Finger on The Pulse | Vulture [400CP] (Abara)

Number's Game [100CP] (Abara)

You are able to detach yourself from your emotions to enter a state of utilitarian cost-benefit analysis. You can allow trillions to die, if it means two can survive the impending apocalypse. This doesn't make you lose sight of your goals or morality. It simply allows you to see the most direct path towards them.

Finger on The Pulse [100CP] (Abara)

You have a seemingly psychic grasp of how close the planet's dominant species is to extinction at all times. This works in terms of benchmarks: "Everything is fine", "something is going on", "this is our last chance to do something", a "there are 0-2 members of this species alive". This doesn't tell you the cause.

Vulture [200CP] (Abara)

You have an uncanny luck for benefitting from the fallout of bloody battles, ev battles you had nothing to do with. After two monsters fight, the survivor would be left unconscious for you to arrest without resistance, or a mutiny in a secret laboratory leaves their research surprisingly intact, and so on.

(28) Scorched Earth | Black Smog | Hurting | Black Orb [400CP] (Fear & Hunger: Termina)

Scorched Earth [100CP] (Fear & Hunger: Termina)

Inflame all flammable material in an area around the caster scaling with their affinity to Gro-goroth. Inside this burning area, all fires burn hotter than natural.

Black Smog [100CP] (Fear & Hunger: Termina)

Unleash a persistent black smog upon the target that both blinds and suffocates. The time it lingers increases with the caster's affinity with Gro-goroth.

Hurting [200CP] (Fear & Hunger: Termina)

Manifest a vortex out of pure hatred and malice, that devours flesh, blood, and bone without any concern for durability. The size and duration of the vortex increase based on the caster's affinity to Gro-goroth.

Black Orb [200CP] (Fear & Hunger: Termina)

Call upon The God of Sacrifice to manifest and hurl a black ball of pure concentrated destruction. While it cannot long remain, it will annihilate any matter it comes into contact with during its brief lifespan.

(29) Sign of the King [400CP] (SK's: TDTS)

Iconography is a powerful occult tool and a channel for your will. Adopt a sigul to represent you. Now, like the Crimson King himself, when your sigul is recorded anywhere in the entire multiverse, it becomes a one-way channel for you. Magically alter the aura of any given location, corrupting ambient magic and weakening mystical defences against your assaults. If you are skilled in divination magic, scry at will through any sigul of yours. With enough exposure, a certain percentage of people in any area will fall under your thrall. If they never

meet you, they will merely dream of you and try to behave in ways that seem akin to your will. If you have dream magic, exposure to your sigul creates a conduit in their sleep that you may exploit to more fully bend them to your will. If you make your physical presence known, all of those affected by this perk will immediately form a cult around you. The sigul can also be emblazoned across the sky in a chilling display of raw power. If you like, you can project this display ahead of you into the next jump and a freshly awed/horrified/hypnotised group of cultists will be waiting to greet you. (This will draw attention from more than just devotees: be warned.)

(30) Corruption [400CP] (Sailor Moon)

When humans are at their lowest, they are capable of doing the greatest of evil deeds. Only capable, though. Some of them need a small push to let the negativity truly overtake them, to release them from the chains of restraint. When you find an average human being with serious mental and emotional baggage, you can enhance the negative feeling in their hearts through awful visions. These will lift them from anything holding them back, and they will turn on their allies and friends. They will act selfishly and callously through your influence. Perfect for sowing discord among your enemies.

(31) Between Dreams and Waking [400CP] (Children of an Elder God)

Normally, that which is in the Dreamlands stays in the Dreamlands. However, there are ways around this—Naoko, high priestess of the Deep Ones and Ritsuko's mother, imported materials from the Dreamlands into the waking world to impress Ritsuko and Maya with her largesse in a failed attempt to woo them to her side. This would ordinarily take a fair bit of hassle to accomplish, but not for you. When you possess something in the Dreamlands and spend about ten minutes of focus on it with the intent to keep it in the waking world, then the item will disappear from the Dreamlands and will physically manifest by your sleeping body. Similarly, you can convert a physical object into an object in the Dreamlands. This can affect living beings, but it takes more effort and becomes physically and mentally draining. They must also be either willing, or lack intellect capable of giving consent to your actions. In future worlds, there probably won't be a Dreamlands for you to access; however, you can now pull things out of ordinary dreams. You can even store physical items in dreams, and every time that person dreams, that item will be present within it, so you can find it again.

(32) FIGHT! [400CP] (Deltarune)

Sometimes you don't want to talk to people or work out your feelings, sometimes you just want to hurt someone REAL bad, and when you do use this perk. You can take all your rage, all your hate, and every other emotion that enhances your intent to kill and use them to strengthen your attacks, the greater your murderous intent the greater the effect. As the power granted by this perk is spiritual you can even harm ghosts or those without physical form if you want them dead enough.

(33) Connection Weakness [400CP] (Garage: Bad Dream Adventure)

When "Yang" first arrived in the Garage-created world of his human counterpart. He quickly found the Biomechanical robots of this world's fascination with sound and music and turned it into a weakness using a music box and resonator. You can find such connections with

certain concepts, elements, or objects; and turn them into a weakness for the connected. Outside this gauntlet, the more connected they are, the more dangerous the weakness will be toward them once figured out.

(34) Trained in one, Trained in All [400CP] (Vermis)

Throughout your travels you will most likely end up finding many weapons, mostly swords and the occasional war axe. But you will quickly notice along with their long names and special effects, is that they have very unorthodox designs. You can't really see most coming with a sheath, or the ergonomics when holding its grip and touching the hilt with the back of your palm not feeling right. Now you will be able to handle these weapons with the same level of proficiency you would with the same general weapon-type it falls under, having the way you handle the weapon auto-adjusted to best suit the weapon your using, and you will never feel any negative side-effects related to its ergonomics.

(35) Pheromones | Planting the Seed | Whispers [400CP] (Fear & Hunger: Termina)

Pheromones [100CP] (Fear & Hunger: Termina)

The target of the spell will start releasing a potent smell, with the duration and intensity depending on the caster's affinity with Sylvian. The pheromones are aphrodisiac and sure to arouse, but in combat will also attract all foes to focus their attention and violence upon the target.

Planting the Seed [100CP] (Fear & Hunger: Termina)

Plant a seed of intent and potential on a corpse, the body part chosen will decide what kind of flower could be born, to sprout, however, would require powers other than Sylvian's.

Whispers [200CP] (Fear & Hunger: Termina

Sensuous and concentrated whispers carried by the power of Sylvian can heal, mend, and restore all recipients. As with all whispers, the fewer people hear, the more potent the effect, through the power of the healing, and the range of casting increases based on the caster's affinity to Sylvian.

(36) Demon Blood Art [400CP] (Demon Slayer)

Every demon has a blood art that is unique to them, usually from eating enough humans, but they can be developed in other ways. No matter what it is, it can be strengthened by eating humans or training, though the former is faster. The stronger you get, the stronger it will get, or it can instead branch out to have additional or supporting abilities, but they will always follow a theme. All demon blood arts must somehow involve your blood or flesh in some way, whether it be turning it into an element like ice or shockwaves, an instrument or weapon, or something more exotic, they can be very creative and diverse.

(37) To the Next Level [400CP] (This Bites!)

You possess a form of power up that augments your abilities in some way, whether that's intelligence as Chopper accomplished or speed as with Luffy's Gear Second, giving a similarly impressive boost in an ability of your choice. These inherently come with a downside, but with training these can be reduced.

Additionally, you may, given further training, develop similar boosting techniques, even use them in conjunction once you've had a bit of practice with each one individually, though any downsides are multiplied when the techniques are combined in this way.

(Editor's Note: This won't immediately appear, it will most likely depend on the abilities you have. You can simply use this as a narrative element you can save for whenever.)

(38) Blessing of the Cursed | Blessing of the Wrath [400CP] (Vermis)

Blessing of the Cursed [200CP] (Vermis)

Ghylak the Cursed, the (Old) God of Death & Darkness. Those who receive the Vengeful One's blessing are afflicted partially with the curse inflicted by their fellow God. Allowing the blessed to reattach severed body parts perfectly like the follower who gave up her own head for Ghylak to use. However, due to the eternal curse, it can never be their own. And must be of another. Who knows, maybe the blessing can be used as a curse.

Blessing of the Wrath [200CP] (Vermis)

Ketereth the Wrath, the God of Wrath & Putrefaction. Those who receive the Flaming Hive's blessing are afflicted with a special variant of White Hives. Unlike the supposed 'grace' that are contracted, this is a true blessing of the god. Able to generate and manipulate the severity of white hive inflictions. Life may crawl from the openings of blessed hives or even become like the Red King if fully infected. However, like the Infected Prince, the blesser's own hives will flare faster and spread the more they are used. Less, and they will slowly retract.

(39) In Nomine Matri Regina [600CP] (AVP)

You can hear her, whispering in your mind. The Queen loves you. The Queen just wants to live. To spread. To be free. And she's willing to let you live, if you let her live, and bring her fresh meat for her children. You don't know how she's speaking to you, but in receiving her promises, the drones will leave you be. You have the ability to be read as "one of the hive" by those living as part of a hive mind or psychic control network, giving off a psychic "I'm one of you" signal and able to listen in on them, yet you aren't compelled to carry out any orders that come down from above. You could live in a xenomorph hive, just doing your own thing, while the drones around you ignore you...or you could bring your Queen what she desires, and you will be rewarded for your willing service. Only hostile actions against the hive (or other network) will rouse them against you.

(40) Native Lurker | Critical Strength [600CP] (Vermis)

Native Lurker [200CP] (Vermis)

For most denizens traveling throughout the land, they must always be careful of their environment and those other than humans who walk it. You on the other hand seem oddly attuned to such places, those dangerous and most definitely inhospitable for humans due to the many covers of darkness monsters use as a front. While not a monster yourself (yet), you're not only faster and stronger in darkness, but you are also stealthier as well. Though just because you're in pure darkness, doesn't mean you can see in it. Also, this greatly enhances Shadow Magic.

Critical Strength [400CP] (Vermis)

Sometimes the answer when fighting a foe stronger than you, is to instead think of a better way to combat them, to give yourself an edge. And that usually comes in the form of finding a weakness of theirs and exploiting it. If there's a weakened part of themselves that would deal more damage to them, you hit it. After, well... you hit it again, but this time twist it, dig deeper. You'll find yourself adding much more strength into something if it is a weak spot or a wound, especially if it were created by yourself. Like hitting constant critical 2.5x hits every time you hit their heel. But every subsequent hit gets more gruesome and bloodier than the last.

(41) What A Spam [600CP] (Deltarune)

You know how when Spamton left his shop all of its decoration left with him? Almost like he was the source of the stranger aspects of his store? Now you also hold this ability to alter your environment, over a great deal of time any environment that is considered 'yours' can be warped to your will becoming something more suited to your desires, in addition, you are far more powerful in your new realm than you would be otherwise.

> **Boosted:** Remember those two things I said? That it would take time, and the area had to be yours? Ignore those, you now have the ability to corrupt vast areas of land just by throwing sufficient power in that direction, this corruption is instant and the more land under your power the stronger you are within it.

(Editor's Note: The perk *LOVE!* is the *Capstone Booster* for this perk.)

(42) Gene Sharer [600CP] (Amalgam of Distortion)

Through horrific self-experimentation, you've perfected the ability to grant the powers or physical properties of your own body or those sharing your genes into others by implanting your cells into them. You can freely decide what abilities are implanted, but they must be rooted in biology to some degree to be implanted, though it's effects don't necessarily need to be within the bonds of physical possibility. The more fantastic or potent a power, the lower the survival rate, with 0.01% as the baseline. Though this can be slowly improved with practice.

(Editor's Note: I've changed the name from *Baby Maker* to *Gene Sharer* as to not get it mixed up with another perk.)

(43) Rampancy of the Builders [600CP] (Blame!)

Thanks to the research of many engineers inside the Capitol, it is once again possible to interface with the Mega-structure and connect with the Net Sphere temporarily. Unfortunately, past attempts have shown that this results in a massive incursion from the Safeguard. The countermeasure which was developed, and now in your possession, is a personal defensive measure – taking the form of a field that propagates with you as a center point. Any AI in the vicinity of this field will be corrupted, though the effects of the corruption vary based on what corruption abilities you possess regardless of their nature. Be wary that the field's strength and size are dependent on how much energy you dedicate to it. One would be wise to keep this handy should you ever come in vicinity of the Safeguard, as you never know when paralyzing a Safeguard AI may come in handy. Also be aware that some AIs may well be strong enough to delay the corruption process, whereas others may have

subroutines dedicated to removing corruption, both of which present potential hazards to you.

(44) Video Game Mechanics [600CP] (Vermis)

If you haven't already picked it up by now. There is no such video game known as 'Vermis'. As the so called 'game guides' are but mediums for the world to be told. But what if it were real? You now possess various video game mechanics of what you'd see in a hypothetical video game release of Vermis. Statistics based on your person, an inventory-like hammer space, the names of items, areas, and beings you encounter appear just above them, and few more features. However, the level of complexity these mechanics have are akin to other video games released during their time. Around the early 2000s. You can choose anywhere between those text-based RPGs with image backdrops to early Resident Evil and Silent Hill games to have the mechanics take inspiration from.

(45) Combustion | Fallow Field | Photosynthesis | Harvest | Roots That Reap [600CP] (Fear & Hunger: Termina)

Combustion [100CP] (Fear & Hunger: Termina)

Cause any plant matter, living or dead targeted by this spell to violently combust in a violent conflagration of flames.

Fallow Field [100CP] (Fear & Hunger: Termina)

Cause an area around the caster, scaling with their affinity to Vinushka, to manifest a large amount of dry, dead, plants.

Photosynthesis [100CP] (Fear & Hunger: Termina)

Upon casting, become immune to skin cancer and gain the ability to slowly heal minor to moderate injuries by basking in sunlight. The gravity of the wounds that can be healed scales with affinity to Vinushka. The more skin exposed to the sun, the greater the effects.

Harvest [100CP] (Fear & Hunger: Termina)

This causes a seed planted with the power of Sylvian to sprout into a flower stigma, ready to be plucked. If it is a brain flower stigma, it will greatly soothe the mind upon consumption, even lessening the effects of trauma. If it is a hearth flower stigma, it will instead heal all ordinary wounds.

Roots That Reap [200CP] (Fear & Hunger: Termina)

Call upon the wrath of Vinushka to cause several sharp roots to violently erupt under and around the target. All aspects of this spell, from the size, hardness, and sharpness of the roots, to their speed and force are dependent on the caster's affinity with Vinushka.

(46) A Path Must be Shown to Him [600CP] (Ajin Demi-Human)

I'm sure you've heard that quote about staring into the abyss. By getting into someone's head, whether by supernatural means or just prolonged study of the person, their strengths have a way of rubbing off on yo Their skills and possibly even quirks of supernatural powers they possess. It's not outright copying, just using them as inspiration to modify your own abilities in ways you didn't know were possible.

(47) Not A Robot | Secret Handshake | Anonymity [700CP] (Murder Drones)

Not A Robot [100CP] (Murder Drones)

Regardless of your current form, you can pass any biometrics scans and other such security measures. How convenient. Hope no robots decide to kill you and wear your skin as some twisted meatsuit in order to take advantage of this, or anything.

Secret Handshake [200CP] (Murder Drones)

You have a very keen perception of others. You will never be fooled by any form of disguise or hologram, and on top of that you have a very good sense for when someone is lying to you or otherwise being insincere.

Anonymity [400CP] (Murder Drones)

You may now redact your appearance, registering to others as a black silhouette. If someone has never seen your true form, they will find it difficult to describe any distinguishing features of yours. Nobody will find this odd. May be toggled on and off.

(48) Like a Fish to Water | Scavenger of Blue Water | Resonance Harmonics [700CP] (Blue Submarine No.6)

Like a Fish to Water [100CP] (Blue Submarine No.6)

With all the time you have spent in the sea, it is practically a second home for you. You might not be a fish, but the degree of comfort and finesse you exhibit while working underwater can fool anyone into thinking that you were born in the ocean. Conditions can change rapidly while you are out at sea, but as long as the shift is gradual you can quickly acclimatize yourself to your surroundings, so regions where the waters may be colder or aphotic zones will not pose much of an issue to you, but anoxic regions will remain a threat.

Scavenger of Blue Water [200CP] (Blue Submarine No.6)

In the years following the disastrous global flooding, many people had no choice but to take to the waters and test their fortunes. Trawling the ocean floor for necessities and treasures became a common practice for those looking to turn their fortunes around. Scoring a good find could give an impoverished man the opportunity to live “the good life”, at least for a while. But the lifestyle is not for everyone – it is dangerous and profits are never a guarantee. You are a bit of a peculiarity in this regard, scavenging for you will always provide you with the basic necessities to get by.

Other scavengers will recognize that your skills in the field stem from “natural talent”. You may venture to places where others have dove and found nothing, yet as long as there is something hidden away, your senses will alert you to where you can find the goods. By relying on your talent you should have no problem turning a profit in this business, but practice does make a difference: the experience will give you insight into figuring out where a dive may turn out to be dangerous, and what precautions you need to take to reduce the risks.

Resonance Harmonics [400CP] (Blue Submarine No.6)

Communication poses one of the most significant challenges out at sea. Even communication between different vessels and different nationalities can already pose a challenge, but throw in all the various species of Hybrids and the whole situation only becomes more complicated. But many of the Hybrids are effectively sea creatures, and many sea creatures are no strangers to parsing their environment through the use of sound.

You might not be able to speak fluent whale or fish, but if you concentrate on a single "message" while hitting a creature with bursts of sound (any sound will suffice), you will be able to get your intentions across to them. The method is not foolproof and you will benefit from throwing in body motions and gestures if the option is available, but at the very least the creature you are trying to speak to will understand the general gist of what you are trying to convey. Persistence is key to success here – even if the initial message is not fully understood, as long as you repeat it, they will eventually come to understand you, and strangely enough, most creatures you encounter will stick around during the course of your perhaps one-sided conversation. If you are quick enough, you may even be able to stop them from attacking you.
Because this is so dependent on sound, some creatures which are naturally deaf will be difficult to communicate with using this method (This also means that land animals who can pick up sound can also be communicated with using this method). Other creatures which are incapable of producing sound, such as sharks, will have issues when it comes to communicating back to you. You will have to figure out how to establish a dialogue on your own. That said, if you can hold the exchange for long enough or with enough members of their species, learning how they communicate with one another and adopting their "language" is a plausible avenue for you to take. Specifically when it comes to individuals, you may find that if you communicate with the same creatures frequently using this method, they will quickly bond to you – like whales in a pod.

(49) Threat Assessment | Parasyte Sense [700CP] (Parasyte)

Threat Assessment [100CP] (Parasyte)
You can gauge an opponent's strength relative to your own. You have to be fairly close to get an accurate read from the way they move and carry themselves - and this sense may be fooled - but it allows you to single out a group leader or pick off the weaker opponents first. If you cannot sense a particular aspect of your prey – for example, if you are a normal human and lack a sense that would determine that they were a parasyte, or you lack a magic sense and your opponent is a wizard – your threat assessment may be inaccurate.

Parasyte Sense [600CP] (Parasyte)
Your mind has an unusual aspect that detects the brain-waves parasytes broadcast to each other. To start with, you can sense the presence of parasytes as soon as they are within 300 meters, and with practice reach, and even surpass the precision that parasytes themselves have - sensing their position and mental state and even broadcasting a mental signal that mimics theirs. If you are a parasyte, this perk greatly enhances the range and sensitivity of your natural parasyte sense, and you can control your broadcast to falsify your intentions. In future jumps, this sense detects beings who are naturally psychic and allows you to pass as one of them, mimicking their 'special' mental signatures.

(50) Jailbreak | Police Brutality [800CP] (Abara)

Jailbreak [400CP] (Abara)
Seals, prisons, or really any precautions meant to contain you without killing you are torn apart with unreal ease. State of the art cells crumble under your might, automated turrets jam, even elaborate machines meant to keep you comatose will malfunction without cause, regardless of the underlying mechanisms.

Police Brutality [400CP] (Abara)

You possess an almost superhuman potential for violence. You have pinpoint accuracy with a pistol and an unreal pain tolerance. You have the brute strength to tear a man's arm off with nothing but your bare hands. You're far from invincible but can handle yourself against most human opponents.

(51) Q to Execute | Hate-Fueled Machine | Life's Blood [800CP] (Hatred)

Q to Execute [200CP] (Hatred)

Killing people in a particularly cruel and personal way, you'll heal some of your wounds. The healing isn't complete, and you'd have to execute several people to heal completely from near-fatal injuries.

Hate-Fueled Machine [300CP] (Hatred)

Most people need to eat, drink and sleep, but you've surpassed mere mortal requirements. As long as you are in some bloody engagement or battle, all normal human needs take a back seat and make way for your pure killer intent.

Life's Blood [300CP] (Hatred)

You can continue to fight on, ignoring grievous wounds and extreme blood loss with your sheer tenacity. This has a limit but a single bullet or even ten, no matter where they hit, can be, if not ignored, endured.

(52) Killer Instinct | I Know My Voice [1000CP] (Elfen Lied)

Killer Instinct [400CP] (Elfen Lied)

They can't run. They can't hide. You will find them, and tear them apart. You can subconsciously sense the presence of enemies in the same 1-mile radius as you, though you will have no idea how well protected, armed or how many they are – just a general idea of where they are. This, of course, lets you make use of any increased Vector range you have...or anything else you can't use your eyes for. Careful – this turns into a blind game of cat and mouse if the enemy is particularly manoeuvrable, and it may be smarter to confront them directly.

I Know My Voice [600CP] (Elfen Lied)

The DNA Voice continually compels you to slaughter and butcher humans like cattle. Whether or not they deserve this, it is what it is: A voice. Nothing more. You now gain the ability to discern when your own emotions and thoughts are truly your own, or an outside voice is trying to control you. No matter how subtle or powerful it is, you will recognize it for what it is. This gives you some resistance to the DNA Voice if you are a Diclonius, and in future jumps, you may purge your mind of all outside influences once per week.

(53) Roar From Inside | Reverse Moon [1000CP] (High School DxD)

Roar From Inside [400CP] (High School DxD)

The flow of magic and inner power flows inside oneself like a river, because of that, many train to increase the pressure, while others just try to learn how to use what they have with the utmost efficiency. You as well, have learned a way to take advantage of this knowledge by gathering and compressing your inner powers to archive an attack or transformation. In your newly unlocked state you become several times stronger and able to access new abilities based on your lineage and abilities, much like Akeno's Fallen Angel mode, or Koneko's Shirone transformation. Of course, you can use this for a simple attack or technique that hit several times stronger than your usual hits.

Reverse Moon [600CP] (High School DxD)

No one ever is born at its strongest, as there's always room for improvements. Even the Heavenly Dragons that threatened even the Three Factions were once just a pair of random dragons with a single power each, one they developed until it was capable of harming even Gods, and then started to evolve to have more, each of them more ridiculously powerful than the last one. Among the few capable of such a feat, lies your name. Just like how Draig and Albion went from fire and poison to piercing, reflection, boost, and divide. The powers you develop will depend on both your fighting style and the experience you accumulate during time; the only secure thing is that they will have the potential to be as overwhelming as the powers of the Heavenly Dragons and that there won't be an upper limit as to how many you can develop in your life.

(54) Silent as The Grave | Life is But a Dream | Liminologist [1100CP] (Adrift in the Complex)

Silent as The Grave [100CP] (Adrift in the Complex)

In places that are crawling with entities, it's best to be quiet as the dead. At will, you may render it impossible for anything you'd define as "hostile" to detect your presence through indirect means. Your footsteps are silent and leave no imprints, fingerprints are not left behind, and your breathing is muted. People have to directly observe you, or use magical detections, in order to perceive you.

Life is But a Dream [400CP] (Adrift in the Complex)

Illusions and false exits are a dime a dozen in the Backrooms, and are quite frankly annoying. You have an innate talent to detect any and all "fake" things in your surroundings. You can determine aberrant creatures, illusions, traps, fake levels, dreams, and potential lotus eater machines.

Liminologist [600CP] (Adrift in the Complex)

Navigating the Backrooms is a challenge on a good day. The majority of them have some flavor of nonlinearity, unstable environments, and/or infinite swaths of the same thing. This perk gives you near-total awareness of whatever place you are in, be it in baseline, a liminal space, or some other dimensional location. You also get something of an internal map to go with it, letting you map out where you've been, and potential locations.

(55) Guiding The Flock | Thou Art Corruption | Thou Art Death [1100CP] (Who's Lila)

Guiding The Flock [300CP] (Who's Lila)

People have a tendency to listen to what you have to say, and if they listen long enough, you can convince them of nearly anything. With this perk, your words gain a compulsive effect that can overtime exert more and more sway over people who listen to you. The power of this ability starts out very low and small in terms of who it can effectively manipulate, but grows the more people you manage to use it on.

Thou Art Corruption [400CP] (Who's Lila)

Your mere presence in metaphysical space exerts a 'weight' on the world, enabling you to clearly see and interact with the stuff that makes up people - their 'reels'. It's all a bunch of garbage mostly, but with the same ease as pulling out a hair, you can remove a person's reel, either to replace it with one of your own making or dispose of it entirely - effectively

destroying/removing that person's ego and identity from existence. Leaving a perfect hollow void that can be easily filled with something worthwhile.

Thou Art Death [400CP] (Who's Lila)

You are something that does not belong in any reality. To merely gaze upon an expression of your form, be it physical, metaphysical, or plainly conceptual is death. You may choose whether or not this is an immediate process or if it is a slower yet possibly more insidious erosion of the self. You have complete control over how this manifestation appears as well and its power grows the more people are aware of you and your influence.

(56) Forbidden Fruit | Blessings, Curses, and Miracles [1200CP] (Genesis)

Forbidden Fruit [600CP] (Genesis)

Humans are said to be created in God's likeness and are not equal to him, this is shown in how they lacked knowledge of good and evil, which was given to them in the form of a fruit by God. Now he's no longer the only one capable of granting that sort of knowledge. You're capable of placing concepts you can understand like love, evil, good or even death and place them in a fruit. When someone who doesn't understand or have that concept consumes the food they will become able to understand that concept.

Blessings, Curses, and Miracles [600CP] (Genesis)

This is a world of promises, tests, trust, faith and the relationships between humans and beings much more powerful than them. Using the faith humans had in God and the trust he had for them, many circumstances that should not have happened were able to be realized thanks to the power of miracles. You have gained the ability to make miracles come true, either in the form of blessings or in the form of curses. For miracles to be able to take effect you will need to take into account three things; how much energy you will use, what you want to achieve with the blessing and lastly the relationship you have with the one you want to bless. A strong relationship between you and the person you want to bless is needed for the result you want to be effective, whether the relationship is a romantic one, a long-lasting friendship or blind faith and devotion to you doesn't matter as long as the bond itself is strong. What you want to achieve basically refers to how difficult and impossible is for the end result to happen, blessing someone with good luck is easier and than making the offspring of an old person as numerous as the stars. This connects to the last thing to take into account: your own power. The more difficult the end result is, the more energy you will need to spend for it to come true, this energy can be mana, ki, lifeforce, it doesn't matter what the energy is as long as it comes from you. Curses work on almost the same principles as blessings, with the exception that curses work by completely severing the relationship with the person, most of the times being a one time use with the cursed target because of that. As with blessings the stronger the relationship the more powerful the curse will be, even more so if the intended effect has some malicious or negative effect on the target.

(57) Null & Void [1200CP] (High School DxD)

The Sacred Gear Canceller was an unfinished but greatly useful power that Rizevim used with little sense or forethought. This one is a power similar but superior, and you are probably a way better wielder for it than that sorry excuse of a superdevil. What this does is to negate the powers born from any item or artifact, including Sacred Gears, Holy Swords, and similar. Something that might seem like a small thing, but it's far from useless when you

see how many powerful beings are only so because of the items they have on them. Imagine the face of Odin when his spear proves itself worthless in the middle of a battle, or some Longinus user being stripped from his unearned power right before victory. While there are some limits to what you can negate, both in how long you can keep it up, or how many artifacts at the same time, it will be improved over time and use of the ability.

(Editor's Note: I've increased the price from *600CP* to *1200CP*.)

(58) Alternative Access | Video Game Mechanics [1200CP] (Godhusk)

Alternative Access [600CP] (Godhusk)

Perhaps you need to drill through a crack of some sealed great dome and clogged pipes. Or to get an object shaped like a brick from the dead corpse of a sapient vessel that you didn't kill to open a creepy looking door. There are times where you could reach or open something without having to go to such extremes in the first place. So, what if you didn't have do such while also getting access to something you'd likely not like without the required action or object done. This perk opens these alternatives, or at the very least allow for the repurpose or forging of something to substitute the required. Why need an iron brick when you can make one from scrap metal, why need all five Angel vessel pieces when a few spare limbs that look similar are enough.

Video Game Mechanics [600CP] (Godhusk)

When entering the world of Godhusk, you are not met with any video game-like elements, but instead a cold harsh reality of what was presumably Earth now in the liminal space to a countless many routes that may herald the next needed era. But what if you had something to at least make the experience of walking through a world that is not suitable for mankind no longer. As part of the course for game guides for video games that aren't real. You now possess various video game mechanics expected from a video game release by Godhusk. However instead of it being RPG Horror-based like Vermis, this will be RPG FPS-based. Contemporaries for comparison would be the likes of old Doom & Duke Nukem Games, albeit a few years more refined.

(Editor's Note: A different version of the *Video Game Mechanics* perk can be found in *TDT: D&D Part 1*.)

(59) Keep the Watch [1200CP] (Adrift in the Complex)

After you've brought the peace to an area, you probably want to keep it. You receive syncognition, giving you the ability to observe everything that can be seen as under your authority. Additionally, you can observe other locations under the control of others, so long as they give you consent to do so. You won't see purely personal things, or meaningless conversations, but you will clearly be alerted to crimes, ethical violations, or genuine plans to commit similar actions. Additionally, when not in such territories, you gain perfect sight of everything happening a thousand meters around you in all directions. Seeing all of this will never cause you any mental/visual/psychological pain or stress.

All-Seeing Eyes: There are many injustices that have never been rectified, and many crimes destined to happen. You now have the ability to see the past and the future, albeit to a limited degree. By either capturing criminals, or perceiving

something related to the crime, you are able to see it, its preparations, and any unknown parties in perfect clarity. Similarly, you are given a perfect vision of significant harmful actions that will happen in the future, and you will be able to stop them however you want.

(Editor's Note: The perk *Type-Black* is the Capstone Booster to this perk. Also I have increased the price from *600CP* to *1200CP*.)

(60) The Fear | The Deathdealing [1400CP] (OoC Quincy Supplement)

The Fear [600CP] (OoC Quincy Supplement)

This Schrift allows your attacks to instill an overwhelming, limitless fear in those they strike. A single blow from this Schrift can cause the target to lose all rational thought, doubt everything, and experience vivid visions of their deepest fears. If the target's willpower isn't strong enough, the shock from these fears can cause instant death. Additionally, the Schrift can cause a black substance to spread from your attacks, further amplifying the fear they feel. However, individuals with strong willpower can resist and overcome the effects of this Schrift. The Schrift does not affect those in a "deathly" state.

The Deathdealing [800CP] (OoC Quincy Supplement)

This Schrift gives you control over lethal doses. After ingesting or being exposed to a substance, you can calculate its "perfect lethal dose." The exact amount that will cause death, and adjust this value as you wish. By lowering the lethal dose of normally harmless or essential substances (like blood, water, oxygen, and nitrogen), you can turn them into deadly poisons, killing or incapacitating enemies without confrontation. Conversely, by raising the lethal dose of harmful substances, energies, or attacks (such as an enemy's energy or strikes), you can render yourself invulnerable to them, no longer harmed by those effects. Once you develop immunity to a substance or energy, you can heal from any injuries caused by it. This Schrift grants you two abilities:

Gift Ball: This technique creates one or more purple, slow-moving energy balls. You can launch them at opponents or leave them suspended in midair. Anyone who touches these balls will instantly experience the effects of The Deathdealing's lowered lethal doses, leading to their incapacitation or death.

Gift Bad: This technique surrounds you with a large green-purple field of poison, allowing you to lower the enemy's tolerance to a specific substance, poisoning them in the process. Though powerful, this Schrift requires you to ingest a significant amount of the substance or be thoroughly exposed to an attack to trigger its effects, such as drinking large quantities of blood to manipulate it or enduring an enemy's energy to become immune to it.

(61) Healthy Body | Healthy Mind | Catlike Reflexes | Mental Refresher | Environmental Adaptation [1400CP] (Adrift in the Complex)

Healthy Body [200CP] (Adrift in the Complex)

Being beautiful won't help in the Backrooms, but a healthy body in general certainly will. Your body is now considered to be at the peak of a normal human being, giving you considerable muscle mass, and the endurance to run through Level ! without breaks. Any debilitating injuries or conditions you may have had are purged, and so long as you don't develop a severe condition, you will never be weaker than you currently are, and you will not gain any unhealthy weight even if you eat junk all day.

Healthy Mind [200CP] (Adrift in the Complex)

The mind is equally as vital , so let's get it ready as well. Your mind is able to hold two trains of thought at once, and grants the computational power to near-instantly identify your surroundings. Any mental disorders or brain damage you had will also be purged, and you instantly become aware of anything trying to subvert or harm your mental faculties.

Catlike Reflexes [300CP] (Adrift in the Complex)

You now have perfect coordination and dexterity, letting you cross a tight-rope if need be. In the event that you fall, you will always land on your feet, and so long as said fall won't instantly kill you, it won't harm you at all.

Mental Refresher [300CP] (Adrift in the Complex)

Your mind is continuously refreshed at a steady but fixed rate. So long as you don't severely overexert yourself, you never have to sleep again! In the event your exertions are so great that your stamina is unable to keep up, you only need to sleep an hour to be back at peak operational capacity.

Environmental Adaptation [400CP] (Adrift in the Complex)

Many of your perks are broadly designed to help you resist the alien nature of the Backrooms, which generally takes away from your capabilities. This ameliorates this, as you now instantaneously develop a biological factor that lets you survive in your environment with minimal issue. Fall into the sea, and you get gills and fins. Fall from the sky, and you get some giant wings. Get trapped in a gallium cave, and your body will now perfectly refresh the oxygen in its body and seal your orifices until you can get out. These adaptations are reverted as soon as they are no longer needed. These will not otherwise give you a direct edge in combat, nor let you fight better.

(62) Dimension Lost | Unknown Dictator [2000CP] (High School DxD)

Dimension Lost [1000CP] (High School DxD)

When you're tired of something, the best place to throw it is in a trash can. And there's very few better trash cans than the Dimensional Gap. This Longinus has the power to create mist that can block any attack, and can transport anyone or anything within that mist into a displaced artificial dimensional space. It has no direct offensive abilities, but once the mist has finished expanding to the size of a country, it can banish everything within into the Dimensional Gap - where all things lacking magical protection are annihilated in but a few seconds.

Unknown Dictator [1000CP] (High School DxD)

This one is a big mystery. It holds the abilities to manipulate iron, as well as control and create electronic devices of the modern era. And take the form of different types of electronic devices, created by the wielder. Not much is known about it, except that its power doesn't fall behind when compared to the other ones in this list.

(63) Kurayami | Nurtured Nature [2400CP] (Monogatari)

Kurayami [1200CP] (Monogatari)

There's a little bit of darkness in you, something no one can see but almost every Oddity can feel at the back of their mind. In this world, Supernatural beings have roles. Rules that they play by, actions they take, character archetypes they fall into. When a supernatural being deviates too far from these roles for too long, a darkness appears to devour them whole. You've taken on similar traits, though not quite at the same level, that gives you a supreme

advantage in combat against any supernatural being that has deviated from what the greatest majority of the world believes is that creatures' role. If the most popular perception of a vampire in one world is that they rule over the night as ancient nobles in creepy castles, then a vampire that lives quietly in suburbia would find you to be a far more dangerous opponent than you should be. To qualify, significant deviance must be made but once qualified, you are able to take down beings that should normally be tens or hundreds of times as strong as you with relative ease.

Nurtured Nature [1200CP] (Monogatari)

Belief has great power in this world and nowhere is this truer than in regards to Oddities. You are special even among them, in that you experience the benefits of this more strongly and are protected from the drawbacks completely. When people believe you are something, you are able to allow yourself to slowly take on the traits of or even entirely transform into that something, be it a different species or kind of person and so on. The more powerful the end result, the more people need to be strongly believing that you are that thing already for you to make the transition. On the other hand, you are able to prevent yourself from changing due to belief in you if you do not desire the changes, no matter how many people are believing it at once, essentially making you immune to any warping of reality based in faith or belief.

(Editor's Note: I've doubled both prices of perks from *600CP* to *1200CP*.)

(64) Type-Red [2600CP*] (Adrift in the Complex)

You are what the Global Occult Coalition would call a Type-Red, or a Regenerator. As the name suggests, it makes you someone who can rapidly regenerate from damage that others couldn't.

Type-Red: Limited: 400 CP grants you Limited Regeneration, allowing you to slowly reconstitute lost tissue, and smaller lost ligaments (Such as fingers and feet).

Type-Red: Full: 1000 CP grants you Full Regeneration, letting you totally heal lost tissue and limbs in a matter of seconds, rendering permanent injury impossible.

Type-Red: Expanding: 1200 CP grants you Expanding Regeneration In addition to regenerating tissue and limbs, you also rapidly grow new limbs and organs in response, letting you rapidly grow in body mass without compromising your ability to fight. At this level, actually killing you in a straight fight is very difficult, and doing so in a one-on-one can only be done by godlike entities. Once a conflict ends, your expansions will revert until your body returns to normal.

(Editor's Note: I've increased the prices of the second and third options from *500CP* to *1000CP*, and *600CP* to *1200CP*.)

(65) Covered in Ash | Tainted Light | Empathetic Monster | Elemental Breath | Sonic Screech | Mysterious Monster | Leech | Possession | Conversion | Darkness | Light [2800CP] (RWBY: Creatures of Grimm)

Covered in Ash [500CP] (RWBY: Creatures of Grimm)

All Grimm dissolve into black smoke upon death, making it more than a little difficult to dissect or collect trophies from, but there are also those like the Geist that leave a trail of smoke wherever they go. You can now coat yourself in a thin layer of this black smoke, both

to slightly hide the specifics of your body as well as giving you a more frightening appearance, like something straight from a nightmare.

Tainted Light [500CP] (RWBY: Creatures of Grimm)

People see the light as their ally, a symbol of all that is good and pure. It is only natural, then, that the Creatures of Grimm would pervert this aspect of the natural world as well. You may now glow with light, emanating from either an appendage or through new markings found all across your body. The light you emit will be equal to that of a torch, and is useful for luring unsuspecting prey right to your maw.

Empathetic Monster [100CP] (RWBY: Creatures of Grimm)

Humanity is not limited to just negative emotions, also possessing love, hope, contentment, and so on. You are no longer limited to only perceiving the darkness within them, but also their light, capable of sensing their positive emotions with just as much accuracy as you can sense the negative. Love and hate are closely intertwined, the only true antithesis of emotion being apathy.

Elemental Breath [200CP] (RWBY: Creatures of Grimm)

Ever since man learned to harness the elemental powers of Dust, it has been an integral part of their arsenal when it comes to combating the Grimm, yet they are not the only ones who can control the elements. From your maw, you can let loose an elemental attack of your choice, from fire to lightning to water. Each one has their own uses, with ice breath being able to freeze opponents solid. You can take this option multiple times.

Sonic Screech [200CP] (RWBY: Creatures of Grimm)

The sound of the Creatures of Grimm alone is enough to send the common person running away in terror, their dark chorus inspiring fear ingrained into them since before recorded history. To have weaponized it, releasing sonic blasts that can shatter glass as easily as it can push back the more durable of your foes, is a terrible thing to think about.

Mysterious Monster [200CP] (RWBY: Creatures of Grimm)

Scientists have long been driven mad or despairful at how they only are faced with more and more questions the more they discover about the Grimm. In a similar vein anyone that hopes to study you will find their efforts be for naught. All undesired attempts to study and understand you or your abilities will find no progress beyond the basics. Only with your permission could anyone glean the truth about how your powers work.

Leech [400CP] (RWBY: Creatures of Grimm)

Is this natural, to feel so hollow and empty inside? Is that why the creatures of darkness prey on those who carry light within them, in an effort to fill that which cannot be satiated? Regardless of the philosophical quandary, you possess a truly dreadful ability, one that is sure to keep others awake at night. Simply by being around you, you can slowly drain away a target's willpower and emotions, using them to heal yourself from whatever wounds you may have. This process is greatly sped up should you be able to actually touch them, leaving them as empty, still husks compared to the bright and lively people they were once before.

Possession [400CP] (RWBY: Creatures of Grimm)

Who said a Grimm only has to rely on what they themselves have been gifted with? It is a preposterous notion, especially since a Grimm like you could turn the very world against your enemies. You share a similar ability to that of the Geist, being able to take control of inanimate objects like rocks or trees and using them like extensions of your body. With time, power, and practice, you may even learn to possess individuals, so long as you can overpower them in both will and strength.

Conversion [600CP] (RWBY: Creatures of Grimm)

There is nothing more antithetical to modern sensibilities than people willing to look to the Grimm as allies, and yet there are a few twisted minds who have done just that and so much more. Whether they are willing or not, you may coat others in the black tar inherent to all Grimm, transforming them fully or just giving them the abilities of one, should you want them to retain their minds. They may start off as powerful as a typical newly spawned, but time and experience will change that. At the very least, you can mark them as people the Grimm should ignore or assist.

Darkness [600CP] (RWBY: Creatures of Grimm)

For as much light as there is within humans and faunus, so too is there much darkness hiding within their hearts. It is that darkness which draws the Grimm towards them, and it is what will give you power. By drawing upon ambient negative emotions and similarly dark energies, you can use these to fuel your growth in power, rising above what you once were. This can either be a temporary boost which offers more power, or a smaller but permanent boost.

Light [600CP] (RWBY: Creatures of Grimm)

An impossibility, one that goes against everything that the inhabitants of this world knows. Within you is not the typical dark void inherent to all Grimm, but instead the light of a soul, manifest as Aura! Though it may only be on par with that of a Huntsman Academy initiate, you can access the strength and protection of Aura to help assist you in any number of ways, and can even awaken a Semblance in time. For a soulless creature to possess the power of a soul, and if they were capable of spreading it to the other creatures of darkness...

(66) BEYOND [3000CP] (Jorge Joestar)

Do you believe in it? That thing standing behind you. No, not physically behind you. Behind your story. The force that directs and guides you. The living narrative in which you are the hero. That's Beyond. A Stand unlike any other. It warps the world around you to fit the genre you've chosen. A Beyond focused on Detective stories would grant its' user constant hints towards the truth and encourage their deductive skills to grow with constant challenges and constantly introduce absurd, bizarre and amazing crimes for them to discover and crack, even in an otherwise utterly normal world. It isn't an absolute power. Without effort, luck and dedication on your behalf, it is still perfectly possible to fail or die. Beyond provides the tools and the story, it is your job to carry out the role of the Hero. What your Beyond focuses on is up to you, though it will manifest as a particular type of story and no matter what you choose, it will only provide you with the means and the scenario and it will in no way guarantee your victory. You may even face extreme personal danger. But what a story you'll have to tell at the end of it all.

(Editor's Note: I've increased the price from *600CP* to *3000CP*.)

Wells of Power

Mechanisms by which to Gain Sources
[14,100CP] (28 Purchases) - Perk Total: 15

(1) Wrath of the Buried [200CP] (Elden Ring)

Once, there was a Great Caravan accused of heretical beliefs, that saw entire clans of merchants buried alive far underground. And just as their sorrow and despair summoned the Frenzied Flame you have learned to hone eldritch powers of all kinds through such twisted emotions. Malign spirits become easier to summon, fireballs of Frenzied Flame swell in intensity-supernatural powers of all kinds become more unpredictable yet powerful when you pour your resentment into them, though never in a way that harms you. As a final boon, not only are you capable of spreading madness through a hard look, a scream or a similar social gesture but it and similar abilities are more infectious than usual. Gather enough resentment, and even inhuman beings could be wracked with madness or whole crowds sent into foaming fits.

(2) Scars for Success [200CP] (Don't Rest Your Head)

Failure is a bitter pill to swallow; it leaves a scar upon the soul that lingers even after amends have been made. You will find that you can draw upon your greatest failures to propel yourself to greater strengths. You have two options here; you may use the constant memory of your failures to provide a small but reliable drip of motivation that mildly hones your will and focus, or you may transform your scar to gain a more significant boost. Transforming your scar will prevent you from even using it again, but in exchange you will gain one of the following; the ability to temporarily or permanently shift your Madness or Exhaustion talent (into something more relevant to what you are currently doing, as an example), or you can refresh your body or mind, curing your Permanent Madness or bringing you well back from the brink of crashing through exhaustion. In both cases, you may only use your scar as long as there is a connection between the scarring event and your present situation.

(3) Hate Sink [400CP] (Monogatari)

Just a few more tears, just a bit more anger. You find those negative emotions to be the sweetest sauce in the world, a tasty treat you almost can't help yourself to indulge in. You find yourself empowered by the negative feelings of those around you, increasing your overall powers the more negative emotions are swirling about in the air nearby. The more people feeling bad and the worse they feel, whether it be fear or hate or anger or sadness or something else, the stronger you'll become. The boost won't last for more than a few hours beyond that initial bathing in the misery aura though.

(4) Heresiarch | Blessing of Blood [700CP] (Elden Ring)

Heresiarch [100CP] (Elden Ring)

All of this suffering, all of the lives you've cut down-it's only right that it means something, even if it's something awful, right? When it comes to black-hearted ambition, skullduggery and treacherous greed of all kinds fortune seems to favour your efforts. Nothing too

spectacular but victims you hunt down are just a little off their guard when it comes to convincing them to take the low path, or too distracted by the pretty birdies to see your hidden blade coming. It won't do much to hide what you are from right-thinking folk, but your sinister air makes you more intimidating than contemptible. And when it's time to partake, you'll find blood sacrifices and unholy rites of all kind yield better results for you in particular, a single victim's life, pain or severed body part doing the work of several.

Blessing of Blood [600CP] (Elden Ring)

Deep under the earth in the wretched Mire beloved of Mohg, you sought the Formless Mother's favour-and always generous, she bestowed it. Now all manner of blood-themed magic is greatly empowered in your hands, be it wringing more power out of sacrifices or enhancing the lethality of blood-borne curses. Spirits you summon also benefit from this reviled blessing, healing you slightly when they draw blood from others and gaining strength when inflicting bloodloss by any means on their foes. When you set out to shed blood on your own initiative she favours you further, granting you phantom Great Runes that can bless all beings capable of bloodshed not allied with your chosen victim similarly and enhancing your own capacity for bloodshed further. And last but not least, the Formless Mother craves wounds she hopes you will spread across the multiverse itself. With her Bloodboon incantation you may thrust into her formless body, spreading bloodflames around you that sear your foes with their cursed heat while wracking them with unnatural bloodloss. With such a direct link with the source of all blood magic, it goes without saying you are a master practitioner of blood incantations. Conjuring swarms of flies and bloodflame talons is old hat for you, and you may easily bestow similar powers on those you favour or in time innovate new ways to channel the power of blood.

(5) Master of Light [400CP] (Rebuild of Evangelion)

You have a grasp over the light of your soul that the Lilims can only barely comprehend and only grasp in fleeting snatches. In addition to already having all the basic functions of the AT Field, your natural affinity with it grants you mastery over one of Master AT Field Functions from the supplement, as well as mastery over other two Advanced AT Field Functions of your choice and the ability to use them in human-scale if you can shift into a human form too. The master function can be used with the same ease you can use your basic field, without requiring a lot of concentration and energy from your part to effectively use them in battle like it would normally.

(6) Vermal Magick [400CP] (Vermis)

Aspects that are not touched upon at all is the magic system, though for the way Vermis is told, it really doesn't matter. With this perk you are given the ability to use the magic originating from Vermis, it is a bit up to interpretation how it will work or if it uses a source of magical energy, of which will be left up to you. But this perk will also grant you base knowledge of how magic works, and a choice of a single specialization. Such as Shadow Magic, Necromancy, Witchcraft, Illusions, Enchanting, etc. Having one of the Gods Blessing's will grant and allow access to their specific magicks, along with information on how to worship them for added/special patronage.

(7) Excessive Ego [600CP] (Garage: Bad Dream Adventure)

When “Yang” first manifested in the Garage-made world, he was oddly different to any other denizen. Being that he possessed an unnaturally high-level of Ego, along with a greater natural fuel efficiency and engine power than any other. And that’s not even going into his rather malignant actions that he used his natural gifts for. Then along came Juice who had an even excessively higher Ego-Level. Like them you possess an excessive amount of Ego, that is also reflected onto other parts of your biomechanical body, making them more efficient and durable. However, like them you also possess the capacity to split your Ego into other sentient Alter-Ego clones. Be it a separate personality within you, or a separate physical being. While compared to “Yang” and Juice, you are just as unable to control what comes out from them. But unlike them, you can at least choose when this phenomenon will happen and when it is possible to do so. While it’s unknown if they were any other hidden uses for Ego other than that. Outside of this gauntlet, there could very likely be room for possibilities.

(8) Wakfu [600CP] (World of Twelve)

You have a huge quantity of wakfu comparable to that of the goddess Eliatrope, which not only increases your power and allows you to live a very long time, but you also recover wakfu much faster than normal. Beware of the clockmaker and people finding you tasty though!

(9) TP Gauge | LOVE! [800CP] (Deltarune)

TP Gauge [200CP] (Delatrune)

For the duration of this jump, whenever you are close to an enemy's attack you can absorb a tiny portion of that attacking energy, you can then use this to fuel any abilities you may have as if it were your own energy source.

LOVE! [600CP] (Delatrune)

The more you hurt the easier it becomes, as you kill you will gain execution points when enough are accumulated your LOVE will increase, and as you become more powerful in every respect. In addition to this potential, this perk is a capstone booster for the Lightner Origins. Unlike in the games, your LOVE can increase past Lvl. 20

(Editor’s Note: *LOVE!* Acts as a *Capstone Booster* for certain *600CP* perks from the *Deltarune* Jump.)

(9) Sorcerer Fight [800CP*] (Gorefield Horrorscopes)

Eh? Surprise crossover time? That’s pretty random... Well, there WAS another Jon in this multiverse that had jujutsu, so why not you too?

This perk grants you access to the Sorcerer Supplement found in the link of this perk’s title, you don’t get the sorcerer points stipend, nor do you qualify for the Aberration reward because you didn’t get the stipend.

Though you can take the binding vows and you can trade LP for SP at a 1:1 cost.

Alternatively, should you already have used this supplement in the past, you can just pay the 800 value to carry over your build to this gauntlet. And you can still exchange LP for more SP at the same rate.

Should PriorPossible834 make an update to that supplement, you may pick the most recent version. You can discount this perk by half and gain +400 SP to use in the supplement by accepting to merge this gauntlet's world with the physics of Jujutsu Kaisen, this does mean your Gorefield has access to cursed energy and qualifies as a cursed spirit of some sort, and his unique ability translates into being a cursed technique with all the versatility and potential that implies.

(Editor's Note: This perk will simply allow you access to the Sorcerer Supplement, but will affect the *GOREFIELD* perk.)

(11) Power of the Soul | LOVE [1000CP] (Undertale)

Power of the Soul [400CP] (Undertale)

Everyone has a soul in this world. But very few can draw out its power. With this perk you can. Whatever magical abilities you acquire here is now doubled. The power of your soul grants you a minor healing factor. Healing bruises and shallow scratches in seconds. But the big one here is that this is a capstone booster. Also certain perks gain additional abilities depending if you have this or not.

LOVE [600CP] (Undertale)

They gone? No one else is here but us, right? Good. Listen jumper, we both know why you are here. So, lets drop the charade. You don't want friendship. You want power! And power here can only be acquire by increasing your love.... Oh, I'm Sorry LOVE. Or rather LEVEL of VIOLENCE! The more you hurt people the more it increases. AND IN THIS WORLD ITS KILL OR BE KILLED!!!! And you have the magic to do it. Thorny vines, bullets that look like seeds. But that's not the big gain here from now on when hurt people you gain EXP get enough you LOVE increase making you stronger. You want to get a bunch of LOVE? Better Start Killing!

Boosted – Burn In Despair: Hmmm but there is more it than that. Sometimes the best way to gain EXP is to make others despair at their misfortune. You know how to do that no Problem. When you fight someone; you can break their spirit causing them to give up on life. This will give you More LOVE. Show those idiots what you are made of.

Bonus – You Best Nightmare: Hey uhh Jumper...you, okay? You look a bit...off. Wait a second. This power, this look. WELL, WELL! YOU ARE A KILLER! This power is your second form! Just take your current look and it make HUGE and scarier! With some mechanical and technological changes here and there. You will also receive powered up versions of your usual attacks and even some new ones! Wait...Do you have **Burn in Despair**?! WELL MAYBE THERE IS MORE TO YOU THAN I THOUGHT!!! You can absorb the souls of others to gain more power and even add their abilities to your own! BECOME THE GOD OF THE WORLD JUMPER!!!!

(12) Pathless Prodigy | Primal Current [1000CP] (Elden Ring)

Pathless Prodigy [400CP] (Elden Ring)

Like Thops, it seems you have an underrated knack for cutting corners in magic. Your capacity to improve on spells and innovate on existing magical theory is phenomenal, such that if your talent was proven and displayed your work could earn you the tittle of

conspectus-first and greatest of a whole new school of sorcery. With the resources and knowledge base of an academy, within a few days you could innovate on barrier magic to heights those in this world would deem impossible-even deflecting the magical projectiles of divine beings. It's such a shame that far-fetched talents such as your breed scepticism in many.

Primal Current [600CP] (Elden Ring)

The eldest primeval sorcery is said to have been discovered by an ancient astrologer, who glimpsed a primeval current that became real, causing the stars' amber to rain down. Not only are you highly skilled in the sorcery learned from Crystallians, and Onyx and Alabaster Lords, that mortal men struggle to comprehend but the effectiveness of your spells increases when you are able to witness the stars clearly-even if only as a simulacrum or projection, as long as it is sufficiently accurate one. Their movements presciently guiding your knowledge of things to come as well as the complexity of your spellcraft, and unlock insights into creating new sorceries beyond mortal ken. With time and study, any celestial phenomena in the heavens above can be used to design a new sorcery bolstered with the power of the heavens. Notably, you have already discovered one that can cause glintstone to rain down from the heavens even in other worlds-a great boon for the sorcerer's art, for that precious substance contains the stars' lifeforce and is valuable for building all manner of implements.

Greater power awaits you if you are willing to apply your knowledge of the forbidden primeval current. You know how to replace your body parts with inorganic glintstone components, to transplant your soul into a great primal glintstone through which you can animate a suitably prepared puppet's body and to weave multiple such sorcerers into a "star seed" to channel greater power. More importantly, your chances of surviving such a procedure with your mind and soul intact have drastically gone up-and in general, magical transformations of the body, mind and soul are far more successful and safe for you to undertake than they were without this. Last but not least, beings of eldritch or alien nature are much more amicable towards bargaining fairly with you-intuiting your needs and desires, and being more generous in terms of granting power. It may still be perilous to court a significantly malign or powerful entity, but in this world should a star fall to the Lands Between a pact might be struck with it.

(13) O, Flame! | Divine Grudge [1200CP] (Elden Ring)

O, Flame! [600CP] (Elden Ring)

In times past, every single person who attempted to control the flame of frenzy succumbed to madness after a desperate internal struggle. And whether this is a meagre victory or a prelude to yet another tragedy, it seems you have a great affinity for magic governing fire of all kinds. Fireballs roar into short-lived rains of fire while dragon's breath roars like a comet; while all fire magic benefits, the yearning for destruction within you is drawn most to unrestricted, wild, passionate destruction. The magic of the Frenzied Flame in particular is most empowered by your blazing gift. With certain unwholesome practices it would not be out of the question to pervert and warp other powers with the Flame's destructive ways, whether by reducing a promising Finger Maiden into a self-immolating vessel for communion with the Frenzied Flame or perhaps becoming a spiritual entity capable of possessing others preserved by the Flame's own endurance. Perhaps you have been embraced by the Three Fingers at some point before entering this world, for were you to cut loose and channel a truly potent source of flame (like that of the Giants' forge) you could well burn down the

Erdtree and any barrier it throws up in your path. And as you descend further into madness, as the conviction that enough is enough and this twisted world has to be reset, your power to burn it all away will only grow stronger.

Divine Grudge [600CP] (Elden Ring)

Hatred for the Erdtree, hatred for Marika-is that truly the root of the Omen Curse? The Hornsent are certainly happy to take credit for the malformed horrors that plague both the Golden Order and Marika's own bloodline. You are heritor to some of that hatred, being able to inflict similar horrors on kingdoms through a combination of sustained, almost meditative rage and ritual invocation. It would take a demigod to unleash such a curse singlehandedly, but even a mere mortal has an alternative: Sharing that hatred with others, several tribes or villages' worth of hatefulness has the potential to unleash lasting blight on the shared figure of blame for them all. Even should you find yourself standing alone though, there is one final recourse feared even by the Hornsent. In a truly transcendental moment of despair or rage, you can invoke a divine element amongst destructive phenomena-something like your village's destroyed ashes. In doing so, you can beckon-or perhaps, create-an outer god that will look kindly upon you as its first petitioner (or perhaps, creator) and bless you with all manner of blasphemous powers much as Saint Romina was changed by the Scarlet Rot's caress. You have little control over the deity afterwards. But isn't it worth it, to see all that caused you pain choke on its own blood?

(14) Hand Of The Devil [1200CP] (High School DxD)

Your mana reserves and regeneration are a thing out of this world, and quite capable of matching with any Satan or God out there, if not straight up surpassing them, which would be outrageous enough, if it weren't because of your talent an synchronicity with your inherent powers, an overwhelming mastery over it that would turn even the strongest beings in this world a bit curious of who you truly are. This isn't merely a bit of extra power and proficiency with your powers, but the push to reach an ultimate class.

(Editor's Note: I've increased the price from *400CP* to *1200CP*.)

(15) Chosen by the Black Flash | Self-Embodiment of Perfection | Throughout Heaven and Earth, I Alone Am the Honored One | I'd Win [3800CP] (Jujutsu Kaisen Remake)

Chosen by the Black Flash [600CP] (Jujutsu Kaisen Remake)

The "Zone" is a state reached by athletes when they are at the peak of their concentration, in that state they just seem to do everything better than others, entering this state is quite complicated however… But not for you, who can seemingly do it at will. It's like you can just decide to completely focus on a fight, erasing all useless background noise, you may even start drooling, keeping saliva inside of your mouth being less important than the fight. Because of this ease of concentration you possess, landing the legendary black flash is easier for you than for others, it wouldn't be a stretch to say you are the most talented user of the technique in all of sorcerer history. It's only a matter of time until you break the world record for most consecutive black flashes too. The Black Flash is a technique that is mostly used by getting lucky, but when people look at you, they aren't so sure anymore.

Self-Embodiment of Perfection [800CP] (Jujutsu Kaisen Remake)

Those are certainly some abilities that you possess, Jumper… Did you really have to do that? Though I guess you are surprisingly talented at using abilities in gruesome ways. Much like Mahito is like your creativity for causing suffering is never ending, and that means that your abilities will evolve rather quickly, as long as you happily continue to enjoy suffering. In fact, testing the limits of your powers on innocent people will get you better results than anything else, their suffering stimulating your sick mind. Are you a curse, Jumper? Or do you simply think like one?

Throughout Heaven and Earth, I Alone Am the Honored One [1200CP] (Jujutsu Kaisen Remake)

Are you feeling stuck on something Jumper? Maybe there's a technique you seemingly just can't understand? Have you tried dying? Or maybe more specifically being killed? I heard the inspiration given from death can be quite helpful in reaching a breakthrough, especially when it comes to cursed energy.

Thankfully being killed and coming back is very doable for you, because now, every ten years, if you're killed you will come back. Not only that, but you will seemingly understand things better than before, not only your techniques, but also the very own world.

It can be an addictive feeling, to realize the pleasantness of this world. Because of this, when you come back you will reach "enlightenment", though most people will simply think you're high as you giggle and scream to the world that you're the very best. Try to come back to reality after you kill however killed you, buying your own hype can become dangerous.

I'd Win [1200CP] (Jujutsu Kaisen Remake)

Satoru Gojo's scariest ability is not his raw strength, but his ability to adapt and overcome all situations by utilizing his abilities in clever ways, previously thought to be impossible ways. The 0.2 Domain Expansion, a Domain Expansion that's smaller outside, and using Reverse cursed energy to heal the brain, are all examples of what he can do when pushed to a corner.

You are now the same as him, whenever you are at your wits end, new and clever applications of your techniques rush to your mind, and your odds of applying them become much higher, your talent spiking when you are out of other options. With this it would be quite possible to do the impossible, breaking the established rules of a power system when no one expects it. Gonna lose? Of course not, it's Jumper!

(Editor's Note: I've doubled both the prices of *Throughout Heaven and Earth, I Alone Am the Honored One*, *Self-Embodiment of Perfection*, & *I'd Win*, from *600CP* to *1200CP* and *400CP* to *800CP*.)

Eldritch Blessings

Mechanisms by which to Initiate Change in Oneself
[51,000CP] (141 Purchases) - Perk Total: 48

(1) Baby Maker [100CP] (One Piece)

Humanity has this strange ability to mesh well with other races, on the biological front at least. Indeed, you can make children with practically any other race out there, with your blood lessening the weaknesses of their other half while retaining their full strength. This perk also comes with greatly improved fertility, enough that, like a certain Emperor, you can keep pumping out kids for as long as you live. Of course, you can also control this newfound fertility of yours in case you don't want to take care of a bunch of brats.

(2) Halo [100CP] (Rebuild of Evangelion)

As a symbol to represent their divinity, each Angel has a ring of energy, a halo, floating around some part of their body. While you'll still have a halo formed from your AT Field if you're an Angel and chose to not take this item, by purchasing this, you'll be able to manifest a halo in any Alt-Form you might have, mostly as a cosmetic effect, but can have some utility if you want to pose yourself as a divine beings to other people.

(3) Cybernetic Systems [200CP] (Godhusk)

Through Mind (Mem) units, it's often to bear a glimpse into the past, important hints, and forgotten thoughts. Humanoid beings head to toe in protective suits survive the harsh environment their planet was becoming. Buying this will let you choose a part of yourself you would like to cybernetically enhance. From adopting the limbs of Vessels to gain their natural characteristics to gaining machine-like thinking speeds by embedding a mind cell into your brain. I'd recommend a Lung enhancement, as POL.LYPs are still active and even back then.

(4) Timelessness [200CP] (Blame!)

Wandering through the City for countless eons leaves one with a highly distorted sense of time, and it won't be until you leave that you realize the physical changes which have been inflicted upon you. The lack of mirrors and reflective surfaces on many of the City's floors probably contributed to part of it, but you'll soon realize that your body doesn't change in appearance due to age anymore, and if you are actually aging, it's happening at such a slow pace that you should probably stop measuring your age in terms of years. Maybe decades would be a better unit of measurement.

(5) Süßes Blut | Blood In My Coffeestream [200CP] (High School DxD)

Süßes Blut [100CP] (High School DxD)

Have you ever been told you smell really good? Well, get prepared because you're going to be hearing that a lot from now on. Really lots. Seems that as a side-effect of your arrival to this world, your body gained a very special constitution, it has become something similar to

catnip for supernatural beings, those with superhuman senses, and even humans with particularly strong noses or magically inclined. For them it's like your body it's an ambrosia, attracting them like an addict would be attracted to the fix that gives the greatest high. It makes supernatural beings just so more agreeable when dealing with you in general, Devils offer you a spot in their peerage just to have you around, while nekomatas might just start sneaking into your bed to enjoy the smell, and vampires... your blood has acquired a sweet scent that would draw the undivided attention of any vampire in a three-miles-radius, not to mention a heavenly taste that would have the most prideful of them in their knees begging for a sip.

Blood In My Coffeestream [100CP] (High School DxD)

Oh, the forgotten power of bloodlines. Being part of the Hero Faction means that you're either the descendant of a 'Hero' of renown, the inheritor of their spirit, or the result of some human experimentation trying to resurrect or clone a dead Hero. Thus, you have inherited some of their powers and characteristics, a descendant of Lancelot could unlock the masterful swordsmanship he was famed for, while a famed magician would boost your magic reserves and talent for the arcane arts. In general, aside from the flat power increase and talent augmentation, you're a bit more charismatic and luckier than the average.

(6) Slow Metabolism [200CP] (Fear & Hunger: Termina)

You have learned to master your hunger, such that you can slow or accelerate your metabolism by up to 50% at will, either delaying starvation or increasing the rate at which you get hungry.

(7) Xerocole [200CP] (Godhusk)

A general term referring to any animal that is adapted to living in a desert, or for the sake of this perk, really hot places. The many overlapping solidified bronze strings produced by the POL-LYPS seem to not care much for the great heat produced above by Hemera-12, and so does its offspring that arose from the think crusty copper layer from their many frustrated fertilization attempts. You more than other cytea possess an incredibly high heat resistance and tolerance, even more so than the likes of a Red Father, but far, far more than any regular-sized Cytea.

(8) Soul-Piercing Gaze [200CP] (Children of an Elder God)

Your eyes are vibrant and alive, but deep as an ocean trench. When you focus on someone, you can pierce through their outermost self to see their soul, mentally vivisecting their motives, feelings, and desires. This is deeply uncomfortable for others to experience, but only someone with knowledge of the occult would realize that you were actually looking into them. What's more, when your gaze meets someone else's, you can draw them into yourself, their mind briefly fleeing their body to helplessly see the world through your own eyes. Subjects thus de-bodied are calmed by this, and you gain the ability to mentally command their body to act, even to speak what you desire them to say. They will not realize that they have lost control over themselves, and will tend to dismiss the event as an out-of-body experience… unless they have knowledge of the supernatural, at least.

(9) Vessel OR Cage [200CP*] (Jujutsu Kaisen Remake)

This perk is divided into two versions, and you can only buy one of them. First let's talk about the Vessel option, the one that costs -200CP, by buying this you officially become a vessel, what this means is that you have the capability of eating cursed objects to become a reincarnation of a sorcerer.
Thankfully they won't overwrite your will, though they are certainly capable of it if you give them the opportunity. So why would you ever eat a cursed object you ask? Because if you do let that sorcerer take control, they will be able to use their abilities such as their innate technique. So maybe try to find a kind sorcerer?
Either way, due to the nature of souls, having another one inside of your body will make you aware of them, what this means is that your strikes will then directly harm someone's soul. That isn't all however, because eventually the techniques of your little parasite will be engraved upon your body, and then you will no longer need them. This option can also make you into a Star Plasma Vessel, making you capable of listening to the assimilated victims of Tengen when in close proximity.

(Editor's Note: There is a *600CP* version of the perk if you wish, and will only cost *400CP* if you pay for the first version.)

(10) Demonic Lily [300CP] (One Piece)

Huh? What's that you got there on your shoulder? A flower? Well, it looks as though you are the newest host for the Lily Carnation, a parasitic plant that is now connected directly to your life force. Usually these plants are very carnivorous and manipulative, however this one seems more docile comparatively. Not immediately setting up base or attempting to eat anyone in sight. It took over 20 years for the one in the movie of eating shipwrecked pirates to become as big and powerful as it did, maybe this time you could provide it a steady flow of food in exchange for its powers.

(Editor's Note: This was originally a Drawback, but I've decided to make it a perk. And is probably the only reason why the One Piece Jump is in the Tome at all. I just really like the concept of the Lily Carnation.)

(11) Sovereign of Shadows [300CP] (Digimon Data Squad)

When first exposed to the darkness in people's hearts, many digimon go mad; but you're different. You have suckled upon these evils, and come back for more where others would have have been consumed. To a being such as yourself corruption is like honey to your lips, and the evils of man a delight for the senses; recognizing even the smallest evils with the discerning insight of a connoisseur, and making the blackest curses naught more than a light snack. However, far be it for a regal soul such as yourself to not give back to those who've given you such delights.
Upon finding a suitable subject you may assume an intangible form, and take residence within their natural electromagnetic field; a transformation which renders you completely undetectable, but restricts you to more passive means. While your great power may be beyond you, you can influence your subject subtly through this form of possession; whispering to their heart, and guiding their dreams to promote changes in their actions and character. Though if you favor more direct actions you could simply speak outright, or simply

suppress their will with your own should your force of will be up to the task; the latter placing them in a trance where they're little more than a puppet dancing to your strings.
Better yet, this intimate connection will allow you to drink their emotions straight from the source rather than limiting yourself what's radiated by their heart. Why a young rookie who managed to convince a child to kill their pets would have more than enough power to digivolve without the use of a digivice! To a being such as yourself? Well, I'm sure they'll be no end to the delights you'll encounter. Moreover, this perk has special interactions with several 600CP perks, and prevents you from purchasing Lord of Light.

(Editor's Note: Acts as a sort of *Capstone Booster* for other *600CP* perks from the same Jumpchain.)

(12) Malleable Existence [400CP] (Rebuild of Evangelion)

In their current incarnation, the members of Seele, with the exception of you, altered the shape of their souls and transferred them to their monoliths as a way to extend their limited lifespan indefinitely. Even if you haven't been modified like them, you seem to accept these kinds of self-modifications way better than most people. This includes modifications of any nature, regardless if they're biological, mechanical, psychic, magical, spiritual or of some more esoteric nature. There is no chance of rejection from both biological and artificial implants, your mind doesn't suffer any harmful effect from having most of your body replaced by cybernetic parts, you won't lose your self-identity from directly altering your very soul/mind, you'll still be "you" if you transfer your consciousness to another body, among many other examples.

(13) Human AND Clothing [400CP] (Kill la Kill)

Seems like you're not a pure existence anymore - instead, you've been infused with Life Fibers or Human DNA from this world, and that enhances your powers. No matter how mighty you happened to be before, you'll find yourself a good deal stronger, tougher, quicker and smarter! In addition, this nature allows you to rapidly regenerate from damage dealt with anything besides specialized Anti Life Fiber weaponry found in this world (or a new, similarly rare and focused weapon built for dealing with you in the future Jumps) as well as communicate with humans regardless of form. This Perk also functions as a Capstone Booster, enhancing any Capstone Perks acquired here to new heights.

(Editor's Note: This will act as a Capstone Booster for other *600CP* perks from the *Kill la Kill* jump.)

(14) The Bodiless eyes of the Crimson King [400CP] (SK's: TDTS)

This body is but a shell - a sensory tool through which you interface with reality. Your orbs blaze with the crimson light of chaos. With what you have witnessed, you have concocted a tether to a place that exists beyond places and a time beyond time. Cackle in the face of a nuclear explosion. Survive reality-erasing forces.
Grants one additional 1-Up, refreshed once every 10 years. Accelerate the speed of the next refresh by engaging in bloody acts of chaos. Roughly speaking, the devastation of a medium-sized town would immediately grant you another. Takes approximately 3 months to reform a physical body, but this can be affected by perks that speed up your spells, learning

rate, or physical stamina / health / regeneration. Perks that enable you to vampirise people's emotions or energies will also allow you to regrow your body more quickly. You may continue to use your mental and psionic perks as if you were alive, while you are reincorporating. While rebuilding your body, you cannot be mortally wounded or have your progress reset by any physical force. You will only become vulnerable again once you have fully regained your body. However, a sufficiently powerful psychic or astral threat can still destroy you. Comes with a free toggle for glowing crimson eyes. These eyes can continue to manifest, quasi-corporeal and fully under your control, even after your physical body has been obliterated. If you are still in 'eyeball' form at the end of the jump, it counts as failing the jump.

(15) The Pack Leader [400CP] (Rebuild of Evangelion)

On a weird alternative universe, a strange phenomenon caused by unknown reasons projected waves of mental contamination, similar to the ones used by Arael, to the Moon and used its surface to reflect them to Earth. This contamination that infected humankind initially caused only mental effects, like reducing the victims to a beast-like behavior, but, as time progressed, it evolved and became also a biological contamination with the capacity of changing the bodies of the infecteds into werewolf-like creatures with peak human attributes (you didn't read wrong, see notes for explanation). Even if said phenomenon won't happen in this world, you still managed to be infected before entering this jump, but, instead of being reduced to a mere beast, the contamination evolved you into something akin to an alpha werewolf. In addition to retaining your humanity intact and gaining control over your transformation that allows you to switch back from your werewolf form to your human form at will, you're also able to spread this biological contamination through your bite as a disease if you wish to. The first ones infected directly by you will still retain their intelligence and will be able to return to their human forms too, but, as they spread the contamination to others, the strain of the infection that allowed their humanity to remain will become diluted so further infecteds will be affected by it normally and will become mere beasts. These beasts will still be instinctively loyal to you and can be healed through scientific means, but it'll require research to discover the cure.

(16) Unlimited Rulebook [400CP] (Monogatari)

The power in this burning finger of mine...is rather useful but no game changer. No burning blood to be found here. You've gained a special ability focused into one of your ten or more fingers, or whatever the closest substitute you have is. This allows your chosen finger to shape shift, such as turning into a blade as big as the rest of your body or into a large shotgun, and for you to cause powerful explosions on whatever you touch with that finger. You are also able to teleport short ranges by pointing your special finger to your target destination.

(17) Gauna [500CP] (Abara)

One of the dreaded Gauna. As a Gauna, your power is rooted in your spinal cord. Damaging your spine is just about the only reliable way to permanently kill you. As long as it remains intact, you can regenerate flesh and reattach limbs almo instantly. Injuries to your brain will disable you for a time, and while decapitation is technically "lethal", reviving you from such a

state is as simple as surgically re-attaching the spine, as long as the vertebrae are relatively undamaged.
From your spine you can spawn countless razor-sharp bone tentacles that can extend several meters and slice through flesh effortlessly. You could kill a full of people so quickly they don't even notice you move.
By default, you are the result of Kegan Hall's experiments; a Black Gauna. Your tentacles can wrap around your body to form a tough exoskeleton. In this state, the speed and strength of your tentacles extends throughout your whole body. You are faster than the majority of White Gauna, but they often have an even greater advantage in size and raw strength. Choose age & gender freely.
Alternatively, you are an unprecedented anomaly; a sane White Gauna. Unlike Black Gauna your entire body is transformed into a far more monstrous state. You can rapidly increase your size and strength by devouring humans, but you also become relatively slower. Age & gender are irrelevant. White and Black Gauna are fundamentally the same violent abominations.

(Editor's Note: Originally a *Biology* option, made into a perk. Both Gauna-types possess an intense urge to devour humans, needing superhuman-levels of willpower to stave it off. But with an additional *300CP* you can rid yourself of this hunger. Alternatively however, you may instead get the physical component necessary for you to implant into someone and turn them into a Black Gauna.)

(18) Half-Angel | Pseudo-Lilin [500CP] (Rebuild of Evangelion)

Half-Angel [100CP] (Rebuild of Evangelion)

You've ascended to become a being closer to an Angel, becoming what can be called a Half-Angel, granting you a powerful human-scale AT Field, which can be amplified if used together with an Eva unit, energy blasts and an inhuman durability, as well as allowing you to take Pattern Blue/Angel perks. If you're a human, this status is a further stage of losing your humanity as the result of being contaminated by an infectious Angel like the Ninth Angel, similarly to what happened with Asuka. Unlike her, you'll be unable to ascend into a complete Angel. Alternatively, if you gained this by absorbing the transcendental data contained on the Nebuchadnezzar's Key, you'll be classified as an Angel-like entity, which works fundamentally the same.
If you're a Pattern Orange, for the sake of classification, you can choose to be a Half-Angel, born from angelic contamination, or an Angel-like entity, born from a third unrelated Seed of Life similar to the Adams.
Lastly, if you're an Angel, instead of some kind of "ascension" to divinity, this perk instead grants you the ability to condense your non-euclidean form into a human-like body, basically making you descend to become a being closer to a human. This also comes with the added benefit of making you resistant to effects which try to discern if you're human or not, causing most tests to detect you as a human or be inconclusive. Evangelions can't take this perk.

Pseudo-Lilin [400CP] (Rebuild of Evangelion)

The Curse of Eva is a consequence that comes from partially or even completely losing your humanity due to the contact with Angels, LCL, Evangelions and/or Seeds of Life, usually triggered as a consequence of piloting an Eva unit for years, surviving a Contact Experience (like how happened with Mari) or being exposed to excessive Synchro Rate/Plug Depth (like how happened with Shinji and Asuka). You've developed the Curse of Eva, becoming a

metahuman, or also called pseudo-lilin. The Curse stops your aging process, locking you in whatever age you had when you first arrived here (post-jump, your aging process will stop once you reach your prime), and alters your biology to increase your physical condition to peak human condition and grant you immunity to the effects caused by an Anti-AT Field and the L Barrier, preventing you from being dissolved into LCL or being converted into core matter.

(Editor's Note: Pattern Orange is basically anything that isn't Human. So other species and kaiju.)

(19) Hybridization Adaptation [600CP] (Blame!)

Proficiency is just a matter of practice and time, and proficiency with your body and forms is no different. All Silicon Life have periods as they integrate new components for adaptation and improvement, and there are some forms of Silicon Life that will repeat this process incessantly, evidently never satisfied with the way their body turns out. Through your own process of trial and error, you can now selectively merge portions of your alternate forms together to create hybrid forms. You may pick and choose components from different forms as you like, but be wary that a short period of adaptation follows suit afterwards as you acclimatize to your new body. For those of you just starting off, you can start by integrating inanimate objects – but these won't work as well, and are likely to wear out with repeated use. Still, it's nice to have a turret to substitute for your arm on the fly.

(Editor's Note: I've changed the name for it to not be confused with another perk.)

(20) Moonscorched [600CP] (Fear & Hunger: Termina)

The moonlight has burrowed under your skin, under your bones, into your soul. You now assume a monstrous form based on your innermost fears and insecurities. It is significantly stronger, faster, tougher, and more deadly than your normal one. For the duration of this jump, you will be unable to change your form by any means, but afterward, it becomes an altform you may assume at will. The corrupted boost to the perks will only work for as long as you maintain an inhuman form. If you take on the form of a man the effects will be lost until you shed it once more.

(Editor's Note: The perk acts as Capstone Boosters for *400CP* perks of the same Jump. I will leave how you wish to handle the transformation effects of the perk.)

(21) Darkness Accepted [600CP] (Vermis)

Back in Vermis 1, inside the Shade Sanctum. There was a demonic-looking monster that gently peers from the darkness and politely asks if you'd like to become one with the shadows. If declined he leaves you alone, undoing the illusion, a clear sign of power it wielded. If accepted, then you become one with the darkness for eternity, 'leaving' your mortal body behind. This perk is like accepting the offer, but instead of 'leaving' your mortal body. You become one with the darkness, of those who lurk in the shadows. You become a monster of similar power. You can choose what you'll look like, gain monstrous physical capabilities, and rather potent magick of your choosing. If you have a blessing, then you will gain characteristics and power associated with the god, mixed in with what you've chosen.

(Editor's Note: While it is referring to the Blessing perks you can get from the Jump. You can interpret it to be any divine blessing if you wish.)

(22) Infinity Mirror [600CP] (Fate: Radiance of Pangaea)

When you were young you were involved in an accident involving a strange relic. Your body was remade on an atomic level and blessed with a connection that in every way rivals the Servant summoning system. You do not need to summon servants for you can call upon beings far more ancient. Terminals from a dark star, blasted fourteen billion lightyears away during the big bang, outside of the whole universe. These beings can be instantly summoned to your location at all times, spitting in the face of the fourteen billion lightyear distance. Any one of these life forms of another universe is capable of fighting Top Servants on even footing and making for magnificent forces for someone like you. There is only one rule to these summons. You can only call upon as many Terminals as you have enemies opposing you. Face three opponents? You will have three Terminals. Face a whole army? You will have one for every soldier.

(23) Holy Body | A Most Sacred Union [700CP] (Resident Evil 4)

Holy Body [100CP] (Resident Evil 4)

This wonderful gift, this divine plagas is no curse, but a blessing. Your flesh takes well to these gifts, allowing you full control over any mutations or forced transformations you undergo because of the las plagas. Where many would be reduced to monsters in form, you would retain the majority of your human form, should you be so attached to it, that is.

A Most Sacred Union [600CP] (Resident Evil 4)

It was not just any strain of the los plagas you were infected with, but the dominant parasite that was sealed away in amber centuries ago. It is through this parasite that you are capable of infecting others, but that is not the only benefit. It is through their parasites that you are capable of not only experiencing what they do at a moment's thought, but can even take control of their entire body when you focus on them. In time, you may be able to push the bounds of these capabilities, and put an end to human conflict once and for all.

(24) Do you Even Lift? | High End [700CP] (Generic MHA Fanfic)

Do you Even Lift? [100CP] (Generic MHA Fanfic)

While this is an innate quality of the Nomu it appears you are even stronger than normal. Your physical strength is far beyond the abilities of those in your weight class. Though this is only sheer strength. Your technique and skill might be worse off especially if you haven't trained due to your physical prowess.

High End [600CP] (Generic MHA Fanfic)

You aren't a run of the mill Nomu, you're a High End. These are the elite hero killers used in All For One's army. These individuals completely outclass even the upper tier Nomus. Compared to the average Nomu you are enhanced in every way. Your powers are stronger, your physical abilities outclass the average by at least two or three times, and you are overall just better. To compare your abilities a normal Nomu would be beaten relatively easily by someone such as Endeavor. You on the other hand would be strong enough to potentially kill him in a head on fight. These Nomus typically possess six quirks and are extremely skilled in using them. A side benefit is that each of these Nomu retains their personalities

and intelligence so you won't appear abnormal compared to the rest of the group. This will give you an additional 600QP to represent the High End's quirks. If you choose to remain quirkless then instead your body will be enhanced even more then it would have otherwise.

(Editor's Note: You can find the Quirks in the *Generic MHA Fanfic* jump.)

(25) Neo [800CP] (Deltarune)

In this world and every other world to come there is a new path to power awaiting you. It could be an item or a teacher, or anything else you can imagine, but while this perk guarantees its presence it is up to you to acquire it. By the standards of your new world, it will be very difficult to attain but if you succeed it would increase your power by an order of magnitude. What isthis thing you may ask? Who knows? It is largely dependent on your abilities and personality but it will always prove itself useful.

(Editor's Note: I've increased the price from *400CP* to *800CP*.)

(26) Bio-Organic Weapon | Blind Horror | Viral Evolution [900CP] (Resident Evil 2)

Bio-Organic Weapon [100CP] (Resident Evil 2)

The purpose behind the T-Virus and its contemporary, the G-Virus, was to create something more than human. You are certainly a step towards this ideal, the virus within you hardening your skin and flesh into something formidable. Such durability would allow you to take a number of shots from a handgun to put you down for good, even if they were to aim for the head.

Blind Horror [200CP] (Resident Evil 2)

One of the more disturbing examples of those infected with the T-Virus are the Lickers, skinless monstrosities whose oversized brain overtook most of their heads, rendering them blind. Much like yourself now, though, they make up for it in their incredibly sensitive hearing, as well as their ability to crawl along walls like some kind of demented lizard.

Viral Evolution [600CP] (Resident Evil 2)

It appears as though the G-Virus has found within you a perfect host, one that will bring out its true potential. Due to this unexpected symbiosis, you can now adapt and evolve in response to physical trauma, becoming a more deadly entity as time progresses. Twisted muscles that can tear apart steel, claws that can rend it just as easily, and flesh that will mend itself over time are just the start of what you might be capable of. Unlike the monstrosity that William Birkin would turn into, there will be no loss of your humanity or mind, and you can even retain a mostly humanoid form, or even revert back entirely.

(27) Strong Resistance | Body of Steel | Germa Genetics [900CP*] (One Piece)

Strong Resistance [100CP*] (One Piece)

There are many more dangers out there than you'd think, but it helps to be resistant to a few of them. You are heavily resistant to some kind of damage or effect, be it blunt force, blades, fire, poison, or something weirder. The only exceptions would be the effect of water and sea

prism stones if you have the abilities of a Devil Fruit, or a resistance to Devil Fruit abilities. This option can be taken multiple times for multiple resistances.

Body of Steel [400CP] (One Piece)

You were broken, once, but through the miracles of SCIENCE you have been rebuilt! Yes, you are now a cyborg, with all that entails! Regardless if you were crafted in the labs of Vegapunk, or a product of your own genius, your steely exterior is especially resistant to damage, all while possessing numerous hidden tools and weapons built into your body. You will need to manually repair yourself, but at least you can add in upgrades that are guaranteed to become fiat-backed!

Germa Genetics [400CP] (One Piece)

Through the combined efforts of Vegapunk and Germa 66, it is possible to create superhumans through manipulating the Lineage Factor of fetuses, and you are living proof of its success. You've got a crazy durable exoskeleton, heal at a greatly increased rate, and are much more physically capable than you should be. This strength of yours is capable of growing quickly through training. As a child, you could already outperform trained soldiers with ease, and as you grow, there's no telling how strong you'll become. Thankfully, you won't have that nasty side effect of suppressed emotions, allowing you to enjoy the full spectrum of your passions.

(28) The King of Evil [900CP] (The Ocarina of Time)

The battle against Ganondorf Dragmire was long but ultimately won, Link stood victorious, Princess Zelda rescued...except it wasn't over. The wrath of their enemy was mighty, it shook the tower to pieces around them until there was only rubble...and still, that man hadn't died. He burst out of the ruins and transformed into the monster, Ganon, empowered by nothing more than his hatred and the Triforce of Power, and he was ready to squash The Hero into paste. Your wrath is a terrifying thing, the more pissed off you are the stronger your blows become, the more intimidating you get, the harsher your magic hurts. Things that attack your mind or demoralize you only make you angrier allowing you to shake them off. If you are struck down or just that angry you can shake a whole castle down around your opponent's ears and access a monstrous transformation that embodies your burning wrath and hatred. But you are not blinded by this wrath, no, you are brought clarity, a single-minded focus on destroying your target that doesn't fall to tricks and distractions, you are not a beast so easily deterred. You are wrath incarnate. Your power grows by an order of magnitude in this form and if your enemies can't kill you in this state, they must seal you away or be destroyed. You may decide what shape your monstrous form will be, and when your wrath 'limit' is full you can bank that anger for a rainy day, as if starting with a full gauge, instead of transforming.

(Editor's Note: I've increased the price from *600CP* to *900CP*.)

(29) Efficiency Mindset | Limb Affinity | Adaptation Program [900CP] (Godhusk)

Efficiency Mindset [100CP] (Godhusk)

All Vessels back then were given primary purposes. Their biosystems are more sophisticated, their mind cells are far less likely to corrupt or accidentally damage the data

stored within both Inf and Mem units. However once [0Bek] had shutdown, natural deterioration and a lack of maintenance slowly eroded away at most Vessels that survived or now were born with such feeble minds. However, coming from an intact birthing tank was given a completely optimized mind cell, granting greater mental acuity and focus compared to the still surviving Vessels.

Limb Affinity [200CP] (Godhusk)

Stolen pieces or limbs might be incompatible with your biomechanism. Unsuitable pieces will not work properly, while suitable ones will adapt to your biosystem. Equipping a corrupted piece can corrupt your entire body. This perk removes such limitations to where you may use any piece or limbs, incompatible, unsuitable, or corrupted and have it perfect adapt to you without causing any risk to your overall body. Outside of Vessels, this works for similar body parts and armors that can cause harm or are incompatible with you, making them better suit you.

Adaptation Program [600CP] (Godhusk)

A vessel's biosystem is not only programmed to assimilate and assemble new pieces into their bodies. But it can be adapted to different types of environments and tasks by changing the pieces that form it. Allowing vessels to reconfigure their bodies to become more efficient. And in this world, a vessel must be able to adapt to and overcome any circumstance. So, to cut the middleman, you can have no need for different pieces to cause your biosystem to reconfigure. You possess a special program (or innate ability), to reconfigure your body to adapt to whatever obstacle and environment you find yourself in. Do note that certain items can be used to increase adaptive potency and variety.

(30) UI | Wide Area Modulator/Demodulator | Internal Navigation System | [FIREWALL] | [HANDSHAKE REJECTION] | [VIRUS] [900CP] (Blame!)

UI [100CP] (Blame!)

A very common modification that most folks have to some extent, the UI is a direct feed to your vision that allows you to scope out details regarding nearby structures and individuals. The scanning system that comes along with this interface is rather basic, so you'll want to link it with any other sensors you might have.

Wide Area Modulator/Demodulator [100CP] (Blame!)

A harmless integration that you'll barely notice once it is put in, without some sort of UI you can't actually see the full effect – but this essentially allows you to receive signals and retransmit them elsewhere. It isn't out of the question to use this to intercept wireless signals – and in areas where there is an internet signal available you could hijack that as well. It is likely that these integrations were used by those who originally intended to access the Net Sphere remotely.

Internal Navigation System [100CP] (Blame!)

A map is, without a doubt, helpful inside the City, but looking at a map will only get you so far. While it isn't impossible to make a map with this, this system is designed to help you scout out possible paths rather than map out an area. By facing a direction, it's possible to survey out in that direction for the next kilometer or so and determine the condition of local surroundings. In addition, you'll also be able to pinpoint moving objects in the way.

[FIREWALL] [200CP] (Blame!)

A defensive integration commonly found on Safeguard lifeforms that acts to resist attempts to infiltrate into the Safeguard's neural network. The Safeguard, technically "connected" to a master server within the Mega-structure, have long since adapted so they no longer rely on

this – but for some Safeguard trapped in prolonged combat against the Silicon Life it is still helpful. It blocks out a wide range of “viruses”, and is useful for detecting intrusion attempts...but won’t be able to protect you against all mental intrusion attempts.

[HANDSHAKE REJECTION] [200CP] (Blame!)

A specifically designed program for repelling any form of mental intrusion, this routine activates anytime mental intrusion of any sort is detected, and attempts to “reflect” the intrusion attempt back at the offending party. Generally this stuns them for a short period of time. However, successfully repelling the intrusion attempt is also dependent on your own mental strength, and it isn’t impossible to overwhelm the routine.

[VIRUS] [200CP] (Blame!)

Even before the introduction of the Net Sphere, viruses had a known place within the technological world. With the introduction of the Net Sphere, things changed a bit. As more and more cyborgs came to be, viruses adapted to not only attack technological components, but also induce physical changes at the same time. In addition to corrupting systems that it successfully infiltrates, the VIRUS will in time force physical changes onto the victim – random mutations resembling tumour growths which will likely kill them if they can’t purge themselves quick enough.

(Editor’s Note: I believe all of these perks are cyberware I think. Also the perk *[VIRUS]* is needed for the perk, *Harder, Better, Faster, Stronger*.)

(31) Blessing of the Truth | Blessing of the Relentless | Blessing of the Great | Blessing of the Calculated [1000CP] (Vermis)

Blessing of the Truth [200CP] (Vermis)

Dorvusthe Truth, the God of Truth & Enlightenment. Those who receive the Bejeweled Skeleton’s blessing find their eyes glisten like gemstones and reflect at those who stare into them like mirrors. These eyes grant the blessed greater ocular perception to see through illusions, and the automatic translation of foreign written language. However, the truth can be unwarranted and harmful to the mind. These eyes will always show the truth, and only the truth. Even if they don’t want it.

Blessing of the Relentless [200CP] (Vermis)

Murgo the Relentless, the God of Forests & Nature. Those who receive the Shriveled Wood’s blessing have their blood greatly blessed with miraculous healing and growth properties. If their blood is spilled on another’s flesh wound, it will heal. Spelt on barren land will find them fertile. And those who drink upon them will feel their bodies grow stronger. However, like nature over time. Even a single pint will continue to grow relentlessly for generations if not pruned.

Blessing of the Great [200CP] (Vermis)

Gurvek the Great, the (Old) God of Strength & Protection. Those who receive the Golden Giant’s blessing become embolden with a greater physique than many men. And their hair given a golden yellow tint. They are capable of going toe-to-toe with monsters most men would have to plan against to gain the upper-hand. And even shrug off lesser magicks that attempts to hurt them. However, this does not affect one’s mind or willpower. Which makes facing greater illusions and powers that target the mind, as if they were never blessed to begin with when facing them.

Blessing of the Calculated [400CP] (Vermis)

0Bek the Calculated*, the Artificial God. A Man-Made Deity Foreign to the World of Vermis.

Those who receive the Supreme Engineer's Ins-Blessing are implanted with a unique biomechanical augmentation. A life system* looks like a pseudo-nervous implanted along the spine and to the brain, enhancing all mental facilities and control over the body akin to a computer or machine. However, this life system will slowly further augment the user until they become a synthetic lifeform known as a 'Vessel'.

(Editor's Note: Check the Notes section of the *Vermis* jumpchain for more info on the Life system from the *Blessing of the Calculated* perk.)

(32) The Taste of Memories | What Makes Me Unique [1000CP] (Prototype)

The Taste of Memories [400CP] (Prototype)

Memories, what a beautiful thing. Despite them only being measured in millivolts they hold everything that someone has ever done or felt, and yet, they disappear without a trace when the signals stop. No longer will experience be lost through time, for consuming a small portion of someone's brain after killing them allows you to access every memory that they have ever had, and their knowledge as well.

What Makes Me Unique [600CP] (Prototype)

In case you did not know this already, if you are infected in this world you are no longer the implied hu- man that you were before coming here, instead you ARE the Blacklight or Redlight virus you were infected with. Most people might go insane or lose their sense of "self" after consuming thousands of people, but youre different. You will always be " you" no matter what form you are in, and will always be lucid with your decisions. In addition to this, because you have embraced the fact that you are no longer human you can do so much more with your powers. Powers that are biological in origin are much more effective when used, and you are able to assimilate the powers of other forms of infection to suit your needs.

(33) Type-Black [1000CP] (Adrift in the Complex)

There are numerous godlike beings in the Backrooms and the Frontrooms, and it seems like you'll be one of them. You are now some nascent god, with access to three different domains.

These domains can be anything you want, but must have some justification for why you have them. Connecting ideas like love and hope together are fairly easy, but lightning and containment might be more complicated. You'll start off weak, but you'll grow into your powers as you receive more worshippers.

If coming up with your domains is too difficult, you can leave it up to your own actions. Throughout the jump, and as you receive and answer prayers of your devotees, you'll naturally gravitate to domains that you prefer. By the time the jump ends, you are likely to have solidified your choices.

Do note that you are "merely" a Demi-Deity. Full-blown gods in these settings are hyper-complex ideas embedded in the Noosphere, whose existence defines the world itself. You are mostly physical in nature, and while immensely powerful, the world can live on perfectly fine without you.

(Editor's Note: This perk acts as a Capstone Booster for other *600CP* perks of the *Adrift in the Complex* jumpchain. Also, if you would like, you can simply have this perk just give you three domains instead of changing your physiology/status akin to a god in this jump's terms.)

(34) Restart Escatora | Harvest Time [1000CP] (High School DxD)

Restart Escatora [400CP] (High School DxD)

Eugenics, baby. Blood ties are important for a reason and now you have them on your side. Or, better said, on the side of your bloodline. Your genes have reached a threshold of perfection, and as such, you have become freed from the inherent weaknesses of your race. Devils that aren't hurt by the Holy anymore than to any other element, daywalking vampires, elven men that are actually manly, and so on. This effect will be passed down your bloodline if you want to. Because of that, everyone who is into having strong descendants, wants to increase the power of their house, or just knows about eugenics (which are a thing in the supernatural world) will be pinning to have you as a spouse or stud for their family. Having a harem would be an easy, if highly political, task.

Harvest Time [600CP] (High School DxD)

If the previous power was about eliminating weakness, then this one is about gaining advantages. You see, you were born as a mutation, an outlier. Way stronger, more talented, with massive amounts of mana, more skillful, naturally faster learning rates, enchanted intelligence, inherently superior to the average member of your race. Superdevils, vampire progenitors, nine-tailed kitsunes, and such examples serve to illustrate a bit of your nature. You have a natural knack and talent in all things related to combat and warfare, a prodigy in the magic arts of your race, and quite capable of unlocking secret transformations or forgotten states, as well as the advantages previously mentioned. Golden child, indeed.

(35) The Beast | Rage of the Nephilim [1200CP] (Genesis)

The Beast [600CP] (Genesis)

You are more than just a normal demon now. A great power has been granted to you, perhaps you inherited from your progenitor or you always had that potential to achieve this power. Regardless of how you did it you are one of the beasts of chaos like the ancient Leviathan, Behemoth or the great red dragon that has yet to come. This comes with many advantages such as: The ability to change into a large beast of air, water, land or a humanoid form if you prefer. You will dwarf armies with your strength and their weapons won't be able to pierce your skin. You are a force of nature on its own right bending the climate to bring famine and destruction to the land. But don't believe you are invincible, in this world, catching enough attention will bring forth the armies of God or his many saints who will be a match for the monstrous form this grants you, and your apocalyptic presence may incite similar reactions from the local equivalents in other universes.

Rage of the Nephilim [600CP] (Genesis)

The flood was a divine disaster with two objectives in mind: Punish all sinners to restart humanity anew and completely destroy all of the Nephilim. The flood was a success and all Nephilim perished in it, yet their spirits remained on Earth unable to interact with the physical world on their own, but able to possess animals and men alike to use as tools to do their bidding. These spirits would no longer be referred to as Nephilim and instead they would be called Demons.

When possessing a human or animal body apart from fully controlling the body you can passively torment their existence, like some sort of parasite, capable of cursing your host with sickness, paranoia, madness, lack of senses like blindness or deafness, suicidal behavior, leper and other sorts of painful and tormenting ailments or simply speak with them. When controlling your host completely you can grant them strength above normal men, making them capable of resisting a couple of strong men trying to restrain them. While normally you would be wrong in thinking that every human soul will be an open house, that you can freely and easily enter, you have enough power to possess most humans with a big exception on those who are completely good at heart. Likewise the words of God will pull you away from the body of your host, burning into your spiritual form; but you are strong enough to need hundreds of men praying, a high ranking angel or a Messiah. In future jumps the words of God will be replaced by prayers/spells or other holy beings.

(36) Eating Healthy | My Kin | Demon King [1200CP] (Demon Slayer)

Eating Healthy [200CP] (Demon Slayer)

Just like any demon you can get stronger by eating the flesh and blood of living beings. This only applies to those that are living but you can survive on corpses if needed, however you will only gain strength from those that are fresh. The increase is small for an individual, and even smaller for animals, but higher quality flesh will count as multiple meals in one, and who knows, in a few decades or centuries you might be able to rival the upper moons. So long as you continue to eat, the stronger you can get, slow and steady wins the race.

My Kin [400CP] (Demon Slayer)

Just like Muzan did, you too can now change the normal into the monstrous. Specifically, when you give something your blood, you can change them into your own species with all natural powers, advantages and weaknesses. This counts for any of your alt-forms or species, but it only changes them into the species, it does not give them any extra perks or abilities that the alt-form would not have naturally by itself.

Demon King [600CP] (Demon Slayer)

It appears that Muzan is not the only one to go through the procedure, or maybe you're just a freak accident? Nonetheless, you find yourself with powers similar to Muzan himself. You are able to manipulate your own biology in any way that you want, even playing around with it so that you have additional organs and brains to fight and think at a level that humans shouldn't be able to compete with, not to mention creating abominations and extra flesh extensions from your small body, but you aren't human anymore so don't worry about where it comes from. This also lets you give commands to your own flesh, like giving it conditions that, if met, can kill someone you've shared your blood with.

(37) Animal God | Spirit Jailor [1200CP] (Monogatari)

Animal God [600CP] (Monogatari)

You met a mysterious animal one day, who convinced you to eat them. It didn't feel like you'd eaten something but the effects are quite apparent. You've ascended to become a minor god of sorts, reigning over the animal type that you ate. Choose one kind of mundane animal, such as a snake or hose, and find that you gain powers relating to that animal. You will be able to summon and control vast numbers of that animal, enough to swarm a small forest and easily number in the thousands for larger beasts. You can transform these animals into other, similar objects such as making a snake into a spear. You are also able to turn part or

all of yourself into your chosen animal. Lastly, your physical abilities in your normal form have been greatly increased, enough so that you could take down several lesser vampires with relative ease.

Spirit Jailor [600CP] (Monogatari)

There are people in this world that are unlucky enough to get possessed by a spirit and lose their agency. Then there are spirits in this world that are unlucky enough to try and possess you. They can manage it, barring any other defences you have, but even once they do all that will happen is that they now find themselves helplessly trapped inside of you. You're able to lock in any being or spirit that tries to possess you from within your body, mind or spirit. Better yet, you can make full use of any benefits you may have received from the possession without having to give anything back to your new captive. They can't escape or harm you from within unless you allow them out either.

(38) Rainbow-Dyed Melody | Birth of a God [1200CP] (High School DxD)

Rainbow-Dyed Melody [600CP] (High School DxD)

A strange thing, in some ways similar to a Sacred Gear or even some bloodline...and yet so different from those. Something that goes beyond the norm, even for the standards of this place. Deep inside of you, lies the last fragment of a deceased God. Just a small thing, really, but one that can grow, adapt, one that has given you not only power, but authority and inheritance. It has fully integrated within you, and with time, you will be able to access all the powers that the dead God once had, if not evolving them into something both greater and more fitting of you. Furthermore, those tightly related to that God will quickly realize your nature and treat you accordingly, as their signature powers and abilities are accessible to you. You can choose any God that was deceased by the time you arrive in this world.

Birth of a God [600CP] (High School DxD)

Seems that there's a powerful entity backing you up, or at least sponsoring your start. You have received a great deal of power, flesh, blood, and talent. It comes from one of the strongest beings in this universe, like Great Red, Ophis, or someone else in the top ten or of similar power. Not only does this give you a significant power boost, but it also grants you a bit of their essence itself, which will grow with time and training, basically ensuring that you will eventually reach their height of power if not more and then surpass it with whatever other powers you also possess. Of course, you can decide the amount that is granted, from just raw power, an eye, to remodeling your whole body so you share an exact race and similar genetic makeup to your donor. This can be taken up to three times (without discount), although you will have some problems if you choose donors with opposing power and have no way to make them harmonize inside of you.

(Editor's Note: Or you can select a random Jump in the indexes and choose any deceased gods. Likewise for a piece of divine being to be implanted into you.)

(39) Spatter | Structural Perfection | Eyeless Stare | Metamorphosis [1300CP] (AVP)

Spatter [100CP] (AVP)

Whenever you're cut or pierced, your blood sprays outward to soak those who foolishly struck you. You don't lose more blood than usual, it just splashes or sprays further and more

vigorously; even a human with this perk might find their blood sprays into their assailant's eyes. If your form doesn't normally have blood, injury to your form will spray some other fluid, like hydraulic liquid or protoplasmic ooze or some other ichor appropriate to the form.

Structural Perfection [200CP] (AVP)

Whether xenomorphs evolved under the harshest conditions or were designed from the ground up as weapons doesn't matter: the end result is the same. Your form wastes nothing. You can metabolise almost any organic material; there are no evolutionary 'mistakes' in your form like vestigial parts you have no use for or allergic reactions that might kill you; your internal reserves (such as internal stores of energy or oxygen) are kept more efficiently and are used much more wisely, allowing you to hibernate for long periods in hostile conditions. This structural perfection greatly enhances your durability and environmental tolerances; meaning it'll take a lot more bullets to gun you down.

Eyeless Stare [400CP] (AVP)

Even without any visible visual organs, the Xenomorph maintains a constant awareness of its surroundings. Your non-visual senses – hearing, scent, detecting vibrations etc. – are all heightened to the point where you can identify individuals by scent or follow someone from the vibrations of their footsteps on the ground. Even when you are blindfolded or blinded by darkness, you are aware of your surroundings as though you could see quite clearly, even though transparent barriers.

Metamorphosis [600CP] (AVP)

The facehugger is the smallest of the Xenomorph's life cycles, but is perhaps the most feared for its singular purpose. You gain a facehugger altform, and when you use this form to infect someone with a Xenomorph embryo, you are transferred to the embryo, and the expended shell of the facehugger dies in the transferal process.

You will then gestate inside the host – the exact gestation period is roughly a half-day, but varies considerably – until you mature as a chestburster, and erupt through the chest of your victim. During the gestation period, you are more or less helpless, but will acquire a number of biological traits of the host to serve you well as an adult drone.

As your chestburster form matures over the course of another day – the speed depending how much nutrition is available to consume – you will finally become an adult Xenomorph drone, a hybrid, combining the various traits of Xenomorphs – chiefly, the type of Xenomorph you picked as your species - and the host's species, which becomes a new altform for you. You might find your new drone form has acquired tremendous strength after gestating within a particularly strong host, or has acquired unusual new mutations like wings or venom, or a genetic memory or hunting instincts if those traits were coded into the DNA of your host. If you wish, you may develop into a type of Xenomorph lower on the hierarchy than your original xenomorph form. These hybrid traits are inheritable by your spawn.

(40) Novistador | Regenerador | Pesanta | El Gigante [1300CP] (Resident Evil 4)

Novistador [100CP] (Resident Evil 4)

The las plagas parasite has a number of effects on the human body, especially those that underwent further experimentation. Due to this, you will find that your skin has been hardened, acting akin to a durable carapace or body armor without any loss of maneuverability. You could optionally look more insectoid than before, though none would disparage you if you wanted to remain human.

Regenerador [200CP] (Resident Evil 4)

There were experiments seeing what would happen should a person be infected with multiple instances of the parasite, and you may very well have been one of them. From here on out, you possess a potent regeneration that could even save you from having your head blown off. However, this healing factor is reliant on three new organs within your body. If they are damaged, then your healing will stop.

Pesanta [400CP] (Resident Evil 4)

Named after the Catalan legend, they could not have been more on the nose with what this mutation is capable of. Facing you in combat is a dangerous proposition, as you are capable of causing hallucinations within others, making them see multiple copies of yourself. Not only will this greatly confuse your target, but it will often cause them to waste ammo and energy attacking what only they can see.

El Gigante [600CP] (Resident Evil 4)

A more obvious sign of the las plagas' potential than anything else, you have grown beyond humanity, albeit more literally than expected. Standing nearly four times the height of the average person, you have the strength and toughness to match. It would be easy to tear down even stone buildings with a somewhat competent strike, or to toss around vehicles or boulders. Unlike other instances, you will see no reduction of your mental capabilities, nor will you possess the same fragile tendril that, if destroyed, could have spelt your doom.

(Editor's Note: There a two lines of additional info for the *Regenerador* & *El Gigante* perks in the Notes section of their original jump.)

(41) Human Host | Multi-Parasyte | Body Snatcher | Hybrid [1500CP*] (Parasyte)

Human Host [300CP] (Parasyte)

You are a human, but have had a parasyte larva attempted to enter and consume your brain. On the plus side, for some reason or another it failed to gain entry, and it was forced to consume and replace one of your limbs instead, or maybe a section of your torso, or even part of your lower face. Over the last day, it has revealed its intelligence to you, and you have come to an uneasy truce with it: it needs you to live, so it must protect you, and in this world of bodily horrors, you too may have to depend on it for your life.

Multi-Parasyte [200CP*] (Parasyte)

There are more parasytes attached to your host (or your body, if you are the host) than the usual one. Each parasyte takes up a different body part. No more than five parasytes in total may inhabit one human host body. They must not take up your brain if you are a Human Host, but may take up part of your head, or the front or back of your torso, though they can't replace the organs in your torso – they need these to live. They may be imported companions at no further cost (if they are imported companions, they must remain in separate companion slots). The parasytes may be Cranial or Body types (you can have any mix – Cranial parasytes can occupy limbs or Body Parasytes can occupy the head, in this arrangement) with 400cp to spend on perks each. Multiple-parasyte hosts may have coordination issues: your body will have at least two or three minds, each may have slightly different ideas of how to move.

Body Snatcher [400CP] (Parasyte)

Despite maturing in one body, parasytes can transfer to a new host if their current one becomes wounded. You do this easily; adapting to different nervous systems, blood types, body types or genders. A new human host body rejecting your parasyte form would be quite odd indeed. You can attempt to transfer to the body of another near-human species like an elf or Vulcan, but the more divergent the genetics, the more likely rejection is.
Sharing your blood and body with a host may grant them an array of your biological advantages, such as being a Hybrid if you have it. These advantages leave
once you stop being connected to them. As a human (or in human form) you are both a universal donor, as well as a universal recipient when it comes to organs and blood.

Hybrid [600CP] (Parasyte)

Your parasyte has sent tiny fragments of itself throughout your human body, which have incorporated themselves into your muscles and nervous system. You can draw on the extreme speed and strength that parasytes exhibit, allowing you to exceed human limits - moving faster than a blink to dodge or attack at parasyte speeds, running at speeds which can match cars, leaping much higher even than an Olympian, gain incredible sensory perception, and the strength to smash concrete walls and throw cars. These cells also provide your human body with the durability and regeneration to survive things that would pulverise a normal person, and incidentally correct any natural flaws your body might have (like near-sightedness).

(Editor's Note: *Human Host* was originally one of the backgrounds, but because there isn't a perk option for it. I've decided to just make it one. You may choose to have it anywhere except the heart, neck, and head. The parasyte will most likely be only 24 hours old. There is information on its traits on its Jump. For *Multi-Parasyte*, you must already have the perk *Human Host*.)

(42) Artificial Vigor | Framed Out | Kakuja [1600CP] (Tokyo Ghoul)

Artificial Vigor [400CP] (Tokyo Ghoul)

Hmm well apparently this is now happening. This perk makes it so that your status as an artificial creation is making you even more powerful than could have been previously predicted. Through the modification surgery that you underwent you are now in a constant state of recovery and enhancement drawing out more and more strength from your artificially enhanced body. This enhancement has no negative effects and will even begin to strengthen you more and more over time to the point of surpassing any previous limits you had. After this jump any artificially added parts or organs will experience a similar invigorating and progression.

Framed Out [600CP] (Tokyo Ghoul)

Well damned you are a powerful one. You have broken through the restrictive frames of your implanted kakuhou and have attained full power of your quinque, and beyond being far above an S class ghoul and being comparable to SS class. In addition to this added level of power and energy you now gain the ability to re-engage or release your five frames; each frame restricting 20% of your power.

Kakuja [600CP] (Tokyo Ghoul)

You're quite the veracious one aren't you, and your own kind too. You have consumed enough ghoul flesh to have gone full Kakuja and come out the other end sane (quite the achievement really) and now wield all that power. You Gain access to the Kakuja customization section with complete control and no berserker rage.

(Editor's Note: For *Framed Out* and *Kakuja* to work, you will need to get the *Artificial Vigor* perk first. Which will turn you into a Quinx. You may go to the *Quinx customization section* of the Jump to create your own, you may receive an additional stipend of CP for creating it on top of any given from the section.)

(43) Keeper of Ghostflame | Scarlet Blossom | Bloody Bedchambers | A Dance With Serpents | Rooted in Death | A Song of Fire and Darkness [2600CP] (Elden Ring)

Keeper of Ghostflame [200CP] (Elden Ring)

Once, the cold flame in which death was burned was solely in the keeping of the Deathbirds. But others, through desperation or innovation, have discovered it can be wielded-and you have a special bond with this force. You are a vessel for Ghostflame, able to spread it, incorporate it into your attacks or magical abilities, and ignite your weapons or armour with it. Make no mistake-unnatural seeming though it may be, Ghostflame burns no less fiercely than fire of mundane character can potentially be empowered through symbolic rites of death. Or give substance and form to the souls of the dead-and even with the will of an untrained individual, direct them into vicious hexes.

Scarlet Blossom [400CP] (Elden Ring)

You have been cursed-no, blessed, though perhaps in ways you abhor. Though not necessarily to the extent of an Empyrean with this alone, a great deal of the Scarlet Rot has taken root in you, and whether by chance or dark design has left your body unravaged while imbuing you with it's terrible power. You are well-versed and gifted in the various incantations of the Rot: Releasing poison mists, imbuing weapons with its foul taint and scattering sticky threads to slow your enemies among others. Your most devastating incantation is the Scarlet Aeonia: Blooming a gigantic flower around you suffused with the Rot. With it, you may spread its aberrant principle of death begetting life to other worlds and accelerate the development of its power where it has taken root in others. In time, you may be able to find other, more ritualised uses for the principles of rot. Perhaps with enough Rot and experimentation, you may even be able to taint or spawn others like it in the image of Malenia herself. But as you are now, you have inherited one of Malenia's most potent advantages: The power to seamlessly and near-instantly mend your wounds by shedding the blood of your foes, letting an agile fighter prevail against terrible odds by inflicting death with a thousand cuts-and clawing back from the brink of death with every blow.

Bloody Bedchambers [400CP] (Elden Ring)

Mohg, Lord of Blood, is by and large content to rot like the filth he is with his captive Miquella. You are now heir to, if not his warped divinity, the legacy of his ambitious carnality. Malign forces cannot break you, rot you, drive you mad like other victims so easily-no, far more often they enter a grotesque symbiosis with your body as a sort of seedbed, empowered by their propagation and infestation of you while in turn becoming a beacon for whatever it is that has bonded with you to spread and strengthen itself. It is even possible for you to develop new, perverse spells based on whatever force infuses you; though Mohg's invention of blood magic was likely expedited by both his divinity and the pact he struck with the Formless Mother, roll around in the Scarlet Rot enough and instead of festering in ruin you could create spells or incantations capable of channelling it's power. Or channel it into

your body instead, controlling how much you deign the corruption to manifest upon it or granting yourself useful mutations such as wings and claws infused with its power. No doubt with greater power of your own and/or a superb partner like his you too could one day create a full school of magic to call your own. Most disturbingly of all, carnal gratification bolsters your might and spellcraft. As if your sordid soul rejoicing in the suffering you inflict on the world lends strength to all your efforts to enact it.

A Dance With Serpents [400CP] (Elden Ring)

Long ago, an abyssal serpent bereft of light was sealed within you. It writhes painlessly beneath your skin, inexplicably existing in perfect symbiosis with your physiology and though it stands as an atrocity to the Golden Order the creature is nothing but a boon to you in battle. When you unleash it, the creature's coils vastly extend your range of movement-letting you strike from uncanny angles or dodge in motions beyond what a body should endure. Furthermore it infuses you with a great darkness associated with yet never acknowledge by the Golden Order, granting you greatly enhanced reserves of magical energy for sorceries and miracles invoking such forces. Even now, you can manifest a great snake many times bigger than your own body form your own shadows to devour your foes, channel any other supernatural powers you have-and let you cross short distances rapidly by fading into shadow and manifesting where it goes. Perhaps more such power awaits your discovery and experimentation, should you wish to further profanethe Golden Order.

Rooted in Death [600CP] (Elden Ring)

Godwyn the Golden's body gave rise to the Deathroot that brings movement and a semblance of life to Those Who Live In Death. And it seems in you at least, the roots have taken on a life of their own for you have the ability to spread and control the Deathroot embedded in your body to a short distance around you. Snap it off, and in time you may bring about more undead beings in other worlds. These new undead will instinctively regard you as their progenitor, and feel a strong compulsion to submit to you and serve your wishes even if they lack sentience. Retain your physical connection to it, and you can impale or block attacks with it as tendrils steeped in death's power. Though not particularly sturdy compared to steel, the tendrils and your body permit you to spread Death Blight: A corruption with a significant chance of inflicting instant death on any living target, and severely corrupting even those powerful enough to resist it. Even dragons should fear prolonged exposure to your presence, unless your remains are thoroughly purged with flame or other elemental power-for it holds the potential to remake them into creatures of death themselves, and scour their minds of thought over time. Let every grave be made unquiet, as new life germinates within it.

A Song of Fire and Darkness [600CP] (Elden Ring)

But worse even than the serpent is the flame that took root in Messmer. A crimson blaze you now share, a curse as intrinsic to your being as a bloodline. All attempts to seal or deprive it from you-even your own-are so difficult that Messmer found no such means before and after his own banishment. Even if you had no training in sorcery or miracles, you could crudely coat your weapons in this dread flame or hurl orbs of it at others. With such training, rains of fire or homing serpents made of its foul incandescence are possible to refine. And whether because of a shadow of Messmer's own resentment towards his own mother or a hint that Marika has some unwanted connection to her hated enemies the fire giants, this flame is particularly damaging and corrosive towards all manner of divinity. Charring godly flesh as if it were mortal fat, and potentially even weakening their immortality and resurrective measures. As if a shadow of Destined Death writhes between your hungry flames, yearning to sink it's fangs into the necks of gods.

(44) Radiosynthesis | The Essence of Life is Evolution [1600CP] (Rebuild of Evangelion)

Radiosynthesis [400CP] (Rebuild of Evangelion)

You share a special trait with Godzilla and his many different incarnations around the Omniverse. Your physiology is adapted to grant you the ability to absorb different forms of radiation to both sustain and heal you, allowing you to literally sustain yourself without any other kind of sustenance and healing from most not immediately lethal wounds by absorbing large amounts of radiation. As a bonus, you can also utilize excess radioactive energy you have absorbed to both empower you and any ability you might have and even as an attack, granting the ability to project it in the form of Godzilla's famous Atomic Breath.

The Essence of Life is Evolution [1200CP] (Rebuild of Evangelion)

The blessing of life is particularly powerful within you, even when compared with your siblings. In a manner similar to superorganisms like Shin Godzilla and angelic beings like Ireul, your very body is in a constant state of mutation and evolution, making you capable of developing adaptations to not only lead and resist against various types of threats, obstacles and damage, but also take advantage of them if possible. Got burnt? Your skin becomes more leathery or starts generating a fireproof mucus to increase your heat resistance. Being exposed to a toxic substance? Your metabolism is altered to also be able to process said substance and even use them to generate more energy for you. You're a microscopic virus-like entity and are blocked by a machine? Your physiology evolves into a circuit-like pattern, making you into a biomechanical being capable of hacking computers by infecting them. You're a giant monster that is currently restrained? You can start splitting into smaller versions of yourself or start spawning small creatures from your biomass to act as your minions. You can grow resistant even to esoteric and exotic damage and threats, but, the more complex it is, the more time it'll take for you to adapt against them, although this time can be reduced with more exposure to said damage, as long as it doesn't kill you. Remember, even with your adaptation ability, you aren't immortal and/or invincible, as somethings can be too powerful to lead even with your adaptations or still destroy before you have time to evolve to surpass them.

(Editor's Note: I've increased the price from *600CP* to *1200CP*.)

(45) Ungodly Eldritch Genetics [3000CP] (Murder Drones)

Are you sure you want this? You've been infected by the AbsoluteSolver. The AbsoluteSolver is a program that mutates in damaged AIs. Worker Drones who have been improperly disposed of have a 0.001% chance of self-rebooting. Those extremely few drones who self-reboot have a 70.3% chance of rebooting normally with no changes (like N, J and V), a 29% chance of undergoing terminal lockout, and a 0.7% chance to reboot with potentially hazardous mutations (like Cyn). These mutated drones are known as Zombie Drones, and the AbsoluteSolver first manifested in one such zombie drone, Cyn. The scientists at Cabin Fever Labs on Copper 9 later intentionally infected various Worker Drones with the AbsoluteSolver in order to study it, allowing the drones to manifest the AbsoluteSolver while keeping their docile Worker OS rather than becoming malevolent Zombie Drones. You are one of these drones, like Nori and Yeva, or perhaps one of their offspring who had their corrupted programming passed onto them, like Uzi and Doll. The AbsoluteSolver offers drones limited control over the laws of physics and matter, though it is

limited by the drones' hardware, causing them to overheat with continued use. You will be forced to resort to cannibalism to prevent overheating and dying, and if you aren't cured, you are cursed to become a host for Cyn, who will attempt to use you to consume the world. You should also use this power sparingly, as using the Solver makes possession by Cyn much more likely. Additionally, these powers cannot be used to directly attack another drone infected with the Solver (you can still kill them by using the Solver to manipulate the environment around them, using weapons, hand-to-hand fighting, or by using [NULL]). When you try, your targeting systems will glitch out and you will receive the error message -// ERROR absoluteSolver_trn [like object non-interactive] on your OS. However, the same applies to other drones, in that they will not be able to use their Solver to directly interact with you. Post-jump, overheating, and possession will no longer be an issue for you.

Solver Mutations (Murder Drones)

With the purchase of *Ungodly Eldritch Genetics*, you will be able to unlock all of these abilities with enough time and effort. Purchasing these simply allows you to get them immediately. Higher-level abilities demand more energy, generate more heat, and make possession more likely. (You can find them on the *Murder Drones* jump under the *Ungodly Eldritch Genetics* perk.)

(Editor's Note: I've increased the price from *600CP* to *3000CP*. While usually this would be for AI, there will be an exception where you will receive a version that can be hosted into an organic being like yourself. Though it is restricted to the target demographic as detailed in the perk, so you can't go affecting biological lifeforms. Alternatively however, you may instead receive a very special flash drive containing the AbsoluteSolver program if you wish, so then you can either implant into your possibly robotic self in the future or a robot of your choosing. Or the third option, the perk will simply not take effect until you possess the physiology to be infected by it.)

(46) Loud and Proud | Baby # [???] | Baby 6 [Gashadokuro] | Baby 5 [Gogou] | Baby 4 [Nine-Tailed Fox] | Baby 3 [Red Devil] | Baby 2 [The Big Tengu] | Baby 1/0 [Mermaid] [4500CP*] (Amalgam of Distortion)

Loud and Proud [300CP] (Amalgam of Distortion)

Implanted into the palms of your hand is an experimental sonic weapon. Fueled by your own bioenergy, you can release massive sonic blasts that can annihilate half a forest in one shot. Be mindful of controlling the output.

Baby # [???] [300CP] (Amalgam of Distortion)

The power of Baby 5 involves the control of brain waves, allowing them to rewrite one's memories freely. This also comes with the ability to manipulate electrical currents, and detect moving objects within a massive range of yourself. Use of this power is accompanied by circuitry-like growths all over the user's body.

Baby 6 [Gashadokuro] [600CP] (Amalgam of Distortion)

The power of Baby 6 is limitless bone development. In other words, you're able to generate an infinite number of bones of any shape or size from your body. You can only generate bones so fast, and stronger bones take longer, but you can grow and regrow bones without any limit, it doesn't even take nutrients from your body to do so. You don't seem to feel pain from sprouting countless bones outside of your body either. You can freely control your bones and the form they take. The physical changes that come with this power are the

bones which jut out of your body when in use. You may also end up substituting lost body parts with bone.

Baby 5 [Gogou] [600CP] (Amalgam of Distortion)

The power of Baby 5 involves the control of brain waves, allowing them to rewrite one's memories freely. This also comes with the ability to manipulate electrical currents, and detect moving objects within a massive range of yourself. Use of this power is accompanied by circuitry-like growths all over the user's body.

Baby 4 [Nine-Tailed Fox] [600CP] (Amalgam of Distortion)

The power of Baby 4 comes in the form of nine furry tail-like tentacles sprouting from your back. You can control them all individually as powerful limbs, but there is more to them. Each tail has mouth at the end, and long prehensile tongues. The saliva of the tails can reconstruct the molecules of whatever it touches. These tongues let you mold matter like clay, like sculpting a stone into a sword, or licking someone's face smooth to watch them suffocate.

Baby 3 [Red Devil] [600CP] (Amalgam of Distortion)

Use of Baby 3's powers is accompanied by an eye in the middle of your chest, and various demonic traits. The power of Red Devil is to create Demonic Gates, portals that can connect two points in space, letting you traverse immense distances in an instant, or use them to teleport shorter distances in battle.

Baby 2 [The Big Tengu] [700CP] (Amalgam of Distortion)

From the palms of your hands, you can generate a strange black substance with properties that enhance gravitational vectors, allowing you to control gravity. In short, you can cause objects to fly, or force it in the direction you desire. You can even cause small buildings to levitate without your presence, or exert enough force to tear through steel. This can also be applied to create mini black holes called Unlucky Stars, that annihilate everything in their path until enough matter has been consumed. Using these powers to their full potential will cause two furry "wings" to sprout from your back.

Baby 1/0 [Mermaid] [800CP*] (Amalgam of Distortion)

You have the power of agelessness and immortality. Your body can regenerate from anything short of complete disintegration, and any foreign substances in your body are ejected over the course of 24 hours. You can even control severed body parts. Your regeneration also continuously replenishes your bioenergy, and without the risk of death or disability, can force high-risk medical procedures to succeed through trial and error.

> **True Mermaid:** For an additional 100CP, you are not the spawn of the first mummy, but a human who dined upon the flesh of an actual mermaid. This allows you to give birth to monster children, akin to the ones used to make the Amalgams. They will always be stillborn, but their cells can be used to create abilities just as strange and potent as those of the Amalgams. You can decide whether you give birth to a monster or an actual living baby at conception.

(Editor's Note: Check the Notes Section about Baby 3 & 5.)

(47) Big Ears | Large Teeth | Padded Feet | Wide Eyes | Bone Armor | Extending Limbs | Death from Afar | Inhuman Might | Swift Footed | Winged Beast | Amphibious Beast | Chameleon Skin | Deadly Venom | Nature's Curse | Alpha | Elder | Hybrid | Merged | Mutated | Adaptation | Tarnished Silver | Curse of Immortality [5800CP] (RWBY: Creatures of Grimm)

Big Ears [50CP] (RWBY: Creatures of Grimm)

My, what big ears you have. All the better to hear your prey with. You will find that your sense of hearing has been improved beyond even the best in the animal kingdom. From the breaking of twigs in a dense forest to the beating of someone's heart, even the slightest whisper can be picked up by you, though it may leave you sensitive to exceptionally loud noises.

Large Teeth [50CP] (RWBY: Creatures of Grimm)

My, what big teeth you have. All the better to eat your prey with. You are a finely honed machine of death and destruction, and as such must have the proper tools for the job. Your teeth and claws, should you have them, will be sharper than before, cutting through ordinary steel like warm butter, to say nothing of what it could do to a person.

Padded Feet [50CP] (RWBY: Creatures of Grimm)

If sight is the sense most relied upon by humanity and their warriors, then hearing is a close second, and it is just as easily fooled as the first. You will find your movements have been muffled, making less noise than you should. Even if you were the size of a Goliath, you could quite regularly get the drop on your enemies so long as they didn't see you coming.

Wide Eyes [50CP] (RWBY: Creatures of Grimm)

My, what big eyes you have. All the better to see your prey with. Your eyes are that of a true predator, well suited for catching all within your gaze. Not only can you see clearly a mile away, as though it were right in front of your face, but your sight is not at all hampered by the absence of light. An underground cavern is just as clear to you as a sunny plain.

Bone Armor [100CP] (RWBY: Creatures of Grimm)

As the Creatures of Grimm age, they will slowly grow more bone-like plating across their bodies, offering them greater protection from the warriors of light and their weapons. Not only do you have similarly advanced protrusions, but they are more durable than they should be, making you quite the difficult opponent to harm, especially if they are lacking in firepower.

Extending Limbs [100CP] (RWBY: Creatures of Grimm)

They believe that if they run far enough, get high enough, they will be able to escape your grasp. Oh how wrong they are, much to their horror. You now find that all of your limbs possess an elastic quality, allowing them to stretch up to three times their typical length. This can also be applied to the tongue as well, if you cannot wait to get a taste of your prey.

Death from Afar [100CP] (RWBY: Creatures of Grimm)

Your prey may think your reach is limited, determined by the length of your arms and maw, but they are mistaken if they think you are limited to just those. Whether it be spikes from your back or razor sharp feathers, you can launch a part of your body as a high-speed projectile, moving with enough force to make some bullets jealous. They will fully replenish over the course of a day if used, so there is no fear of ever running out.

Inhuman Might [100CP] (RWBY: Creatures of Grimm)

Many foolishly believe that possessing strength is the key to victory, and yet it is only one small part of the equation, though undoubtedly an important one. Your muscles are filled with a terrible power, making it so then you are nearly three times as strong as before. Even smaller Grimm would find no difficulty breaking boulders or trees, to say nothing of the devastation a larger specimen would be able to inflict.

Swift Footed [100CP] (RWBY: Creatures of Grimm)

They may think themselves capable of hiding from you, but they will never be able to outrun you. You move with a speed that belies your bulk, being nearly twice as fast as before. This affects not only your movements, but also your attacks, raining down a flurry of blows upon all those who would stand in your way.

Winged Beast [100CP] (RWBY: Creatures of Grimm)

Look to the sky and despair at the shadowed form above, like death from on high carried by malicious winds. You may now claim to be one of those airborne terrors that plague the sky, whether that be with avian or insectoid wings, it matters not, as either way you are capable of flying at speeds equal to your sprint. Should your form already possess wings of some sort, then this will instead enhance your level of control, more akin to the flight of a hummingbird than any raven.

Amphibious Beast [200CP] (RWBY: Creatures of Grimm)

Even as man begins to conquer the land and still struggles to keep its territory, few would dare to wonder what horrors lurk in the deep, unknown depths of the blue ocean. You're one of these aquatic terrors, immune to the immense pressures of the ocean floor and capable of swimming speeds equal to your sprinting on dry land. Should your form already be capable of such surviving under the oceans, than your speed underwater has instead been tripled.

Chameleon Skin [200CP] (RWBY: Creatures of Grimm)

It is always the unseen threat that poses the most danger, for how can you predict where they will strike from if you cannot see them? You are one of these trickier enemies, capable of changing your form to achieve a state of near total invisibility, blending in with the background. There may be tricks around this ability, but that would require them to even know that you’re there in the first place.

Deadly Venom [200CP] (RWBY: Creatures of Grimm)

Though it is the claws and fangs that pose the immediate threat, it can be easy to overlook how debilitating poison can be in the heat of the moment. You are now quite venomous, capable of producing either a deadly poison that can kill the average person within the hour if left untreated, or spit out globs of acid capable of eating through stone as easily as flesh.

Nature's Curse [200CP*] (RWBY: Creatures of Grimm)

Dust has been one of the most important weapons of humans and faunus when it comes to fighting against the Grimm, yet it can so easily be turned against them like so many of their other tools. Like the giant Grimm known as Monstra, your body has been implanted with a single type of Dust, granting you elemental powers. For example, implanting Gravity Dust could allow you to fly. This option may be taken multiple times for different Dust infusions.

Alpha [400CP] (RWBY: Creatures of Grimm)

It is a precious fantasy that all are created equal, though reality has hammered in time and time again how unfair it truly is. You are a prime example, though for the better, as you stand above your kin as a paragon of what they could have been. Regardless of what subspecies of Grimm you are, you are considered the ideal of that, such that if you were to be an Ursa fighting another Ursa, there is no doubt that you would emerge as the victor. This will also apply to any other race you are a part of in the future, a true alpha amongst the mediocre.

Elder [400CP] (RWBY: Creatures of Grimm)

Welcome to a world where only the strong endure, and strength is only gained through time and patience. Just as the strongest Grimm, you can get more powerful as you age. Among your kin your age will also be felt as will be your power, earning you respect and obedience from Grimm and similar monsters if you are old enough. If they will not learn to respect their elders, give them a reason why.

Hybrid [400CP] (RWBY: Creatures of Grimm)

The Creatures of Grimm have shown to be able to combine with others in a demented mockery of symbiosis, granting them new abilities. From the skeletal black arm owned by the newest Fall Maiden to the repurposed corpse known only as the Hound, there is now another example. You. You are now capable of fusing your various forms with that of a Grimm, not only granting you the capabilities of your Grimm form, but combining them to create an even stronger abomination. You would be a true monster, one feared by all who gazed upon the twisted mockery of light you have become.

Merged [400CP] (RWBY: Creatures of Grimm)

Some Grimm are not alone in their existence. The Nuckelavee is one such example, being a nightmarish mixture of a horse and an imp fused together at the waist. A second consciousness is now inside of you, one that is obedient to you and your goals, working in seamless harmony with you to achieve them. As such it can move your body to react to things you didn't notice, such as sneak attacks or an enemy striking you while you're blinded, and could potentially use your body in its entirety when you are unconscious.

Mutated [400CP] (RWBY: Creatures of Grimm)

There are those rare few madmen that think the Grimm are something to be controlled, with one in particular having caused the downfall of an entire city in this mad pursuit, but it is madness that has yielded results, you being the prime example. Green crystals and markings are on your body, as a sign of how you surpassed your brethren, though you are not limited to just those colors. Even as a normal Beowolf, you would be stronger than an Alpha of your kind, one capable of firing these crystals as spiked projectiles. Lastly you can even self-destruct should you be defeated, though it is perhaps for the best to have some way to come back if you want to make real use of this.

Adaptation [600CP] (RWBY: Creatures of Grimm)

Humanity believes that it is their ability to adapt to new situations that is one of their greatest strengths, yet it is something that is shared with their dark enemies, albeit on a more physical level. You, though, are the paragon of that ideal, possessing an adaptive regeneration that not only closes your wounds right before your eyes, but also makes it so then whatever harmed you beforehand will have less of an effect, and in some cases developing an immunity towards it. So long as you survive, your bloody evolution will appear limitless, no matter what you may end up facing.

Tarnished Silver [1000CP] (RWBY: Creatures of Grimm)

The Silver Eyes, the gift by the God of Light, are legendary in their ability to destroy the Creatures of Grimm, though only a handful of them seem to exist at any given time. How terrifying would it be if Grimm managed to surpass such weaknesses, to render humanity’s greatest weapon all but useless? Through some way you have become highly resistant to the power wielded by the Silver Eyes, to the point where it would harm you no much better than any normal wave of energy. This kind of resistance also applies to any other racial weaknesses you may possess.

Curse of Immortality [1000CP] (RWBY: Creatures of Grimm)

So the Black Queen was not the only one who received this terrible curse from the God of Light. Like her, you have become ageless and immortal, capable of restoring yourself to your

prime no matter how much damage you receive. Bullets, explosives, Dust, Semblances, magic, even destroying your entire body at once won't be enough to keep you dead, as you would simply return with a shimmering golden light. Additionally, your mind won't let you forget anything, retaining all that you experience like a steel trap. Only those with the strength to match The Brothers, divine beings capable of wiping out all life on the planet with a wave of their hand, are capable of bypassing it. Another way would be through completely destroying your soul, as even a single remaining shred would see you return once more. This is a truly lonely existence, one that would drive most to any deplorable means in order to be rid of it. Are you sure you desire to willingly embrace such a fate?

(48) Blood Curdle | Transforming Arms | Vitality Stealing | Anivoice | Larceny | Multiplication | Binging Balls | Forcible Quirk Activation | Rivet Stab | Multi-Quirk | Mummification | Black Whip | Gas | Hydra | Transformation | Brainwashing | Dark Shadow | Erasure | Warp Gate | Decay | Overhaul | Cremation | Zombie Virus | Super Regeneration | Double | Sharingan [6200CP*] (Generic MHA Fanfic)

Blood Curdle [100CP] (Generic MHA Fanfic)

This ability allows you to paralyze individuals by consuming their blood. The amount of time they remain paralysed will vary based on blood type. As long as the user's tongue touches the blood that is enough to activate the paralysis ability. The blood will still be effective regardless of where it is from or how it was taken. It is unknown how it would affect other species or those with divine properties however.

Transforming Arms [100CP] (Generic MHA Fanfic)

Transforming Arms allows its user to shape-shift their arms, allowing the user to have long-ranged, elastic attacks. The user can also split their arms apart to surround their target and launch multiple attacks at once. Depending on the user's fighting style, it may not be compatible with the intentions of the Quirk. For example complex martial arts can easily conflict with the elastic shape shifting effect. As a result this can create lag in the users' attacks.

Vitality Stealing [100CP] (Generic MHA Fanfic)

By making physical contact and then inhaling, the user can absorb the vitality of others, not only giving themselves more stamina, but also gaining an increase in size and strength. If the user is unable to make physical contact with his targets, then this Quirk is rendered ineffective.

Anivoice [100CP] (Generic MHA Fanfic)

Anivoice allows the user to communicate with and command animals through speech. This grants you a versatile suit of powers due to the diversity of abilities found within the animal kingdom. For example, bugs with their small size and burrowing capabilities are able to perform sneak attacks from underground, birds are useful for reconnaissance due to being flying creatures with great eyesight, and so on. Also this grants you an innate sense of what animals are saying. You will be able to understand animal language to some extent or receive information from the animals you command, but you can't communicate with any animal through intricate dialogue.

Larceny [100CP] (Generic MHA Fanfic)

Larceny allows the user to take any object that their target possesses, instantly bringing it into their hands. The objects that can be "stolen" include even manifestations of others'

Quirks. Because of Larcenies effects, it grants a natural advantage against weapon users, such as armed policemen. There is a size limit to what you can steal from one's person, with large enough objects being impossible to take away. You are also unable to use the Quirk on objects that are outside of your line of sight, meaning that you would be left completely defenseless if your eyes become blinded.

Multiplication [100CP] (Generic MHA Fanfic)

This Quirk allows the user to grow and duplicate parts of their body all over themselves, giving them a multiplied increase in power depending on how many duplicates there are. Overusing this quirk though can make your body too bulky and greatly lower your mobility

Binging Ball [100CP] (Generic MHA Fanfic)

Binging Ball allows the user to release small floating spheres with mouths from their body. These spheres can be used as projectiles, moving at very high speeds. The spheres are also capable of ingesting materials, such as ice shards.

Forcible Quirk Activation [100CP] (Generic MHA Fanfic)

Forced Quirk Activation allows the user to forcefully activate someone's Quirk against their will. Whether the target is conscious or not, the Quirk will work without fail, thus giving the user a method to use their allies' Quirks without having to worry about their state. It also would be useful for screwing with your opponent if you wanted to.

Rivet Stab [100CP] (Generic MHA Fanfic)

Rivet Stab allows its user to generate black tendrils that have red prominent cracked lines that extend from the users' fingers, although they can also emerge from other parts of the body such as the spine. I would recommend buying this alongside Forcible Quirk Activation if you want to mimic All For One’s ability.

Multi-Quirk [200CP] (Generic MHA Fanfic)

While most of them are the result of very special circumstances it is possible for someone to have multiple quirks. This perk makes it so that later on as long as you can afford it you’ll be allowed to purchase multiple quirks. How they interact will be up to you. Also to clarify this will give you the ability to hold any amount of quirks. You just need to figure out how to acquire them whether you purchase them here or acquire them in a jump.

Mummification [200CP] (Generic MHA Fanfic)

Mummification allows the user to manipulate the red bandages they are wrapped in to ensnare inanimate objects that get caught in them and turn them into humanoid red mummies that they can control at will and make them fight for them. Although the limit number is unknown, the user should be capable of controlling a few dozen mummies at the same time.

Black Whip [200CP] (Generic MHA Fanfic)

Black Whip allows the user to produce tendrils made of energy from any part of their body and command them mentally. They can be used for a variety of purposes from restraining your enemies or to swing around like a discount spiderman.

Gas [200CP] (Generic MHA Fanfic)

Gas grants the user the ability to generate a poisonous, sleep-inducing gas from their body. The user is capable of producing a large amount of purple-colored gas, enough to completely fill The Beast's Forest. Anyone who inhales the gas directly will immediately fall asleep and remain that way until the toxin is treated. In addition, the presence and movement speed of anyone within the gas can be sensed by the user thanks to its fluctuations. The gas' concentration is highest at its center and loses potency in lesser affected areas away from the user. The gas swirls in a typhoon, completely centered around the user. Navigating through the gas is also very difficult, similar to a very thick fog.

Hydra [200CP] (Generic MHA Fanfic)

Hydra allowed the user to summon gigantic sea snake-like creatures from their back that they can control at will. The creatures are large enough to crush a person in their jaws. The amount of heads summoned will depend on the user's capabilities. A weaker individual may only be able to summon a single head, but a more powerful individual could summon a dozen at once.

Transformation [200CP] (Generic MHA Fanfic)

With this Quirk, the user can shape-shift into another person's appearance after consuming some of their blood. It gives them the full ability to copy a perfect image of them, including tiny details. They can even replicate the voice of the person they've transformed into. This Quirk can only aesthetically transform its user into a perfect replica. The user cannot replicate their target's personality, knowledge, or other such details. These details must be discovered separately by the user if they wish to mimic their target exactly. The amount of time the user can utilize a particular transformation is proportionate to the amount of blood that is consumed. One cup of blood equates to roughly one day's worth of being able to be transformed into that person. If the blood of multiple people has been ingested, then the Quirk user can transform into any of them, and without having to return to their original shape between transformations. After undergoing an Awakening, Transform also allows the user to duplicate the Quirk of the person they transformed into, provided they have enough prior knowledge of said Quirk through studying and researching.

Brainwashing [200CP] (Generic MHA Fanfic)

Brainwashing allows the user to put their target in a state where they are forced to obey all of their commands. In order to activate their power, they need their target to verbally respond to something they say. Brainwashing does need to be willingly activated by the user, who can otherwise hold normal conversations with other people without brainwashing them. It is possible for the user to brainwash multiple individuals, but controlling multiple people at once makes it exponentially harder. The quirk does have a variety of weaknesses though. You cannot order brainwashed targets to perform orders that require complex brain activity, such as talking or thinking, meaning it is impossible to make them write down information from their memory. You must keep his commands simple for them to be followed. Second, it will only work if the target verbally responds to you. Meaning it can easily be countered by someone who is aware of your abilities.

Dark Shadow [300CP] (Generic MHA Fanfic)

Dark Shadow grants the user a shadowy, monster-like being from within his body that he can materialize and dematerialize at will. Dark Shadow effectively acts like the user's personal guardian, functioning as a living appendage that follows all of its master's commands. It is sentient, capable of speech, and loyally protects its host, regardless of the state it finds itself in. Dark Shadow is always connected to the user and unable to truly leave their presence. Dark Shadow appears to possess the ability to change shape to some extent, as it can apparently extend the length of its arms and neck if so desired. It's said to be made of "dark energy", despite being a solid entity that can interact with the material world, but said energy has a limit, and Dark Shadow will retract into the user's body when said limit runs out. Certain actions can make this energy drain out faster, like making Dark Shadow take too many opposing hits or having it distance itself too much from the user's body. To recharge Dark Shadow, you must keep it shrouded from any source of light.

Erasure [300CP] (Generic MHA Fanfic)

Erasure allows the user to cancel out the Quirk of anyone they look at. When Erasure is activated, the user is able to disable a person's Quirk Factor until they close their eyes.

Shota only needs one part of the target's body to be within his sights for Erasure to take effect. Since most people in the world rely on Quirks for combat purposes, this makes you an extremely bothersome opponent for anyone to deal with. In addition, as shown at the start of Tamaki Amajiki's fight with Toya Setsuno, Soramitsu Tabe and Yu Hojo, Erasure can be activated on multiple targets at once, and stays in effect even if the user looks elsewhere, as long as their eyes stay open. Due to your nature as a jumper you can extend this ability to any type of biological enhancement such as an X-gene.

Warp Gate [400CP] (Generic MHA Fanfic)

This quirk allows you to generate warp portals allowing you to teleport to various locations. The amount and size of the portals will depend on your skill and endurance. Optionally you may transform your body into a misty form similar to Kurogiri. Otherwise by default you will simply gain the ability to create portals.

Decay [400CP] (Generic MHA Fanfic)

The power is capable of rapidly decaying anything the user attacks causing it to crumble to dust. Whether the target is organic or not, Decay will work without fail. As such, this Quirk is extremely lethal against living beings, having their flesh rot away if hit by it. The speed of the disintegration has developed from slow to almost immediate, eventually spreading through their whole body if a victim doesn't amputate the decaying body part (Eraser Head was able to avoid this by erasing Decay before it could cause further damage to his flesh). It is also possible for the effect of Decay to spread beyond what the user has touched, creating a domino chain of disintegrated victims. At the peak shown so far it is possible to decay an entire hospital and everyone inside at once, even spreading to affect an entire city. The user can also prevent decay from affecting something if they don’t wish to target it.

Overhaul [400CP] (Generic MHA Fanfic)

This quirk allows you to manipulate and control matter. This can be used to rearrange and alter anything you are touching. Once the user takes a target apart, he has the option of either leaving it destroyed, restoring it to its original form or shaping it into something new. This process happens instantly and is effective on living and nonliving things alike. The user only needs one finger to make contact with something for his Quirk to activate, with the choice of whether Overhaul should affect only one select part of his target or its entirety being left solely to the user's wishes. The user can recombine two different objects or beings into a single entity that possesses components of both subjects (including Quirks). This is performed by holding both elements they want to merge with each separate hand. It's possible for a combined entity to further transform as well, as long as the user merges it with additional objects. If Overhaul is utilized on a person, it can heal any injuries or ailments they once had by reconstructing them to a biologically perfect state. This can be used mid battle to essentially give the user a healing factor.

Cremation [400CP] (Generic MHA Fanfic)

The user can ignite blue fire anywhere on their body with minimal effort or movement almost instantaneously. They can also combust anything they touch almost instantly, including robust minerals and living creatures alike. For example, by touching a single tree in The Beast's Forest, Dabi was able to set the majority of the forest ablaze, trapping everyone there in a ring of fire. The flames of this Quirk are extremely hot, burning at a temperature of at least 2,000°C (3,632°F), which is higher than that of lava and normal fire, signified by its blue coloration. Dabi's flames were hot enough to burn an entire group of villains into ash in mere seconds. They're also quite bright, making them effective against Dark Shadow. The flames are powered by the user’s emotions, particularly rage, so the greater your anger, the

hotter your flames burn. As a final bonus to prevent you from ending up like Dabi your body will be improved to the point that you will be able to safely use the flames.

Zombie Virus [400CP] (Generic MHA Fanfic)

Zombie Virus enables the user to produce a pinkish gas that, when inhaled, temporarily transforms victims into zombies. Those infected gain the endurance of a zombie, increased strength, and the ability to pass along the virus via a bite. If a hero is infected by the gas, they can still use their Quirk and retain aspects of their personality. Their brains' function is a total zero when affected. They also moan and have bluish-gray skin. The only weakness is that normally the user is not immune to it. Meaning that the zombies created can attack and infect the user. Also anyone who has a zombie-like appearance will be ignored by the transformed individuals. For example All Might's weak form was ignored when the zombies found him during the attack.

Super Regeneration [400CP] (Generic MHA Fanfic)

Super Regeneration grants the user the ability to regenerate any sort of injuries on their body, such as missing limbs, at incredible speeds. It is considered an incredibly rare and dangerous Quirk, thanks to its capabilities of making any of its users near invincible, able to recover from nearly any attack. There are some weaknesses however, the Quirk can not heal injuries that have already been cauterized by the time the Quirk is received or activated. In addition the regeneration can also become null if the user is beaten by their opponent faster than they can regenerate, whether that's through punches, fire, or disintegration. Lastly, if the user's body is not properly prepared, the regeneration process can also become a lot slower as a result.

Double [400CP] (Generic MHA Fanfic)

Double allowed the user to create a copy of anything, two at a time, through touch. With Double, the user can produce replicas of anyone to provide support in numbers. They do this by creating a dark-coloured, viscous fluid from his hands that forms into the person in question. In order to conceive a perfect clone, you are required to have knowledge of precise measurements and physical features of the person or object he was replicating. Doubles possess the same personality and abilities as the original, making it hard to distinguish them from the real person at a first glance. The copies only recall the memories of the last time they interacted with the user. Also the doubled clones are very weak physically. A single good blow can cause the clones to dissolve.

Sharingan [400CP*] (Generic MHA Fanfic)

The Sharingan is a powerful dojutsu possessed by the Uchiha clan. Purchasing this grants you it and optimally you may receive their bloodline. The main abilities it gives the user are the ability to see chakra, powerful perception, skill in illusion techniques, and the ability to instantly learn anything they observe. This does not extend to copying other abilities, but skills such as martial arts are an example of what can be learned. This is what you receive for choosing the 400QP option.

> **Mangekyo Sharingan:** The 600QP option will evolve your eyes into the Mangekyo Sharingan. These possess similar abilities to the normal version, but to an enhanced degree. In addition it grants the user some powerful new abilities. There will be two unique powers based on the Individual such as Amaterasu, Kotoamatsukami, or Tsukuyomi. You may choose the two abilities or allow them to be generated based on your unique capabilities. This would also allow for the possibility of a new ability to emerge. Lastly they will gain access to Susanoo. This is both an incredibly powerful offensive and defensive ability. The only restriction is that without the Eternal Mangekyo,

using these unique abilities will eventually lead to blindness if overused. To gain the Eternal Mangekyo you must either take the eyes of a blood relative ideally a sibling who also possesses the Mangekyo or purchase the option below. If they aren't in the right crossover world the first option may be impossible.

Eternal Mangekyo: The Eternal Mangekyo is offered for an additional 200QP for a total of 800QP. This will allow you to use your abilities to the fullest without worrying about blindness. You may also select an additional unique ability for your eyes. If those still aren't enough then there are two more options. First you can pay for additional Mangekyou abilities including custom ones for 200QP each.

Rinnegan: Second, you may choose to receive the Rinnegan instead for 1000QP. This will not grant you the abilities of the Sharingan, but offers its own unique powers. There will be a link in the notes providing detailed information on the Rinnegans' powers.

Rinne Sharingan: Third, is the final option, should you purchase both sets of abilities then you may merge them into the Rinne Sharingan. To merge them you would need to buy them separately for a total of 1800QP. This will allow you to utilize all of the powers possessed by both eyes. In addition the abilities will be enhanced in strength even further. Lastly this will grant the user access to techniques such as Infinite Tsukuyomi and allow the user to travel to a personal pocket dimension. If you do not possess chakra then this ability will be powered by your stamina or any other energy sources you possess.

(Editor's Note: I've removed the bonus of *Multi-Quirk* allowing you to have multiple of their abilities such as *Stands* for balancing at this price. The *High-End* perk will let you have this perk for free. Also all Quirks will be considered genetic abilities, as such will be classified as such rather than just abilities. *Sharingan* can, if you wish, be considered *not* a quirk.)

Forbidden Arts

Mechanisms by which to Acquaint Wisdom
[52,600CP] (127 Purchases) - Perk Total: 77

(1) Character Design [100CP] (Five Nights at Freddy's)

People like to put all sorts of labels on you - criminal, maniac, serial killer, etc. - but one thing the haters can't deny is that you've got a talent for creating iconic characters. You have a special skill for creating instantly recognizable and unique figures that can appeal to both children and mentally unstable adults alike. With just designs like these alone you could make a business go pretty far.

(2) Cold Dark Living [100CP] (Vermis)

Living in a medieval time period is already troubling for those from modern times, but dark fantasy medieval worlds tend to always be harder to live in when the world is already slowly deteriorating. This perk grants you both the standard knowledge of the region you choose to adventure, and the skillset needed to travel alone in the general wilderness of it. Be it a whistling forest or an ever-shifting desert.

(3) Archaeologist [100CP] (Amnesia)

Those years spent at the university certainly paid off. There's no culture to grace this earth that you could be considered wholly ignorant about, even if there are assuredly those who know more than you about specific subjects. Upon setting sights on a historical artifact or structure, you can quickly surmise who was involved in its creation and what its likely purpose was. This comes with an intuitive sense of when such an artifact fundamentally doesn't belong in this world.

(4) Naval Operation [100CP] (Blue Submarine No.6)

If you will be taking to the seas, then you need to know how to handle a vessel. Regardless of whether you plan to be operating a tugboat, a submarine, or a battleship, this training opportunity will provide you with all the skills you need to helm the vessel and operate it effectively during a conflict situation. Because the threat of live combat is a very real one, even if you intend on operating a civilian vessel, this training will teach you the skills necessary to perform combat manoeuvres with your vessel. At least you can use those skills to get away from the conflict zone.
In the event that you find yourself without a vessel, the skills you can attain here will also grant you the capability to jury rig or jump start any naval vessel you happen to come across. Abandoned ships are not exactly common, but they do exist, and if you find a ship that needs a little bit of patching up before she is sea worthy again, you will at least have the skills to make it happen.

(5) Energy Draining Devices [100CP] (Sailor Moon)

Your studies into the flow of energy has given you energy stealing technology. You can create small, energy stealing devices that can be passed off as regular mundane objects. To drain someone's energy, they must use the item of their own volition. This can include conning them into using it. You can also implant weak brainwashing features into these items if it fits. So for example, it's entirely possible to make a CD or music file that drains someone's energy when they listen to it, that could also help turn someone to you side. You may gather energy from afar with these devices as long as long as you are on the same planet as the person using them.

(6) They're Coming Out Of The Walls! [100CP] (AVP)

Xenomorphs have an uncanny knack for concealing themselves where they are easily overlooked. Their nearly-biomechanical features seem to blend with both natural and artificial structures, and their biology means even their life signs are difficult to measure. Even outside of your Xenomorph form, you are skilled at finding places to lurk in ambush, where your life signs are masked from detection.

(7) Steve Raglan [100CP] (Five Nights at Freddy's Movie)

Who are you? Nothing but your friendly Pizza Worker/Janitor/Night Guard/Job Counselor/Robotics Expert. You've gained skills in hiding your identity with a list of talents for odd jobs you possess, this comes with a good ability to hide your identity by changing your name and face. Perfect for a wanted criminal mastermind.

(8) A Simple Defense, a Simple Slash [100CP*] (Jujutsu Kaisen Remake)

Domain Expansions have been a thorn in the side of weak sorcerers ever since they were created, but they became even worse with the creation of sure-kill ones. You see old style domains typically just forced everyone caught on it to follow a specific rule set, while this new style simply kills every poor soul trapped in its barrier.
That's why eventually the technique known as Simple Domain was created, in this Technique the user expands a small barrier around them, protecting themselves from the overwhelming power of Domain Expansions. That isn't the only technique given to you however…
You see, the three big jujutsu clans, the Kamo, the Zenin and the Gojo's, came up with an even more complex technique for their members. It's one where the user releases their cursed energy just before a hit connects, and this is called Falling Blossom Emotion. You will gain both it and Simple Domain with a -100CP purchase of this perk.
That said, you could however buy New Shadow Style; Simple Domain over the Falling Blossom Emotion, this being a technique where the user expands a Simple Domain, and then immediately attacks the first person to enter it. This technique is typically used with a sword, their users imbuing their sheats with cursed energy so they may draw the blade in one instant.
You may buy both Falling Blossom Emotion and New Shadow Style: Simple Domain for -200CP, and to represent your mastery over domains you obtain two bonuses. First is the Hollow Wickers Basket, an inferior outdated version of Simple Domain, but you might as well have it, right?

(Editor’s Note: May require Cursed Energy.)

(9) Harrier [200CP] (SK’s: TDTS)

Receive five years experience hunting with guns and an animal companion. By default, you train with a hawk (affectionately called Gan’s gunslingers), though you may specify a pre-existing creature / pet / companion to partner with instead. For example, if you begin in NYC, you might train with a dog. In addition to the training, take a free rifle and hunting companion.

(10) Cursed Inventory [200CP] (Jujutsu Kaisen Remake)

Did you know taming a curse is possible? It is quite hard, but theoretically a strong enough sorcerer could obtain the loyalty of curses with limited strength and intelligence. I don't think I need to explain why this skill is so useful, even the usage of a Fly Head, the weakest curse spirit, can be quite useful.
You have mastered this skill, and with a few days of effort you can tame a curse who is at least a grade weaker than you, and who lacks intelligence. As a rule of thumb, if the curse can plan ahead, or have dreams of their own, then you cannot tame them.

(11) Sympathetic Magecraft Theory [200CP] (Fate: Radiance of Pangaea)

Crashlandings rarely ever end well for the people involved. Complete destruction of the vehicle can seem inevitable, as well as the death of its passengers. That is where a good captain intervenes. You have a skill in sympathetic magic magecraft theory, effect resemble its cause or ‘like produces like’. What this means is that you can take the damage and object or another individual receives onto yourself. Taking too much damage this way runs the risk of destroying you but you are also able to voluntarily enter a catatonic state. You will remain but communication with others or acting in this state is not possible, requiring you to be healed for the damage you received.

(12) Mad Architecture [200CP] (Don’t Rest Your Head)

The myriad buildings of the Mad City have little in common with what is physically possible; buildings that spiral in among themselves, a jungle of lost aircraft that merged seamlessly into each other as they crashed. You too can build structures in ways that strictly violate three-dimensional space and can somehow stay up even despite all laws to the contrary. Anything you build will run off dream logic, not physics.

(13) Organ Harvester [200CP] (Fear & Hunger: Termina)

You know the proper techniques to perfectly extract or implant organs and limbs. You also can now ritually sacrifice organs and limbs to Vitruvia to heal a corresponding organ or body part of all ailments.

(14) Summoning Grounds [200CP] (Fate: Radiance of Pangaea)

Even if you aren't a part of the Human Order, this world is always filled with exceptional exceptions that break all the predetermined rules. Daybit was able to summon a Servant, a Grand Servant at that, by traversing to a fitting ground. This Item is less something you call upon, but knowledge of the right location and an on hand catalyst to proceed with a summoning ritual. Even if it shouldn't work due to your nature, doing it here will make it possible, though it is a one time per Jump use only.

(15) Basic Meta-Knowledge [200CP] (Rebuild of Evangelion)

Let the Jumper who has never entered (or will never enter) in a setting with little to no previous knowledge about it cast the first stone. This perk ensures that this situation never happens with you anymore. In this one and in each future Jump, you'll acquire a general knowledge about the setting and how it works, from knowing the main characters and their abilities and objectives and understanding its power system to knowing each plot-relevant area and even the canon story. Remember, you'll just know the setting at a surface-level with this perk only, so this won't grant you an encyclopedic knowledge of the world.

(16) Bob and Weave [200CP] (Fear & Hunger: Termina)

You have impeccable reflexes and sublime footwork. You can dodge things most people would barely be able to see, to onlookers you almost seem to float like a butterfly in the Middle of combat, so smooth are your dodges.

(17) Alterization [200CP] (Fate: Radiance of Pangaea)

But sometimes it may be necessary to abandon what you hold dear. Abandon it so you are prepared for the final battle to save the world because in letting go of what you are great power awaits. You now are aware of the ritual to undergo Alterization. Alterization is a form of rebirth, one that according to a certain Pharaoh, can only be done in the underworld, at least within Mictlan. You however can do this process at any time. Now in regards to what you need to do to become an Alter... that is entirely dependent on who you are as a person. A Goddess who wishes for flowers in a peaceful underworld may have to burn these same flowers down and commit herself to be cruel and selfish. An innkeeper who doesn't want to grow up will have to embrace her adulthood with all its responsibilities. A giant who years for love must become obsessed with strength. A woman who always acted by her heart may have to tear her own heart out. Whatever it is you must sacrifice it will be thematic to who you are and quite the severe, if reversible, loss. It is however also draining to do repeatedly, especially outside of the underworld and do it too often and you may risk being destroyed. In return your power will increase by drastic levels. A mere Pharaoh and incarnation of the Skygod could gain power rivaling that of the great Anubis and a mighty Goddess like Ereshkigal, when pushing herself to the absolute limit of her being, could even be compared to the power of the White Titan. A worthy trade isn't it? You are able to teach this ritual to others so they can do it to themselves as well. If you don't have the patience however, using a large amount of magical energy and a command spell can make you force others through alterization.

(18) Carousel Living [200CP] (SK's: TDTS)

Frequently throughout the day, your awareness will split itself in half and show you the actions of 'yourself ' in a parallel universe. This other version of you is living a drastically different life, but despite this, the same faces and goals compel you both. Once weekly, you may draw on knowledge of your past / alternate self to learn something about a person, item, location, or event that you otherwise would have had no way of previously knowing. The memories themselves will bubble up unexpectedly throughout the day, echoing both lives constantly in your mind. Via this perk, Jake witnessed his original journey with Roland - as well as his original demise. Roland saw his former ka-tet of Alain, Cuthbert, and Susan live at his side again in Jake, Eddie, and Susannah. So shall you.

(19) Murderer | Enchain… [300CP] (Jujutsu Kaisen Remake)

Murderer [100CP] (Jujutsu Kaisen Remake)

Are you a serial killer? You sure have the skills of one at least, since you're a master at hiding a dead body, and you also know enough about the human body to inflict quite a painful death for your poor victim. You can definitely make a few people in this world feel quite happy with your work.

Especially when you turn that body into a "work of art", since you have some absurd skill at turning human bodies into mundane objects. Maybe you want to turn that Satory Gojo into a rack? He's just tall enough for that after all.

Enchain… [200CP] (Jujutsu Kaisen Remake)

Where did you learn how to do this Jumper? It seems that just like Ryomen Sukuna you figured out how to concentrate all your cursed energy in one point to turn yourself into a cursed object. You can feed this to someone, transfering your soul to their body, though it's better you crush their will first, lest they resist.

You have also learned how to prepare a "bath", a complicated ritual made to crush the soul of your host even further, so that you can use their body without any interference. That said, not everyone has the capacity of being a vessel, which is why you should count your lucky stars, for you can tell at a glance if someone is.

Sadly you can only utilize this process on yourself, differently from Kenjaku you cannot turn others into cursed objects, though you could in theory teach them how. Finding a pupil talented enough to replicate your feat will be a challenge in itself however.

(20) Fluent in Aklo [300CP] (Children of an Elder God)

Aklo is a language of power, where every word holds the potential to influence reality… although only if the right words are spoken in the right order. It can be safely used to converse, as the Serpent Men do, but this is rarely done in the modern age, as the language is mostly used by sorcerers and cultists for their spells and rituals. You know Aklo as well as any native speaker, but you also know a number of spells and rituals in the language—or, as a more scientific mind might phrase it, formulas and functions of hyperphysics that only Aklo has the correct terminology for. And, just like throwing numbers and letters together randomly isn't likely to produce a viable equation, the ordinary use of Aklo to converse will not result in you accidentally performing a ritual.

(Editor's Note: There are a few more paragraphs about this perk in the original Jump.)

(21) Espionage Expertise | Ohara Archeology [400CP] (One Piece)

Espionage Expertise [200CP] (One Piece)

Eight are known, and two are hidden from the public. You have been trained heavily in espionage tactics and now, you possess skills comparable to the agents of Cipher Pol. Infiltrating organizations, assassinating people in power, or stealing heavily restricted national secrets and treasures while leaving everyone else none the wiser. All these and more are now part of your own repertoire of skills, skills that make you a nightmare against the foes that hold your ire.

Ohara Archeology [200CP] (One Piece)

There is so much the past can tell us, if only we know how to look. You are able to understand any type of written language just as easily as if it was your first, including Poneglyphs, and can even teach any encountered languages to others within a month. You also have a knack for discovering ancient sites and items.

(22) Enlightened Intelligence [400CP] (Vermis)

The knowledge of back then was ever vast, but now forgotten, however there are still bastions where this knowledge is kept and recorded, such as the Library of Num. Then there are places like the Eclipse Towers who strive to undergo enlightenment through reaching the illumination, the light of which is truth. Forgoing their mortal bodies in pursuit, looking like the God of Truth in form. You on other hand have undergone a similar mental enlightenment. Though not at that level. In return you still have your mortal body but gain a heightened level of Mind/Intelligence. Your also are far more resistant against mental effects and attacks, able to look at a Light Gobbler in the face and not go insane.

(23) Hallelujah Overdrive [400CP] (High School DxD)

You know, if things proceed as they should, then certain super devil will end up using shards of the Boosted Gear's Scale Mail and the powers of the Sephirot Graal to create copies of that Longinus; on a similar note, Azazel's research will also enter a stage where he can produce mid-ranked artificial sacred gears without issue. This process, the reverse-engineering of legendary weapons and artifacts in order to mass produce lesser versions of them, is something you are now well acquainted with. You only need a decent sample of the original to start creating some amazing toys. The possibilities are really only limited by what you can get your hands on.

(24) Primordial Patent Fusion [400CP] (SK's: TDTS)

This is the path of strange, befouled, powerful mysteries Maerlyn taught to the Great Old Ones at the height of their magitech madness. Magic and technology become as one to your mind: you may effortlessly fuse principles from one system into another and create a magitech hybrid version. For example, you might channel the spirit of a mythological being into a cyborg's body and see what wonders you unleash.

(25) Sram's Shadow [400CP] (World of Twelve)

You're like a shadow, a master in the art of stealth, but that doesn't stop at making no noise when you move. No, you're able to blend in and be easily forgotten by those around you with little effort, even in combat.

(26) Pretty Nice Hydraulics, Huh? [400CP] (Murder Drones)

You're actually a pretty good engineer, hacker, and computer programmer. On-par with Khan or Uzi Doorman. With the proper resources, you could repair the Disassembly Drones' pod to get off this rock, build a big laser cannon/railgun which could vaporize a Disassembly Drone, make an impenetrable bunker to protect against the Disassembly Drones, or even hack a drone's OS to give yourself administrative control and prevent Cyn from taking them over.

(27) Corruptor [400CP] (Amnesia)

You are privy to the process of creating a potion which initiates the grueling transformation into a Ghoul. The process is slow. Taking anywhere between a few hours to several weeks but is irreversible once complete. In the first stage, the infected will experience potent regenerative abilities and the loss of physiological needs like food or water. During the next stage, the infected will occasionally experience black-outs and short-term amnesia where they briefly assume a form and temperament akin to the final stage. Finally, their body will fully transform into a feral beast. Their humanity will be completely gone, and their hunger will never cease. It is not advisable to use this without an Ankhari Stone, unless your intention is for the Ghouls to run wild.

(28) Shoot With Your Mind | Trig Hand [400CP] (SK's: TDTS)

Shoot With Your Mind [200CP] (SK's: TDTS)

Teacher or student, you know that battlefields are only partly physical. Through some knack, you can split the training of your mind from the training of your body and practise a skill with nothing but the proper posturing and meditation/mental alignments. In practice, if you didn't get around to training your body despite maximising your mental alignment, you will still fight with great skill, just not as potently as you'd like. It's one thing to know the theory of how to parkour oneself over a wall, but it's quite another if you lack the proper physical strength of your legs to propel you.

Trig Hand [200CP] (SK's: TDTS)

Shoot the blades from knives and perform immaculate trick shots that only mildly bend the laws of physics, using nothing but angles and instinct.

(29) Spycraft [400CP] (Kill la Kill)

You have the useful ability to disguise yourself as someone else, whether that's done through changes of mannerisms and a few small shifts in clothing to merely look like yourself but less assuming. Or a complex toolkit and a whole new wardrobe to appear as quite literally someone else, you can pull it off with the right tools and know how to quickly improve makeshift ones in a pinch using common objects.

(30) Preparation [400CP] (Tokyo Ghoul)

Oh you know how to prepare a human body alright but this does more for you than you would think. This ability to know how to prepare a meal will give you the ability to instinctively know where and when to strike at something to kill it in a way that will make it taste best, as well as letting you know the exact weak points that will make the most satisfying rip.

(31) Atypical Persuasion [400CP] (Adrift in the Complex)

Torture has an unfortunate connection to true justice. It's inefficient, inhumane, humiliating, and rarely gives useful information. Luckily, you know of other methods to extract information. By using strange methods of "torture" (Requiring no form of physical/psychological harm), you can extract useful information from your targets. If you want, you can also wipe their memories of the event.

(32) Sealing [400CP] (World of Twelve)

As the Sadida god does, you are able to seal creatures by dividing their soul and essence into masks, but take care never to reassemble them, as this will set the creature free. What's more, your expertise in mask creation enables you to create all kinds of magical masks, whether those of the Masqueraider's masks or others.

(33) Former Umbrella Employee [400CP] (Resident Evil 4)

It was the Umbrella Corporation that pioneered bio-organic weapons, and you may very well have played a part in this field. An ingenious gentleman like yourself would undeniably be considered a true expert when it comes to biology and genetic engineering, one of the rare few capable of making something actually useful out of all these dangerous parasites and viruses everywhere, after running a few experiments first, of course.

(34) Magna Medical [400CP] (Fear & Hunger: Termina)

Your mind is flooded by the truth of the world, giving you a supreme understanding of the alchemical processes. Any alchemical-based power, perk, or concoction you use will have greatly increased effects. Furthermore, you grow Much closer to Vitruvia, and by sacrificing one of your limbs you may revive a dead companion, restoring them to a perfect state.

(Editor's Note: The perk *Moonscorched* is the Capstone Booster for this perk.)

(35) Pro Sewage Fisher [400CP] (Garage: Bad Dream Adventure)

There's one odd biomechanical robot in this Garage world that's enthusiastic about their position in town, that being Takashi the fishermen. You know the fishing skills of someone who was taught and fishes at the same level as Takashi himself. Finding info on specific frogs and crabs, having great luck in getting to reuse hooks and bait, hook, and bait would work best, and lastly having a sense of what fishing spots will yield the most profitable catches in the sewage of the world. Outside this gauntlet, this perk works especially well in more inhospitable areas.

(36) Clockmaker [400CP] (World of Twelve)

Whether you're like Noximilien, a simple clockmaker before his encounter with the cube, or like Count Harebourg, you're a true genius in the art of creating machines based on clocks, cogs and Xelor technology. What's more, you possess the same cryomancy as Count Harebourg himself.

(37) Old World Creator [400CP] (Godhusk)

One must truly consider the engineering prowess of Mankind. Sure, you can attribute feats to the Supreme Engineer. But it was Mankind who had built 0Bek, who created the original line of Vessels, their biosystems, pieces, and limbs. All Memory Units and Information Units were originally invented by Mankind, Hemera-12 the massive satellite in this dead world's exosphere was made by Mankind. You are now the successor in their innovation and progress, possessing the engineering skills and scientific knowledge of Mankind before and during 0Bek's reign.

(38) Blessing of the Oracle | Blessing of the Evil [600CP] (Vermis)

Blessing of the Oracle [200CP] (Vermis)

Marko the Oracle, the (Old) God of Prophecies. Those who receive the Cloaked Soothsayer's blessing hear the whispers of the Old-World God's wisdom no matter where they find themselves. And Dreams filled with prophecies. Whatever lies in front of them, Marko's voice will whisper in their ear's relevant information that they focus upon. While in their dream, events of the coming days will be shown, likely through cryptic words and images. However, the wisdom given will not always be appreciated or needed, and prophecies may not be as you believe them to be.

Blessing of the Evil [400CP] (Vermis)

Oggol the Evil One, the Demon Prince, the (Fallen) God of Flesh & Blood*. Those who receive the Sealed Goat's Cur-Blessing are gifted knowledge and access to dark magic based around the Fallen God's domains. While those who wield Oggol's prison receive physical changes, his blessing gives those blessed accursed magic, of which most monsters salivate at possessing. However, usage of the magic makes one's mind more susceptible to the connection created between them and Oggol, subconsciously giving into the idea of freeing the Demon from its prison.

(39) Like a Scalpel | Of Many Hands [500CP] (Elfen Lied)

Like a Scalpel [100CP] (Elfen Lied)

Keeping your nerve is important when working with delicate materials...or experiments a normal person wouldn't have backbone for. Your hand-eye coordination becomes very precise and meticulous, and you can completely separate your muscle movements from any mental stress or distress you may have. You can do what needs to be done, separate of your own feelings or hesitation on the matter.

Of Many Hands [400CP] (Elfen Lied)

To be able to control and use Vectors effeciently, or perhaps to manage your time effectively, you need to be able to multitask. To focus on multiple tasks at once with equal brainpower. Now, you can do just that: Your multitasking ability has improved to the point you can use all your vectors at once while still being able to concentrate on your body and immediate

surroundings. This can be applied to mundane tasks, as well. Be warned: The more you space out your multitasking, the more you will gain ‘tunnel vision’...anything that plans to catch you by surprise or acting somewhere your attention isn’t split to will be a danger.

(40) Trap Craft | Weapon Craft [600CP] (Fear & Hunger: Termina)

Trap Craft [200CP] (Fear & Hunger: Termina)

Your mind is flooded by the truth of the world, giving you a supreme understanding of the alchemical processes. Any alchemical-based power, perk, or concoction you use will have greatly increased effects. Furthermore, you grow Much closer to Vitruvia, and by sacrificing one of your limbs you may revive a dead companion, restoring them to a perfect state.

Weapon Craft [400CP] (Fear & Hunger: Termina)

You are unparalleled in the creation of improvised weaponry, capable of creating tools that are more damaging and effective than most regular weaponry using household material. You will find that your improvised weapons are a lot more balanced and resilient than should be possible. String and wire will not break or rust, metal bits remain sharp and pointy regardless of use and even a broomstick handle could handle more force than a steel blade.

(Editor’s Note: The perk *Moonscorched* is the Capstone Booster for this perk.)

(41) Shadow Production Process [600CP] (Pokemon CGD)

You have learned the process of artificially closing the heart of a Pokémon, transforming it into a Shadow Pokémon. In addition to granting it additional power, this ensures its loyalty to you or to whoever you assign it to. See the Notes section for more information on this. With time and effort, you will be able to refine the process, allowing for the mass production of Shadow Pokémon, the production of difficult to purify Shadow Pokémon such as XD001, and even how to adapt the process to work on other creatures, including humans.

(42) Master Jumper [600CP] (Jujutsu Kaisen Remake)

The world has two masters at making barriers, Tengen and Kenjaku. You now have joined their ranks, being an equal to the ancient sorcerers, though this alone won't give you fighting strength comparable to Kenjaku. You can still create truly insane barriers, it can almost feel like reality warping, as you turn a normal place into a theater for example.
You are also a master at "hacking" the barriers made by other sorcerers, taking control of it and changing it before they even realize. Your skill at barrier making is so great that you could even make a giant barrier around Japan like Tengen… I imagine every single person in the world would be happy to receive your help now, even if you happened to look like a strange thumb person.

(Editor’s Note: May require Cursed Energy.)

(43) The Ultimate Smith | Witchcraft [600CP] (Omori (Headspace))

The Ultimate Smith [200CP] (Omori (Headspace))

Well, maybe not the ultimate. But you’ve quite the important talent. Fighting isn’t all about feelings and vitality, after all, equipment is also a nessecary part of the euation. Specifically;

Weapons for hitting people with, Charms for wearing, and one-use Toys. You've unlocked the secrets to creating these magical items. From the outside, it might just look like grabbing random objects and occasionally gluing them together, but it's actually quite the complex process, with a lot of skill involved, I assure you. You start off capable of making decently powerful Weapons, Charms that give notable or complex (though not both) boosts to their wearers, and Toys with actually useful effects- the sort that would see good use in the hands of seasoned adventurers- and have room to grow. Making something that would actually be worthy of being called "ultimate" would be beyond your grasp without either superlative investment or true Wisdom, of course, but making something on the level of the Cool Noodle will definitely be possible if you put any effort into cultivating this talent at all.

Witchcraft [400CP] (Omori (Headspace))

...You've probably said it hundreds of times, I know. You're not a witch, you're a scientist! They just don't understand because they're afraid of progress! Well, you didn't nessecarily say it like that - that's a pretty witch-like attitude to take, isn't it? - but you are indeed a scientist. You've attained a surpassing mastery of your specialty; something on the level of biology or chemistry, and a working knowledge of seemingly every other field. Through your specialty, you can already crate amazing things, like teleporters or cloning devices, and likely have been making them since your childhood, but you can still improve. There's always more to learn, right? Perfecting your specialty, deepening your grasp on the other subjects you've dabbled in... If nothing else, you're already good enough to start developing Skills through your scientific endeavors.

(Editor's Note: Skills in context to Omori aren't just regular skills, they are more like special powers born from mundane experiences, through training and effort.)

(44) Otomaï [600CP] (World of Twelve)

You are one of the greatest alchemists in the World of Twelve, and your skills match those of Otomai. Of course you know how to make potions, but that's not all Otomai knows. You also know how to create Ogrest with ogrins and other things.

(45) Greater Occultism | Engrave [600CP] (Fear & Hunger: Termina)

Greater Occultism [200CP] (Fear & Hunger: Termina)

Your skill and talent for all things occult are such that you can prepare up to two spells out of combat that can then be cast instantly and simultaneously in battle, requiring that they be prepared again afterward.

Engrave [400CP] (Fear & Hunger: Termina)

Yours is the gift of consecration. Consecration of flesh, skin, and spirit, in the name of the old gods and the new. You now possess the knowledge and power to inscribe consecrating sigils of higher providence. By carving the sigil of a god or similar higher being you gain a sliver of their power and benediction. Carving the sigil of Gro-goroth into your flesh will greatly increase your strength and capability for violence, while a sigil of Sylvian might instead make you much more agile and sensual. While others are limited to one such sigil, you can carve on yourself as many as you wish, though you benefit from the powers of a specific god only once.

(Editor's Note: The perk *Moonscorched* is the Capstone Booster for this perk.)

(46) Theft of Power | Snatch Away Victory [600CP] (The Ocarina of Time)

Theft of Power [200CP] (The Ocarina of Time)

Before he was the King of Evil, he was the King of Thieves, the Chief of the Gerudo. Is it any wonder how he so easily stole The Triforce out from under The Hero and Princess Zelda's noses? Granted it's probably not difficult to outwit two ten-year olds but Ganondorf didn't get his title by stealing golden candy from children. You have in you the makings of a King of Thieves. You have exemplary talent at every skill a thief could be purported to have; lock picking, sneaking, pickpocketing, sleight of hand, staking out locations, planning heists and getaways, etc. But you also have leadership qualities and a head for banditry tactics that could see you leading your own company of raiders. And they won't be two bit cowards who only win against soft targets, no, you turn your forces into warrior thieves who are able to contend with the likes of trained soldiers and earn both the respect and fear of kingdoms.

Snatch Away Victory [400CP] (The Ocarina of Time)

Zelda truly thought her plan to keep the Triforce safe from Ganondorf couldn't fail, but ten year olds aren't great planners. Perhaps, had she the foresite to realize what things could go wrong, her plan B would've had Link take the stones and ocarina outside Hyrule and stay on the move to keep them safe, but her inexperience and naivety blinded her from anticipating their enemy. This isn't an issue you have. When you have goals you want to see fulfilled, no matter how small or large those goals, you are able to make the best plan possible based on what you can do, your resources, what your allies and opponents can do, their resources, anticipate what they'll likely do to disrupt your plans, and where your plans can go wrong in general. This isn't a magic 'everything according to keikaku' button, your plans rely on the information you have, but you'll always make the best plan you could have for that moment allowing you to stay steps ahead of the heroes (or villains) if you're meticulous enough.

(47) Runemaster | Bookworm [600CP] (World of Twelve)

Runemaster [200CP] (World of Twelve)

You're an expert in the use of runes, whether from this world or other symbols of power found in your future adventures, so they'll be ever more powerful in your hands.

Bookworm [400CP] (World of Twelve)

You only need to read a few texts once to know them forever. What's more, you're very good at learning from a text, which means you can understand them much faster than you normally would.

(48) Armed to the Teeth | Algorithmic [600CP] (Amalgam of Distortion)

Armed to the Teeth [200CP] (Amalgam of Distortion)

You have the medical and mechanical expertise to implant weapons into the human body. These weapons run off of the subject's biological processes and energy, negating the need for an external fuel source. These weapons can be deployed or retracted at will, with no external signs, or loss in physical ability. Losing too much bioenergy to the weapons can be fatal though.

Algorithmic [400CP] (Amalgam of Distortion)

Your logical mind and grasp of biology has given you a mathematical understanding of bodily movement. You can spot and interpret the tells and preparatory actions preceding any

movement, and prepare to dodge before they've even made their move. You can deconstruct martial arts like this, but also this can also be used to predict attacks made with supernatural powers or inhuman biologies, as long as there are physical movements associated with it.

(49) Danse Macabre | Spice Forge [600CP] (Fear & Hunger: Termina)

Danse Macabre [200CP] (Fear & Hunger: Termina)

You know the secrets of the dance of the Eastern mages, it was created long ago by a man who is said to dance still, pale, and hairless. He dances and dances and says he will never die. At any moment you can start a dance that will slowly increase the power of all magic you wield the longer it lasts. One hour of dancing will see a spark become a roaring fire, one day will see the flame hot enough to melt steel, one week and entire cities could be made to burn and as long as you are dancing, you will not grow old. Once the dance stops, even if for a moment, the effect will be gone.

Spice Forge [400CP] (Fear & Hunger: Termina)

You know the secrets to the creation and use of the Spice Forge, of the Eastern mages. By burning spice in your spice forge, a specially prepared ritual circle, you may modify spells and magics you know with different effects such as reducing their cost or even causing the spell to repeat itself upon casting. The limits of this effect depend on the quality and purity of the spices used, as well as your skill with the ritual. In time you may even be able to combine different spices into a powerful mélange, to produce unique effects. While the options of spices are limited in this jump, in future jumps you may use other spices to add new and useful effects.

(Editor's Note: The perk *Moonscorched* is the Capstone Booster for this perk.)

(50) Resourceful Inventor [600CP] (Undertale)

H-humans are quite wasteful huh? T-they throw away things that are considered outdated by their standards, despite it being brand new. But we can use that to our advantage. T-taking all the junk that humans throw away and use them to make all sort of things that benefit the underground. Because of this you have developed a knack for making useful objects out of discarded items that people threw away. Y-You can find some use out them.

Bonus – Here We Are: Being a Royal Scientist means taking risks. After all one of the goals that we have is finding an alternative way t break the barrier that is keep all of monster kind down here. Normal Science isn't going to c-cut it. W-w-we need to research something that might lead to major problems. The SOUL. M-m-Monster Souls are fragile compare to a humans. But that hasn't stopped you huh? You found ways to work with the fragility of a monster soul. Such as making a Robot for a spirit to inhabit. You're also knowledgeable about the element of the human soul dubbed DETERMINATION, and can extract it from human SOULs and inject it into other things using a machine that you know how to make. H-h-huh? You have Another Medium? Well then you're in luck. This means you can use your knowledge in other fields of science with the knowledge of souls to hopefully further your research about the matter. You can probably find a way to make monster Souls more durable with the proper inventions and maybe find a way to use the power true of DETERMINATION. B-but be careful no one has tried to this before...no one that we are aware of anyways.

(Editor's Note: The perk *Power of the Soul* is the Capstone Booster for this perk. Also I have removed the original boosted effect and made the Bonus effect of the perk become the Capstone Boost.)

(51) Poison Tip | Toxicology [600CP] (Fear & Hunger: Termina)

Poison Tip [200CP] (Fear & Hunger: Termina)

You now possess deep knowledge of the creation and use of plant-based poisons and toxins. Furthermore, any poison or toxin you apply to a weapon will remain fresh and effective for much longer than normally possible and will not wash off easily.

Toxicology [400CP] (Fear & Hunger: Termina)

You have gone beyond mundane poisons, with knowledge of forbidden Vinushkan techniques you may now craft otherworldly poisons and concoctions, things that poison the very air and that cannot be healed with mundane medicine Any poison or toxin you create will now bypass any immunity or resistance and can affect even extraplanar or supernatural beings.

(Editor's Note: The perk *Moonscorched* is the Capstone Booster for this perk.)

(52) Your Ego | Psyche Evaluation [700CP] (Garage: Bad Dream Adventure)

Your Ego [100CP] (Garage: Bad Dream Adventure)

Your Conscious Self, the mediator between the 'Id' and 'Superego'. You have an easier time processing everything around you, taking in new concepts and ideas, as well overall better at general problem solving and troubleshooting issues.

Psyche Evaluation [600CP] (Garage: Bad Dream Adventure)

This world. Even if you feel like it's reality, you can just tell that it's not. Better yet, you can tell what every little detail, from the ocean-like sewage this stilt town stands over, to the biomechanical robots that populate it. You can "analytically" see more of the world than quite frankly anyone, like those who know this world is but an imagination of another. You can quickly tell what they all mean and how they are connected to someone, making inferences of such personal worlds akin to a psychological report.

(53) Multidisciplinary Genius | Physical Impossibilities [700CP] (Children of an Elder God)

Multidisciplinary Genius [100CP] (Children of an Elder God)

Ritsuko Akagi manages Project DAGON, knows the Evangelion units better than anyone, operates the MAGI biological supercomputers, and all while developing a counter to her transformation into a Deep One. All this requires great expertise in a multitude of fields—expertise that a normal scientist, engineer, or doctor would devote their entire career towards obtaining, in just one of the many fields needed to accomplish what she has done. Your skill in the mundane fields of science, engineering, and medicine are not less than her own. Select 5 fields of study in the realm of the hard sciences. You are now the best in the world in this field. In every following jump, you may select another hard science to receive this superlative skill in.

This scientific and engineering excellence never covers things that would be impossible on an ordinary Earth, though; that would require other perks.

Physical Impossibilities [600CP] (Children of an Elder God)

Humanity's understanding of physics and biology is the result of cramped understanding from observing a single backwater planet, and has no real validity in the universe at large. One needs only look at the Angels for proof—each follows unique laws of physics, chemistry, and biology with no basis in Earth's sciences. The only deviance from this is Adam, who is the origin of life on this planet in the first place (misleading the humans who rediscovered it to believe that it was simply bioengineered from Earth's lifeforms), but even then, Adam can accomplish impossibilities. But you? You can actually understand the alien rules that the Angels operate by. Oh, you won't know them immediately, but you can study and understand them even quicker than you could the laws that physics on Earth operates by. You would be able to quickly become an expert on matters such as Evangelion, reveal the science of the connection between the waking world and the Dreamlands, dissect why DAGON continuously fails, and even reconstruct the hyperphysics used by certain alien species, which less educated people might instead term "magic". In future settings, any sort of rules that aren't based in purely realistic physics falls under the domain of this perk, allowing you to rapidly comprehend the laws behind magic, cultivation, psychic powers, souls, and other phenomena.

(54) Technological Expert | Malleable Form | Access Privileges | AI Synthesis [800CP] (Blame!)

Technological Expert [100CP] (Blame!)

Living in an environment surrounded by machines, it's hardly strange that you've gained a fair bit of expertise in deciphering and working with technology. With plenty of opportunities to hone your skills as you move through the City, you'll find that the techniques you use here to determine the functions of foreign machinery and the techniques you use to develop new machinery are applicable elsewhere as well.

Malleable Form [100CP] (Blame!)

All Silicon Life appear to be much more receptive to "strange additions" to their bodies, and it isn't too strange to find that many Silicon Life cyborgs have cybernetic implants which are visually apparent and seemingly harmless. Adopting the same practices as them also means you learn a bit about their methods, and consequently, any penalties you have for shape shifting, transplants, and implementations reduce substantially – allowing your foreign components to harmonize with your natural components. With the knowledge gleaned here, your work on others also improves slightly. Why not improve other people with the same improvements you have?

Access Privileges [200CP] (Blame!)

It's nice when your work is not impeded by nosy people who insist on dropping in and asking questions. You've come to learn that hacking goes a long way to making sure these people don't ever get the opportunity to come and pester you. Not only have your hacking abilities improved, but people also instinctively believe that you belong – and consequently most people will overlook the nature of your work unless it interferes with them substantially.

AI Synthesis [400CP] (Blame!)

Perhaps it isn't exactly wise to delve into the fields that caused this whole mess to begin with, but the stories of the Net Sphere AIs causing a massive society collapse have yet to be proven – so in the meantime it should be safe to develop more AI, for the sake of research of

course. You'll start off with simple AI of course, perhaps enough to only manage and direct a local city block, but as time progresses, the AI you build will grow in both scope and capacity. From one AI to a cluster, from a cluster to entire networks...if you dedicate enough of yourself into the process, you may well develop the beginnings of sapient AI.

(55) With Just A Simple Spell | SNOWGRAVE [800CP] (Deltarune)

With Just A Simple Spell [200CP] (Deltarune)

Magic is an incredible force able to create wonders and destroy your enemies. Most can't use it but you are different. Like Noelle, you have an extraordinary aptitude for magic. If you had the time and some special circumstances, it's possible you could become a force able to match even the most dangerous threats in the Dark World.

SNOWGRAVE [600CP] (Deltarune)

Snowgrave is the ultimate expression of Cryomancy and the pinnacle of Noelle's talent. Now you will find that your own powers all have a similar final technique. While it will require intense training or unique circumstances to unlock it you can gain a unique ability several times stronger than you are normally capable of.

Boosted: While having a single technique at the peak is good, wouldn't it be better if you could bring every spell to that level? You have the power to through intense training bring any ability you have to the level described in the above perk.

(Editor's Note: The perk *LOVE!* is a *Capstone Booster* for *SNOWGRAVE*.)

(56) D.D.D. [800CP] (Vermis)

All demons were gods once. It is a man who puts crowns on our heads and holds axes over our necks. Beyond that we have nothing. We know nothing of other gods beyond the lands of which Vermis takes place, of the old dead gods whose grand structureslay withered and broken under the sands of Agerutt. And although yet we don't know if all the current Gods we know of were once demons, nor do we know the methods to godhood other than the ones we can gleam from our own world. But what if, you found from this world how to turn a Demon to a God, as well as how to dethrone and seal them like the Great Wizard who sealed away Oggol. Alongside the knowledge of the proceedings, you will gain a significant boost in magical power, comparable to that powerful wizard. This knowledge will stretch to being able to turn other Demons from other worlds into Gods, as well as how to then remove them of divine status and then seal them. It will not however work on non-demonic gods or species turned divine.

(57) A.A.A. [800CP] (Godhusk)

Applied Artificial Apotheosis. The process of artificially induced deification, or in layman's terms, the act of creating a god. While in one world the ascension of a demon to divine status is how they took to the role of gods. And like in that world, where man puts crowns on their heads and cuts their heads if not sufficient. Another mankind turned to making a god through engineering and sciences. [0Bek] the Calculated, the Supreme Engineer. Powered by seven beings capable of supplying infinite energy, Angels. This Artificial God were the efforts of the past dominant species to survive on a planet already on its course to a death artificially instilled. And now like those engineers back in the days before [0Bek]'s shutdown and even before his conception; you possess the man-made capability to create artificial

deities. Unlike the creation of gods through demons, you have much more leeway in terms of what ‘kind’ of deity you wish to manufacture. But one thing remains the same, the level of divinity and scope of this deity scales to the power source required to run the artificial god. This perk also grants a flat increase to all engineering & science skills you possess. And with that, perhaps you may figure out how to build a god that’s more energy efficient.

(58) PhD in Genetics | And in Engineering, Electronics, Landscaping, Cybernetics… | Artificial Neo-Mitochondrial Creatures [900CP] (Parasite Eve)

PhD in Genetics [100CP] (Parasite Eve)

You have a PhD in genetics and the knowledge and skill to back it up, particularly about mitochondria. While this only covers mundane scientific knowledge, you'll find yourself capable of grasping mechanics of the crazy nonsensical stuff that's trying to pass itself as biology that you'll find here This is not enough to play god with that knowledge on its own, but it is enough to understand what's going on and find and design simple counters. In fact, you're particularly good at those, like figuring out if something is weak to a particular sound frequency, cancerogenous cells, or mitochondria from that one person. This ability to understand and find counters extends to future Jump

And in Engineering, Electronics, Landscaping, Cybernetics... [200CP] (Parasite Eve)

Not content with genetics? You are a modern day Renaissance (wo)man, just as capable of turning an abandoned nuclear bunker into a multi-biome natural preserve with its own climate and realistic-seeming lightning as you are of making cybernetic supersoldiers or designing and grafting a flamethrower to a monster's mouth. Just try to stay out biting range. Basically, everything non-biological the Neo Ark Project did, you can understand and know how to replicate.

Artificial Neo-Mitochondrial Creatures [600CP] (Parasite Eve)

You have full knowledge of how the various breeds of NMCs and ANMCs work, alongside all the technology that was used to create the latter. You could create retroviruses capable of creating them from the appropriate host even without any specific DNA samples to start fro This does not cover those from 3rd Birthday, Eves, Ultimate Beings, or Awakened like Aya. You get the gist of things, and you can certainly clone them, but what result you get and what powers it'll have is not something this can help you predict, since it is not down to biology. For example, Melissa's and Aya's special mitochondria came from the same source, yet one produced an Eve and the other an Awakened.

You're also able to do boring things like curing cancer and such. In future Jumps, if the crazy biology you're dealing with can be understood and recreated in a lab, then you can get there, and this serves as a 10x learning booster for it until you reach that point. You are surprisingly capable of finding gullible investors for your projects, even crazy things like trying to turn all of humanity into non-sentient monsters. Hey, PETA stays afloat somehow If you have the second perk of this Origin, you know how to build, maintain, and operate the Overdive Device and understand its workings, though this will not help you get the biological material required to make it, nor let you skip the restriction of needing someone capable of using the Overdrive skill to use it.

(59) Destroyer of Worlds [1000CP] (Elfen Lied)

Finally, you've made a breakthrough. Before the incident at the Institute, or perhaps mere seconds after your arrival, you managed to comprehend what makes a Diclonius and what makes them tick. You have become a savant of bioengineering and genetics, unmatched by anyone in this world. More than just mundane science, however, you've come to understand how Diclonius DNA works, and it has given you twofold abilities: In anything you genetically modify, you can instill a 'voice' to a singular purpose in said being. Non-sentients will single mindedly work towards this purpose, in sentient beings, it will be a subconscious impulse that will intensify with the right stimuli, and will be difficult to resist. Secondly, you understand the telekinetic vectors, and while giving humans this ability may be beyond your understanding, you know how to make handheld or helmet-clad devices that humans can wield them with.
Your new understanding of Diclonii doesn't enable you to make a vaccine for them right away, but it's just within your reach...just close enough you may be able to avert this tragedy before it begins. Or would you rather intensify it and let them roam free? That choice is yours.

(Editor's Note: I've increased the price from *600CP* to *1000CP*.)

(60) Precision Stance | Meditative Stance | Chaotic Stance | Counter Stance [1000CP] (Fear & Hunger: Termina)

Precision Stance [200CP] (Fear & Hunger: Termina)
You enter a stance, of body and mind, that greatly sharpens your senses and improves your coordination, resulting in greatly increased accuracy of attacks and precision of movement. This cannot be used at the same time as another stance.

Meditative Stance [200CP] (Fear & Hunger: Termina)
You enter a stance, of body and mind, that permits you to meditate with your eyes open and legs moving. You could meditate even in the middle of combat, as long as you remain conscious. This cannot be used at the same time as another stance.

Chaotic Stance [200CP] (Fear & Hunger: Termina)
You enter a stance, of body and mind, that makes it impossible to predict your next move and further hides you from any form of scrying or supernatural detection. This does not make you any more difficult to detect through mundane means or senses. This cannot be used at the same time as another stance.

Counter Stance [400CP] (Fear & Hunger: Termina)
You enter a stance, of body and mind, such that no insult shall be left unanswered. You find that any time you retaliate against an attack your blows seem to hit twofold, dealing twice the damage they should. The attack and the retaliation need not be physical, as your scalding retorts or disappointed remarks seem to cut much deeper than they should. This cannot be used at the same time as another stance.

(Editor's Note: The perk *Moonscorched* is the Capstone Booster for this perk.)

(61) Extracting the Esoteric | There Is No Impossible Here [1000CP] (Don't Rest Your Head)

Extracting the Esoteric [400CP] (Don't Rest Your Head)

Like some Nightmares, and even some of the Awake, you have a way to extract insubstantial ideas from people and things and render them into a form that can be bartered, sold, or crafted from. Regain your youth by buying the years off other peoples' lives or regain your sanity by buying someone's normalcy. Steal someone's heartbeat or even their very name and pin it in your collection. But more than simply extracting abstract things, you can turn these into raw materials for your own craftsmanship. Vintage spirits of distilled Hangman's Regret are well known for selling to an exclusive clientele here, and one enterprising Nightmare has successfully kept the Wax King at bay by piping molten rage all throughout his realms that keeps the temperature too high for his minions to do anything but melt.

There Is No Impossible Here [600CP] (Don't Rest Your Head)

Impossible things are a dime a dozen in the Mad City. There's nothing truly impossible in a realm that runs of dream logic and symbolism. You will keep this trait with you and find that for you, the impossible is distinctly not impossible after all. To do the impossible, you will have to do something appropriately symbolic, something that fits the rules of dreams and fairy tales to pull off. Note that some things (such as opening the doors of the Mad City during the Thirteenth Hour) may have catastrophic or potentially even fatal unintentional consequences. Consider yourself warned: Think before you act.

(62) Toxicology | Virologist [1000CP] (Prototype)

Toxicology [400CP] (Prototype)

The Blackwatch can not keep hiding all the good stuff for themselves! Through some highly illegal means you managed to obtain information on Bloodtox and some of the other poisonous projects that have been hidden from public eye. This can be used in later jumps to quickly determine ways to target a single organism to create a highly effective toxin against them, or by creating technology that has their most well-known aspect of it as a function.

Virologist [600CP] (Prototype)

Looking at it from a technical standpoint, viruses are just devices that carry genes, they enter the nucleus, insert their genome, and then the host cell does everything else for them. This characteristic makes viruses one of the most favored device in genetic engineering, as they can go and infect multiple cells. The folks at Gentek know this, and focus solely on them, but you have a leg up on them. By extensive study (but still far less than s computer could) you can decode the entire genome of a lifeform, and decode and isolate the genes responsible for any and every trait that they possess. Want the eyes of a goat on the body of a snake? Or possibly just the strength of a rhinoceros? Do not look away, study and decode today!

(63) Medical License | Timely Vaccine | Umbrella Mind [1100CP] (Resident Evil 2)

Medical License [100CP] (Resident Evil 2)

In order to get hired into the leading pharmaceutical company in all of America, you'd need some serious qualifications. Whether you actually went to the best in the business, you could

make a pretty good career as a mundane doctor or running a small clinic, knowing all you need to know about the human body to put it back together in mostly one piece.

Timely Vaccine [400CP] (Resident Evil 2)

Seeing as the researchers within Umbrella sought to create weapons out of the T-Virus and G-Virus, it only makes sense that they'd assign people like you towards finding defenses and cures, should they ever get out, or to sell to opposing parties. There are few under Umbrella's payroll as good at creating these cures as yourself, be it for mundane illnesses or something as deadly as the T-Virus.

Umbrella Mind [600CP] (Resident Evil 2)

Like a certain man, you've been far ahead of your peers since a young age, having earned a doctorate in your teenage years before being pushed further under an executive training program. You are a veritable genius in all ways, though it is within the fields of biology and virology that you truly shine, it being possible that you were one of those behind the refinement of the Tyrant bioweapons, or maybe even the discovery and creation of a completely different strain of virus. Either way, yours is a mind that could either save or damn the world as we know it.

(Editor's Note: I've changed the *Brilliant Mind* perk to *Umbrella Mind* so it isn't confused with another perk.)

(64) Anti-Life Fiber Studies | Grand Couturier [1200CP] (Kill la Kill)

Anti-Life Fiber Studies [600CP] (Kill la Kill)

You have studied the enemy and listened to the teachings of the Great Founder, Dr. Matoi, the knowledge finding fertile ground within your mind: now you are capable of creating things that are capable of turning the tides against the most overwhelming and cunning opponents, such as mind-controlling threads that wormed into every nook and cranny of your species' lifestyle. Your expertise is such that, in future Jumps, you will rapidly learn how to oppose and destroy enemies of your species, be they oppressors, parasites, hunters, or whatever else.

> **Capstone Boosted: Hunter Of Your Own Kind:** Now your expertise applies to things that you are part of, pretending to be a part of, or somehow related to, from species to friend groups. On its own, it is, perhaps questionable, but... aren't you a part of Jumpers, Jump-chan's entertainment/pets?

Grand Couturier [600CP] (Kill la Kill)

You've got an amazing understanding of creating clothing and imbuing it with power you're able to easily mix in Life Fibers with your creations to craft powerful outfits that enhance the abilities of the wearer greatly. And, with your understanding of how these things are built, you're easily able to identify the key threads holding them together to pull them apart as well. In future settings, you'll be able to figure out how to blend in new exotic materials to your clothing and bolster it in new ways as well.

> **Capstone Boosted: Self-Rethreading:** With your mastery of Life Fibers comes mastery of the self from being made of them: you can rapidly restitch your body into new forms, split off copies of yourself to act as allies, use your internal threads to rewire the minds of others, and any other tricks that would make sense to perform for a being of Life Fibers with a masterful grasp on how they work.

(Editor's Note: The perk *Human AND Clothing* is the Capstone Booster for both perks.)

(65) Metal Heart | Alchemist [1200CP] (Amnesia)

Metal Heart [600CP] (Amnesia)

Science, magic. Isn't dividing them up into such a stiff binary short-sighted? If the production of bullets or meat can be scaled up through pipes and conveyor belts, why not a magic ritual? You are adept at blending mystical spells and rituals with automation technology. You could plunge a sacrificial knife into a human's heart over a magic circle, or you can design a machine that does so automatically to dozens of humans every second. Need a new computer to run your factory? Just slice off half your soul and put it in charge. Or... maybe it's best you don't do that. These machines are hardly inexpensive, but just think of all the time you'll save once they're complete.

Alchemist [600CP] (Amnesia)

You can call the other great occultists of history your peers. Perhaps you are like Alexander, having experienced the advanced alchemy of The Dark World, before being grounded by the incomparably primitive tools and resources of Earth. Even with these limitations, you can concoct acids of unprecedented potency, poisons that can turn a man inside out or revive them as a loyal drone, elixirs that can trap a soul within a rotting corpse, and so much more. The ingredients for these creations aren't always particularly cheap or pleasant to obtain. Access to ingredients from alien worlds or dimensions will greatly expand your options.

(66) Scientific Studier of Monsters | Quinque Science | Quinx Procedure [1200CP] (Tokyo Ghoul)

Scientific Studier of Monsters [200CP] (Tokyo Ghoul)

The only way to defeat one's enemy is to know one's enemy, and you have a way of finding out about your enemies. This perk allows you to become twice as proficient in researching predatory organisms that would prey upon you.

Quinque Science [400CP] (Tokyo Ghoul)

You are to say the least a genius in the field of quinque science. You now have all the necessary knowledge on the extraction of kakuhou as well as the production of quinque! This also includes the necessary knowledge of how to produce quinque steel. Outside of this jump you can take body parts from other organisms and turn them into weapons similar to quinques.

Quinx Procedure [600CP] (Tokyo Ghoul)

You know how to build monsters for your side. This perk grants you all the knowledge and skill necessary to perform the quinx procedure on a person allowing you to turn them into a quinx. but also this perk allows you outside of this world to incorporate superpowered abilities into humans in order to create a fighting force based on your enemies.

(67) Liminality Researcher [1200CP] (Adrift in the Complex)

It's common knowledge that things in the Backrooms rarely operate like how they would in reality. Things that shouldn't work just do, and the reason why is unclear. With you, these mysteries are hardly a problem. If something appears to "just work" without any logical reason, you are capable of identifying how said thing actually works. Expect to require a ton of technobabble to explain it, but it will in fact work. What's more, this lets you reverse

engineer what you discover, or neutralize it. Maybe you can figure out how to recreate Level 0's infinitely lasting fluorescent lights, or decommission the Hydrolitis Plague

> **The Allseer's Champion:** But why should you be limited to "just" anomalous things? Through enough research, you are able to thoroughly understand, and then replicate any phenomena. You could create a weather machine by studying hard enough, or simulate a Universe through understanding its various mediums. There is no limit to what you can create, sans how enthusiastic you are to learn.

(Editor's Note: The perk *Type-Black* acts as the Capstone Booster for this perk. Also I've increased the perk's price from *600CP* to *1200CP*.)

(68) Trial & Error | Science Excuses the Means | Remote Control Biology | Hybrid Theory [1300CP] (Blue Submarine No.6)

Trial & Error [100CP] (Blue Submarine No.6)

Science is an experimental process and outside of the laboratory, outside of a closed system, accidents and unexpected events are bound to unfold leading to failures and setbacks. It simply is not realistic to expect everything to be a success. But failure is in itself, an opportunity for you. Every time you suffer a setback or fail in something, you will have the opportunity to immediately improve yourself by learning from that experience. In a situation where failure is dire and the setbacks are significant, the experience you can gain from reflecting upon these events increases dramatically. Regardless of the severity, you will still manage to learn something. The only scenario in which you take nothing away from an incident is if you actively choose not to take anything away and pretend like it never happened.

Science Excuses the Means [200CP] (Blue Submarine No.6)

Morals are a good guideline to stand by for many things in life. But when it comes to science and progress, there are times when sacrifices must be made, and morals become more of a hindrance than a benefit. But as long as your experiments can produce tangible results, as long as the ends you achieve in the pursuit of science has a clear benefit, people will know better than to inquire too deeply into the measures which were necessary. Even if they have a strong suspicion that a significant sacrifice or breach in protocol had to occur to make things happen, they will quietly accept it as a necessity and look beyond that to see what can be made from your findings and your efforts. Of course, if you have the opportunity to keep your methods private you should still take it; it simply is not sensible to give anyone more reasons for concern or unrest, especially during times like these.

Remote Control Biology [400CP] (Blue Submarine No.6)

Given all the changes the world has undergone, the idea of experimental biology probably is not the first thing to come to mind when considering potential adaptations to thrive in this new environment. After all, submarines, floating cities, hydroponics and other developments already exist. But by modifying your own body, you can potentially remove your dependence on some of these developments, shape your body into one that can thrive in any environment be it on land or under the sea.

As long as you have the right materials available, you can replace your body parts to suit your needs and whatever your environment may demand. Your body will continue to function as long as you have made some attempt to introduce a substitute for the body parts taken out. Meanwhile, the parts which were taken out will not simply die off. With appropriate preservation methods they can be maintained indefinitely (in case you want to swap them

back in) or you can integrate them into other components (whether as a donor for someone else, or integrated into some sort of mechanical unit) where they will continue to function as they normally would.
With emergencies in mind, you should note that the “right materials” necessary covers a very broad selection of objects. You do not require sophisticated hardware to act as a replacement, though the difference in quality will likely improve functionality. You could realistically jury rig a replacement using some cabling, tubing, and maybe a battery or two depending on what it is you are replacing.

Hybrid Theory [600CP] (Blue Submarine No.6)

To the people of this world, this represents the pinnacle of genetic engineering. You are essentially the second person in the world with the ability to manipulate the genetic structure on such a level that you can create hybrid lifeforms with both precision and consistency. Your knowledge has given you the ability to remove most of the variables and obstacles that makes genetic engineering a frustrating, even fruitless endeavour for others. As long as you possess the relevant genetic samples, you can splice them into the human genetic composition, creating a new life form, a Hybrid life form which bears traits from the genetic donors involved. As you first work with this process, you will find the most success when working with human/X combinations, but as your proficiency in this field develops you should be able to shift away from human combinations – perhaps even moving into the field of fusing animate and inanimate objects together.
The importance of meticulous planning throughout the entire process cannot be stressed enough. You may have no issues when it comes to creating the creature, but that does not mean that the creature will be “born perfect” certain donors may possess traits that are beneficial in some environments yet detrimental in others. A shark/human hybrid may be more resilient, stronger, and quicker to respond, but they may also possess an increased tendency for uncontrollable violence. If you want your creations to succeed in life, you must take some degree of responsibility in determining which traits should be emphasized and which ones should be minimized. Ideally, you will also stick around to help them grow, because while they can fend for themselves, having a parent figure plays a large role in development and growth.
Had Zorndyke not been the first to unlock the secrets of this field, perhaps the Hybrids would have been viewed in a different light. But given the nature of human and Hybrid interaction, you would be wise to limit the interactions between your creations and the humans, perhaps even limit their interactions with other Hybrids. It makes little difference whether you intend to pick a side or remain neutral, the situation is volatile enough that introducing a new variable can lead to a complete disaster.

(69) My Mind is My Weapon | Devil Fruit Studies | Marvel Maker [1300CP] (This Bites!)

My Mind is My Weapon [100CP] (This Bites!)

As with a fighter, scholars need to push themselves, just in a different direction. You possess the mental fortitude to keep studying through even mind numbing texts and can retain and memorize the material more easily without getting a headache or blurry vision from overworking your mind. This makes any study more effective for you and can allow you to learn new things more easily.

Devil Fruit Studies [600CP] (This Bites!)

You are one of the foremost experts in Devil Fruits and how they operate, how they

change the body and how they can be imitated, manipulated, or altered. You know how to imbue a Devil Fruit into an object, how to use chemicals to increase the range of abilities of a Devil Fruit, and the theory behind creating your own Devil Fruits, if not the actual ability to do so itself. With time and training, you may be able to use this for far more than just understanding devil fruits.

Marvel Maker [600CP] (This Bites!)

Like Usopp, you are skilled in the art of making weirdly potent weapons and objects suited to a specific fighter and their style, including yourself. You may not always realize just how potent the abilities of the weapon are until you put it into the hands of the person it's made for, but they surely will. To put this in perspective, Usopp made the clima-tact, which he saw as essentially a collection of party tricks folded into a staff, that Nami then used to create weather phenomena.

With time and better materials, you can continuously upgrade these weapons to be better and better, until they are on par with a Devil Fruit when put in the hands of someone that knows what they're doing. You can even find ways to make aspects of these materials work that really shouldn't, like forming clouds at sea level with a dial.

The effects of this are even better when you have the person you're designing the weapon for or someone with more experience with the materials you're using, and can learn to adjust your abilities as a weapon maker to improve further than you already have. While this works best for weapons, it can also be used to create non-weapon objects with relative ease.

(70) Knowledge of the Occult | Librarian of Celeano | Find the Path | Wisdom Too Great for the Waking World | Craftsman of Ilek-Vad [1400CP] (Children of an Elder God)

Knowledge of the Occult [100CP] (Children of an Elder God)

You are well-educated in matters pertaining to the eldritch. This does not give you knowledge of how to perform any spells or rituals, but you can identify those done by other people. Furthermore, you know the most common names of all the gods relevant to the setting; both beings which are truly gods, and beings which are only considered gods (although this does not tell you which is which). You can identify by sight and name any monster or monstrous creature (eldritch or otherwise), and know their strengths and weaknesses.

Librarian of Celeano [100CP] (Children of an Elder God)

Alright, so technically the planet of Celeano has been depopulated, and the Great Library of Celeano has no librarians anymore. But the Elder Gods periodically add to the vast stores of lore held within, and the locals—when they were alive, at least—spent thousands of years collecting all the information they could obtain. As a result, it's one of the largest collections of physical knowledge in the universe, Dreamlands or otherwise. It's also in a host of different languages, from Aklo to English to Japanese, and stranger languages besides. Like the language of the Xicillians, which could only be read if you had electron vision. You, however, are completely fluent in all of these languages (except the mystical ones such as Aklo). As long as a language is not inherently supernatural, you can understand, communicate, read, and write in it. It doesn't matter if understanding the language requires senses you've never experienced, or if communicating in it requires organs you don't have. You can still comprehend it, and still speak/sign/etc. the language. Although it might confuse

people how you're doing it, it should be spectacularly physically impossible for you to accomplish.

Find the Path [200CP] (Children of an Elder God)

The Royal Museum belonging to Kuranes was ravaged by Cherubim, who destroyed the charts that would guide a traveler through the space of the Dreamlands from Earth's Dreamlands (which, let it be noted, look nothing like the planet Earth you may be familiar with), to that of the city of Carcosa and the Kingdom of Joy. Instead, the dream-questors were forced to travel to the Great Library of Celeano to study its Map of the Stars, an entire building dedicated solely to tracing the pathways to travel between worlds, both in the waking world and the Dreamlands. You have internalized this knowledge and expanded upon it. As long as a way exists to get from Point A to Point B, you will know what that way is. This might not tell you how to sail one of the boats that travel through space in the Dreamlands, but you'll know the right path to take, you'll know where to go to find someone willing to take you on that path, and you'll know the dangers present on the path you seek to take.

Wisdom Too Great for the Waking World [400CP] (Children of an Elder God)

There is a distinction between intelligence and wisdom that only a fool would discount. Fortunately, you are both smart and wise, and are in no way a fool. You are able to find the connections between seemingly unconnected topics as you realize the connections and correlations that lurk beneath the surface. If you were learned in a great many subjects, you would find you knowledge would encompass a number of topics you never directly studied, but simply inferred the answers from the vast wealth of knowledge you already possessed. Of course, it would be ridiculous to trust only one's own conclusions without proof, but fortunately you have a mind capable of coming up with experiments to discover the truth with astonishing ease. But more than simply your intellect, you are a font of wisdom, and will rarely lead others astray with your advice by accident. Other people and their motivations are clear to you, and it takes you only a short interaction to fully understand who someone is as a person, even if they seek to hide parts of themselves. If you had enough truthful information on them from other sources, you might never need to actually speak with them at all. Your wisdom allows you to clearly find the most dangerous and foolhardy courses of action; while you can't perfectly avoid making mistakes, you can rest assured that you'll never take the worst course of action. You are keenly aware of your own weaknesses and failings, and will always know when your own senses aren't to be trusted. Furthermore, you can tell when you risk learning knowledge that would be dangerous for you to learn, and have the self-control to avoid such topics.

Craftsman of Ilek-Vad [600CP] (Children of an Elder God)

Ilek-Vad is a city of magic. Even ordinary people draw upon the power of spells, and artifacts of power are commonplace. This magic is well-known to you, and you are a master in its use; it is safer than the magic of Aklo, and does not require such extensive preparation, sacrifices, or ritual tools. However, it likewise cannot accomplish acts quite as grand; for instance, it has no capacity to resurrect the deceased. It is not a magic well-inclined to combat; the people of Ilek-Vad had no magical means to defeat the sea monster that threatened their city, and had to rely on the strength of arms of Celephais' Knight of Courage to slay the beast. Not to say that magic has no use in combat. The smiths of Ilek-Vad are capable of producing astounding weapons that bear mystical enchantments, and you too are skilled in this fine art; not only crafting tools of such beauty and elegance that they seem like they would only function in dreams (while still being entirely practical in the waking world),

but you can enchant such equipment with magical spells to imbue them with special powers, such as a sword that bursts into flame.

(71) Driven Biomechanic | Licensed Therapy Engineer [1400CP] (Garage: Bad Dream Adventure)

Driven Biomechanic [600CP] (Garage: Bad Dream Adventure)

Female Biomechanical Robots are very important considering they create sewage as byproduct of making Milky Fuel. But because of “Yang’s” killing spree. Both populations of females, frogs and crabs dropped. After meeting “Juice” and her excessive Ego- level, he soon figured out a way to circumvent the shortage. Using the production parts of his victims, turned “Juice” into a Milky fuel & sewage generator. At the cost of her mobility. You possess the same deranged level of biomechanical engineering and modification. If the split between the Id, Ego & Superego didn’t happen. Who knows what “Yang” could have done. Maybe reaching Guattari and Ein’s level.

Licensed Therapy Engineer [800CP] (Garage: Bad Dream Adventure)

While not said in-game, but I believe anyone can say that the work behind the very machine known of “Garage” must be incredibly well-versed in both Mechanical Engineering and Psychological Sciences to have built a machine capable of generating an entire world based on the psyche of the user. Regardless of how downtrodden and dystopian the world looked, though that’s very likely due to Yang himself. Like Guattari and Ein, the suspected therapists and engineers/scientists, the only beings not native to Yang’s simulated psyche-based world. You are equally as professionally skilled to the level of both individuals. Having the chops in both fields of engineering and psychology needed at such a level, that you would be able to pull off recreating “Garage”. This perk also comes with a psychological resistance and adaptiveness to such imagined worlds that feel so real that one would naturally want to call home, you are able to shrug off that feeling. Additionally, you are very analytical in pointing out similarities and discrepancies of mindscape worlds and quickly recognizing what they mean or reference.

(72) Building Blocks | Thirteenth Hour | The Friend of my Enemy [1400CP] (Abara)

Building Blocks [400CP] (Abara)

Your surgical skills defy imagination. As long as their brain is mostly intact, you can resuscitate someone several hours after their death. You can mend any spinal damage, up to and including decapitation. This doesn’t make them heal any faster, but the fact you can allow them to heal at all is miraculous.

Thirteenth Hour [400CP] (Abara)

You find your competence in all scientific fields rises exponentially in apocalyptic threats, allowing for normally impossible breakthroughs. You could potentially invent time travel in the middle of an alien invasion or figure out how to evacuate the entire planet before a cosmic god comes to devour it.

Building Blocks [600CP] (Abara)

The essence of fighting fire with fire. You have the genetic engineering to modify hostile or outright alien creatures into usable weapons, such as infusing humans with their powers. In addition to the raw power, these weapons tend to be inherently harmful to their source on a genetic level, such that simply launching them into the target could do substantial damage.

(73) Fire Searing Brilliance [1500CP] (Digimon Data Squad)

Unnatural? Forbidden? Big words spoken by small minds! Everything that makes civilization great is “unnatural”, and our greatest advances were once cause for persecution. No, if we are to reach greatness then someone must blaze a path where gods and angels fear to tread; and who better to do it than you? To a genius such as yourself eldritch secrets, forgotten ruins and alien biologies reveal their secrets like blossoming flowers in the spring. Combining human and alien DNA to form hybrids greater than the sum of their parts, chimeric abominations that can dissolve the creatures they’re based on like warm butter, handheld dimensional rift generators, and resurrecting forgotten gods as your mindless puppets are all but baby steps on the path to the future. Let none hold back your genius, and become the Prometheus of this new era!

> **[Sovereign of Shadow]:** Who needs a lab when you have the powers of darkness and corruption at their beck and call? Rather than exposing your living subjects to a complex medical process with a high risk of failure, you can simply infuse them with the powers of darkness itself; warping their physical and spiritual bodies as needed for your procedure. Admittedly, it’s still a lengthy and horrendously painful procedure; but at least it’s only a brief episode of unfathomable agony, rather than some months-long procedure.

(74) Sense of Scale | Net Sphere Engineer | Dismantler | Sanakan Soul [1800CP] (Blame!)

Sense of Scale [200CP] (Blame!)

The City is massive – and from studying its design (and lack of design consistency), you’ve slowly come to understand that not everything should be scaled up. In fact, some things should never be scaled up – like how a room should not be scaled up to match the size of Jupiter without the necessary infrastructure to actually traverse it. You know instinctively what size something should be in order for it to be at maximum effectiveness. Does it mean that you’ll be disadvantaged for making it bigger? No, but it does mean you’ll know how much you need to scale everything else connected to it in order to draw maximum effectiveness out of those as well. Scale a battleship, and you’ll be able to tune the cannons to fire in the exact fashion you want. Hopefully you’re a fine craftsman...because you’ll need to be. Things don’t just magically scale you know!

Net Sphere Engineer [500CP] (Blame!)

In the past, you would have probably had a different title along the lines of “Virtual Reality Technician”. But with the old technology now gone and lost to the sands of time...well, you’re an Engineer dedicated to the Net Sphere, tasked with discovering and repairing its inner workings. With your skill set, you can easily set up connections necessary to establish a virtual network and troubleshooting problems related to such matters is a straightforward process. You have a basic ability to “construct” objects in virtual space, but it requires that you know the desired object at least to the level an expert would, and the more complex the object the longer it takes to construct. With time, you might be able to fabricate basic digital constructs in real life, like a basic structure conversion tower...

Dismantler [500CP] (Blame!)

A specialized Net Sphere Engineer tasked with the partial deconstruction of the Mega-structure so that the remaining humans can live without having to fear Safeguard hunting them down, the Dismantler has a slightly different skillset in comparison to the

normal NSE. While you're still very proficient at navigating and scoping out electronics and virtual systems, your ability to interface with these systems is destructive in nature. Constructs such as firewalls and network gates are easy to tear down, and like a wildfire you can sweep through a piece of technology, consuming the components inside and wiping them entirely. You might want to keep this part in check, especially if the programs you're destroying have some form of sentience.

Sanakan Soul [600CP] (Blame!)

Some Safeguards do not die. They appear in the City, they tear open a path of destruction, and shortly after they are subdued...they return back to life in another position. The presence of the Structure Conversion Towers seems to be key to this resurrection process – as new Safeguard always seem to appear near these daunting structures.

You've gained the knowledge to not only create these black obelisks; you've also gained the knowledge to create new Safeguard. When you come to understand the nature of the Safeguard and realize that they were originally security programs intended to protect the Net Sphere, suddenly the process of creating them doesn't seem so peculiar. Perhaps the only peculiarity exists in the fact that you don't consume standard materials in the genesis process – but rather a substantial amount of electricity and energy. Not that you can't toss in materials to strengthen the final product further.

A further peculiarity exists in the Safeguard that you create – as they answer to you regardless of distance, so long as they are within range of one of your Structure Conversion Towers. It's going to take you quite some time and practice before you can make the whole process any quicker. With enough spare bodies, resurrecting yourself should you come to a point of near death near a SCT is completely possible as well – though you'll have to conscious enough to actively proceed with the resurrection. Hopefully you've prepared the spare body sufficiently, because it'll likely take a very long time for a spare body to reach the same level of strength as your own. You're a very long ways away from creating high level Safeguards like the legendary Level 9, or even notable agents like Sanakan and Dhomochevsky, but Exterminators are very easy to create and deploy. Remember to be responsible in the process of creating Safeguards! You don't want to accidentally create an entire legion of genocidal constructs after all. That...isn't your aim, right?

(75) Paradisiacal Shipwright | Childish Tinkering | Punkish Genius [2400CP] (One Piece)

Paradisiacal Shipwright [400CP] (One Piece)

There are those who build ships, and then there's you. If you are given access to crude materials and shoddy tools, you could create a ship able to survive going down a powerful waterfall, to say nothing if given the best to work with. Whether it be a ship or other types of architectural works, there is no one more suited to the job of creating and repairing them than you.

Childish Tinkering [500CP] (One Piece)

Some of the most creative ideas come from a place of child-like tendencies. You can take this childish side of yours, and from it, create things from that oh so wonderful inspiration. A staff that manipulates the climates of its surroundings as well as enough tricks to ensure that no one is bored at parties? Such ideas come to you as naturally as breathing!

Punkish Genius [1500CP] (One Piece)

Very few can even come close to your level of technological expertise. Effectively putting you five centuries ahead of the current era in terms of expertise, you can easily grasp any

technology you come across with research, eventually able to improve upon it. Given enough time, resources, and motivation, you might even be able to create your own Devil Fruits or technological equivalents.

(Editor's Note: I've increased the prices for *Childish Tinking* from *200CP* to *500CP*, and *Punkish Genius* from *600CP* to *1500CP*.)

(76) Metaphysical Mechanics, PhD | Computer Genius | Soul Sculptor | Fruit of Knowledge [3400CP] (Rebuild of Evangelion)

Metaphysical Mechanics, PhD [400CP] (Rebuild of Evangelion)

While the studies of the metaphysical phenomena that involves the Angels, the Seeds of Life and even the technology used by the First Ancestral Race don't actually have a single, specific field of study, like how the study of the anatomy of the soul is encompassed in Metaphysical Biology, you would have a doctorate in this hypothetical discipline. This comes with an intuitive grasp on the mechanisms involved in esoteric/metaphysical phenomena, like the Impacts and the working of artifacts like the Lance of Longinus and even of nonsensical organs and tissues found on beings like the Angels, like the S2 Engine. This also comes with the knowledge to create tools and machines capable of observing, manipulating or even replicating said phenomena, even if just at a far lesser scale initially. This means you have the foundational knowledge to understand AT Fields and the Impacts, though not the full extent of their natures, but with sufficient time and effort, you could divine every one of their secrets.

Computer Genius [600CP] (Rebuild of Evangelion)

When it was created, the Magi System was already an incredible creation, but, fourteen years later, the technology used on it continued to evolve and develop, resulting in the creation of a far more impressive system, the Magi Achiral, which is a collection of several modules, each one made up of three much smaller computing units that originally would constitute a single Magi System, capable of working together or even separating each module to execute different tasks. The minds behind the creation and development of these two systems are Naoko and Ritsuko, two geniuses mainly when it comes to computer science, and you, my friend, are one of the few people in the world that can claim to be their equal. You're extremely skilled with general computer science, artificial intelligence, hardware development, machine language and coding, which is not only limited to conventional computers but also the organic computers developed by Naoko. Even the trinary-assembly language of the original Magi and the AIs that control Seele's autonomous Evangelions are something basic and even simple for you while creating something on par with the Magi Achiral is something that can be considered a proper challenge for you.

Soul Sculptor [600CP] (Rebuild of Evangelion)

Since the days of Neon Genesis Evangelions, Seele already showed having some ability relating to modifications in souls, but, countless ages later, they managed to improve a lot the art of soul manipulation and you also acquired this knowledge. Going beyond the basic intuitive grasp of the soul mechanics, you also have the ability to create techniques and tools capable of directly manipulating souls, allowing you to manipulate memories, enhance them, split souls into multiple parts, even create entirely artificial souls, among many other things you can learn how to do with some experimentation. You can also replicate all of the feats done by the members of Seele, which range from transferring their own souls and consciousness to their monoliths to creating the pure souls of the Advanced Ayanami series.

Fruit of Knowledge [1800CP] (Rebuild of Evangelion)

In opposition to the Fruit of Life possessed by the Angels, the Lilims received from Lilith the Fruit of Knowledge, the so-called “power of science”, that is, the ability of cogitate that is specially noted on the humans and not so much in other Earth’s life forms, but, you, my friend, seems to be particularly a lot more blessed by it. Your intellect is not only amplified to be on par with some of the humankind’s greatest geniuses in history (only mundane geniuses, not on par with comic books geniuses like Tony Stark or Reed Richards), but this perk’s main benefit is to work as a Booster for any and all intelligence perks you might have, not limited to ones from this jump, enhancing their power to a whole new level. Each perk will be boosted differently, a perk that boosts your intelligence will stay simple and grants a greater enhancement while a perk that grants knowledge will be amplified to give you more specific information in some way.

(Editor’s Note: I’ve increased the price of *Fruit of Knowledge* from *600CP* to *1800CP*.)

(77) Anti-Life Comprehension [3600CP*] (DC Fourth World)

The Anti-Life Equation. The black grail that Darkseid seeks to claim, a living mathematical equation that proves the futility and hopelessness of life, extinguishing free will and turning what was once a living soul into a hollow husk for the purposes of the wielder.

> **Rudimentary:** For *800CP*, you have a rudimentary understanding of Anti-Life and its relationship with the Source. This allows you to infuse your technology, words, and powers with it to a limited extent, letting you slowly corrupt or immediately torture and damage a victim with its presence. This will slowly weaken their will and fill them with agony, making them more suggestible to you and easier to corrupt.
>
> **Internalised:** For *1200CP*, in addition to the above, you have a significant portion of the Anti-Life Equation figured out and internalized. In addition to giving you a natural immunity to corrupting or mind control effects, the Equation settled within you like a parasite becoming symbiotic and you have tailored it to your own use. By repeating the Anti-Life Equation through technology, your voice, or your abilities, those caught within it will almost immediately collapse to its will and see their consciousness and souls extinguished, turning into little more than hollow extensions of your will that you have full awareness of and work in perfect concert with. Only those with truly godlike power or hope for life can hope to resist, and that’s a small number even in this universe. This control can be broken by your own will if you deem to be merciful...but nothing short of a Miracle or your death will break it otherwise.
>
> **Full Power:** For *1600CP*, you’ve harnessed the full power of the Anti-Life Equation within your body. In addition to all of the above, you can tap into the might of the malignant shadow of the source, letting you dominate and control others without having to repeat the Equation – you could command all who could hear you to ‘stop’ and they would drop dead. Beyond that, with enough anger and hatred, you may cause yourself to manifest into a conduit for Anti-Life, letting you warp reality with its twisting presence. Command the dead to rise and speak the knowledge you wish to hear, completely halt the movement of the most powerful New Gods with nothing more than a command, and more. The only downside is that this is fueled by hatred

and negative emotion...of which you need in abundance to twist creation to your liking, and rarely in a way that is good for anyone except yourself. Such is the nature of Anti-Life.

(Editor's Note: So originally the way you get each tier is you first buy it at *200CP*, then *400CP*, then lastly *200CP*. Making it *200/600/800*. But to scale it with the rest of the The Darkest Tome: Darker & Darker expansion. I've decided to make them each separate purchases along with increasing their price doubled (quadrupled in the first tier's case) of the total amounts needed to progress in getting them. Making it *800/1200/1600*.)

Devilish Commerce

Mechanisms by which to Improve Negotiations
[21,000CP] (64 Purchases) - Perk Total: 36

(1) Parchment & Ink [100CP] (High School DxD)

Devils are closer to humanity than many other Factions, though this isn't necessarily out of benevolence. By establishing a business arrangement, a Devil can gain more standing and power from giving a particular service to a human, nowadays the tasks these days usually boil down to 'babysit my children' or 'dress up in cosplay for me'. Both parties have to agree to it and the Devil has to fulfill their end of the bargain to the satisfaction of the contracted, but once they do, they gain both more standing in Devil Society and avery slight increase in power. It would take decades if not centuries of contract work to reach the level of a Great Satan or legendary Devil this way, but you know what they say about investments, right?

(2) Not This Again [100CP] (Sailor Moon)

You're the villain--of course you're going to lose at some point. You can tolerate setbacks. You've got no time to get angry over every minor plan that gets squashed. Frustration from failure, whether yours or a minion's no longer rules your mind, and you have the patience needed to plow through your mistakes.

(3) The Evil [100CP] (Vermis)

The Cruel, the Horrifying, or the Ugly. Hopefully for your sake none of those apply to you, especially the last one. Or maybe they do the first two, hell even the third one if you think it adds to what you have going on. This perk doesn't cause any physical changes to you. But even if you may look shifty or have something off about you, people will be less likely to think so after a chat with you. Your words can put people at ease, lower their guard, and they will likely believe your bald-faced lies. While your insults bare the poison from your non-existent fangs as those do, your words fly quick-witted off your silver snake's tongue. But do be careful once they catch on to the serpent speaking to them. Ghylak is a clear example of this.

(4) Ad Infinitum [100CP] (Deltarune)

You are in truth an excellent salesman, easily able to come up with an ad campaign that would net you an incredible amount of profit, you don't have to worry about getting kicked out of the castle like a certain someone.

(5) Agent Lv.0 [100CP] (Blame!)

As a standard Safeguard agent, understand that your role will primarily lean towards infiltration and reconnaissance of key strategic locations. Your skillset has been updated accordingly to reflect such measures, and you'll find it easy to slip into an organization of your choosing – though changing masks may be more of a difficulty. Understand that an

organization does not necessarily have to be that of people – and even programs will acknowledge your presence into their fold.

(6) Secret Brando Family Technique [200CP] (Jorge Joestar)

Much as you may like it to be otherwise, villains have a habit of losing at the end of the day. The heroes time and again rise up and ruin your schemes. It may not be fair but it is how it is. Luckily the heroes also have a habit of letting you slink away freely after they win. Not that they stop hating you or forgive you for your crimes but it just seems to drift out of their minds that they should be stopping you and not relaxing after saving the day. It won't work if you keep on attacking them or try to restart the failed plot but as long as you actively try to escape once a plot has gone sour, you'll almost always manage to do so.

(7) Judgement [200CP] (Genesis)

After the fall of man happened it seemed like they had taken some traits from the deceiving snake, namely their propensity to lie. But you are not easily fooled, given that your eyes can see how wicked those in front of you are and your ears can detect any falsehood spoken to you.

(8) Hidden Meaning [200CP] (Danmachi)

Everyone has a motive that drives them to keep going on the road of life. Through this you can learn the motives and goals of a person with just a short conversation with them or detailed analysis of their past actions even a short battle would allow you to figure it out. This also makes you skilled and experienced at finding people that you can trust your secrets with, who have an ill intent towards you and would likely want to see you fail or someone neutral towards you that wouldn't care about your motives and goals.

(9) Pressure Submission [200CP] (Garage: Bad Dream Adventure)

Even though "Juice" had a far higher Ego-level than "Yang". He still managed to make her followed his whim and became the immobile milky fuel generator. Almost as if he overwhelmed her verbally. You seem quite good at that, making those you can successfully talk down or into doing something becomes submission to your wants and orders. Though it could have just been the case of "Juice" adopting her real-life counterpart's submissive demeanor.

(10) Kill the Soul, Over And Over Again [200CP] (Jujutsu Kaisen Remake)

Aren't you the spiteful little fucker? And you're talented at it too, knowing just the right way of breaking people's hearts, crushing their will to dust. There's the obvious route of just killing everyone they love, but you can use subtler ways as well, like maybe copying their technique at the worst moment. The body can only die once, the soul can be killed many times, that's your motto… Man you are just the absolute worst.

(11) Killing Intent [200CP] (Fear & Hunger: Termina)

You passively emit an aura of danger, that any beastly or base being will recognize and abide. Unintelligent beasts, such as wild hounds or peasants are unlikely to attack or confront you, as their instincts warn them to avoid you. If you somehow come into conflict with something affected by this perk, your aura will also distract and spook them, causing them to act hastily and hesitantly.

(12) Now I See Ya [200CP] (Jorge Joestar)

Growing up on the streets made you into a real quick thinker, a talent that's going to go a heckuva lot further than you're thinking it might. As long as you're aware enough to see things clearly, you can adapt to any situation in an instant. Whether it be trying to start up a new crime branch a few cities over and needing to adapt to the local customs or finding yourself teleported onto a spaceship over Mars in the future, you're not thrown off for even an instant by anything that comes your way. You'll always be balanced, focused and ready to act, even when the utterly impossible is happening right before your eyes. With a quick trigger finger and a quicker mind, you'll be able to survive even once these weirdos start pulling out their Stands.

(13) Radiant Presence | Perfect Secretary [300CP] (Kill la Kill)

Radiant Presence [100CP] (Kill la Kill)

Something about you just seems to shine, like a rainbow of lights in your presence. This doesn't merely serve to make you look more stylish and appealing (though it does that), but it lends a sense of weight and authority to your words when dealing with anyone who has some reason to respect you, even if it's only in their mind. It won't help with people who hate your guts and wish death upon you, but anyone else will find this making them react more favorably.

Perfect Secretary [200CP] (Kill la Kill)

You possess the uncanny ability to organize a mundane business of any kind easily however, this won't make you skilled at running schemes to take over the planet through clothing innately but it will make you talented at investing resources wisely and making sure that all necessary details are gathered and recorded efficiently. You could easily juggle dozens of business meetings a day and turn an average company into an international superpower over the course of a year or less by fully applying these skills, Jumper!

(14) Weakest Link | The Lesser Evil | Roundabout [300CP] (Abara)

Weakest Link [100CP] (Abara)

Whether it's billionaires looking to rig a court case or massive conspiracies who want a cop to keep an eye on any nosy detectives, you're their man. You're almost always the first pick for bribes or privileges in return for facilitating the corruption, unless you build a track record of turning down such offers.

The Lesser Evil [100CP] (Abara)

No matter how much you've wronged someone personally, as long as there is a greater evil than you in the picture, you can still convince people to fight with you against it. They won't necessarily listen to your orders. At best, you can point them in the direction you want, but it's better than killing you on sight.

Roundabout [100CP] (Abara)
Sometimes it's best that the right hand is blind to the left. You are a master at working behind your superior's back in any organization. Even if your goals are directly opposed to those of your superior's, and you use the group's resources to accomplish it, they're unlikely to notice until you've already played your hand.

(15) Bad Riddles | Complacency | Gossipmonger [300CP] (SK's: TDTS)

Bad Riddles [100CP] (SK's: TDTS)
You know just how to get under someone's skin in the pettiest of ways, whether through humour they find intolerable or increasingly vexatious questions. Can provoke outright aggression while making them look like they're overreacting.

Complacency [100CP] (SK's: TDTS)
Although some who aren't satisfied with their place in life will spit out 'complacent' as an insult, you have found that floating calmly down the river often takes you where you need to be. And even if it doesn't, if you see a bear mauling someone on shore - do you really want to get involved, when you're nice and safe exactly where you are? You'd get your bullet shells all wet, might ruin the powder for your six-shooters, and get nothing but claws in your belly once you finish wading to shore. No, you know that sometimes bad things happen around you and as long as they're not happening to you, you'll find a way to get by without going into a moral crisis over your choice not to act. It was, after all, only practical.

Gossipmonger [100CP] (SK's: TDTS)
Your canny eyes see the sordid secrets of town regulars, learning them over lengthy immersion and observation. Know who's having affairs, where so-and-so's hooch stash hides, and the fact that the worm-white man on the hill keeps not one but five padlocks on his heavy basement door. Know their personal quirks and the ways to play them against each other.
- Passively updates once for every week you spend in a location; if you are actively snooping around, you may update once per day instead.
- You may leave for up to a week at a time while this perk is active, providing you return to the community before the time is out.
- You never lose knowledge of a place or the people where you used to live, but your knowledge is only as good as the last time you paid the area a visit.
- When you jump, it updates immediately with a new community appropriate for your origin upon arrival.
Does not work for populations of greater than 2,500 people.

(16) Hustle And Bustle | Bygone, Bygone [400CP] (High School DxD)

Hustle And Bustle [200CP] (High School DxD)
Time to put your reputation into whole new heights, as now any deeds or actions that you take will become public knowledge and blown out of proportion - if you saved a man, you are called a great hero. If you slew a couple Devils, you are feared by many of their kin as though you were a holy avenger. Your reputation will snowball until you can barely live up to what they say about you - your foes will shake in terror at your name, and powerful allies will flock to your side. The power revolutionaries and leaders dream of. You can even 'ride' the tides of your reputation in battle, using it to make your opponents doubt their superiority, or cause a stronger foe to stumble because he is uncertain if you're just toying with him.

However, while you might never have PR problems again, there are quite a bit of people that would happily fight you regardless, so make sure you have some way to measure up to those expectations.

Bygone, Bygone [200CP] (High School DxD)

At the end of the day, you're only a single person. Nothing to truly worry about – or at least that's what most people will believe when you go around doing your own thing. You have a talent to make yourself felt as unimportant in the grand scheme of things. The faction leaders allow you to roam around without trouble as long as you don't directly break any big rule, and the less important grunts just let you be, consider anything else as a more urgent affair. Of course, this can be toggled on and off, just in case you want to catch the attention of the big game.

(17) Admire Its Purity [400CP] (AVP)

Despite your alien and disturbing appearance, beings with an 'open mind' find you to be something to be admired rather than something reviled or perverse. In general, the more they deviate from standard human psychology, the greater this effect will be: Madmen and psychopaths might be driven to worship by your pure alien form, while those with much tamer obsession disorders might just find their eyes constantly being drawn back to your suggestive appearance.

(18) Diplomacy [400CP] (Fear & Hunger: Termina)

Your words are magnetic. You find that no matter the situation, when you speak, others will listen. Even in the middle of combat, your foes will pause to hear what you have to say, though this trick won't work twice on the same Enemy. To you lying is as easy as breathing, and you have no tells or micro- expressions that would indicate deception, bypassing even magic or supernatural means of detecting lies.

(Editor's Note: The perk *Moonscorched* is the Capstone Booster for this perk.)

(19) Jacob Means Deceiver [400CP] (Genesis)

Has someone told you what a crafty bastard you are? With your charisma and intelligence, you seem able to make people dance around the palm of your hand to get what you want, being none the wiser till it's already too late for them to do anything.

(20) How to Train Your Slave [400CP] (Children of an Elder God)

If you want to sale slaves for a living, it's important to ensure that they can do something worth buying. Any old slave can do ordinary manual labor; it's slaves in the skilled trades that fetch the highest price. And of course, any new slave needs to be broken in and taught how to behave. You are excellent at breaking people's will to resist, and at training people—either in new trades, or to improve what they already know. What's more, your victims seem to learn at an enhanced rate and internalize your lessons to a greater degree if you hold power over them; the more power you have regarding the student's life, the more deeply the lessons sink.

(21) Mad Laws and Madder Lawyers [400CP] (Don't Rest Your Head)

Under the watchful eyes of Officer Tock and the Tacks Man, District Thirteen is the closest to an orderly region of the Mad City and attracts no shortage of residents who wish to escape the mostly lawless wasteland outside. Unfortunately, it remains part of the Mad City, and therefor the law is as byzantine and constantly shifting as (in)humanly possible, and prone to Nightmare-police brutality at any time. Only those with an instinctive grasp of what the constantly changing laws of District Thirteen are can hope to survive here for any great length of time. Like those residents weeded out by harsh natural selection, you too will have an instinctive understanding of what the law is presently, even under a regime that constantly shifts and changes the laws constantly, and an equally good instinct to argue for (against/on both sides simultaneously) of any legal case you end up saddled with. This will not let you evade any and all legal consequences but will make it damnably hard to pin you with something.

(22) Recruitment Drive [400CP] (Pokemon CGD)

These villainous organisations keep sprouting up all over the Pokémon world, don't they? How do they even find so many willing recruits? Maybe they were using this perk.
You have a 'sixth sense' when it comes to discerning which people can be brought under your sway with promises of power or wealth, allowing you to easily find new recruits, or just those susceptible to bribes. This sense will also alert you when such an offer would be a very bad idea, like if the individual was an undercover cop, or an heroic type. Unfortunately, this will not guarantee that your recruits are competent. Perhaps you ought to look closer to home for really powerful allies?

(23) Bureaumancy | Hand of Athena | Can We Be Friends? [500CP] (Adrift in the Complex)

Bureaumancy [100CP] (Adrift in the Complex)

It's pretty well understood that the most common thing an administrator does is stare at papers behind a desk, so let's make you good at that. You are able to read and perfectly understand any important document you pick up. When you need to write something up, you do it quickly and without error. Bureaucracy is no challenge to you, as you can very easily navigate anything. You also never get bored while doing anything related to a job.

Hand of Athena [200CP] (Adrift in the Complex)

Knowing is half the battle, so you and your companions getting caught flat-footed would be disastrous. From now on, you are instantly aware of any and all relevant information written by anyone in your organization. You won't know their favorite color, but you'll know any proposals and warnings they have. Additionally, any information you deem as significant enough will quickly spread throughout any organization that you run

Can We Be Friends? [200CP] (Adrift in the Complex)

Overseer A, alias Stretch, is the well-loved overseer of M.E.G, who is known for being friendly and upbeat. You instantly grasp social cues, and can strike up rapports with even the most distant people. You clear up troubles and misunderstandings in conversations, and you can use any opportunity to further build friendships. Additionally, you can identify the problems of everyone around you, and can quickly figure out a solution to even the most complex problems.

(24) Privacy and Human Rights [600CP] (Ajin Demi-Human)

Extremely invasive monitoring software that automatically keeps track of the calls, emails, and internet searches of a whole country, in order to pick out individuals who show a sufficient degree of sympathy towards a group or ideal of your choosing. This not only gives you a list of the greatest sympathizers, but calculates what percentage of the population pose a real risk of challenging the status quo.

(25) Price Alternatives [600CP] (Vermis)

Ah Italy... Of where I think the legitimate distributor of Plastiboo's works is sold from, Hollowpress. I've heard some accounts of products taking a long time to get to their customers, specifically those who buy the Vermis and Godhusk books. Though it does vary for location stated in the shipping options. But the most atrocious thing in my opinion are the prices for the product and shipping. Let's just say that currency conversion really has a downside for us far outside of Europe. Despite a lot of fans really wishing to support Plastiboo through purchasing the books. But the same can be said for certain deals, prices, and trials in Vermis. So how about alternative forms of pay, for example the Butcher's Firstborn in the Shade Sanctum. Instead of losing blood, inflicting harm to oneself, or cutting off a limb; how about you just let some guy you caught bleed for it or sacrifice a severed arm you have on you for some reason. You can skirt around certain prices or conditions by taking advantage of their broad clauses that weren't specific enough or are specific enough to the point that you'd need something very convoluted as to not be dealt the additional effects in play for the result you want.

(26) A Professional Salary [600CP] (World of Twelve)

When you're good at something, it's a shame to do it for free, isn't it? With this, you'll always be paid double what your mission (not created to abuse the perk) should have earned you. Of course, these concerns 200,000 kamas will become 400,000, but also items and all sorts of rewards. Don't worry about the uniqueness of an item, this part of the loot seems to come from nowhere, even though nobody pays attention to it.

(27) Man Behind the Slaughter | Tycoon [600CP] (Five Nights at Freddy's)

Man Behind the Slaughter [200CP] (Five Nights at Freddy's)

It's almost too easy. Children are simple to manipulate and adults really aren't much harder. You're very sly and cunning, usually at least two steps ahead of everyone else. Not only that but you've also got a way of smooth talking people and getting them to trust you despite their own instincts; you could convince a board of investors to overlook the fact you've installed child kidnapping apparatuses into your animatronics with shockingly little difficulty. With your natural talents getting away with murder would be absolute child's play.

Tycoon [400CP] (Five Nights at Freddy's)

Being a successful entrepreneur is no small feat, countless people have dived headfirst into the ocean of business only to be swallowed up, but you're not one of them. You have the business sense, marketing skills and killer instincts required to turn that american dream into an american reality! You could turn a humble little family diner into a massive global entertainment corporation to rival the likes of Disney in just a decade or two.

(28) Undercover Boss | Purple Guy | Drowned News [700CP] (FNAF Personalized)

Undercover Boss [100CP] (FNAF Personalized)

Even if the voice is the same, and the mannerisms are 1 to 1, nobody can ever seem to tell it's you until you take the mask off… That is to say, if you're doing something bad, leave no evidence other than photos or recordings and you'll be just fine. This is toggleable.

Purple Guy [200CP] (FNAF Personalized)

Sometimes a man's gotta get away with something, and you know just how to do it: make it uncertain. As long as there's a chance that you're not the one who did the bad thing, then you're sure to be ruled "Not Guilty"... so don't leave any evidence behind, alright? If you get involved with too many and too heinous a crime then this protection will wear off, but it's good protection for a while at least. Works well with Undercover Boss.

Drowned News [400CP] (FNAF Personalized)

The power of the tippy top! In any businesses you might own, accidents always seem to disappear after a while. Kids going missing? Not your fault it's happening on company property. Employees vanishing? They just happened to not have anyone to advocate for them! A kid getting his head bitten into on stage? … Might take a bit but people will forget that too. Just be sure to bleach the premises, and replace the carpets.

(29) Dastardly Monologues | Treasonous Lout | The Chaos King [900CP] (Deltarune)

Dastardly Monologues [100CP] (Deltarune)

You are the undisputed MASTER of the monologue even people who should know better will let you talk without any interruptions, however, this effect will not function if it would put the people listening to you in active danger, making it useless for a real BAD GUY like yourself.

Treasonous Lout [400CP] (Deltarune)

Sometimes for the good of your ~~friends~~minions you need to go behind their backs. This can damage relationships and make enemies out of steadfast allies who misunderstand your intentions, while this won't fully protect you from the interpersonal backlash it does ensure that people will understand exactly what you were thinking when you committed a well-intentioned betrayal. But that alone isn't worth 400 CP. You will find that any efforts at betrayal will yield much more success than otherwise, your harebrained schemes actually working when used against someone who considers you a friend.

The Chaos King [400CP] (Deltarune)

The King of the first Dark World was not the only ruler, the other three kings were defeated by the Chaos King as he took full control of his world, you are capable of a similar feat, at the beginning of every jump, you will receive a list of all the people standing between you and absolute political power if you manage to defeat them all you will find that the scenario works itself out in such a way that you end up in charge.

(30) Mountains of Paperwork | Obfuscatory Paperwork [1000CP] (Danmachi)

Mountains of Paperwork [400CP] (Danmachi)

Your expertise in handling forms and documentation is top-notch and you can clear away triplicate licensing and supply requests with maximum efficiency and a bare minimum of your

attention. Simply by touching it with a pen or the keyboard for jumps with electronic documents you can completely fill out any formulaic document. You have an instinctive and perfect knowledge of any document you use this ability on, though it can only be used on ‘paperwork’. It never fills out anything in a manner you wouldn’t have done given time and consideration to ponder the matter.

Obfuscatory Paperwork [600CP] (Danmachi)

This gives you a great mastery of handling paperwork, sufficient to stall a bureaucratic process indefinitely while making it almost impossible even for those familiar with the process to identify you as the culprit or to resolve the matter through legitimate channels. Of course, someone can just cut their way through the Gordian knot of the paperwork but that will infuriate anyone involved in proper handling of the paperwork. You don’t actually have to belong to the organization you are potentially screwing with, but you will still need to somehow gain access to their paperwork in order to let this ability run its course. No trying to stall Congress by making it difficult to sort out the paperwork of the local DMV.

(31) The Evil Man From The Desert | Arranged Confrontation | Swear False Fealty | Sealed Sworn Oath [1000CP] (The Ocarina of Time)

The Evil Man From The Desert [100CP] (The Ocarina of Time)

Ganondorf didn’t have many appearances in these events and yet his presence was felt throughout, looming over this era like a lingering phantom from his actions. You have similar command over events you involve yourself in. Actions you take leave a lingering impression on people so your threat is felt to those who would oppose you even if your actual appearances and encounters with them are few. And if your acts are impactful enough, the legacy you leave could linger on down through the ages and survive in legends and myths.

Arranged Confrontation [100CP] (The Ocarina of Time)

At some point Ganon decided he was going to fight The Hero and settle things once and for all mano-a-mano and set the stage for that confrontation. You might not be as boneheaded about destroying your enemies but you have all the chops to set up your encounters to be suitably epic and act the part for it. Perfect place, dramatic lighting, ominous weather, some intimidating flair to your speech and grand sweeping gestures...even if you have to create a few of these things yourself, you can still time it so it comes together to strike fear into even those who have seen it all before. Your gravitas just holds attention that way such that they won’t interrupt. Be rather rude after all that work.

Swear False Fealty [200CP] (The Ocarina of Time)

Ganon's victories were in half, luck, and the other half, good con artist skills. His whole plan would've fallen apart if Zelda just brought Link to her father to tell him how the Great Deku Tree died, or if the Gorons and Zora sent envoys about his actions in their territories, or perhaps if the king had contacted them himself. But in the face of Dragmire's pretty lies it didn't seem to occur to anyone to talk to each other until it was far too late. Likewise, you have skill at con-artistry to fool kings into believing you're sincerely swearing loyalty to them and while you're pulling the wool over their eyes, communications that could unveil your deceitfulness just don’t reach their ears until it's too late for them to stop you. This works against any factions in future jumps or specific people you attempt to fool.

Sealed Sworn Oath [600CP] (The Ocarina of Time)

Before he was destroyed for good, Demise made an oath to curse the lines of those who had defeated him so that an incarnation of his wickedness would never be far behind

whenever the Princess or Hero were reborn. Centuries to millennia after that time, Ganondorf made a similar oath as he was sealed away. He promised to break free and destroy Link and Zelda and the Sages, and centuries later he actually did. If you swear an oath, you can brand it with a similar weight that becomes a curse upon your enemies. And it will come true. Like a Death Curse and Generational Curse combined, you can declare the future ruin of your enemies or even the prosperity of your people and make it stick so that the events of the future are altered until it comes to pass, but it must be possible too. You cannot just declare your people will become the greatest wizards if there is no magic to be found in the world, unless you use a loose definition of wizard. You can also only make such declarations and oaths when you are either close to death or are defeated, but you will be given time to make your oath even if you never see it fulfilled.

(32) The Secret Adversary | Of Masks And Paint | Becoming Whole | Great Slayer | Mercy Of Snakes | Triple-Quadruple Backstab Bluff Technique [1500CP] (High School DxD)

The Secret Adversary [100CP] (High School DxD)

Let’s get real, you're not the strongest being around despite being one of the oldest in your group. That’s just how it goes. Each man has his own battlefield to fight on, and you are more effective far from the direct battlefield. Management. Logistics, basic intelligence gathering, making sure your base of operations is functioning optimally...in short, you do all the busywork needed to keep an organization, a squad, or even a whole damn faction by yourself. You may not be particularly skilled in addressing emotional problems or a lack of teamwork for them all, but you will quickly understand when there is a problem and the nature of said issue, as well as getting a good idea of how to solve it. With you running this ship, no messy misunderstandings or logistical issues will arise. And you can be sure to always produce results in a timely manner.

Of Masks And Paint [200CP] (High School DxD)

Whether it is keeping themselves or their human allies safe, it is important for Fallen Angels to work in secret, especially since their numbers are so few compared to Devils and Angels. This gives you an almost supernatural acting ability, better able to hide yourself and pose as a completely ordinary person. You could be a total, bloodthirsty sadist and pass yourself off as a sweet and loving student. Even better, this extends to your powers and Race...almost anyone can pose as human, but you can hide blatantly supernatural signs or energies of your true nature well enough that even weaker supernatural entities would be fooled until you reveal yourself.

Becoming Whole [200CP] (High School DxD)

People like you happen to always have the right contacts for anything. Even if you're in a new location or world, it doesn't take you long to get to make new ones. All sorts of people; rumormongers, newspaper printers, occult clubs, or whatever else would be relevant in the world you’re in - people who hear things, know things, and always have a juicy bit of information. You can quickly establish a web of information and favors to gather intelligence for you - not quite super spy agencies unless you already have such available, but enough to inform you about the happenings you want to know about, keep an eye on events of interest, and always have someone at least relatively capable on the phone. You will also find it easy to establish diplomatic contact with other organizations and factions, quickly avoiding any...messy and unnecessary conflict.

Great Slayer [200CP] (High School DxD)

Being in this oddly awkward position for so long has done nothing but help you master certain skills. Proper observation of those around you was one of them, one that paid off well, a quick glance at someone can tell you their current mood and if their thoughts are elsewhere, how they feel about the people they're currently talking to, details about their appearance, and any sort of skills they have that are relevant to the situation, as well as how good they are at it. Not only does this let you mentally pick apart a social scenario, but it works just as well in combat - you can read your opponent's movements and quickly gauge their fighting style in seconds, knowing them even better than they know themselves. That said, this isn't as good as actual mind-reading - you can still be caught off-guard or blindsided by something you didn't expect, and well-hidden details about the individual won't come to light by staring at them all day.

Mercy Of Snakes [400CP] (High School DxD)

It's amazing, isn't it? Even creatures of myth aligned on the sides of Heaven and Hell have amazingly...human desires. Desires you are far too old and experienced to not notice, no matter how hard they try to hide them. And when you can recognize someone's desire, it becomes a metaphorical string for you to pull, and make your puppets dance. You are excellent at conducting long and borderline impossible schemes of manipulation and misdirection, creating a web of lies and events that end with you obtaining what you seek - often with your foes none the wiser. At the end of the play, you're the sole winner, without even needing to enter the stage.

Triple-Quadruple Backstab Bluff Technique [400CP] (High School DxD)

Judas was a moron compared to you. Your skill at manipulation and deception has achieved levels unheard of, especially in matters of betrayal and espionage. Your lies cannot be detected through magic, and only physical evidence or a dogged enough detective will find you out. You can also weave an intricate web of 'I'm totally on your side' with such effectiveness that no one is certain whose side you're really on, and know just how to maintain and pull at said web so that you emerge on top. Finally, being in such touch with your own inner bastard, you can sense it in others as well - you know when someone you're speaking to is lying to you, and can 'feel' when someone you know is close to betraying you, along with what motivates them.

(33) Crooked Kingdom | Adjustment Bureau [1600CP] (Abara)

Crooked Kingdom [400CP] (Abara)

In every setting, you'll have a single somewhat powerful official in your pocket Something like a police chief or low-ranking judge. Not high enough to put the whole system under your thumb, but enough authority to feed you information and nudge their organization in the right direction.

Adjustment Bureau [1200CP] (Abara)

With enough effort and resources, you are somehow able to completely wipe chapters of history from public knowledge, likely worming your way into many government institutions in the process. Humanity won't even remember the war that almost rendered them extinct, and certainly not what they were fighting over in the first place. This ignorance has a way of breeding widespread peace.

(34) Celestial Dragon [1800CP] (One Piece)

The Celestial Dragons are the descendants of the original twenty kings, living in unimaginable luxury and possessing unlimited privileges. Much like those World Nobles, you almost never seem to face the consequences of your own actions. Even murder and slavery are waved off by those in power, for who would ever dare go against the wishes of a god? But more than that, wealth and political power are naturally drawn to you like moths to a flame, as though in recognition of your divine heritage.

(Editor's Note: Increased price from *600CP* to *1800CP*.)

(35) Heart Rending Whisper | Slime Drizzling Grin | Felonious Funding | Devil's Deal | Disaster Artist | Demonic Appraiser | Flip the Board [2000CP] (Digimon Data Squad)

Heart Rending Whisper [100CP] (Digimon Data Squad)

What an odd talent you have; being able to carry two very different conversations with the same set of words. Despite projecting such a lovable and affable demeanor you're able to say incredibly vicious, sarcastic and backhanded things without anyone other than your intended target realizing what you're saying to them. Why you could rip someone a new one throughout an award ceremony dedicated to them, and the audience will cheer at how greatly you exalted them; making it so their inevitable indignation will seem senseless and out of line to those not in the know.

Slime Drizzling Grin [100CP] (Digimon Data Squad)

It's amusing how people think they know you; proclaiming your virtues as such an upstanding and polite soul, while completely ignorant of the darkness and venom hiding just below the surface. Why these people wouldn't know genocidal megalomania if it bit them in the ass, and if things go to plan it certainly will! All the better for you, though you can always choose to let certain individuals peak at what lurks beneath; leaving them horrified as they realize the kind of viper their allies have welcomed with open arms. Oh sure, they might try to act on what they saw, but it's not like anyone will believe them.

Felonious Funding [200CP] (Digimon Data Squad)

Building secret armies and performing crimes against both man and digimon isn't cheap! Even you need to keep a day job to get things done; you're just lucky enough to find gigs that fit your tastes, get you closer to your goals, and pay you enough that you can funnel it into your personal projects without raising any red flags. This luck even covers your minions employees and structures; allowing you to take care of all the nitty gritty details without leaving a questionable paper trail in the process

Devil's Deal [200CP] (Digimon Data Squad)

Everyone has a price, from the maddest killer to the noblest of white knights, and you can always root it out in the end. With a bit of digging and observation you can figure out exactly what you need to offer someone, and how to offer it, to get whatever you want from them regardless of their own ideologies or opinion of you. With this kind of skill, you could accrue a massive number of assets in a very short time; though this doesn't guarantee they'll stay on your side. But hey, so long as they do their jobs who cares what they do afterwards?

Disaster Artist [400CP] (Digimon Data Squad)

It's just so funny, how everyone seems to run around like headless chickens with you around. A little whisper over here, a frame job over there, and suddenly everyone is at each

other's throats even with the answer right in front of them. Really, nothing compares to the giddy feeling you get after causing the public and government to label their once glorious heroes as crazed terrorists; even denying them the chance to defend themselves, not that they have any hope of doing so if you did things right. Though the funniest part must be how you always come out of it smelling like flowers; no doubt leaving you as the one everyone will turn to for help against those "fiendish villains".

Demonic Appraiser [400CP] (Digimon Data Squad)

So honest, so pure in spirit, so terribly predictable. It'd be amusing how you can set a clock to the idiocy around you, if it weren't so frustrating. All these monkeys prancing about and patting each other on the back, as if it'll ever change who they really are. They can tell themselves all the pretty white lies they want, but to a true connoisseur of deception such as yourself they're painfully transparent. With a single conversation you can easily profile all but the most stoic and secretive of souls, and even they wouldn't be able to hide the fact they're hiding something. A crush on the new guy, doubts about ever measuring up, or guilt over something they aren't even guilty for; pathetic really, but it certainly makes it a cake walk to manipulate them all like toy soldiers marching to the beat of your drum. Now if only you could find a real challenge to match your wits against...

Flip the Board [600CP] (Digimon Data Squad)

Friendship? Guts? Gag me! Pretty words, but they don't add much in the end. No, when it comes down to it, the best way to win is to screw over your enemy such that they will never stand against you again; and boy howdy, when it comes to making someone's life an endless chain of suffering you're a true master. Having a keen instinct on how to make your enemies hurt, be it through words or action. Before long, your enemies will dread the very thought of facing you, as they're all but guaranteed to come out worse from the exchange even if they win.

> **[Sovereign of Shadow]:** When it comes to ruining someone's life, you prefer to give it that special touch. So when you feel that someone needs to learn a valuable lesson you can inhabit their EMF; hanging over them like an unseen dark cloud. So long as you remain there their hearts will descend to a darker place; the good becoming muted leaving little impression on them, while the bad lingers and claws deeply into their spirit like wriggling insects. Their dreams become plagued by nightmares preying upon their doubts, fears, and vulnerabilities. All while misfortune follows them like an old companion; only small things, tiny tragedies of life, pranks really... but it's amazing what a single misstep or lost paper can do to someone. Sadly, this state is rather obvious to anyone capable of detecting digimon, curses or spiritual entities; and you may be cast out using the very same methods should they overpower you.

(Editor's Note: The *Sovereign of Shadow* perk acts as a *Capstone Booster* for the *Flip the Board* perk.)

(36) Omnicide [3500CP] (Hatred)

Did you know that more people have died than will ever live? You are the apocalypse. Your actions have resonated so strongly that many in the multiverse find an unexplainable sense of dread fill them upon your arrival in their world. Only time will tell them if their world will join this one. The echoes of your conquest shall be heard for eternity in your new title "Hatred".

Those who hear the name will have every fibre of their being overtaken by fear.
This deed is beyond monumental, which is ironic considering there's nobody left to erect a monument of it.
Now, and forevermore you shall be known as "Hatred" if you wish it or some other equally edgy title, and your deed shall echo through the multiverse, causing any but the strongest willed who hear it to freeze with fear. You emanate an aura of pure malice that will freeze the heart of any man not hardened against it. This effect can be toggled.

(Editor's Note: Originally this was both the Kill Quota and the Reward fused together. Every word before "*This deed*" is from the Quota while everything after is the Reward. I'll leave it up to you how you want this perk to interface with the setting you're in, it can simply be the fear aura if you wish.)

Cursed Catalysts

Mechanisms by which to Supply Resources & Tools
[54,500CP] (190 Purchases) - Perk Total: 92

(1) Pokémon Colosseum & XD: Gale of Darkness Game Bundle [50CP] (Pokemon CGD)

Can't get enough of Pokémon? This bundle contains:
• A 2003-era television.
• A Nintendo GameCube, and all needed cables.
• A Nintendo GameCube controller.
• A copy of Pokémon Colosseum (including the Bonus Disc).
• A copy of Pokémon XD: Gale of Darkness.
• A Nintendo GameCube Game Boy Advance cable.
Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later.

(2) Almond Water [50CP] (Adrift in the Complex)

Jumper has what Wanderers crave! He's got almond water! You have thermos of Almond Water that will gradually refill on its own, needing only 24 hours to completely refill itself. It will fulfill all of your hunger and nutritional requirements, but not much else.You can buy this as many times as you want.

(3) Project Blue Genetic Sample Database [50CP] (Blue Submarine No.6)

Prior to Zorndyke's attack, Project Blue focused on the potential of genetic engineering to enhance existing food stocks, in terms of more versatile crops and hardier livestock. To facilitate this endeavour, a massive library of genetic samples compiled from flora and fauna collected all across the Earth. Zorndyke ended up using these samples to create his Hybrids, but that certainly is not the only thing you could do with the samples you have available. With the right equipment, you could easily bring back many of the species which were driven to extinction as a result of the global flooding.

(4) Lost Ashes of War [50CP] (Elden Ring)

Replenishing ere the morn of each day, these ashes of war lack memories of any battle. And yet some old magic, perhaps that which is inherently rooted in the propagation of life from death, sees to it that a skilled smith can recreate other ashes through it. Some further enchantment ensures that simply by touching and meditating on their greatest fighting techniques, skilled warriors and sorcerers alike can impart their own Ashes of War-although the ash must be taken out in bowlfuls from the crate first for the imbuement, so there is no risk of one Ash of War overwriting the whole batch. Comes with a lifetime supply of small pouches to separate different ashes.

(5) Unassuming Glasses [100CP] (Fate: Radiance of Pangaea)

Deinos really wouldn't need glasses to see for any reason, considering how fine tuned your bodies are by the Malla. That being said, maybe there is something in your eyes you wish to have restrained and regulated. While these Glasses can be used to make your vision perfect for your species standards, their true worth comes in controlling any ocular based powers you may have. Even abilities not based on your eyes are far easier to control and guide.

(6) Access Verification Protocols [100CP] (Blame!)

Default access codes for any proper Safeguard, easy to implement, easy to verify, but still exclusive to you – and thankfully not replicable by another source. Within the Mega-structure they're useful to have for bypassing any security checks the Safeguard might run against you and will ward off their attacks unless you actively make yourself a threat to them. Outside of the Mega-structure, they're useful for accessing locked systems and repositories that request any sort of password. Might come in handy if you ever forget the password to your computer or safe...

(7) Golden Invitation [100CP] (One Piece)

The Gran Tesoro is a massive ship of glittering gold, a "moving country of dreams", and described as the grandest entertainment center of the world. And now, you have found yourself fortunate to hold an invitation to such a place, a golden ticket so to speak. Not only will this golden ticket act as a lifetime pass for the Gran Teroso, but it will also act the same for any rare and exclusive events locales you may come across in your journey. Of course, it would not do for one such as you to enter the proverbial dens by your lonesome. As such, the invitation allows you to bring along ten others to accompany you.

(Editor's Note: Similar to the *Rail Zeppelin Ticket*, will simply let you temporarily be on the Gran Tesoro in the One Piece world. You must arrive at a specific location that the invitation specifies, don't worry about running late. Though technically due there not being any time limit, you can stay as long as you like till you leave.)

(8) Julith's Cloak [100CP] (World of Twelve)

This is the same cloak as Julith's (although it can be any colour you prefer). Just by thinking about it, you can control the cloak's movements and store anything you want in it. When you need an item, it will come out of the cloak. What's more, if it's destroyed just like the original, it'll reform on its own..

(9) Dosh [100CP] (Kill la Kill)

Don't you hate when you have no money to get what you want? With this Item, that trouble shall be alleviated somewhat - every week you'll receive an equivalent of 1000$ in a way you prefer, be it in cash, on a credit/debit card, or in gold bullion.

(10) Drugs [100CP] (Don't Rest Your Head)

Regular mental illness treatments generally aren't effective on the Awake; best case scenario they'll drug you into a drooling stupor, worst case they'll be completely ineffective.

That's where drugs come in. Ever heard of reaching a drug-fuelled realisation about yourself? Here in the Mad City, getting high as balls might just help someone recover from Madness. Now you might be thinking "Isn't combining Madness and psychotropic drugs a bad idea?" and the answer is, of course, yes. It's a bad idea. But you stand about equal chances of coming to some chemical induced enlightenment that drives you back from the brink as you do at getting absolutely nothing productive done. Of course, with these drugs, you're guaranteed at least not to cause yourself any new problems, even while on a bad trip. You have three doses.

(11) Beloved Item [100CP] (Vermis)

Wait... did you always have that... Yes that, right there. Are you sure? Well... alright... Anyways, I was supposed to give you some kind of item, it's not supposed to mean anything significant to you, but specifically for someone of your choosing. It can't be made into some kind of powerful item, but instead something sentimental to someone you can use as leverage or a bargain—wait... is that my old teddy bear? W-where did you get that; I thought I'd lost it…

(12) Summon Weapons | Armor | Accessories [150CP] (Terraria)

Summon Weapons [50CP] (Terraria)

Staves or other items that are used to summon minions that follow you around and attack or which summon sentries that stay in-place and attack enemies that come near. Also includes whips which can focus the attention of your summons on a given spot and empower their attacks in different ways. Any purchases that would normally require Eternian Mana to use can be used normally straight away.

Armor [50CP] (Terraria)

Sets of armored clothing that can provide a variety of benefits. Each set of armor comes with a headpiece, chest piece, and leg piece, and offers some sort of set benefit when all worn together. All backgrounds get a discount on the first Armor purchase.

Accessories [50CP] (Terraria)

A wide variety of helpful items that can provide various useful benefits to you. Unlike in the game, your only limit on using these is your ability to wear them all on your body.

(Editor's Note: The options for what you can choose and the added levels of purchases for higher items are in the *Terraria* Jump, that can be found in the Indexes of Part 1. Also, for all three, only those that fit with the theme of the Tome may be purchased.)

(13) Gudule's Pendulum [200CP] (World of Twelve)

This pendulum has strong hypnotic powers, and anyone who is hypnotized by it, even if they look away, will start to tell you everything they know about the subject. As a bonus, you'll even get images and sound effects.

(14) Snag Machine [200CP] (Pokemon CGD)

An arm-mounted device, which lets a Trainer steal Pokémon from other Trainers. Typically, these go on the left arm, but yours may be a right arm version if you prefer.

In order to uses it, simply hold the Poké Ball in the Snag Machine for a few moments, then throw. The Snag Machine will recode the Poké Ball, allowing it to catch Pokémon already linked to a Poké Ball, with the new ball taking the old one's place. This does not guarantee a catch; Pokémon can still break free of the Poké Ball as they would be able to as a wild Pokémon. This process is referred to as 'snagging', and is highly illegal across the Pokémon world, barring exceptional circumstances. In addition, this item comes with an Aura Reader. This headset will alert you to the presence of nearby Shadow Pokémon, and will allow you to see their black aura. The Aura Reader can be optionally linked to your Snag Machine, preventing it from 'snagging' anything but Shadow Pokémon.
Should either be destroyed, a replacement will appear in your Warehouse after 24 hours.

(15) Blood Coagulant [200CP] (Rebuild of Evangelion)

As a way to defeat Shin Godzilla, Rando Yaguchi and his team postulate that since the kaiju is a nuclear creature, they reached the right conclusion that it was possible to immobilize the creature by freezing its blood, with the beast freezing as well, using a blood coagulating drug developed by them. Somehow, you managed to acquire a supply of the same drug used by Yaguchi's team to defeat Godzilla during the Operation: Yashiori, having enough of the substance to freeze even a kaiju like Godzilla himself. Additionally, while the blood coagulant was just able to immobilize Godzilla due to his nature as a living nuclear reactor and as a ever-evolving organism, it would probably have a much more lethal effect on other beings that don't have the means to resist and/or adapt against having their blood being literally frozen.

(16) Peyotl | Solar Hide [200CP] (Fate: Radiance of Pangaea)

Peyotl [100CP] (Fate: Radiance of Pangaea)

The jungles are home to many unique kinds of plants. Go deep enough and you can find just about anything, like this fuzzy plant the size of a human's head. Chewing it grants hallucinations, making them popular around priests.

Solar Hide [100CP] (Fate: Radiance of Pangaea)

What a beautiful set of scales. The likes of which you will only find in Mictlan. They store sunlight and can change into various colors, while also being as strong as steel and beautiful to look at. You have a whole shipment of them, which will replenish monthly.

(17) Finest Wine [200CP] (Danmachi)

A wine barrel contains the best wine that is ever created that rivals the wine made by the god soma and unlike the wine the god soma created no matter how much you drink it you would not experience any addiction and its taste would always suit you. The wine barrel naturally replenishes the wine inside giving you the illusion that it has an infinite amount of wine inside.

(18) Universal Dictionary [200CP] (Genesis)

Either found in the ruins of the Babel tower or obtained from someone before the human languages where mixed, this dictionary contains the words used in the original language of man. Despite men not being able to speak the language without learning it, you will find that when you speak with them in it they will be able to completely understand you as if you were

talking in their native language. In other jumps this will let you communicate with all sorts of sapient beings, even if they're language doesn't use vocal cords or words.

(19) Shadow Posters [200CP] (Garage: Bad Dream Adventure)

Other than original Yang's own shadow and those kept preserved in the Lighthouse. There didn't seem to be any others. The "Id - Yang" had turned his focus onto capturing and torturing Shadows after turning "Juice" into a generator of Fuel and Sewage. To the point of filming the torture of the Shadows he captured and made snuff films. Advertising his insane fixation for those to see. And while unknown if anyone went, there does seem to be many of them. Whether that would be only to arouse more fear or if there was a genuine interest by the denizens of the world. You now have a stack of editable posters that greatly entice people to read and go to whatever is listed on it, even if they don't like what's hosted.

(20) Blood Bag | Human Body [200CP] (Fate: Radiance of Pangaea)

Blood Bag [100CP] (Fate: Radiance of Pangaea)

Everyone must eat at some point. Or at least perhaps wish to eat. And there are so many beings whose blood just tastes foul. Not this one though. This is an infinitely replenishing dead body, always able to give you blood to drink from. This blood is not special by itself, but incredibly tasty and nutritious.

Human Body [100CP] (Fate: Radiance of Pangaea)

Most gods aren't really able to operate so easily without a body. They need some kind of Vessel, especially if summoned into this world. Fortunately there is a way to take care of this problem. This human body is perfect to house your divine self in, allowing you to walk as a living being while still being able to wield your powers. You can choose its appearance however you want.

(21) Comprehensive Dossiers [200CP] (Children of an Elder God)

When Asuka first expressed an interest in learning about the other Children, she was provided a folder with information on the 1st and the 3rd. It was less informative than she would have liked, and had no information on who they were as people. Fortunately, the dossiers you have been provided are much more complete, comprehensively covering every aspect of the chosen individual's history, personality, biology, powers, resources, and anything else that might be worth noting. You start out the jump with five empty folders. By writing the name of a specific individual on the folder and thinking of them, then you'll receive a complete dossier regarding that individual. This works even if you use a pseudonym or misspell their name. At the start of each jump you receive five more folders.

(22) Three Simple Numbers [200CP] (Don't Rest Your Head)

You've got three phone numbers, and a mobile phone to call them.
Calling them up will lead to either an appointment with or a direct conversation with the Mad City's premier therapists. Of course, they're all Nightmares, so none of them are safe to hang around, but they're one of the easiest ways to get your head back together if you happened to pick up some Permanent Madness. Caveat emptor.

- The Headshrinker: He's big, he wears a cardigan, and his head is teeny and shrunken. His voice is high, squeaky, and he doesn't ever shut up. His hours are very

flexible and he's quite available, but if you miss an appointment his Secreterrier might come for you. He'll make you question everything about yourself and he'll analyse your ego into annihilation if you fall under his influence. But if you keep it together, you'll be in better shape mentally. He's only marginal help though, you'll need likely a few sessions to shake off the worst of the Mad City.

• The Grief Counsellor: The cheery voice on the other end of the Grief Hotline belies what a brutally gruelling session one short phone call will bring. The sunny Grief Counsellor – it's always a different person – manages to dig up every single wound, every single scar you could possibly have. You'll have to face every single regret you ever had, every single failure you ever made, every single moment of weakness, exactly as if you were right in the middle of the moment. Keep your head together the whole time though, and you can pull yourself at least halfway back from total madness.

• The Sex Therapist: An ambiguously gendered Nightmare (s/he's whatever you need), who uses sex as a way to tear down every bit of your sense of self in a total assault on body and mind. S/he can cure all your Madness, anything short of full metamorphosis into a Nightmare anyways. If you keep your sense of self together, you'll find all your mental issues resolved. If not you'll find your mind ruined by the experience.

(23) Exoskeleton Key [200CP] (Godhusk)

Most keys used by Vessels and potentially past Humans were in the shape of small spheres made of different materials. They are used to open regular doors and time capsules, which are ancient chests found throughout the world that contain items from the past. However, there is also a skeleton key that was created called an 'Exoskeleton Key'. They are a rare single-use item that can open any regular locked door and time capsules.

(24) Netscape Navigator [200CP] (Blame!)

The basic tool of a Net Sphere Engineer, allowing them to delve into the Net Sphere itself and deal with the potential turbulence, it is a necessity for anyone who wants to travel extensively within the virtual domain. While Net Terminal Genes grant access, this is an alternative entry method which the Safeguard will thankfully ignore.

Granting the engineer pseudo-administrator access privileges, this is a handy tool to have anywhere virtual domains or even server networks have been established. For those who are more visually oriented, this makes looking at hierarchies much less demanding.

(25) Obsidian Blade [200CP] (Fate: Radiance of Pangaea)

Death was an ever present companion to the Aztecs. All of their gods had some affinity for it and sacrifice was a common occurrence that few ever questioned. You now have the perfect tool for committing such acts. This Obsidian Blade is as sharp as any blade you can find in these lands. While it can be used as a weapon in a pinch, its true value comes from fulfilling its purpose. Ritualistically killing someone with it and extracting their heart is made incredibly easy, the resulting sacrifice even giving a little more benefits than it normally should.

(26) Mechanic Materials [200CP] (Garage: Bad Dream Adventure)

Perhaps you're going for something more custom but don't have the right materials. They can surely be hard to find and sparse in a place like this. So here are a few crates of the stuff. Liquid Silver, Ammonia, Vitriol Oil, and even Geppereakodcine. A poisonous element found exclusively in this world, existing in minute quantities in a specific type of aquatic machine life.

(27) Object 16 - Skirodemium [300CP] (Adrift in the Complex)

Object 16 is a building material that superficially resembles concrete. Found exclusively on Level 948 ("Road Convenience"), it can resist high pressures, acts as a great insulator, and is both light and durable. When blended with various liquids, it can become other materials. You receive a truckload of Skirodemium, which replenishes every day.

(28) Virus Creator [300CP] (Prototype)

With this perk you will now have the ability to purchase from the HIVE tree if you are a non-infected with 600pp. You cannot buy special infected, nor can you purchase the " Eye See You" effect. You will be able to convert cp into pp the same as an infected can. You will be granted a box of 12 vials that contain these effects, and each one respawns in the warehouse 1 week after use.

(29) Experimental Communications System | The Elder Sign [300CP] (Children of an Elder God)

Experimental Communications System [100CP] (Children of an Elder God)

This advanced communications device uses a harmless form of radiation that passes through any manner of physical material as a method of communication. You have a container with a seemingly-limitless supply of these devices, which you can easily attach to any other communication system, even a phone. It allows you to communicate through barriers that would interfere with normal signals.

The Elder Sign [200CP] (Children of an Elder God)

Resembling a curved 5-pointed star with a tongue of flame in the middle, this pendant is made of bronze and silver, on a golden chain. Its presence provides a feeling of comfort to whomever sees it; and for good reason, because it provides protection from eldritch beings. Eldritch beings will not see you as hostile, potential prey, or as something worth harming while you wear this necklace; making an actual attempt to damage them will break the effect.

Of course, actually hurting you while you wear this Elder Sign would still be hard, as it repels the touch of the eldritch (although sufficiently powerful beings can pierce this protection). It also provides you protection from the influences of beings like the Angels; corruption, mind-twisting, body-warping, damage to your sanity from perceiving things you shouldn't—you are shielded from all of this, allowing you to function mostly-normally in the face of terrific beings. The Elder Sign provides additional protection the larger it is, and the more accurately it is reproduced; yours is small, but is a perfect representation of the Elder Sign. It only protects you, but it will not be destroyed even if Nyarlathotep itself were to focus its attention on you. In addition to the necklace, you also gain the ability to draw the Elder

Sign to protect against eldritch influences in future jumps; however, the Signs you produce are more vulnerable to being pierced.

(30) Object 74 - Warpberries! [300CP] (Adrift in the Complex)

Oh, what a joy this little trinket is. These anomalous berries have the ability to teleport you to the level that these were grown in when consumed, and they can be grown on any level. You receive a basket-full of warpberries that replenishes after every month. Additionally, it's penalty of trapping everyone upon too many being consumed at once is lifted.

(31) Magical Stones | Mermaid Blood [300CP] (Danmachi)

Magical Stones [100CP] (Danmachi)

Every monster has one of these in the centre of them and core of monsters and is always located in the chest area of the monster. Adventurers and Supporters gather magic stones to trade them in for valis at the Guild. You've got a bag full of 500 stones from quite potent monsters. You can sell them for quite a bit of valis but they might be more useful as materials if you're a crafter of magical items.

Mermaid Blood [200CP] (Danmachi)

A blood from a mermaid xenos that has the ability to heal wounds at an accelerated rate. It heals small cuts in seconds to large wounds in minutes along with the capability to reattach severed limbs. For each purchase you gain twelve bottles of this mermaid blood and receive the same amount every month allowing you to stock for emergencies or even selling them for quick cash.

(32) Sewing Kit | Supply of Life Fibers [300CP] (Kill la Kill)

Sewing Kit [100CP] (Kill la Kill)

These are sewing supplies that you can summon at will. They're durable enough to clash with hardened Life Fibers and are capable of working with any kind of thread and cloth to produce the absolute best clothes you might want.

Supply of Life Fibers [200CP] (Kill la Kill)

A boxful of spools of Life Fibers in all the colors of the rainbow. There is just enough to weave a single basic Kamui in there, and they replenish weekly. Handle with care, as these Life Fibers aren't tame and they can and will aim to seize mastery of whoever wears them - unless used in small amounts to prevent it, or somehow controlled/taught to work alongside hosts instead of seeking domination.

(33) Object 49 - Compression Cube | Object 32 - Reality Fresheners [300CP] (Adrift in the Complex)

Object 49 - Compression Cube [100CP] (Adrift in the Complex)

Compression Cubes are powerful weapons created by Backrooms Robotics for the purpose of self-defense. When opened, it will suck in any biological material in front of it, and compress it down into a cube, killing it instantly. This has little effect on gaseous entities like Smilers, and there is the chance of it killing the user. We've made sure that yours is far easier to use, and can also target specific entities in front of you, rather than everything.

Object 32 - Reality Fresheners [200CP] (Adrift in the Complex)

Reality Fresheners are advanced tools employed by the Backrooms Remodeling Co., used

extensively in their operations. When “plugged” in (An actual outlet is not needed), it releases a mango-like scent which solidifies the fluid behavior of the Backrooms, making it far more uniform and in line with Frontrooms laws of physics. This also causes entities to grow distressed and confused in these locations. This is largely unhelpful in levels whose hazards and behaviors are in-line with standard physics. You receive a crate of these every month, and they have a relatively small range, so while you can do a lot, don’t go thinking you can freshen up a whole level.

(34) Harmful Materials | Magical Ingredients [400CP] (Vermis)

Harmful Materials [200CP] (Vermis)

An assortment of harmful and deadly items that could be used for a whole lot of scenarios in terms of inflicting lethal harm. Mostly contained in some containers and small bottles. Such as a bottle holding the ‘Beast’s Tongue’, infected with numerous bacteria, can be used to coat a weapon to inflict serious poisoning. Or perhaps the ‘Snake Fang’, causes those hit to be poisoned to go berserk. Maybe ‘Ketereth’s Grace’, a ring that inflicts the touched with ‘White Hives’, a dangerous infection that causes white insect hives to appear on their flesh, before completing turning them into insect hives. And lastly the “Dreamer’s Dew”, a shell containing a powerful slumbering poison.

Magical Ingredients [200CP] (Vermis)

A good number of magical materials and reagents that can be used for any sort of magical manufacturing and ritual performing. ‘Accursed Flesh’, a clump of flesh cut from someone infected with the blessing of Ketereth. ‘Black Iron’, a strange mineral that always cold to the touch and found in only in the deserts of Agerutt or the Pestilent Mines. ‘Murgo’s Seed’, a blessed seed capable of growing an entire forest within months. And ‘Night-Watch Mushrooms’, those who eat it stay up longer.

(35) Unaussprechlichen Kulten, by Friedrich Wilhelm von Junzt [400CP] (Children of an Elder God)

This book is one of the most comprehensive volumes covering the nature of the unspeakable cults that plague the world, with some extra details filled in by your Benefactor. It does not waste time with cults who worship beings that don’t exist, or that have widespread acclaim; only those religions that worship something that is truly real, and that are kept secret from the widespread populace are detailed within. It discusses their faith, their holy symbols, their rituals, and the secret signs by which you might know someone to be a follower of one of these oft-terrible religions. It also speaks of what they believe to be true about their god(s), and should the cult have prophecies they believe in (or claim to believe in), the book will list those, too. In future worlds, it will grow to be up-to-date with whatever cults exist in the setting

(36) The Pipe [400CP] (Abara)

The ultimate anti-Gauna Weapon. Essentially a chunk of flesh transformed in a Black Gauna and strapped to a missile. You only receive one missile per jump, but it’ll tear apart just about any mutated or otherworldly entity on a cellular level. Even a Gauna the size of a stadium would be brought down in one shot.

(37) Ring Of Thorns [400CP] (Deltarune)

The price of power is pain isn't that always the case? But in this instance that is a bit more literal. This is a ring formed from twisted thorns. Wearing it causes intense physical agony but boosts the effects of any magic by an order of magnitude.

(38) A Scholarship Of Your Choice [400CP] (Tokyo Ghoul)

Gain an expense free college/university scholarship of a school of your choice. There will be no need to keep up with rigorous academic expectations, and you will be free to spend your time and conduct your education with ease.

(39) Organ Transport Box [400CP] (Parasite Eve)

A white, sturdy box with metal clasps, it has "HUMAN ORGAN FOR TRANSPLANT" written in big red blocky print on its side. If you open it, you'll find a fresh non-brain human organ of your choice inside, ready for transplant. It's always compatible, and such an operation will go without complications even if done by an entirely untrained hand.
When transplanted, it will spread its special mitochondria through the new host, and in about a week, they will become an **Awakened**, about as strong as Aya was right after she gained her powers. They gain **Ageless**, **Scan**, and instinctively know how to heal themselves of minor wounds. They may learn or be taught further powers.

(40) Spear of Atmos [400CP] (Adrift in the Complex)

Now this is the big leagues, Jumper. This Spear, which has been won in a game on Level 317, is a replica of the weapon used by Atmos, the God of Weather. Is that an actual god? Who knows! But the power it contains is very real, having control over the weather, utilizing different weather-based attacks, and just generally packing a real punch. Generally speaking, the weather you control is dependent on the environment you are in.

> **The Old Man of the Lake:** It seems as though the spear you are carrying holds a significant amount of Akiva Radiation, meaning it's the real deal! Slight issue though: the spear itself doesn't belong to someone named Atmos, but instead Skell, Klamath God of the Sky and the Animals. Your weather control is not only considerably magnified, but you can also create ectoentropic weather patterns, letting you do things like flooding a level without any water in it, or creating cold fronts in levels where the weather is always hot. What's more, you have the ability to summon spiritual visages of animals, and dominate non-intelligent fauna.

(Editor's Note: The perk *Type-Black* is the Capstone Booster for *Spear of Atmos*.)

(41) Amber Sample [400CP] (Resident Evil 4)

Despite how terrible the las plagas and its effects are, as evidenced by everything going on in the region, you can't deny that there are those who look at it not with disgust, but greed and envy. Within this protected amber is a pure strain of the parasite, and comes with a folder detailing all of the Los Illuminados' experiments with it.

(42) White Bile, Red Bile | Mem & Inf Units | Lost Scraps [400CP] (Godhusk)

White Bile, Red Bile [100CP] (Godhusk)

As you know Bile is present in every living organism and vessel. Red is found in the latter, while White in the former, but red can be used for the latter as well. But if you happen upon a Bile expert/vender, you can buy a small membrane bag that contains preserved red bile that is easier to carry and does not expire. And a small glass container filled with white bile, also easier to carry and can consume from. You may buy a set of Red Bags and White Bottles for each purchase. Vessels can slightly tweak their body's performance by either using red or mixing both bile types.

Mem & Inf Units [100CP] (Godhusk)

Inf or Information Units contain any information formatted into it, while Mem or Memory Unit housing a formatted memory from an individual who has had a memory recorded on it. Inf Units are used to learn information and currency, while Mem Units are much more rare and valuable because of the unique information formatted on it. Purchasing one will grant a decent amount of Inf Units along with a singular Mem Unit. The more purchases, the higher the chances of the memory formatted onto the Mem Unit will be more valuable.

Lost Scraps [200CP] (Godhusk)

There are many abandoned and wasted materials that shed from the shells of many Vessels and slow degradation of which was built in the past. Limbs, Weapons, Precious Metals, Units, Broken Bile Containers, the corpses of Vessels, Pseudovessels, and even Moposes. You are now given a pile of these lost scraps. Think of it as a mystery box. For the most it would be materials, likely broken items, but there is a chance of there being at least a few things in usable condition. Though the chances are small, there are still the chances of getting incredibly rare items or even the entire pile being usable and in good condition. Every item in this Jumpchain could potentially be gained through this. But the higher the price, the less likely you'll even get a percent chance of obtaining it.

(43) Anomalous Eyes | Time Capsule [400CP] (Abara)

Anomalous Eyes [200CP] (Abara)

The same technology used by Kegan Hall to track down White Gauna when they first manifest. This device automatically detects any space time anomali within a range of several cities. Connected to this is a visor that can allow you to see beings that exist partially outside of normal spacetime.

Time Capsule [200CP] (Abara)

These notes include detailed instructions on how to reproduce the process the 4th Chronicle Group used to copy their consciousness into machines. Mind you, this is a mere duplicate. The original brain doesn't somehow migrate into the digital copy, so perhaps not the most ideal form of immortality.

(44) The Tacks Man's Needles [400CP] (Don't Rest Your Head)

You have a supply of ten long needles, like the fingers of the Tacks Man himself is made out of. These things can be used to pin anything down out of someone and keep it preserved like a bug in a collector's room. You might take someone's name, heartbeat, shadow, voice,

and keep it preserved until you want to use it again. Or just collect bits of interesting people, that's always an option. You must stick this into a part of someone closely symbolically connected to what you want to take from them, but curiously this won't hurt them. Unless you want it to.

(45) Pale Ore [400CP] (Hollow Knight)

A highly sought after material, filled with pale energy. Pale Ore was often used in the creation of mastercrafted armor and weaponry, for the edges it can produce are ever keen and never require sharpening or maintenance, and their durability is said to outstrip that of many rare alloy metals. In addition, their cold bite can often quickly inflict frostbite on unprotected foes. You've managed to arrange shipments of this ore, granting you several chunks of it every week, more than enough to make a handful of weapons of a suit of armor.

(46) Shushu Hunter [400CP] (World of Twelve)

Just like Remington Smisse, you've obtained a lot of shushu in your adventures - in this case you can choose five minor shushu, which can be weapons as well as items, pieces of armour or anything else you choose. (Possible effect idea: Remington's gloves increase his strength considerably pistols don't run out of ammunition).

(47) Blackened Scrolls of Sorcery [400CP] (The Ocarina of Time)

You have here a modest collection of reading materials covering general magic and the basics of just about any magical subject or discipline that can be found in this world no matter how niche. But your collection is quite a bit more rich and comprehensive with dark magical subjects providing not just the basics but spells, research, theories, and any information that would help further your understanding of the darker sorceries. All to help get you started on your wicked ambitions for this world. This collection updates in future worlds adding a similar amount of knowledge on their magical subjects to what you have here but always more on any darker practices that exist.

(48) Herb Collection | Virus Samples [500CP] (Resident Evil 2)

Herb Collection [100CP] (Resident Evil 2)

The origin behind Umbrella's interest within Arkley County, this collection of herbs border on the supernatural. The green herbs help to mend the flesh, while the blue herbs can be used to neutralize the effects of many poisons. Red herbs, however, seem to enhance the effects of the other two when mixed together. You will receive five pots of each type, and the possibility to cultivate more.

Virus Samples [400CP] (Resident Evil 2)

The very things that started all of this, that caused so much have here is sure to put you on Umbrella's watchlist, should they ever find out, for within this steel briefcase are pure samples of both the T-Virus and the G-Virus, as well as instructions on how to synthesize more. Perhaps you'll sell them to the highest bidder, or find a way to cure those infected, though just settling for neutralizing them will have to be enough.

(49) Lab on the Go | Q.E.S.S. [500CP] (Generic MHA Fanfic)

Lab on the Go [100CP] (Generic MHA Fanfic)

This set of tools contains all of the necessary equipment for a basic lab. Supplies such the various glass work, bunsen burners, a centrifuge, all of the various measuring devices, and even some smaller versions of the larger equipment. These might not be quite as good as some of the larger versions, but all of them will do the job in a jiffy. To clarify these larger tools will be things such as a heat treating oven and a freezer.

Q.E.S.S. [400CP] (Generic MHA Fanfic)

The quirk extractor and storage system, a device that can remove and store quirks in glass cubes. This process can be easily fought off requiring either near brain death or to be willing. Quirk stored will automatically jump out of their containers and implant into someone who is compatible if they walk past the cube. This will come with a Q.E.S.S, ten storage cube and the blueprints needed to make more of both.

(50) Daimon Eggs | Book of Curses | Dark Crystal Earrings [550CP] (Sailor Moon)

Daimon Eggs [50CP] (Sailor Moon)

You have a box of six pink, flowerbud-like Daimon eggs. (Can be another appearance if you don't want your minions to come from pink eggs) These eggs are different from the ones you can create in that they can be implanted in both a sentient being or a mundane object. They replenish if you run out the next day.

Book of Curses [100CP] (Sailor Moon)

This is a standard book of curses, meant to inflict minor things like nightmares, bad luck, and other kinds of evil magic. The curses aren't very strong, and can be easily resisted, but they sure are annoying.

Dark Crystal Earrings [400CP] (Sailor Moon)

These silver earrings have a dark crystal hanging from them, but you can change their appearance if you wish. They don't even have earrings, even. These crystal earrings will allow someone to take a dark transformation, where their powers and strength are slightly above those of a Daimon and they take on a uniform of your design. While you yourself cannot benefit from these earrings, they make a good bargaining chip when you don't feel like sharing your power with someone but you wish to offer something.

(51) Arata [600CP] (Tokyo Ghoul)

The next stage in ghoul fighting technology, you now have a Arata, an armored suit made from the kagune of a Kakuja ghoul. This armor allows you to fight harder, faster, and on par with the levels of S class kakuja ghouls. While normally an Arata would be consuming you as you use it since you are paying CP your Arata is self-sustaining and does not need to feast on your flesh to maintain itself.

(52) The Answer [600CP] (Children of an Elder God)

What both Kaji and Kensuke died before ever reaching, even though they both came close in different ways. What you have here is a document, 20 pages long, that has been completely censored with permanent marker. However, once per jump (or once every 10 years, whichever comes sooner), you can focus on a single mystery or question you have

that you need answered. Hold this document, and the censored lines will be uncovered, and you will be provided the answer you're searching for, compressed to fit within 20 pages if necessary. When you qualify to use this item again, you will instead be provided with a new censored document.

(53) Resurrection Stone [600CP] (Garage: Bad Dream Adventure)

Combined with the "Memory of the Stone" from the Wang Shui and the "Ordinary Stone", you get the Resurrection Stone. The stone itself represents "the will to keep dreaming in a dream". Rendering the dream lucid and reminding the dreamer it's only a dream. Having the stone grants practically no need to refill your Ego-level or fuel. While giving it to a mentally constructed being in such a world, will grant them a form of immortality and a chance to come with you as a companion.

(54) 14 Words | Arrow Quiver [600CP] (Jorge Joestar)

14 Words [200CP] (Jorge Joestar)

At the beginning of every jump, a prophetic event will happen before your eyes. Some sort of special object will make its way to you, crashing down from the heavens or being mailed to you or even appearing out of nowhere in your pocket. Whatever this object will be, it holds a prophecy for your future time spent in that jump. This may be as little as 14 words or as long as several pages of writing but whatever form it takes, it will be obscure and confusing at first. By lengthy consideration of its contents, you will be able to realise its meanings one by one, giving you knowledge of the future and of things or events that will be important to you in this current jump. Great battles that placed you at risk will be revealed, opportunities to gain power and so on. You will not be totally aware of all that happens in the future but the prophecy will reveal to you several important points of your future, allowing you to properly take advantage.

Arrow Quiver [400CP] (Jorge Joestar)

The Bow and Arrows are a set of ancient artefacts able to grant the ability to use a Stand to those who have great wills and are pierced by the arrows. Those who are not sufficient, die instead. The set was lost for many years until being uncovered in Egypt but would be lost again soon enough, the arrows split up over the world. This however, was merely the story in one universe. In the others, bows and arrows abound. A set for every world, some believe. You do not have a Bow but you do have a quiver of four golden Arrows, each able to achieve the same function when stabbed into someone. They are also able to Awaken Stands by stabbing the Master with the Arrow again or Requiem Stands by placing an Arrow into the body of the Stand, a powered up state lasting as long as the arrow is within the stand.

(55) Blessing of the Bright [600CP] (Vermis)

Asherah* the Ever-Brighter, the Goddess of Light. Another but True Divinity Alien to the World of Vermis. Those who receive the Mother of Light's Blessing are bestowed with not a physical change or divine ability. But instead, an item of sorts like 0Bek's. Diospetes, a crimson javelin covered in sharp barbs. A last wish for her children to free themselves from Mankind's eternal torment. It possesses the capability of killing divine beings. However, it may only be used once, before vanishing along with whoever it struck.

(56) RAI-317-B | Object 7 - Memory Jars | Object 60 - The Throne | Modified Object 13 - Portable Terminal [600CP] (Adrift in the Complex)

RAI-317-B [100CP] (Adrift in the Complex)

I'm not sure if you should have this, but I'm giving it to you anyway. The "Phantom Wormhole" is a strange object created by the Conductor of Level 317. It's a handgun that, by shooting at a (non-living) surface, will automatically teleport the user to that location. This one has been further modified by the Neith Division, and stolen by me, so now it can also teleport you to where any marker of your choice is placed. This also works as a regular handgun, courtesy of the Neith Division.

Object 7 - Memory Jars [100CP] (Adrift in the Complex)

"Memory Jars" are strange objects in the Backrooms that trap the memories of people who have died near them. Appearing as small glowing orbs, "touching" a memory will play it in your mind's eye, so you can see how they died. This item is not a Memory Jar, but instead a promise that, on unfamiliar and dangerous levels, you will find some type of Memory Jar that will detail some hitherto unknown danger.

Object 60 - The Throne [200CP] (Adrift in the Complex)

A mildly cognitohazardous green chair which makes those of lower mental fortitude believe it's a precious tool. For you, however, it instead gives you a number of blessings while sitting on it, including clarity of mind, access to "secret" knowledge, a surge of courage and passion, increased mental capacity, and an expansion of the soul. The second and fifth blessings are kinda vague, so I'll let you decide what that means. If you don't like its design, you can make it look however you want.

Modified Object 13 - Portable Terminal [200CP] (Adrift in the Complex)

Object 13 is the Office Terminal, a computer device on Level 4 that lets you communicate with others via a chat room. This one is a little different, as it is similar to a laptop, is functionally indestructible, and in addition to the chat function, can also grant access to the M.E.G Database.

(57) Silicon Shield | Silicon Staff [600CP] (Blame!)

Silicon Shield [200CP] (Blame!)

Though some describe it as a tower shield, it's really just a massive triangular slab of unknown metal. You won't see many of the Silicon Life in the lower floors possess these, but in the floors where Silicon Life is heavily concentrated there may be enforcers who bear these shields. Despite their relatively light frame, these shields are ridiculously durable – most notably in their ability to deflect graviton beams. Save for another graviton beam field, this is one of the best countermeasures should Safeguards attack you.

Silicon Staff [400CP] (Blame!)

The Silicon Life answer to perhaps the Gravitational Beam Emitter as well as the Safeguard Sword, this Staff combines both close range combat capability with extended range striking capacity to make a final product suitable to be called "all-purpose weapon". That being said, the staff's sheer length – nearly seven feet – can make it unwieldy to an unpractised user, and it takes a fair bit of finesse to use the energy emission while striking with the staff. Though still trumped by the Gravitational Beam Emitter in terms of sheer destructive capacity, the Silicon Staff is a fair bit more flexible and hardly as energy intensive. Good for those who don't want to blow up the entire city block each time they have to fire in self-defence...but still want the option to do so when they need to.

(58) Gate Builder [600CP] (Amnesia)

It's anyone's guess where you came across such a marvel. You have uncovered texts from the ancient Gate Builders. Once fully translated, these can be used to create portals that can transport one not only anywhere on the planet, but even into neighboring dimensions. However, while these are relatively more fuel-efficient than most trans-dimensional rituals on earth, a still notable amount of Vitae or a similar resource must be expended with each use.

(59) Jockey Fossil [600CP] (AVP)

The petrified remains of an enormous, vaguely humanoid being – ten feet tall at least, and covered with a biomechanical exoskeleton. Clutched to its chest is a vase-like object; it seems to be partly melded to it as though the stretch of time has melted them together.
A very thorough – and very cautious – study of this being and its cargo will yield many fascinating breakthroughs across the scientific fields. From its genetics may come answers to the origin of the human species in this universe; from its preserved neurology the genesis of psionic ability; from its suit's circuitry and construction you may discover the methods to create their semi-organic machinery, and from its cargo, the strange capsule...perhaps the building blocks of the Xenomorphs themselves?

(60) Artificial Meat [600CP] (Tokyo Ghoul)

Gain access to regenerating reserves of artificial meat. This is human tissue that is lab grown which tastes as good as the real thing but with none of the moral quandary you would normally get from regular meat. This also comes with the knowledge of how to make more than you would normally get. Also boosts RC cell production with consumption, as if you were cannibalizing another ghoul.

(61) Sacred Drug Leri | Books of Prophecy [700CP] (Children of an Elder God)

Sacred Drug Leri [100CP] (Children of an Elder God)

In ancient Mu, there existed a drug known as Leri, upheld as holy by the priests of the various wretched gods of that place. You have a supply of Leri, enough to take one dose a week. By consuming Leri, you can send your mind forward or backwards through time to observe the past or future—but not short distances. No, this drug would make your mind travel decades at least, or even eons. You can choose when you see—you can pick a specific date, or a specific event that you want to watch, although you can also just randomly watch anything without picking a goal. Furthermore, this version of Leri is modified to protect you from the detection of beings who might be able to sense the observations of a time traveler, and protects you from the possible woes you might experience for time-traveling (or consuming a strange drug). When you return to your body, it seem to all outsiders that you just spent half an hour in a drugged-out trance. There is, however, one notable risk. The Hounds of Tindalos. When you consume the drug, you will experience "travel" time, of about 20 subjective minutes as you move towards your goal through the curves and angles of time, or when you travel back to your home time. During this period, you are vulnerable to notice and attack from the Hounds of Tindalos, the vaguely dog-like entities that guard time itself from trespassers. You will need to avoid them, or fight them; don't worry about attracting their attention, because they can only notice or hunt you while you are traveling through

time, so you are safe during the time you spend at your destination. As long as you're modestly powerful, you should be safe; a mere priest was able to travel through time to observe Ghatanothoa's death, so if you bring powers from other worlds or have some of the stronger perks from this one, then you won't have much to worry about.

Books of Prophecy [600CP] (Children of an Elder God)

The Revelations of Hali. The Seven Cryptical Books of Hsan. The Eltdown Shards. The Revelations of Glaaki. The R'lyeh Text. The Book of Eibon. The Sussex Fragments. The G'harne Fragments. De Vermis Mysteriis. The Ponape Scriptures. The Pnakotic Manuscripts. Unaussprechlichen Kulten. These are but the most pronounced of the small library of books now available to you, all detailing information on the forbidden, the occult, the arcane, the alien, and the eldritch. These works don't only bear information on the nature and use of magic, as well as a host of spells, but also have secrets regarding the eldritch beings of the world… as well as a collection of prophecies. In this world, they will be the prophecies seen in the story this jump is based upon, but in future worlds, the content of these books will change. The information to be adjusted to detail true information on forbidden or magical topics, and will have a host of true spells native to the setting (if any exist)—many of them unpleasant. But most importantly, the prophecies will now change to revolve around your own future. However, every prophecy foretells your failure, or that you will succeed and then be corrupted by your success. These prophecies are not guaranteed to come true; instead, they represent points during your stay in the world where you will face the possibility of failure… or will come as close to failing as you're capable of, depending on your build. However, some of the prophecies can be indirect or couched in fanciful or figurative language, so it can take time to make sense of what is foretold. They are all translated into languages you understand, except for those pieces of magic that must be spoken in their original tongue. Any knowledge in these books that would be inherently dangerous to know—such as the name of Y'golonac—will become harmless to any reader, not just you. The copy of Unaussprechlichen Kulten you possess does not have the same benefits as the Unaussprechlichen Kulten, by Friedrich Wilhelm von Junzt item.

(62) Foreign Heart Transplant [800CP] (Fate: Radiance of Pangaea)

Grafting parts of Servants or other powerful beings onto yourself is akin to a death sentence. It's a difficult thing to do and incredibly dangerous. Alas you destroyed the notions of possibility yet again with this. Stitched onto your chest is the Heart of the Foreign God or a similar Organ. A source of immense energy, it is strong enough to reawaken even the slumbering ORT should you sacrifice yourself to it. Beyond that however the Foreign God is unable to attack you while you possess it, leaving you practically immune to her. One shudders at other possibilities that come with this Organ if you were to explore it and have a strong enough body to do so, lest you be destroyed. In future worlds you can select one individual this Heart belongs to, them being unable to harm you. This can not be the strongest being of the world or Jump however.

(Editor's Note: I've increased the price of this perk from *400CP* to *800CP*.)

(63) Core Memory Item | Dream Diary [800CP] (Garage: Bad Dream Adventure)

Core Memory Item [400CP] (Garage: Bad Dream Adventure)

A special item connected to a person, giving it to one's shadow will strength it's existence and form, becoming more stable and ethereal. Yang's managed to appear and wait in the Imprinting Stone Cave after being given their Core Memory Item. Now you have a special mimicable item that will change into a very special item for whoever you have it in mind for. Memories of the past will appear right back, including those lost or erased by purpose or time.

Dream Diary [400CP] (Garage: Bad Dream Adventure)

Some people in this world write their thoughts on notes, while others in a sort of report fashion. Then there is "Juice" with her Dream Diary. You originally had to bring it back to her shadow, but now this book is in your possession. You can label it with a name of someone, and the diary will automatically write their thoughts and dreams in its pages in real-time. Though it can only lock onto one person at a time, and removing the name will erase all of what was written before.

(64) All the Masks [800CP] (World of Twelve)

Do you really love masks? Well, here are all the masks, from the nine primordial ones to all the weaker but absolutely dangerous ones, such as those to be found at the end in the notes section.

(65) Great Encyclopedia | DNA^2 [800CP] (High School DxD)

Great Encyclopedia [200CP] (High School DxD)

In a world where Angels, Demons, Norse Deities, Youkai, and even more absurd creatures co-exist in the same setting, it pays to know what's what. This book has all the knowledge you need of all myths and religious texts that exist on present-day Earth, and how to quickly draw connections between them and the 'real deal' in this world and beyond. This won't teach you about any unique mythologies in other worlds, but it will let you draw connections and learn about them quickly so long as you have a way to research them. Never mistake a Reincarnated Devil for a Pure-Blood ever again!

DNA^2 [600CP] (High School DxD)

Truth is, most of the current line up in the Hero Faction are a result of either cloning shenanigans, inheritors of the old heroes, or some mix rather than true descendants of those legendary individuals. Well, it works well enough. I'll give you a rather large collection of DNA samples collected from across the history of mankind, enough material to make clones of them if you got the adequate facilities. Great warriors, poets, magicians, researchers and such lie here. Will update in other worlds you visit, adding more human DNA of important characters.

(66) Death Mask | Joy Mask | The Darkness [800CP] (Fear & Hunger: Termina)

Death Mask [200CP] (Fear & Hunger: Termina)

A burial mask used in old Bohemia. The mask is designed so that the death gurgle of its wearer sounds more like laughter of joy. Because of its connection to death, the mask has otherworldly properties and greatly protects the wearer from mental attacks.

Joy Mask [200CP] (Fear & Hunger: Termina)

A leathery mask from ancient times. It is trying to mimic the human face with mixed results. The mask makes whoever wears it permanently feel joyful and lighthearted for as long as it is not removed. It is nearly indestructible by both mundane and magical means.

The Darkness [400CP] (Fear & Hunger: Termina)

A living and seeping darkness that attaches itself to whoever dares to touch it and live in symbiosis with it. Capable of defending against both the magic and the mundane, The Darkness passively benefits from any perk or effect that positively affects the wearer's body and will move to seal any wounds the wearer suffers to the best of its ability. Once worn, it cannot be removed short of complete destruction and will regenerate from the barest scraps, but can be made to change its shape or to uncover certain parts, should bare skin be required.

(67) Object 15 - Firesalt | Object 25 - Babel Balm | Object 19 - Squirt Gun | Object 48 - Liquid Pain | Entity 29 - Blub Cats [900CP] (Adrift in the Complex)

Object 15 - Firesalt [100CP] (Adrift in the Complex)

Firesalt is a volatile crystalline substance that can explode and release light through impact damage. It can also be melted into the substance pyroil, which not only burns easily, but can be converted into ingots. This is a very valuable substance in the Backrooms, and you now seem to have ten ingots of the stuff, and now get that much every month.

Object 25 - Babel Balm [100CP] (Adrift in the Complex)

Unless you already speak every language, this is going to be invaluable. Babel Balm is the name given to anomalous chapstick that, when applied to or around the lips, will allow the user to understand any language they hear as their first language, with the speaker’s lips appearing to match. When applied to paper, this also translates the language spoken. You are given one stick of Babel Balm that never runs out.

Object 19 - Squirt Gun [200CP] (Adrift in the Complex)

A weird sort of weapon, but one that anyone can use. This is an anomalous water gun that is able to safely store and utilize any liquid in the Backrooms, while also increasing the potency of most (sans Memory Juice and Liquid Silence). Outside the Backrooms, it can safely store and fire any type of liquid.

Object 48 - Liquid Pain [200CP] (Adrift in the Complex)

This is a nasty substance. Liquid Pain is a deeply acidic liquid that is extremely painful to even touch, and extremely lethal if imbibed, with only immediate medical care being able to save you. You receive a thermos of the stuff, and it is given an evil-looking design in case you're stupid enough to confuse it with something else. It gradually replenishes itself, and can fully restore its contents within twenty-four hours.

Entity 29 - Blub Cats [300CP] (Adrift in the Complex)

Adorable blob-like creatures resembling cats from the Frontrooms. They are very affectionate creatures that can be tamed via various liquids, with not even Liquid Pain being able to hurt them. They usually communicate through squeaks, but can telepathically communicate with Wanderers. Each purchase lets you buy one variant of blub cat. Please read the article to see variants.

(68) Scalpel | Tranquilizer Gun | Anti-Diclonius Technology [900CP] (Elfen Lied)

Scalpel [100CP] (Elfen Lied)

A superior cutting tool. It's an ordinary scalpel, meant to use as a delicate (or not-so-delicate) aid when performing surgery. However, this scalpel functions surprisingly well as a weapon in the hands of its user, and is sturdy as well. In short, this scalpel is perfectly functional as a combat knife.

Tranquilizer Gun [200CP] (Elfen Lied)

The best possible specimen to recover is a living one. This is an ordinary pistol designed to fire tranquilizer rounds instead of bullets. The drugs are strong enough to knock out a human with one well-placed shot, though things like Diclonii or monsters will need more than that. There's nothing special or magical about the ammo, but it can be easily modified to inject something else of your own creation...ammo is replenished each week in your Warehouse, but any modifications you made will need to be re-done.

Anti-Diclonius Technology [600CP] (Elfen Lied)

The best toys? You save for yourself. You gain a metallic jacket that will physically restrain and suppress the powers of an individual you place within it...this requires time and careful effort, to where trying to slap it on someone in an ambush or combat is impossible. This is designed only for human-sized targets, and trying to make a bigger restraint is incredibly difficult, though not impossible. In addition, you receive a blueprint for a highly advanced attack craft...one that can use and disrupt Vectors that Diclonii use en-masse. It calls upon using the pineal glands of Diclonii to be used...or their still-living brains for an even stronger variant. Or you could throw it away, of course.

(69) Adam Wood | Pure Gold | Wapometal | Seastone Supply [900CP] (One Piece)

Adam Wood [100CP] (One Piece)

Long ago, there was an endless war on a nameless island. Through a rain of bullets and artillery, the island was ravaged, left as nothing more than ruins. And yet, a towering tree, the Treasure Tree Adam, stood tall and unwavering, undamaged from the destructive barrage. And now, you have access to this unyielding yet flexible wood from this very same, wood prized as the greatest throughout this world. Every two weeks, you will receive a shipment of ten metric tons of this valuable wood, all in a wide variety of shapes and sizes to best fit your current needs and desires, from simple planks and shavings to even massive logs of the stuff.

Pure Gold [200CP] (One Piece)

A small orb, no larger than the size of a man's palm, made out of what seems to be the purest gold imaginable, so pure that it glows, this little thing is quite special. In its presence, the aging of anyone is halted, granting them a form of immortality, as well as preventing the spread of disease in one's body. Even the smallest sliver of such a thing holds the same power. But don't let anyone know you have this. There are more than enough nobles and pirates who would stop at nothing to obtain such a valuable treasure.

Wapometal [200CP] (One Piece)

Created almost entirely by accident, Wapometal is a unique kind of alloy made by Wapol through the powers of the Baku Baku no Mi when he was turning garbage into toys. Unlike other alloys, Wapometal is a shape-memory alloy, allowing it to restore itself into

preconfigured shapes. You'll find it to be quite useful, especially when you use it for any tech requiring moving parts. And even if you don't, Wapometal is still the same metal that turned a homeless bum into a man richer than even kings. You'll get a shipment of this metal to your Warehouse every two weeks, around five or so metric tons of it.

Seastone Supply [400CP] (One Piece)

This immensely rare mineral substance originating from Wano is famous for its ability to negate the abilities of Devil Fruit users in addition to its superb durability. How lucky you are, that you will now receive a biweekly shipment of one ton of this material.

(70) The Wizard's Rainbow Balls [1000CP*] (SK's: TDTS)

*400 for **One**, 600 for **Six**, 1000 for the **Full Set***

Created as instruments of discord by Maerlyn, every piece enthrals its holder and makes them possessive of it. Depending on how hungry the orb is, they may have only days before they are utterly consumed by it. They eat their bearers piece by piece, from the soul to the mind. Wise wizards without defences have used patsies to access the insights of the orbs without personally succumbing to their ill effects.

Some see the future; the present; other worlds where Demons and Old Worlders live; locations of secret doors between worlds; the sordid secrets people hide from each other. All can implant hypnotic suggestions, modify memories, and project illusions into the viewer's mind.

Because of the high price you paid to acquire it, you will become immune to the Crimson King's control, the orb's life-draining effects and can manage to avoid turning it into your sole obsession. The possessiveness is quite powerful, however. If through some herculean act of will, you permit someone else to hold your piece of the rainbow balls, they will not be immune to any of its ill effects. For you, like Marten, your piece may also manifest itself to you as an elemental spirit only you can see and touch. Should you wish to nurture a relationship with it, this being can grow into a (jealous, spiteful, needful) companion and magical accomplice.

Of course, it can also manifest as a giant, flying, tentacled eyeball with fangs. Truly a gift for the wizard who has everything.

There are 13 pieces in all, one for each guardian of the Beams and one for the Dark Tower.

- Black Thirteen - Orb of the Crimson King - scrying glass, comes with a silk-lined wooden box with 'I SEE ALL WHO TOUCH ME' written in high speech. Gives intermittent visions of the future. May be used to go todash at will. The most dangerous and the most powerful. Last rumoured to be in the possession of a priest in the Calla.
- Maerlyn's Grapefruit - allowed Roland to travel in a gale/storm to see a terrible, chaotic vision of the future in its hurricane force winds. It also took him todash. Showed Rhea ill secrets of the townsfolk and allowed her to scry upon her enemies.
- Blue - last seen in the hands of The Total Hogs, a slow mutant tribe, around 50 years ago.
- Green - Lud, in the radium mines
- Orange - Dis

Further colours go unnamed, but are available.

(71) Greater Grimoire | A Living Weapon [1000CP] (Danmachi)

Greater Grimoire [400CP] (Danmachi)

Among the greatest treasures for an Adventurer is this, a book that will teach you a single spell and increase your spell slot by one. Each spell gained tends to depend entirely on the person that read the grimoire as it depends on their needs, desires, and other factors the spell one person gets may be different from the spell another person gets. The grimoire recharges every month allowing the same person to learn up to three spells and increase their spell slot up to six.

A Living Weapon [600CP] (Danmachi)

Hephaestus said she'd never make another weapon like the Hestia Knife so perhaps she made it before, or perhaps another god of crafting created this for you. It is a weapon of your choice that grows with Excelia, becoming stronger as its master does along with gaining few abilities on the way. In the hands of anyone else it is blunt and worthless, but as you grow as a Jumper, this weapon will grow with you along with it having unbreakable properties by jumper standards. The only limit on its potential is you: and as a Jumper, your potential is likely high indeed.

(72) Chaos Break | Midiclorians And Such | Poisonous Snake [1000CP] (High School DxD)

Chaos Break [200CP] (High School DxD)

Time to take out the drugs, son. This one here is an injectable doping drug made with the blood of the original satans, and made with Sacred Gear users in mind. Drinking it means increasing the user's overall power by several levels as well as granting the user the ability to undergo Chaos Drive, a transformation form that takes on the physical characteristic of the user's Sacred Gear on their body, as they mutate into various monster-like forms with enhanced physical capabilities in addition to their strengthened Sacred Gear's ability. Unlike the original ones, the dozen I'll give you are free of unintended side-effects. You will get another one each month aside from the initial batch of twelve.

Midiclorians And Such [400CP] (High School DxD)

It's an open secret that there are only so many items that can properly heal some creatures, it may have to do with most healing reagents being holy and all that. I'll give you these boxes filled with vials of phoenix tears and other reagents that serve to heal, or otherwise buff the drinker. You will get more boxes each month or whenever you run out of it, whatever happens first. Doesn't look like much, but you would be surprised.

Poisonous Snake [400CP] (High School DxD)

Ah, the Samael Curse, potent enough to kill any dragon or serpent. In the correct circumstances even the Dragon God Ophis could fall prey to it. Most of those hit by this would die immediately, and under lots of pain. I'll grant you a few vials of the most concentrated, powerful, cursed poison of Samael. Use it right and no serpent, dragon, or being related to those will be capable of surviving. Fufufu, you would be surprised to know how many beings are linked to those, for example the Medusa, by her hair of serpents, would be weak to this, as it would be anyone that has her powers or similar.

(73) Research | Master Black Jack's Research | Brumen’s Research and Kit [1000CP] (World of Twelve)

Research [200CP] (World of Twelve)

You too want to go back in time to erase your mistakes or maybe just a fan of Nox with this you get his outfit as well as all his research notes, from his noxine to the razortime. Also comes with the same thing but for Count Harebourg including plans for machines found at frigost including the clepsydra that can push winter to a conceptual level.

Master Black Jack's Research [200CP] (World of Twelve)

It's a live! You too want to play Dr Frankenstein, so here's all the research from this eniripsa of dubious morals, with which you can assemble a lot of corpses into abominations of all shapes and sizes!

Brumen’s Research and Kit [600CP] (World of Twelve)

It's a briefcase containing a syringe filled with the solution capable of bringing the dead back to life, all Brumen's research notes as well as Manolia seeds, a plant that can, if transformed into medicine, cure anything, including death itself! And this time we're not creating life but actually bringing those who have died and still have a body back to life. What's more, the case can be transformed into a mini-lab for your experiments.

(74) Energy Steroids EX | Ice Oni | IQ Flowers | Rumble Formula EX [1000CP] (One Piece)

Energy Steroids EX [200CP] (One Piece)

A very dangerous and yet just as useful drug developed by the New Fish-Man Pirates. An improved version of the Energy Steroids once found within Tamatebako, the sacred and national treasure of Fish-Man Island, this particular drug has all the benefits of the original but without the debilitating drawbacks. Once consumed, a single pill will increase the consumer’s strength twofold and the more one consumes, the greater their strength shall grow. But do remember that this strength is only temporary and that there are still side effects to them. Once the boost runs out, you will be left be weakened. A single pill will leave you winded while ten or so pills will leave you immobile for a week and more. You have a box of these pills, twenty of them inside. Like with other items, these pills will replenish themselves over the course of a month.

Ice Oni [200CP] (One Piece)

A deadly and highly contagious virus created by Queen the Plague, it is fused with a chilling gas and causes the victim to feel extremely cold as ice covers their skin and grow oni-like features as the virus spreads. The victims lose their sense of reasoning and enter a berserk state, targeting anyone around them while receiving a massive boost in strength and endurance. More than that, the virus will put too much strain on the bodies of its victims and most of the infected will die within an hour of infection. While the virus’ spread can be halted through intense heat, this is a temporary measure at most. As such, you also a possess a vial of the countervirus and the formula to make more of it should something arise.

IQ Flowers [200CP] (One Piece)

Found only within the flying archipelago of Merveille, IQ Flowers are a rare and powerful thing. It’s mere presence alone is enough for beasts of all kinds to evolve further than normal. Their brains start developing, their bodies start growing grander, and they start adapting to their environment more and more with every passing day. But that is not all what IQ can do. With these flowers, a certain Dr. Indigo was able to create the SIQ, a special drug

that did what IQ plants could do and so much more. And now, not only do you have stock of twenty IQ flowers that replenishes itself weekly, but you also have the notes of Dr. Indigo and with it, the perfect guide to the creation of the SIQ.

Rumble Formula EX [400CP] (One Piece)

Based on the original Rumble Balls created by Doctor Tony Tony Chopper, the Rumble Formula EX is a true upgrade to the original. While the original Rumble Balls worked by disrupting the transformation of a user's Devil Fruit enhanced biochemistry, allowing its eater to undergo something of a temporary pseudo-Awakening, this special formula is something different. With this, any ability of yours can awaken, even powers not native to this world. And given how mighty an Awakening can be, this is certainly no laughing matter.

(75) Music Box | Sheet Music | Resonator Attachment [1000CP] (Garage: Bad Dream Adventure)

Music Box [200CP] (Garage: Bad Dream Adventure)

Like "Yang" discovered, "sound" or in this "music" has a unique connection to the denizens of this world. Some have personal sheet music that has psychological meaning to them. They play it using a music box with a crank that you turn to play the insert sheet music. And now you have your very own music box as well, it does have something special about it. That being it can play about a sheet music inserted no matter the size of it, even if it wasn't intended to be played by its model.

Sheet Music [200CP] (Garage: Bad Dream Adventure)

Quite the number of biomechanical denizens have their own sheets of music. The closest reason as to why would be a sort of subconscious copping mechanism related to late and original Lou's love for a special melody. Now you possess a whole sheet music folder filled with all the sheet music this world has to offer. These sheets also seem to have a sort of soothing effect to some depending on the sheet played.

Resonator Attachment [600CP] (Garage: Bad Dream Adventure)

Like I've mentioned before, "Yang" discovered and figured out how to weaponize the connection of the denizens of the world with sound/music. Coming in the form of the Resonator, this now malleable attachment can now amplify the effects of any sound-making device or instrument to have the same effect it had on the biomechanical denizens on similar beings with a weakness to sounds. Examples such as Viltrumites & Death Angels, making their bodies begin breaking down if they don't have enough mental willpower to last. Symbiotes are similarly affected, but due it being a psychological weakness, it can be overcomed.

(76) Wooden Ring [1000CP] (Fate: Radiance of Pangaea)

Occasionally, humanity discovers things that far surpass their ability to understand them. Artifacts of unknown origin and ability. One of them is a simple wooden ring, who made Daybit into the man he is today. You have your own version of this ring, appearing completely impossible to understand to anyone who tries to study it. In truth, it is an Angel Relic whose true power awakens when one condition is met. An entire day must go by in which nobody within a twenty kilometer radius dies. Filled with malice for civilization, it will unleash a destructive blast, atomizing anyone nearby into a living stain of ash on the floor and erasing them from any documents and the mind of any person who knows them. Additionally, magic spells in the surrounding area fail for 0.2 seconds. However there is a

benefit it can grant, giving them a connection to Terminals from beyond the stars as described under the perk *Infinity Mirror*. You the Relic seems to have recognized as an Admin of sorts, giving you control over which of its abilities activate when the condition is fulfilled, be it a sudden destruction or a blessing from beyond the known universe.

(Editor's Note: I've increased the price from *600CP* to *1000CP*.)

(77) Silicon Virus | Incomplete Net Terminal Genes | Genetic Sample Storage Device | Complete Net Terminal Genes [1300CP] (Blame!)

Silicon Virus [100CP] (Blame!)

A viral component that targets both biological and digital life forms, though it has a bit of a difficulty when it comes to infecting the latter. Against both targets, there are no apparent physical effects, but it "seeds" the infected, allowing the virus controller to slowly gain influence over the victim. After an extended period of them, it is possible to manipulate their bodies against their will.

Incomplete Net Terminal Genes [200CP] (Blame!)

A sample of the Net Terminal Genes, necessary if one wants to access the Net Sphere – though this doesn't guarantee any level of control or coherence within the Net Sphere itself. With the Net Sphere having fallen into a state of utter disrepair, whoever can enter inside will have no way to predict what kind of environment they'll find themselves in. Still though, these will facilitate interfacing with virtual domains for anyone bearing the genes, though different domains will likely take a longer period of time for authentication and adaptation before actual access. With this...you may be able to start communicating with the Builders – but whether they'll acknowledge you is another matter entirely.

Genetic Sample Storage Device [400CP] (Blame!)

A small canister sealed with several layers of digital interlocks, the power supply inside doesn't seem to wear out and from the materials used to create it – it's obvious that this was made to last. Designed to preserve genetic samples for a very prolonged period of time, these storage devices can withstand even substantial explosions without damage to their contents. Now if only you had a sample of the net terminal genes to put inside…

Complete Net Terminal Genes [600CP] (Blame!)

The legendary Net Terminal Genes, the necessary catalyst to halting the rampant Builders and perhaps the key to bringing any sense of order back to the City. At a glance under any standard electron microscope, you'll realize that this is basically no different from human genetic information – it's human DNA. But if you continue to observe it closely, you'll notice that despite the overwhelming similarity...there's something peculiar about the way the strands are linked together. Something...alien.

The Net Terminal Genes can be integrated into any human life form, and is intended to allow the individual to interface directly with any cybernetic or virtual system. More importantly however, it allows them to directly control the Builders while bypassing Safeguard regulation checks. With time, you might be able to determine the secret behind these genes, and adapt them to other genetic material you have on hand. Making them in a laboratory...shouldn't be out of the question.

(78) Dark Replacement | Grimm Profile | Grimm Oil | Negative Orbs | Black Queen Virus | Parasitic Sleeve [1600CP] (RWBY: Creatures of Grimm)

Dark Replacement [100CP] (RWBY: Creatures of Grimm)

A skeletal arm, with clawed tips and an oily feel. You can now conjure these parasitic arms to your side through the summoning of a crimson glyph, useful for holding down your opponents and inflicting pain upon them. You are not just limited to arms, capable of conjuring other limbs, as well as being able to graft them onto others, though they are only as strong as the wielder's original limb.

Grimm Profile [100CP] (RWBY: Creatures of Grimm)

Man always tries to learn more about its eternal enemy, trying to pass down said knowledge of the various types of Grimm to future generations so they may have an easier time slaying them. You now own a thick book detailing all of the various species of Grimm, their strengths and weaknesses, typical habits and behaviors as well as standard strategies for dealing with them.

Grimm Oil [200CP] (RWBY: Creatures of Grimm)

A glass jar filled with the black tar that spawns the Creatures of Grimm, though turned towards a different purpose. If a Grimm such as yourself were to consume it, then it will restore your health and stamina, while normal humans and faunus will find it a potent poison that kills within a minute. It could be turned towards other purposes, but these are the main two. This will replenish weekly.

Negative Orbs [200CP] (RWBY: Creatures of Grimm)

Yet another attempt from man to manipulate the Grimm, a canceled secret project headed by Atlas. These dozen orbs are capable of storing negative energy, and releasing it will attract the creatures of darkness. In theory, a way to distract them, giving survivors enough time to evacuate and flee, though it could easily be turned towards the opposite. They will replenish their energy over time, and can be used to attract other evil and destructive creatures, should Grimm not exist.

Black Queen Virus [400CP] (RWBY: Creatures of Grimm)

Man pretends to have bested their eternal enemy with their genius and technology, so how is it that a small virus like this can turn it all against them? This Scroll holds within a perfect replica of the Black Queen Virus Cinder used to turn Atlas Military against humanity at the Battle of Beacon. It can be installed into any machine or data interface, giving you a backdoor through which you have full access or take control. Once infected, it is nigh impossible to detect even by the most advanced security softwares devised by humanity.

Parasitic Sleeve [600CP] (RWBY: Creatures of Grimm)

Throughout her eternally long life, the Black Queen of the Grimm has found many ways to make the creatures of destruction even more twisted and terrible, though few are as dreadful as the Beetle held within this sleeve. While wearing it, one is capable of launching the Beetle forwards, attached to the sleeve through black webbing. When it strikes a target, it can steal any supernatural power they possess and transfer it to the wearer. Of course, the more powerful they are the longer this process will take, potentially even disrupted and leaving you with only a portion, and at the moment you are normally unable to acquire Aura, but it is still a potent tool that will make your enemies retaliate if attacking you is even worth it. This can optionally be made a part of your body.

(79) Ominous Whistle | King of Bones | Master Mirror | The Immortal Blades [1800CP*] (Vermis)

Ominous Whistle [400CP] (Vermis)

A small, metallic, and weird-looking whistle. With a pipe-like mouthpiece and an entire face as it's end piece. On its side reads an inscription that says, "Whistle and I Shall Come to Thee". Now it's not known who appears when blowing the whistle, or if blowing it three times completely curses the user with their arrival. But it will simply function as a free summon of this person with three charges, and they will not show up until an unspecified time frame. Trying to force it however will cause for the whistle's sound to be replaced with a scream, indicative of a curse being placed on them, and the person will be summoned to deal with you instead.

King of Bones [400CP] (Vermis)

There is a Ceremonial Necromancer Helmet that doesn't do much for those living putting it on, beside changing their eyes to a blue color. But if they were to die with it on, then they will come back as a 'Necromancer'. It is known as the 'Prince of Bones', however this helmet with two complete horns can be considered one of high status. But serves ultimately the same purpose. Changing the color of the wearer's eyes to black, and once they die with the helmet still worn. They instead become a Lich. Possessing far greater magical power and necromantic capabilities in comparison to a Necromancer. And if a Lich were to wear their helmet long enough, shall become an 'Elder Lich', and the helmet would transform into a crown.

Master Mirror [400CP] (Vermis)

A hexagonal double-sided mirror. It allows one to control any mirrors around them and cast any sorts of reflections off them. Alternatively, you can use magic to summon forth mirrors if there are none around. When a mirror, be it natural or summoned, is broken, the shards can be used to shoot and impale a target. Any illusionary magic used in conjunction is given a considerable boost in power.

The Immortal Blades [600CP*] (Vermis)

The Six Immortal Blades. Swords that took part in tales and legends, their blades are one of kind and indestructible due to the magic that forged them once, each one has special abilities that are unique to them. Some of these blades have taken lives from demons and emperors across time and now, they rest, hidden around the world.
Here is a list of their names from left to right:

- Deheel's Gaze
- Sleeping Blade
- Sword of Punishment
- Demon Tongue
- Dagger of Guilt
- Dragon Wrath

**You can also just buy one blade for 100CP if you'd like.*

(80) Thorabonian Crystal | Dr. Akagi's Serum | Adam's Biomass (Inert) | The MAGI [1900CP] (Children of an Elder God)

Thorabonian Crystal [100CP] (Children of an Elder God)

You have a replenishing shipping crate full of Thorabonian Crystals, the material used to create the dream-city of Thorabon. Unlike those crystals, yours will never start to

mysteriously fade away. These crystals have the curious property of bending rather than breaking under pressure, and accept neither paint nor stain; instead, by focusing your will on them, you can make them change to whatever color or pattern you desire.

Dr. Akagi's Serum [200CP] (Children of an Elder God)

When Ritsuko Akagi realized that she would be transforming into a Deep One, she devoted her life to studying biology to discover how to prevent or reverse the process. She never truly succeeded, but she did create several effective stopgap measures to slow down and resist the transformation. The serum has been refined, placed into an injector system, and delivered unto you; it is refilled twice daily. When injected into the body, this serum will halt any transformation the individual is undergoing, and will severely lessen the effect of any instincts the transformation would grant them. However, the serum must be taken on a daily basis; failure to do so will see you start to change, although taking the serum again will undo those changes. That said, the changes will be more and more rapid each time the medication is missed, and it cannot undo a completed transformation. Additionally, if this transformation is powered by something—such as a malign force actively trying to transform the subject—then it can eventually overwhelm the protection of this serum. Finally, taking this medicine will also put a halt to any sort of power growth the subject may be undergoing; that said, additional influxes of power from outside sources can overcome the effects of this medication, such as that experienced by the Children when they absorb the powers of an Angel. In addition to the medication itself, you also receive instructions to create more of this drug.

Adam's Biomass (Inert) [400CP] (Children of an Elder God)

What you have here is a container from which you—or those designated by you—can pull a seemingly endless supply of Adam's biomass. This biomass is of Adam's body, but bears no connection to Adam's soul; Adam cannot control it or influence it in any way. This means that it does not spontaneously create new life forms, but it still has a number of uses. Adam is the raw material used to produce LCL. LCL is an important component of piloting an EVA; it provides protection from the physical stresses of moving the EVA at incredible speeds and from suffering damage from the sheer distance the EVA can be thrown or fall from; it maintains the connection between the pilot's mind and the Evangelion, allowing for synchronization; it is highly oxygenated, allowing the pilot to safely inhale it; it also has a host of medical purposes, as it prevents infections, soothes pain, kills bacteria, and speeds healing. Despite being liquid, you can speak while submerged in it quite clearly. However, it is also a putrid-smelling (and worse-tasting) black sludge that will drive insane or kill almost anyone who is submerged in it. If you apply LCL medicinally, it is recommended you lather it onto wounds, rather than immerse the patient in it.

The MAGI [1200CP] (Children of an Elder God)

You now possess a duplicate of the trio of super-bio-computers known as the MAGI. They are canonically known as Caspar, Balthasar, and Melchior, but feel free to name them whatever you like; the original MAGI are still in the Geofront, after all. The MAGI can calculate ludicrous volumes of information near-instantly, putting the supercomputers of the Earth you may be familiar with to shame. They are also capable of incredible levels of analysis on things they shouldn't be able to understand, such as the differing materials each Angel is made of. Additionally, as the MAGI were shown to have precognitive abilities in Yui's "perfect world", your MAGI will also possess the ability to foretell the future; however, you can't control what the topic of their divinations will be. These super-bio-computers will contain all the information currently stored within the pre-existing MAGI. You have "Divine"-level access to the system, putting you above all other potential users.

(Editor's Note: I've increased the price of *The MAGI* perk from *600CP* to *1200CP*. Also there is a few more paragraphs for the *Adam's Biomass (Inert)* perk.)

(81) Y'glai Crystalline Rod | Relic From 27,915 AD | Spear of Orion | Sword of Karakal | Shield of N'tse-Kaambl | Jug of Oukranos | Lantern of Ariel | Quinta-Trident [1900CP] (Children of an Elder God)

Y'glai Crystalline Rod [100CP] (Children of an Elder God)

This is a weapon of from Xoth, from which hails the Angel Oannes, named Cthulhu. It fires blasts of Corgathic energy that pose a danger to even an Evangelion (if their AT-Field is down)… however, Xothians are also the size of a double-decker bus. Your Y'glai Crystalline Rod is sized to suit you, so may be significantly less damaging than that. Still, it makes for a potent weapon.

Relic From 27,915 AD [200CP] (Children of an Elder God)

This spear came from a dream of a possible future. It bears a smooth metal shaft with a sharply-edged head. Runes glow on its surface with a flickering reddish light, and a single eye is inscribed on the head with a glowing pupil. When this spear is thrown, it doubles in size—and then doubles again, and again, until it is large enough to pierce straight through an Evangelion.

Spear of Orion [200CP] (Children of an Elder God)

Orion the Hunter is the Elder God of the hunt, and this spear is a duplicate of his own. It will never miss when thrown, and will always strike true, piercing through all defenses. Its touch destroys illusions, but only in a localized area; in addition, a single blow from this spear will destroy most undead, although not one imbued with more power than normal, such as the revenant of King Genji. It answers to no touch but that of its owner, save for when it is gifted to a new owner; you are currently the owner of this spear. Any attempt to use this spear against your wishes, to raise it against you, or for someone to attempt to pull it out of their own flesh, will result in it burning off the hand of the offender. Something on the level of the Crawling Chaos could just destroy the spear, though.

Sword of Karakal [200CP] (Children of an Elder God)

Karakal is the Elder God known as the Lord of Flame, and this great bronze sword engulfed in flames is his. It comes with a sheath that temporarily quells the flames. It comes with but one boon, a very simple one; anything struck by the sword will burn. Unlike the sword Karakal gifted to Asuka, this one really will burn anything, even the likes of Nyarlathotep. But be aware that just because something has been burned doesn't mean it's dead, and some beings can simply destroy the sword.

Shield of N'tse-Kaambl [200CP] (Children of an Elder God)

N'tse-Kaambl is the Elder God known as the Shatterer of Worlds—although despite her lofty title, she has yet to successfully fight back against the Outer Gods. Still, she is the one who created the Elder Sign that protects against the eldritch, and this shield bears that Sign. This shield—unlike the one gifted to Asuka and Touji on their dream-quest to save Kensuke—genuinely is unbreakable, on top of featuring the eldritch-repelling effects of the Elder Sign. Something as powerful as Nyarlathotep would not be sent away, but even its power wouldn't be enough to damage this shield.

Jug of Oukranos [200CP] (Children of an Elder God)

Oukranos is the Elder God of rivers, and this jug partakes of his essence; it will never run dry of water. And this water is more than a simple means to quench thirst; it holds the nature of giving life. Although it has no capacity to heal, the touch of its waters can grant life to dead earth, and cause grass to sprout and trees to grow. But this is slow; however, you can also break the jug. This will cause a swell of water—shallow, not something that brings destruction, but brings renewal. It spreads across the land, spreading life where there was none and purifying the tainted earth. Combined with the light of the Lantern of Ariel, and it could be used to cleanse an entire planet that had sunken into the corruption of the Great Old Ones. This water will fill empty lakes and streams, but will fade away when it has completed its purpose; you don't have to worry about drowning a planet, for these waters were never meant to take life, only to spread it. If destroyed in this manner, it will not be restored until you pass on to a new jump, or until 10 years have gone, whichever comes first.

Lantern of Ariel [400CP] (Children of an Elder God)

Ariel is the Elder God of Truth, and when the hood on this lantern is lifted and the ever-burning light of truth is exposed, all things before its light will have all deceptions lifted, and the truth will be revealed. This is not the pale and weak truth humans know, but The Truth. You will see the true nature of people, their innermost selves, and should they be greater than mere humans—such as the Children—you will see their true nature, as Asuka was shown to be an entity of flame, the fire that both sustains life and destroys it, vast enough to destroy a city even before her journey as a Child was completed. Illusions will be burnt away, deception of all kinds will be thrown aside. Fortunately for the sanity of yourself and others, the mundane deceptions like human form will return after the light is hidden, although any illusions will remain dispersed. This light can pierce even the lies of Nyarlathotep. What's more, its light can burn away unnatural transformations and curses; the Cherubim, also called the Byakhee, were freed and returned to their true forms, even when the lantern broke. And if you try to overuse it, it will break, especially if you infuse it with power to make it shine brighter—but even as it breaks, its pieces will fly forth like shards of light, and return that which is twisted into its proper form. By destroying the lantern in this manner and restoring life with the Jug of Oukranos, Asuka was able to restore the entire planet on which Hastur dwelled from a dark and distorted nightmarish hellscape into a beautiful land that was once more suitable for habitation. If broken, the lantern will not be restored until ten years have passed or you travel to a new jump, whichever comes first.

Quinta-Trident [400CP] (Children of an Elder God)

A five-pronged trident, such as those used by the Xothians and the mass-produced EVAs in R'lyeh, either crafted by the Deep Ones or by SEELE themselves. These tridents adjust to fit the grip of whoever tries to use them, so can be as small as a human or as large as an Evangelion, or even larger (or smaller). Their special property will only be noticed once at least one of the tines enters the flesh of an enemy; when this occurs, the inserted tine(s) will begin to extend themselves independently, like some manner of fluid serpent, and will travel along the target's veins until they pierce a vital point like the heart or brain—or the pilot in the entry plug of an EVA. This can take time—particularly on sufficiently large enemies—but will still prove fatal to almost all enemies you manage to strike with it. Bullshit powers like the Children possess might be able to overcome this, however.

(82) Artificial LCL Recipe | Dead Sea Scrolls | The Virus of Terror | Nebuchadnezzar's Key | Corrupted Core [1900CP] (Rebuild of Evangelion)

Artificial LCL Recipe [100CP] (Rebuild of Evangelion)

The LCL, affectionately also called Tang by some people, is an amber-colored liquid with unique properties (like sharing some traits with the primordial ooze and the capacity of passing by a "phase shift" when an electrical current is run through it, which makes its density, opacity, and viscosity appear to approach that of air despite remaining in liquid state) that is also strictly the only thing a pilot absolutely requires to sync with an Eva. If you're an Evangelion yourself (or purchased a Eva unit), you'll already receive a self-replenishing supply of purified LCL, by taking this item, you'll also receive a special file containing detailed instructions about how to artificially create more LCL, without needing to drain it from Lilith if you need more of it for some reason.

Dead Sea Scrolls [400CP] (Rebuild of Evangelion)

What lies in front of you are the relics responsible for turning Seele into a group of religious fanatics obsessed in ascending into a godlike being by fusing with the entirety of humankind and that became their primary guide and philosophy, the legendary Secret Dead Sea Scrolls. The secret scrolls you're receiving are a set of documents created by the First Ancestral Race to serve as a manual on the use and purposes of the contents of the Black and White Moons, the Seeds of Life and the Spears, and of the Impacts, as well as containing some prophecies about important future events. While the scrolls you're receiving are the real ones, as Seele has already acquired all the knowledge from them that they could, and not only a copy, they'll be repaired to their former glory but will still be written in a long lost alien language that will be up to you to discover how to translate them. In addition to the wealth of knowledge contained in the documents, new prophecies will be added in each future world you visit.

The Virus of Terror [400CP] (Rebuild of Evangelion)

Ireul, the Angel of Terror and also possibly the Eleventh Angel, is a unique case among its siblings, due to being the only Angel to not needing an Evangelion to be defeated and also the only one that Nerv actively tried to hide its existence from Seele, as they would have another way to futurely attack the Geofront if they put their hands in the remains of this Angel. But, what if Seele managed to gain access to its remains? This is the result. You acquired a pen-drive containing a special program made by replicating Ireul's data, being meant to be an extremely powerful malware programmed to serve you and developed to be able to invade and take control of any system it has access to, as well as even having some degree of adaptability to better interact with different systems and to avoid any attempt of reverse-engineering from any of your enemies. Fortunately, the mechanisms to limit its adaptability so you don't need to worry about the virus evolving to the point of it developing some kind of self-awareness or you losing control over it.

Nebuchadnezzar's Key [400CP] (Rebuild of Evangelion)

Nebuchadnezzar II was a Babylonian king that is said to have attempted to make the Jews worship a golden statue of himself as a god. Even if the key is probably unrelated to the king, its myth became the inspiration behind its name. Somehow, you managed to acquire a backup copy of the Nebuchadnezzar's Key, a device that looks like a stylized syringe attached in the neck of what resembles a miniature humanoid nervous system. The key's function is to work as a recipient to contain the Angel's physical data that allows a human (or

another non-Angelic being) to abandon their humanity and ascend into a higher existence, as an Angel-like Entity, gaining abilities similar to Gendo after he used the key on himself, which includes a powerful AT Field (but still far weaker than an actual Angel's AT Field), energy blasts and an inhuman durability. The key can be used just once due to it expending the transcendental data contained on it, but it'll recharge and become usable again after a year.

Corrupted Core [600CP] (Rebuild of Evangelion)

The Nebuchadnezzar's Key wasn't the first artifact created with the function of containing physical data that transcends humanity to serve as a trigger for someone to ascend into a higher existence. In an alternative reality, an evil version of Dr. Katsuragi managed to survive the Second Impact thanks to the help of a Core-like object. You receive the same artifact used by him, which takes the form of a miniature Core, one that works similarly to the Nebuchadnezzar's Key, but, while it also has the ability to turn those that enter in contact with it into an Angel-like Entity by injecting the Angels' physical data into them, there is a key difference between these two, as the Angel-like Entities created by the key retain their original bodies, souls and minds intacts after the transformation while the entities turned by the Core end up being monstrous, giant creatures whose appearance resemble more the Angels than their original forms, with their minds being mostly lost due to being unable to support the process. Unlike the original Core, yours won't permanently fuse with someone, as it'll separate itself from them after the transformation is finished, but, after being used once, it'll only become usable again after a year. Additionally, you don't need to worry about accidentally turning someone into a monster if you don't want it to happen and any Angel-like Entity created by the Core will also be instinctively loyal to you and, due to not being the true Angels born from the Adams, they will lack the compulsion to fuse with Lilith.

(83) Tree of Fantasy Seeds [2000CP] (Fate: Radiance of Pangaea)

Imagine if you may, worlds that were never meant to be returning to life. A fantasy given the illusion of reality. That is what best describes the Tree of Cosmic Fantasy, the main danger besides the Crypters and the Foreign God Novum Chaldea had to face if they wanted to have any chance to reclaim their history. Once placed a Fantasy Tree is capable of overwriting the History of the location it is in, separating it from the outside world via a wall of storms as the Tree itself reaches the stratosphere. It instead imposes an alternate timeline, virtually simulating a possible timeline where different actions were taken or unique circumstances transpired and creating a Lostbelt. The figure with the highest authority within this timeline is than given the title of Lostbelt King and allowed Authority over its growth, reshape the environment and expand the domain by interfacing with the leylines of the planet. The Tree will steadily gather energy and if it fully blossoms can be used for a vast variety of possible goals. One of them could be giving a higher dimensional being a functioning vessel. Another could be the creation of an entirely new texture that turns a species into gods.

This Item grants you seven Fantasy Tree Seeds but not the like a growing Tree can manifest for self defense. Instead these seeds are only capable of sprouting a Fantasy Tree. Along with these starting points for Lostbelt creation you receive all the knowledge necessary for their creation and growth. There is however one downside. They have immensely high energy requirements, far worse than trying to make a Holy Grail. Even getting one of these to bloom would be an arduous endeavor.

(Editor's Note: I've increased the price from *600CP* to *2000CP*.)

(84) A Crate Full of Ogrins | Emerald/Crimson Dofus | Eliatrope's Dofus | Dofus [2200CP] (World of Twelve)

A Crate Full of Ogrins [200CP] (World of Twelve)

It's an extremely rare material with miraculous alchemical properties: after all, a small number of them were used to create the terrible Ogrest or to make Sadida's favorite doll's heart work. But that's not all strangely enough you can use a little quantity to subscribe to any service, however unlikely it may be, as long as it exists. You can get another case every few months by mixing tears with a case containing a few sapphires.

Emerald/Crimson Dofus [600CP*] (World of Twelve)

It's one of two dofus, both were the dofus of which Arty hatched (yes, Ankama forgot which dofus it was and created an inconsistency), so you can choose one of the two.

Eliatrope's Dofus [600CP*] (World of Twelve)

It's one of the eliatrope's dofus as well as your own as a bonus if you have taken the demi-god booster and are an eliatrope or a dragon.

Dofus [600CP*] (World of Twelve)

This is one of the Dofus of high-powered artifacts. You can choose between the Ebony and the Ivory Dofus, which may be the only one in the world or an identical copy. If you are not Huppermage or wanted one of the other dofus it will be 600 CP, except for the ice dofus if you have the Clockmaker perk and are a Xelor in which case you have a discount.

(Editor's Note: The Eliatrope Dofuses and other two Dofus items (also called the Primordial Dofus) are <u>two separate sets of Dofus/Dragon eggs</u>. For the former there are six, and for the latter there are also six. The two Primordial Dofus items only mention four out of the six, that are a Yellow egg and Blue egg.)

(85) Elixir of Emmerysh | Scar Sample | Kaernk | Occult Acquaintance | Forgotten Idol | Compound X | Brennenburg Wine [2200CP] (Amnesia)

Elixir of Emmerysh [200CP] (Amnesia)

This potion was initially discovered by the Dark World alchemist known as "The Apostate" in order to maximize Vitae collection by erasing one's memory to render their fear fresh for each round of torture. This potion induces amnesia when orally consumed. You receive the recipe to brew more of the elixir, as well as a replenishing garden for the core ingredient: Damascus Roses.

Scar Sample [200CP] (Amnesia)

This sealed vial contains a stabilized sample of the fleshy growths associated with the guardians of the Orbs. This flesh retains the Shadow's ability to violently absorb vitality. This also effectively makes it the perfect poison to Vitae or similar forms of vital essence. However, be careful that it doesn't grow out of control and trigger a chain reaction of apocalyptic proportions.

Kaernk [200CP] (Amnesia)

An aquatic species native to The Dark World. Whether due to its default nature or a mistake in transporting it here, this creature exists partially outside of this dimension, rendering it invisible. You receive two of these. While you could just use them as guards for any

submerged location, their saliva is actually a potent potion ingredient that greatly expands your alchemical options.

Occult Acquaintance [400CP] (Amnesia)

This severed head has been animated by magic and appears to belong to one of the legendary occultists of history. Their knowledge of mystical forces puts their contemporaries to shame, even though they can't do much with it in their current state. Even more impressive than their knowledge is their ability to maintain a jovial attitude in the darkest or most revolting situations.

Forgotten Idol [400CP] (Amnesia)

The religion that forged this idol has been swallowed into the abyss of history, but this relic has very real power. This idol can be used to make psychic contact with powerful interdimensional entities. These beings will very often be willing to strike some kind of deal for you, but there's no guarantee that their terms will be in your favor, or that they'll react gracefully to rejection.

Compound X [400CP] (Amnesia)

Compound X is highly toxic, flammable, and corrosive, particularly when exposed to intense light. It has several more esoteric effects, such as interfering with electrical devices, fusing the flesh of different species on a molecular level, and even reanimating dead flesh, or even just chunks of flesh. You receive directions to produce this compound, with or without Vitae

Brennenburg Wine [400CP] (Amnesia)

Somebody extremely powerful either owes you a favor or wants you dead. These barrels of wine originate from Castle Brennenburg itself. I'd strongly advise against imbibing it. Those who drink this wine will find their bodies agonizingly deformed beyond recognition, before resurrecting as simple-minded drones enslaved to your will. Any used or lost wine is replenished each Jump.

(86) Betel's Stone | Ring of Still Blood | Beheaded Wizard | Leechmonger's Ring | Ring of Wraiths | Thorned Ring | Small Things Amulet | Hardened Hearth | Eye of Sylvian | 99 Eyed Mask [2400CP] (Fear & Hunger: Termina)

Betel's Stone [200CP] (Fear & Hunger: Termina)

The ring of the long-gone New God Betel. The magic imbued in it is constantly leaking from the Crystal, soothing and restoring the wearer's mind, it is ideal for a magic wielder

Ring of Still Blood [200CP] (Fear & Hunger: Termina)

A ring that is said to make blood still and thus prevent bleeding. There's no way to explain this but magic.

Beheaded Wizard [200CP] (Fear & Hunger: Termina)

A dried and burned severed head. The face is forever left in a spiteful grimace. The head is not without purpose though, some kind of power in it occasionally reflects otherworldly attacks.

Leechmonger's Ring [200CP] (Fear & Hunger: Termina)

A hefty ring forged by the Hermit Mages of South who dedicated their lives to the God of the Depths Hundreds of years ago. The mages were able to infuse the ring with life-draining magic, restoring the wearer's body slightly for every blow he lands on an enemy.

Ring of Wraiths [200CP] (Fear & Hunger: Termina)

A ring with a blood diamond embedded in it. The diamond has seen so much death that life force is leaking from it, soothing and restoring the wearer's body, it is ideal for a warrior.

Thorned Ring [200CP] (Fear & Hunger: Termina)

A ring with thorns that emit a steady flow of poison to its wearer. Steady flow makes one immune to more potent toxins.

Small Things Amulet [200CP] (Fear & Hunger: Termina)

A crudely shaped amulet represents a rat deity. The peculiar thing is imbued with prayers of ratkin that grant its wearer a small boost in agility to help evade possible dangers. All rats will instinctively like and respect the bearer and may occasionally bring them shiny things as gifts.

Hardened Heart [200CP] (Fear & Hunger: Termina)

A crystallized and hardened heart that has seen its share of pain and suffering. It now offers a glimpse of the same determination its previous owner had to its new master. This item functions as a one-up, preventing one instance of death from occurring.

Eye of Sylvian [400CP] (Fear & Hunger: Termina)

Said to be an eye of the older god Sylvian herself. It will increase all magical healing effects given or received by the bearer by 69%. If somehow implanted into a living being, will greatly boost affinity with Sylvian. It is said that 3 more such artifacts exist in Prehevel at the time of the festival.

99 Eyed Mask [400CP] (Fear & Hunger: Termina)

A mysterious skull mask from a faraway continent of Vinland. The mask is said to raise one's perception to inhuman Heights. Additionally allows the wearer to see invisible beings and is much more resilient than normal bone should be.

(87) Devil Fruits [2400CP*] (One Piece)

Across these vast waters, strange fruits can be found, hidden in every nook and cranny. These strange fruits are known as Devil Fruits and once eaten, these fruits will bestow upon its eater an equally strange ability. But such power comes at a cost, a terrible curse.

Once one eats a Devil Fruit, they will possess a weakness to Seastone and shall no longer be able to swim, their very strength sapped away once submerged in water. Needless to say, in a world such as this, such a weakness is paramount to defeat. Nevertheless, one cannot deny the might a Devil Fruit eater can possess and so, it is only fitting that you have a chance to possess your own Devil Fruit. And much like how not all men are equal, not every Devil Fruit is as mighty as others. As such, the Devil Fruits available to you will be split into three tiers, depending on how useful and powerful they are.

You may purchase more than one Devil Fruit but remember that one can normally partake of only a single Devil Fruit. Ordinarily, any attempt to do so would cause the consumer’s body to tear itself to such a degree that only a little trace of their remains would be left. But, perhaps you can find a way around that. Or maybe you already have?

Now, before you make a decision, it would be wise to know a few more things about Devil Fruits. For one thing, Devils Fruits are categorized into three separate groups. Those three groups being Logia, Paramecia, and Zoan. The Logia are the rarest among Devil Fruits and they allow to transform their body into that of a natural element such as fire or smoke. Zoan fruits allow their to eater to transform into an animal such as a bull, a leopard, or even something as ancient as a dinosaur. Finally, we have the Paramecia, the most common of the Devil Fruits. The abilities a Paramecia bestows are as varied as the life within the world itself.

Devil Fruits - Tier 1 (-400CP)
All Devil Fruits are an undeniably useful boon, regardless of the powers they grant. Each fruit only grants one ability, though they are often extremely flexible in their application. You can only have one Devil Fruit power, as any more would normally kill you. Additionally, eating one of these means that you will lose access to your ability to swim. With each purchase of this, you will gain your very own Devil Fruit, albeit a weak one. Most Zoan fruits would fall under this category, as would fruits like the Smooth-Smooth Fruit, or the Kilo-Kilo Fruit.
Devil Fruits - Tier 2 (-800CP)
All Devil Fruits are good to have, their benefits wide and varied, but ones of this tier are fairly average. Most Paramecia fruits would fall under this category, as would the Ancient Zoan fruits or Logias such as the Snow-Snow fruit. You will receive one of these fruits with each purchase.
Devil Fruits - Tier 3 (-1200CP)
While all Devil Fruits are valuable assets, these are among the most powerful in all the seas. Most Logia fruits would fall under this category, as would the Mythical Zoans, and fruits like the Tremor-Tremor Fruit or the Op-Op Fruit. You will receive one of these fruits with each purchase.

(Editor's Note: I've doubled each tier's price. Mostly due to the fact of how Devil Fruit's bend and develop more based on a user's creativity, imagination, and understanding. Along with a willingness to try the ideas a user may perceive being possible for their fruit. This video here will probably explain it better, but I think it's a good idea to go off.)

(88) Sinlaire Excite | Malebranche | The Very First Woman | The Satanic Bible [2400CP] (High School DxD)

Sinlaire Excite [600CP] (High School DxD)
Hohohoho, the pride and glory of Azazel. His collection of blueprints of all the Sacred Gears he has researched over hundreds of years, as well as the artificial ones he would end up creating. Don't be mistaken, this is what amounts to a creation kit for sacred gears alongside lots of examples to draw from. However, while an utter moron could eventually make a low tier artificial SG with this, someone with an intelligence rivalling Azazel or that goes even further, could finally crack all the secrets of this system.

Malebranche [600CP] (High School DxD)
Twelve statues, the sealed relics of an old age, were made during the age of the original satans as a response to the sacred gears... It was a partial success. The Malebranche are artifacts that hold each an immensely powerful being, capable of swapping between their normal and weapon forms and capable of granting strength, abilities, and raw power to their users, even a fraction of their influence in a random devil was enough to have Sirzechs go all out. Even with their current allies and strong individuals, Hell has them sealed, afraid of the consequences of letting them roam free, especially the leader. Now they're yours. Have fun.

The Very First Woman [600CP] (High School DxD)
Don't look at me like that. See, this comatose lady here is actually one of the 'progenitors' of a race of your choice. Something like Lilith for the Devils. She's pretty much unable to wake up and quite useless unless you are planning on using her body to create more spawns. The latter which could be very fruitful, given that being a progenitor means her direct creations or

descendants are way more blessed than the average modern member of the race. If you manage to wake her up however, you will have a crazy powerful companion, someone that could have a lot of say in the politics of her race, considering her position.

The Satanic Bible [600CP] (High School DxD)

Heaven got shafted when dear ol' Lucy decided to go around and make his own fucking army of supperpowered hereticals by using Lilith. Fittingly for the father of lies, it was far from the only project he started to destroy everything. Even the Malenbranche were made in his time, as well as several other machinations that rivaled the very own bloodline powers of the original pure blood devils. This library here is a blend of notes, instructions, and unfinished projects left by that very first devil. With this you could find a way to reproduce the powers of the devil bloodlines, or their brand of magic, you could even use it to replicate the demonic artifacts lying around hell. Of course, provided you have the right materials.

(89) Sapioma | Red Communion | Angel Vessel Limbs | [000] [2600CP] (Godhusk)

Sapioma [600CP] (Godhusk)

The last of its kind, a completely non-artificial life form from another time kept alive by [GARDENER]. Sapioma is the only organism capable of producing oxygen. A seed can be taken from Sapioma, but merely touching it will end its life, the one you will receive has remained on the verge of death for centuries; but will be slightly more durable. The Sapioma's seed you can purchase can be planted into any normally suitable environment for a plant. Buying this will grant a discount for [Red Communion], and by paying an extra 200CP, you will receive a [Primordial Vessel].

Red Communion [600CP] (Godhusk)

An empty chalice of suspicious religious origins and engravings. By itself it is relatively as useful as chalice of similar specifications. However, when filled with the red liquid of the [CARDINAL CHAMBER], and drunken from, it will ascend the drinker to Angelhood. For purchasing this, the chalice will already fill with the red liquid to grant angelic divinity. But once it becomes empty, you will have to wait 365 days or exactly one year for it to refill. Purchasing this will grant a discount for the [Sapioma], and by paying an extra 200CP, you will get a [Primordial Vessel], that will be more durable than the one in game.

Angel Vessel Limbs [600CP*] (Godhusk)

A Special-type and set of Vessel Limbs. The manufacturer is lost to current Vessels, but it is theorized to have been made by the late humans and [0Bek] in the form of a contingency in the event of something gone array with one of the Angels. One purchase will give one of the five limbs, while subsequent purchases of the rest will be discounted. Collecting all five and equipped onto a suitable torso or oneself if you are a [Vessel], will be granted the status of a divine being/or an Angel. This can be used as an effigy and substitute for a divine sacrifice of any kind.

[000] [800CP] (Godhusk)

A final blessing left behind by a Mother of Light, whose last wish was to free her children from the eternal torment of mankind. Known by its proper name, "Diopetes". It is a unique weapon of daunting destruction capable of vanishing anyone who opposes its bearer and vanishes after a single use. But to be more direct in its specific usage. It is the only weapon in the setting capable of killing divine beings. And considering Angels are immune to all

forms of physical damage. The inclusion of Gods will be just as affected. In setting it will be a single use, but after the gauntlet, it can be used more than once without vanishing.

(Editor's Note: Buying both the *Sapioma* and *Red Communion* will grant you access to buying a *Primordial Vessel* from an additional *200CP*. Also buying either one first will grant a discount for the other. All three items I used to enact a process called "Soul Transposition", you can learn more from this by going to the *Godhusk* jump and reaching the source material linked at the Notes section of the Jump.)

(90) Seven Star Sword | Dyna Stones | Fantastic Orb [2600CP] (One Piece)

Seven Star Sword [400CP] (One Piece)

What a beauty this is... It is no wonder then why this sword is considered by many to be the world's most beautiful weapon, a treasure beyond so many others. With its baleful emerald glow, few could ever deny the beauty of this sword, even in the midst of the most frantic of battles. And beyond beauty, the sword itself contains power.

By draining the blood of others, the blade can strengthen itself along with its wielder. And while strengthened, the sword shall capable of healing its wielder, even fixing a broken arm in only a scant few minutes. More than that, the sword can wreathe itself in emerald flames, unleashing green fire and even solidifying it to resemble snakes.

Finally, your blade is a sentient thing, one with a mind of its own. And yet, this mind is loyal to your will and to you and those you deem worthy, its curse might as well not even exist.

Dyna Stones [1000CP] (One Piece)

Perhaps the greatest weapons the World Government has at their disposal, Dyna Stones are even said to rival the Ancient Weapons in the power. Stored within thick metal cases and suspended in a translucent purple liquid, once exposed to the air, they shall react violently, and unleash their true might. A single Dyna Stone can destroy an entire island and you get to have three! These stones will replenish monthly and who knows? Perhaps you can find a different way to use these stones beyond mere weapons.

Fantastic Orb [1200CP] (One Piece)

A round, shiny blue gem covered in moving white specks, this small orb has a truly wondrous power that few could ever match. The ability to give shape to the desires of its wielder. From turning a wasteland into a paradise fit for kings, projecting the memories of its wielders, to bringing life to one's creations, to sealing away foes and more, this orb is fantastic and mighty indeed. Using it is based on one's lifeforce and so, the mightier one is, the more they will be able to utilize this orb's capabilities. And should you not be strong enough, you could very well meet your end while using this orb for your own purposes.

(Editor's Note: I've increased the prices of *Seven Star Sword* from *200CP* to *400CP*, *Dyna Stones* from *600CP* to *1000CP* (they're comparable to nuclear bombs without the fallout), and *Fantastic Orb* from *600CP* to *1200CP*.)

(91) The Forbidden Fruit | Commandments | Armageddon in a Bottle [3000CP] (Genesis)

The Forbidden Fruit [600CP] (Genesis)

You received a really strange apple you received from that snake, you simply see it as a normal red apple (or fruit of your choice), though you find that thought vanishes from your mind. Upon showing the apple to someone they will see instead what they desire the most, of course a person that wants his dream house will not find his dream house on the palm but instead he will see a deed to the house.
For obvious reasons people will want to get their hands on it and that is where the second ability of the apple will come handy, no matter how much they are willing to sacrifice to get what they want, killing you won't be the first thing that comes to their mind. Try to use it with care, after all you only have one of it and you wouldn't want for people to start to fight over it just to realize what they are seeing isn't real though only people with extraordinary amounts of will, those capable of detecting illusions or gods will be able to tell the lie at first glance

Commandments [600CP] (Genesis)

Two book-sized stone tablets that despite being made of stone are easy to carve in. The tablets have one special property, any rule or order that's written in the stone tablets will be taken as a sacred law by your sentient creations and followers.

Armageddon in a Bottle [1800CP] (Genesis)

There may be times when degeneracy and sin prove too resistant and powerful to conventional methods of eradicating them and at that point, it's better to start from scratch than try to fix the problem. When this bottle is broken it will release a worldwide natural disaster (By default a flood, but you're free to change it to different yet equally devastation disaster) Unless the world you are using it on is sufficiently advanced or prepared enough to deal with the disaster, there's a high chance that most living things and their civilization will end up completely eradicated from the face of the earth. You get a new bottle every ten years, but they don't stack.

(Editor's Note: I've increased the price from *600CP* to *1800CP* for a similar reason to the perk, *The First Trumpet*.)

(92) Code Key [3500CP* (500CPx7)] (Digimon Data Squad)

The Code Keys, seven relics of legend; each one tied to one of the seven wavelengths of the human soul known as Sins, and by purchasing this option you have become the bearer of one of them. Those who make use of these relics transform into an image of the Demon Lord of the corresponding Sin; allowing even humans to wield an emulation of their power. However, these forms don't correspond to evolutionary stages, and neither are they strengthened by experience or hard work. Instead it is the strength of the Sin Wavelength in the user's soul corresponding to the Code Key that fuels its strength; and while a Blazing Soul might find some use from them, it's true power can only be achieved by those who fuel it with properly aligned D.N.A.; regardless of how weak their potential might be. In this sense an ill-suited user might barely be a match for one or two Champion level digimon; yet someone driven by the desperate desire for familial love might wield enough power to take on entire squadrons of Ultimate level digimon, or elite megas.
However, there's a catch. As these relics are in truth traps set by Lucemon Falldown Mode after his defeat long ago; parasites meant to trap their users in a dreamlike world while an emulation of the Demon runs amok, driven by their host's desires like a Renegade would. Even those rare few with wills strong enough to resistant that trap must struggle not to be overcome by their rampant Sin, and make themselves vulnerable to Lucemon's influence. Ensuring that they will spread havok and weaken the land, even as they gather power for

their creator's release; the only exception being their use to enhance a partner digimon being enhanced by their human partner, the nature of their digivice's link allowing the digimon to use their human's Sin to fuel the transformation without risk of rampancy. While you could attempt to collect them the hard way, and risk playing into Lucemon Falldown Mode's plot; obtaining them through here will allow you to align them to you, rather than their creator. Firstly their tie to Lucemon will be severed; preventing him from influencing you, or using your D.N.A. to free himself from his seal. Secondly, the Code Key will be better tuned to your own Sin; allowing you to wield power comparable to at least an ultimate level digimon regardless of your own Sin Wavelength, and removing the risk of rampancy. Moreover, such alignment may alter the transformation it provides, where before it might only affect the emulation's persona; allowing it to transform you into a unique digimon form that truly embodies the nature and expression of your SIN, rather than a cheap copy of an existing demon lord.

(Editor's Note: The price above is the combined price of each individual code key (of which there are seven in total), of which I increased their individual prices from *300CP* to *500CP* each. And to add more to it, if you manage to get all seven, you are given knowledge on how to perform a ritual in summoning *Lucemon: Falldown Mode*. If you have the *Data Link Digivice freebie*, you could have him as your Digimon Partner. If you don't, then you can simply have him act as a patron. Alternatively, you can be given knowledge to use each Code Key to make a Digiegg that hatches into the evolution line specific to the Sin used.)

Malevolent Estates

Mechanisms by which to Grant Properties
[53,400CP] (84 Purchases) - Perk Total: 36

(1) Your Workspace [400CP] (Adrift in the Complex)

Someone like you needs his own space to work in, and this'll help! You receive a workshop/laboratory hybrid which is stocked full of neat tools and writing materials for you to use. It's relatively small-scale, but you can use this place for pretty much any sort of experimentation.

> **The Factory:** Definitely not that Factory, but this one is pretty useful. This is a multi-story building stocked with supplies, useful followers, and a large laboratory for you to perform multiple experiments and forms of research. As the name suggests, it also has a large factory (Whether it's automated or manned is up to you) that lets you mass-produce whatever item or creation you have or come up with. Everything created in the factory is guaranteed to be of the highest quality.

(Editor's Note: The perk *Type-Black* acts as the Capstone Booster for *Your Workspace*.)

(2) Operating Table [400CP] (Elfen Lied)

A scalpel and a gun is nice, but you really need a little more than that. You need a canvas for your work. You will acquire a room in either a fully stocked laboratory from your chosen organization or an abandoned laboratory far from the eyes of others. It will have an operating table, all surgery equipment you could possibly require, metal restraints, and so forth. You will find any biological science done in this room will be twice as effective and efficient, and is designed to be difficult to escape. Post-jump, this will be attached to your Warehouse.

(3) Industrial Aquaculture [400CP] (Abara)

You are the owner of your own industrial aquaculture plant. Due to an odd legal loophole, you don't need to actually pay for ownership or maintenance. This plant produces enough fish to keep half a small city fed, or at least make a fortune for yourself. You'll still need to hire workers to run the place.

(4) Neo Body [400CP] (Deltarune)

This is an empty vessel designed to contain your soul, even if you lack such abilities normally you will always be able to transfer your spirit to this device which will grant a massive power boost. It also has a unique quirk of durability where only the strongest attacks of a given individual's power set are capable of harming it, and even then it has durability at least twice your own.

(5) Sewage Silo [400CP] (Garage: Bad Dream Adventure)

A rather large water silo filled with the sewage- named liquid inside. Refilling back once a week. However, what's special about the sewage contained in the silo is that it acts similarly

to the “primordial soup”. Pouring into a pool for example, you will quickly find aquatic lifeforms you’d find back in Yang’s psyche world to be somehow inhabiting the pool. With the chances of new species or evolved ones appearing depending on the location the sewage is around. There is even a very low chance of a similar creature to the “Suihou” appearing from it.

(6) POLARIS | Throne of Nightmares [600CP] (Children of an Elder God)

POLARIS [200CP] (Children of an Elder God)

This is a copy of the satellite NERV launched to track the activity of eldritch beings. You start each jump with this satellite already in space, and have a computer with which you can communicate with it and observe the information it gathers. In addition to spying on the Earth below through its advanced cameras, it can also sense the unique energies emitted by eldritch or alien entities, allowing you to pin down their presence anywhere in the world. That said, it does need to surpass a certain threshold to be detected; someone casting an eldritch spell isn’t going to particularly register to POLARIS, but the awakening of an Angel or similar entity would be easy to notice. It also only covers eldritch or alien activity, so something that’s completely passive, or that is contained so it can’t do anything, also won’t register. Although it’s designed to focus on a planet, you can direct it to scan outwards, which will allow it to detect incoming eldritch forces; it can’t examine the entire solar system at once, but it can scan the entire system every day or so.

Throne of Nightmares [400CP] (Children of an Elder God)

You have a grand and terrible throne. Whenever you obtain someone’s soul or dream-self, and it is unquestionably under your control—either due to an unwilling to escape, due to being bound so much that it can’t escape, or simply due to the power you can exert over it—then it will fuel the Throne of Nightmares. Every soul that fuels the Throne will enhance your powers, and you also gain access to any special abilities held by the souls you are taking advantage of. Should you ever conquer a planet, then you can use any given soul from that world as a means to connect to that world, and you will gain a small sliver of power for every sapient inhabitant of that planet… whether they’re alive, or whether you’re responsible for their deaths. It is possible for souls to be freed from the Throne; all this requires is that the soul no longer be in your control. The Throne can also be broken; it must be present in either the physical world or a dreamscape in order for you to benefit from it, so it is vulnerable to attack. Being used as fuel for the Throne is an agonizing process, but it doesn’t actually damage the soul itself; anyone used as fuel may be used eternally.

(7) Umbrella Facility [600CP] (Resident Evil 2)

To give the company credit, Umbrella certainly knows how to construct impressive structures without the wider public knowing. And now, it appears as though there’s a third secret facility within Raccoon City, one that is under your command. Not only are there numerous labs fit for running your experiments and state of the art security, but it’s stocked with a number of tools and resources to get you started, as well as a number of test subjects.

(8) Hidden Facility [600CP] (Resident Evil 4)

Los Illuminados had to perform their experiments on the las plagas somewhere, and this may be one of those secret laboratories. Hidden away, it’s filled with all of the necessary tools to start experimenting with parasites and bio-organic weapons of all kinds. In fact,

there’s even a specialized station meant to remove dangerous parasites before they fully mature in their host’s bodies.

(9) Corpse Spire [600CP] (Murder Drones)

Wow! That’s a lot of dead worker drones! Not only does this towering monument to cruelty offer you a near-unlimited supply of worker oil to drink from, it comes with your own crashed pod to hang out in including up to two completely loyal squad members who will follow your orders. They each have Disassembly Drone Physiology and Weapons as well as 800 CP of perks or items (to split between them, no discounts) from the Disassembly Drone sections, with the exception of this item.

(10) The Egg [600CP] (Tokyo Ghoul)

Dr. Kanou would never have been able to get anywhere with his experiments if he didn’t have Rize or Yoshimura to take from. Gain access to a Ghoul of extraordinary ability who's kakuhou can be implanted into others with ease. Don't fret, if you need some variety they can also be implanted with the kakuhou of other ghouls with which they could use to grow copies of to your heart's content. Gain access to the Kagune customization section to create this ghoul’s initial kagune.

(11) Personal Dungeon [600CP] (Danmachi)

A personal dungeon connected via a door inside your warehouse or any buildings you have. This dungeon is designed to test the limits and ability of those who enter it as it scales to their level and experience if they are a group the difficulty would be somewhere where the strongest would still feel threatened and the weakest can still overcome. All the monsters and traps inside of the dungeon are the weaknesses of the challenger as it is meant for the challengers to learn and overcome or eliminate their various weaknesses. Death inside this dungeon only means that you are thrown out of it and unable to challenge it for three days though the pains that you experience are real.

(12) Ka’an Ruins [600CP] (Fate: Radiance of Pangaea)

The remnants of humanity in a world where a Beast was triumphant, without ever wanting them to be harmed. Even a great civilization of warriors could ultimately only avenge themselves against that dreadful spider. Still their buildings remain and so do their bodies. You are now the inheritor of one such ruin, the Tomb of the Ka’an people. These grounds are so seeped in death that any attempt at Necromancy is considerably made more powerful and efficient, not needing any blessing of an underworld. Beyond just adding power the ruins also provide resources. Immortal warriors wielding magma weapons, bows, lances and blades alike. Their shells are empty and require a soul to be put inside of them but they are extremely durable, servants and weaponry alike having a hard time putting a dent into their armor. The immortal warriors' numbers are no fewer than a hundred thousand, making for a worthy army for any surviving king. They are eternally loyal to you, with destroyed bodies being repaired within a week. You shouldn’t need to worry too much about your skill in filling these shells with souls either. Even a novice could manage as long as they have enough spirits.

(13) S2 Engine [800CP] (Children of an Elder God)

Also called the Microfusion Engine, it was developed by NERV-America before it's unfortunate end. The prototype versions ran the risk of melting the Evangelion into a pile of goo, or of heavily irradiating the Evangelion to the point that it needs to be destroyed. Yours, fortunately, has all the kinks worked out, and is effectively an infinite source of energy. It is said to function via the manipulation of gravity, supposedly producing a field that induces fusion on any material that is introduced to it, which is contained by the microfusion engine itself. This should be impossible, because gravity isn't something you can "contain"; it's the influence of mass upon the fabric of space-time, not a particle. But it exists and it works in defiance of what local scientists understand, somehow producing enough energy to keep itself functioning no matter what is added to it as "fuel". It is likely that some alien component is involved to keep it working. As long as you have material to add, it will continue to fuse it and produce monstrous amounts of energy, enough to keep an Evangelion active. You receive a microfusion engine with your purchase, but if you possess the Eidolon item, you will also have one installed in your Eva's "stomach"; everything you eat will provide your machine with power, letting it functionally keep operating indefinitely as long as there are materials to feed upon. The microfusion engine only produces energy, and never produces waste.

(Editor's Note: I've increased the price from *400CP* to *800CP*.)

(14) Subspace Dimension [800CP] (Sailor Moon)

It is too dangerous to plot and scheme where you're vulnerable. You know what you're up against. In order to have complete security, you must stay in another dimension entirely. Thanks to your dark magic, you have a dark mini-dimension where you live and scheme in peace. This dimension jams most attempts to scry or enter it by someone who isn't your ally. Inside this dimension is a spacious castle with much luxury and elegance, although the interior can be designed up to your tastes with the mere thought of a command. This can act as a warehouse add-on or a separate place entirely. You and your companions can flee to this dimension anytime you like, and at any place in it from the outside world. With just a mere thought, your companions will have a safe haven. Tracing a path to this dimension is difficult, and this dimension is a challenge to even detect. It would in most cases take a fluke for someone to find this place.
This dimension is not a big one. It is about a large city's size. It could be perfect as the capital of an evil empire, but it's pretty dark, lit only by the lanterns that illuminate the halls of your castle. Perhaps you could build something here, but that would require magic or outside resources. But for you, the castle is at least comfy and roomy, and well-lit.

(15) Nuclear Waste Deposit | Pure Land [800CP] (Rebuild of Evangelion)

Nuclear Waste Deposit [400CP] (Rebuild of Evangelion)

While you were traveling around the world, you bumped into a hidden, underwater cave located somewhere in the ocean. What makes this cave special is that some world power decided to sneakily dispose of part of their reserve of highly radioactive waste there, consisting of around 50000 metric tons of nuclear waste emitting massive doses of radiation, which basically prevents any form of life from staying in the cave. Fortunately, this is another story if you have the **Radiosynthesis** perk or some other way to take advantage of this

material, because this will be a great boost of power for you. By default, only you will know the location of the cave, so, unless someone directly follows you or you personally inform them, it'll be impossible for others to discover it purposely or accidentally. Post-jump, the cave will appear anywhere similar in future worlds, as well as replenishing its content at the start of each jump.

Pure Land [400CP] (Rebuild of Evangelion)

The Second Impact caused consequences around the entire world, but no place on Earth was so affected as Antarctica. Thanks to the powerful Anti-AT Field and the L Barrier, the South Pole became a true "Dead Sea", with the entire region became coreified and all Lilith-based life, even down to microbial life, in the surrounding area were destroyed, becoming a alien-like land free of the taint of human sin. What you receive isn't Antarctica, but instead another land that was also purified by these extreme effects, located somewhere in the world of your choice. This pure land is a hostile being to basically any form of life based on conventional life, as the L Barrier converts them into more Core Matter, but this effect is harmless with angelic lifeforms like you due to your exotic composition. This angelic paradise is small, just 20 miles or around 32 km, ending in a set of giant, black monoliths that have the anomalous effect of containing the L Barrier, preventing it from spreading to other places, but, if you want, you can destroy the monolith to allow the paradise to spread to other lands, being able to grow to the size of a small country with little less than a decade. At the start of each jump, you can decide where exactly in the world your pure land is located, but, regardless of its location, the giant monoliths will be repaired.

(16) Basic Minions | Dark Castle [800CP] (The Ocarina of Time)

Basic Minions [200CP] (The Ocarina of Time)

Here is a well of black fire, which may as well be pure dark magic, that is added to your Warehouse in its own separate space. From this fire you can call forth the monsters of this land. Stalchildren, Moblins, Poes, Keese, Dinalfos, Bari, and so many more. You can send out many of the lesser types, swarms of Keese and Stalchildren, but the more monsters you send out and the more powerful they are the smaller the magic fire gets. A Lynel would reduce it to embers from which you cannot draw any more creatures from, until the well fills again or the monster is destroyed. The well fills every two weeks. Evil doesn't build its kingdom overnight.

Dark Castle [600CP] (The Ocarina of Time)

One thing you can say about Ganondorf, he has awesome taste in evil lairs. It's not often you see a dark foreboding castle floating over a lake of...is it lava or pure evil? It sure as hell doesn't look like lava like you see in Death Mountain. Regardless, you have your own version of an evil castle floating over questionable hot stuff, but this one is yours. Yes, it still has a basement with a black barrier and dangerous deadly trials protecting the source of that barrier. And yes, the barrier still protects the tower, but there are more rooms instead of just the one big one at the top. You live here after all, it only makes sense you have a living space to make royalty jealous. There's a dining hall with every dining related thing available in an adjacent room; like tablecloths, utensils, and plates; an enormous fully stocked kitchen that's almost its own floor with the best quality food and means to prepare it as well as an included wine cellar, a waterfall and Roman bath that may as well be your swimming pool, an ensuite with an Alaskan king sized bed and walk-in wardrobe because you are extra like that, armory and training hall that can conjure enemies to fight, workshops for crafting and storage that holds all the materials you could desire, a vault for all your treasures, a library

that's large enough to make a bibliophile weep with every published book and scroll in the world (all first editions), you have your own museum full of paintings and artifacts and trophies, greenhouses with tailored ecosystems of every useful plant imaginable, and you even have a dungeon that also doubles as the ‘guestrooms’. Everything stays clean, organized, and doesn't require any staff or ‘staff’ to maintain though you can hire or acquire them as you like. The only exception being the dungeon where you control how comfortably your ‘guests’ stay. Your grand residence can be in any old world style you want, you can even have each room in a different design, though each style will be flavored with this setting's unique touches. In future worlds, your residence will blend with more modern ideas while losing none of its old world charm gaining things like heated floors, electric lights placed tastefully, a jacuzzi to go with that Roman bath, updated steam cookers and fryers, and other little quality of life things custom made to not disrupt the design of each room. Your library, greenhouses, and storage spaces update to include the books, plants, and materials of the new world. Live decadently, Jumper. You may insert your castle into future worlds, either as part of their history or simply appearing one day, or leave it as a Warehouse attachment or place it on one of your other properties, but you must decide to do so at the start of each Jump.

(17) Cloning Chamber | Sample Reservoir [1000CP] (Rebuild of Evangelion)

Cloning Chamber [400CP] (Rebuild of Evangelion)

You’ve got in your hands a special chamber of the same model of the ones used by Gehirn and Nerv to create their clones. This tank-like chamber, big enough to even fit dozens of human beings, is filled with a nutrient-rich LCL, capable of keeping any immersed organism alive and in stasis for an indefinite period of time if needed. It’s also equipped with special machinery capable of creating entirely new beings or even modify already existing living beings utilizing any genetic samples that are added on the computer attached with the chamber. You’ll have freedom to mix the genetic data to create hybrid organisms, as the chamber can work with any traits and features as long as they’re biological, even if their respective samples aren’t organic in nature, like the Angels that are biological beings but formed of Particle-Wave Matter instead of organic matter.

Sample Reservoir [600CP] (Rebuild of Evangelion)

Regardless if you were created by Gehirn or some other third party, you managed to acquire one of their treasures, a large storage container storing genetic samples of several different species with useful traits from all over the world, as well as also containing conserved samples of practically every Angel, of important individuals to the cycle and even of the Seeds of Life themselves. Rarer samples will be fewer in number, with common animals having dozens of samples while having four or five samples of Lilith for example. Of course, the samples are limited, but they do regenerate in number yearly and the collection will grow to add new usable samples for the notable species and important beings of each future jump you visit.

(18) Innovate Clear [1000CP] (High School DxD)

This one has the ability to create an ideal world in another dimension, in a way somewhat similar way to what Annihilation Maker and Dimension Lost would seem if used together, the user can enter and create whatever they want in that pocket dimension, it can be even used

it to create perfect replicas of people and situations, making perfect predictions of how things would go if the circumstances were altered. However, anything made inside of Innovate Clear's world can only exist in that world.

(19) Little Moon [1000CP] (Elden Ring)

How curious. A smaller moon, one perhaps tenfold as large as those that Carian royalty can conjure, seems to be following you around at a respectful distance. And occasionally going off on its own, but somehow extremely hard to notice by others when it doesn't want to be even in broad daylight-and never far from you when you're looking for it. Not the great patron of Ranni, but perhaps the equivalent to it of what the Fingers are to the Erdtree. When it's light shines down upon you, your magic is greatly empowered-hails of glintstone shards raining down with the effort needed to cast one. Magics and supernatural powers associated with the moon are particularly bolstered in both raw power and complexity; if you, for example, uncontrollably turned into a feral werewolf in the moonlight this moon could help you retain your human mind during the process. Inspiration for magical studies and insight into supernatural matters of all sorts comes naturally to you naturally of all sorts-and when it's light shines down on you your luck is greatly increased too. And the magic or alien powers of your enemies are greatly weakened by its presence- and though the moon is not invulnerable, it is still a great floating ball of stone that resurrects like a Tarnished during the next full moon. Last but not least, it can also supply you with an endless flow of the frost native to the moon which it shapes as if an extension of its own will-whether conjuring a blizzard at your foes, or enchanting weapons and storing it in pots for you to use later. Or just keeping drinks cold.

Finally, through this moon you can summon and commune with the alien beings of this world through various rituals. Simply calling forth quantities of glintstone will be relatively easy. Summoning hordes of Alabaster Lords or alien beasts, a moderately taxing task aided by the moon lending you great authority among these beings. And while it is possible to summon truly potent entities that embody the stars themselves, be wary-even with the moon's support, such beings can be unpredictable and dangerous.

(20) Gravity Furnace | Structure Conversion Tower | Cloning Facility [1000CP] (Blame!)

Gravity Furnace [200CP] (Blame!)

A miniature gravity furnace based off of the same technology used by TOHA Heavy Industries, you'll find that the power output of this little beast is far beyond its size might suggest. Running standalone off of elementary particles, there's seemingly no end to the lifespan of this reactor. But such an immense amount of power is hard to control, and this not a very suitable unit to power a home for instance. Well...unless you want a home that will likely burn down. Despite the sheer amount of power it can potentially provide, it's going to take you quite some time to replicate this reactor...and really, you should focus on perfecting the containment field first, because without proper containment you'll experience massive losses to the environment.

Structure Conversion Tower [400CP] (Blame!)

Despite not being a full structure conversion tower, only about as tall as a two floor building, the internal engine in this is powerful enough to facilitate replication of entire blueprints at a respectable pace. Without any sort of blueprint, the SCT will function like a power pylon,

effectively saturating nearby electronics with necessary juice. Once a blueprint is inputted however, the SCT can “download” the finished product anywhere within its effective area, which spans nearly hundred kilometers in radius. Unfortunately, there’s no way to boost the signal strength – and the farther away from the SCT, the longer it takes to beam anything in. There have been cases where the SCT can beam in bodies along with virtualized personalities when the SCT itself is connected to a virtual domain with stored personalities. That might come in handy at some point in time.

Cloning Facility [400CP] (Blame!)

TOHA Heavy Industries has relied heavily on cloning in the past for purposes both benign and unsavoury. Though a large majority of their facilities happen to be on heavy lockdown, it wasn’t impossible to obtain the blueprints to reverse engineer the technology. Granted, we had to pull quite a few favours – but that’s beside the point.

The cloning technology is dependent on a DNA sample of any sort – but the veracity to the original product is very high so long as no form of contamination is present. The only challenge with this may be the fact that you can only clone a single individual at a time. Maybe if you had the facilities to replicate these...but then there’s the matter of gathering sufficient resources as well. Oh well, nothing useful ever came easy.

(21) Roar At The Heavens [1200CP] (Deltarune)

Dear God... it was you the whole time? You possess the power to form Dark Fountains in the Light World and with them, entirely new Dark Worlds filled with Darkners, with unique powers and personalities based upon the world outside of the Dark World. Be warned however that an overabundance of Dark Worlds can collapse the native reality of those worlds, and the denizens of the worlds you create have no reason to follow whatever agenda you may have.

> **Boosted:** Well... I guess they do have to obey you, every single Darkner in the worlds you create will be filled with an almost religious fanaticism toward you.

(Editor’s Note: The perk *LOVE!* is the *Capstone Booster* for this perk. Also I have increased the price of the perk from *600CP* to *1200CP*.)

(22) A Slice of the Dream [1200CP] (Omori (Headspace))

This kind of authority... It’s hard to come by, seeing how little sway the concept of temporal power has in Headspace. But then again, it’s hard to call this temporal power in the first place; its so fundamental the best explanation for this is that you were assigned this role by the DREAMER himself. The Vast Forest, Otherworld, Pyrefly Forest, Deep Well, Orange Oasis, or Snowglobe Mountain. You may pick one of those six, or else create a seventh realm of roughly equal splendor. You have ownership of this place, in a metaphysical sense. You won’t necessarily be recognized as a ruler, but you’ll have quite a bit of power over it regardless, in a similar manner to the roles of the guardians; maybe more, if you have the right sort of Skills. More importantly, you’ll get to take it with you if you leave. By focusing on the image of it in your mind, you can overlap your section of Headspace with an analogous location within any other world. The inhabitants of this place will ‘come along’, but they can’t leave unless you arranged another answer for them to come with you. Well, they’ll be able to leave... to other parts of Headspace; from your perspective, they’ll seem to disappear as they leave, only reappearing later, when they return. There could even occasionally be visitors from other parts of Headspace that appear and then disappear in the same

way! Of course, they'll likely think the same thing of you and any inhabiting the worlds you visit. As one more benefit, you'll have the option to change the answer to What is this place? so that you will start in the realm you own. You'll likely be spending a lot of time there after all! It's best to get situated right away.

(Editor's Note: I've increased the price from *600CP* to *1200CP*.)

(23) Shade Sanctum | The Glass Purgatory [1200CP] (Vermis)

Shade Sanctum [600CP] (Vermis)

An enormous structure. The Shade Sanctum is a merciless labyrinth full of monstrosities and deadly traps, only the creatures of the dark and the insane have wander around its nightmarish hallways. It is separated in several layers; each level reaches deeper into the underground and its darkness becomes increasingly dense to the point where not even flames can pierce through the shadows. No one has found the bottom of the labyrinth yet; it may not exist at all. You now come into ownership of the entire labyrinth and the evils and unknown that lurk it. Including all items and relics that are nestled in its many rooms across its many floors. And that is not even including all the potential secrets rooms, trials, items, and monsters that were not even covered in Vermis 1.

The Glass Purgatory [600CP] (Vermis)

The Glass Purgatory is a place divided between two worlds, floating in an eternal limbo between reality and illusion. Woe to the souls who venture into its labyrinthine halls, for they will be stripped of all that makes them themselves. You now own this labyrinth of false worlds and real corridors. The entrance takes the form of giant arched oval mirror with a frame made of decrepit skeletons. To enter the Purgatory, you must look into the mirror to see the doorway and slowly walk backwards into it without turning around. The purgatory comes with all the inhabitants from Vermis II, and all the places you visit there.

(24) A Wheel | The Boiler Room | A Place For Saving [1300CP] (Who's Lila)

A Wheel [200CP] (Who's Lila)

It's a wheel, old and worn down through time, but somehow remarkably functional all the same. From inside it, you can hear a voice - soft, but weak - that guides you sometimes, that knows things about yourself or where you've been that you might not have noticed yourself. Sometimes, it even displays awareness of other stuff that you cannot recall having encountered.

The Boiler Room [300CP] (Who's Lila)

There's a room that follows you around, a place of pipes and boilers where something awful hides. Now, wherever you go, it's somewhere nearby - you can feel when it's around and are always aware of its general location relative to yourself. The Thing inside is incredibly dangerous and will kill anything that enters, friend or foe, so long as they don't close their eyes before straying upon it. This can be used to your advantage, so long as you can lure someone in there.

A Place For Saving [800CP] (Who's Lila)

You have a place that exists outside of the narrative/plot - an oasis amidst the darkness. Almost nothing can get in that doesn't have your explicit permission and even then, they

need a special method or similar nature to yourself to find it. You're safe here, but painfully isolated from everything else.

(25) Pop Green Garden | SMILE Factory | Vegapunk Laboratory [1400CP] (One Piece)

Pop Green Garden [200CP] (One Piece)

Hailing from the forest of Greenstone found inside the Boin Archipelago, Pop Greens are very interesting plants. In truth, Pop Greens are the seeds of plants that, in response to the right stimulus, will grow in an instant, and depending on the kind, will unleash a strange and powerful effect along with the growth. And now, you have a garden of these plants attached to your Warehouse. Within this garden, the plants will always be taken care of and will always be in bloom, ensuring that you have a steady supply of such things wherever you go.

SMILE Factory [600CP] (One Piece)

With how much power the Devil Fruits can bring about, it is only natural then that there would be those seeking to replicate them. From the genius of Caesar Clown and the ever-elusive Vegapunk, mass-producible Devil Fruits have become a reality. And with this facility, you will be able to see such power for yourself. Every week, this facility will produce ten Devil Fruits, not powerful Devil Fruits, but rather those in Tier 1. Unlike SMILEs, these Devil Fruits will function as if they were ordinary Devil Fruits. No failures in this factory, that's for sure. With research and great experimentation, greater Devil Fruits will become available, even a Mythical Zoan like that of the Emperor Kaido.

Vegapunk Laboratory [600CP] (One Piece)

A hidden, back-up laboratory of the genius Vegapunk, much like the one a certain SUPER cyborg would find. The inventions and schematics found here are centuries ahead of even the modern world and come with the tools and materials required to make many of these wondrous machines. Should you do your own experiments here, they will often be much more successful, and much more potent than anticipated. Post-Jump, you can have this as either a Warehouse attachment, or you may import it into the world anywhere you want.

(Editor's Note: The eaters of the fruits made with the SMILE Factory will lose their ability to swim, even in future Jumps, unless you manually find a way to get rid of this drawback.)

(27) Minor Kingdom | A Curious Path | A Realm That Touches Everything [1600CP] (Don't Rest Your Head)

Minor Kingdom [400CP] (Don't Rest Your Head)

You have a supply of ten long needles, like the fingers of the Tacks Man himself is made out of. These things can be used to pin anything down out of someone and keep it preserved like a bug in a collector's room. You might take someone's name, heartbeat, shadow, voice, and keep it preserved until you want to use it again. Or just collect bits of interesting people, that's always an option. You must stick this into a part of someone closely symbolically connected to what you want to take from them, but curiously this won't hurt them. Unless you want it to.

A Curious Path [600CP] (Don't Rest Your Head)

When the clock is about to chime the first hour, you'll notice, no matter where you are, a little doorway that wasn't there before. Open it, before the clock ticks over, and you'll find yourself in back in the Bizarre Bazaar during the Thirteenth Hour, when the Bazaar does a roaring

business from all kinds of folk from Nightmares to locals and Awake from the rest of the Mad City. In the Bizarre Bazaar you can find all things for sale, but with a distinct slant towards the insubstantial. It's their idea of a farmer's market, with the memory of a lover's caress bound in a scrap of perfumed silk or a guide to a lost child wound up in a broken teddy bear. The coins of the Wax King are a reliable trade, but you can barter near anything you like from your precious memories to your very sanity. Gambling for goods remains a popular method for trying to gain without pay, but if the dice come up poor you can find yourself losing more than you could ever imagine. When the Thirteenth Hour ends, the stores will close and you'll have to leave again, back out where you came from with the clock just ticking over to the First Hour. All doors in the Mad City are locked tight during the Thirteenth Hour. Do not try to open them. This is your only warning.

A Realm That Touches Everything [600CP] (Don't Rest Your Head)

Do you like the curious geography of the Mad City that much? You are welcome to take it with you. This item will give you a pocket dimension that has the same spatial dynamics as the Mad City. Your realm will somehow manage to connect to the entire world at different points that only a few people could possibly access. You may choose any environment common on Earth in the 20th or 21st century for this, such as a populated city, industrial wasteland, forest, or any other you wish. The realm cannot be reliably accessed through mundane methods and can only be accessed by those who can see reality like the Awake do. However, some Sleepers still might accidentally wander in or end up in your realm somehow, and if you wish you can have them hollowed out into the same Locals found in the Mad City. This realm will retain any improvements you make to it between jumps. Including bits of lands you steal from the worlds you visit.

(28) Tree of Knowledge of Good and Evil & Tree of Life | Garden of Eden | Sheol [1800CP] (Genesis)

Tree of Knowledge of Good and Evil & Tree of Life [600CP] (Genesis)

You having this will definitely raise some eyes and a lot of unwanted attention so don't show it off too much, or at all if you want to keep a low profile. One is the tree from which the forbidden fruit grew from, the fruit that made both Adam and Eve break the taboo and be exiled from paradise.

As you probably know, the fruit from this three isn't normal, just like the name of the tree points out, whoever eats the fruit will gain both knowledge of good and evil. Creatures or beings that are pure good will gain the ability to commit acts that they know that are evil or vice versa. The Tree of life is the lesser known of the two trees, but should not be dismissed. Eating the fruit it makes, will heal and repair the body, curing all illnesses and defects the person would have, aging will still take its toll on the body unfortunately as mortal life cannot keep living forever on their limited bodies. Using the fruit of the tree of life will also prove useless on the deceased unless they had died less than a day ago, since their souls would have already departed.

Garden of Eden [600CP] (Genesis)

You have been granted access to a place that neither your ancestors nor your children would even dream of: The ancient garden of Eden is one of the most beautiful places on God's realm. It has the size of a small country and is a perfect replica of the original garden, with the exception of the tree of knowledge of life and death, which is just a normal apple tree here. The soil is always good and things you plant here grow twice faster than they would usually do. It has all kinds of animals, all docile to you and obey your commands, though you

cannot take them out of here. The garden can be accessed from your warehouse or you can choose it to appear in a remote part of the world.

Sheol [600CP] (Genesis)

A place that would give chills to the bravest demons, the most horrible place in all creation. Devoid of God's love the souls who arrived to this place can only suffer and wallow in own despair. No sounds, no lights, nothing happens in this place forsaken by God. The only way for a soul trapped there to become free is for God to pull them out. You have obtained an exact replica of this place, where your followers, those you kill and any other souls you obtain in other ways will arrive to this place by default, though you can choose just to send some souls there and can free them anytime you want.

(29) Hive | Hive Size | Labyrinth | Camouflaged Hive | Secondary Tunnels | Snares | Reinforced Resin | Sensor Impairment | Hive Guards | Climate | Nest Chamber [1800CP*] (AVP)

Hive [100CP] (AVP)

You've got a small alien hive, made of bio-organic resin webbing and organic matter sculpted by alien drones. By default, your hive has about ten chambers, at least one of which is large enough to house a Queen, plus whatever optional upgrades you buy, connected by twisting corridors. Either importing into the world or as a new attachment to your warehouse.

Hive Size [100CP*] (AVP)

Perhaps you're expecting a larger family than your small hive can house? Each purchase will double the number of rooms: one purchase gives 20 rooms, two give forty, three gives eighty, etc. Corridors joining all the chambers are free.

If you also took "Nest Chamber", each purchase increases the number of eggs by ten.

Labyrinth [100CP] (AVP)

The tunnels and corridors of your hive are particularly rambling, complex and confusing for non-xenomorphs. It may even have a significant vertical component like deep shafts or hollow spires to make it even more difficult for intruders to navigate.

Camouflaged Hive [100CP] (AVP)

From the outside, your hive looks like something else. An ordinary apartment block? A cave? A water treatment plant? A hospital? Only once visitors are already inside will they realize that something is terribly, terribly wrong with this place.

You can also take this option to combine your Hive into a structure you already own, keeping the function of both; even combining it with a starship, if you have one large enough to hold the Hive inside it.

Secondary Tunnels [100CP] (AVP)

Your hive is laced through with a network of smaller tunnels; a bit like air vents would be in a human structure. These secondary tunnels allow for rapid movement through the hive by facehuggers and drones, and are extremely hard for non-xenomorphs to move through. These tunnels also serve as escape routes or access points to the hive that are difficult for intruders to enter by.

Snares [100CP] (AVP)

Your hive's tunnels have been cunningly designed with hidden pitfalls and pools of liquid, viscous resin. Unwary or ill-prepared intruders will quickly find themselves trapped within the pits or pools of resin, easy pickings for the hive's guardians to kill or your facehuggers to infect.

Reinforced Resin [200CP] (AVP)

Thanks to chains of carbon nanotubules laced throughout the resin you secrete, your hive is much more resistant to damage, both from within and without. This applies to all structures you create with your resin, whether it's your hive or something else. As a side effect, your carapace is also a lot tougher than the average bug.

Sensor Impairment [200CP] (AVP)

Motion trackers, rangefinding sensors and bio-masks have a much harder time establishing accurate locks on the xenomorphs within your hive, as though the material of the hive was somehow interfering with them. Likewise, communications devices will start playing up; just a bit of static at first, until they lose signal entirely.

Hive Guards [200CP*] (AVP)

Your hive comes with a set of guardians; several fully-grown drones whose sole duty is to remain motionless and undetectable until they sense intruders, then strike. Each additional purchase improves the quality and number of the defenders.

Climate [200CP] (AVP)

Your hive retains its internal temperature and atmosphere no matter where it is imported and placed. The entrances to your hive are sealed with sphincter or trapdoor like "hatches" or "airlocks" so that it can even be placed in a zero-atmosphere environment. The organic material of the hive itself seems to slowly replenish any lost air and moisture.

Nest Chamber [400CP] (AVP)

This nesting chamber contains ten xenomorph eggs, lying dormant. The eggs do not react to you or your companions in human form, unless you deliberately rouse them. Once the facehuggers that hatch from these eggs are expired, a new egg will appear in the chamber.

(30) Memorial Scape | Preservation Tanks | Garage Machine [2000CP] (Garage: Bad Dream Adventure)

Memorial Scape [600CP] (Garage: Bad Dream Adventure)

Once "Yan" had reached the exit of the world. Yang would later after getting out of Garage, would return to the same old meadow they once went to as kids, playing Lou's favorite melody and the wind gently blew by dry tall grass and bird flew across the grew cloudy sky. You now have your own calm mental space that you can project yourself into mentally. Though with Ego present outside of Garage, it could be possible to project this mindscape into the real-world.

Preservation Tanks [600CP] (Garage: Bad Dream Adventure)

Whether it was "Yang" who wished to preserve the Shadows of the Female Robots he used as a front for his Milky fuel station, or "Shen" who wished for the four shadows to keep living. You now own a few preservation tanks made specifically for psychological/mental beings who would cease due to being inherently connected to something or someone. Allowing them to continue living if this connection is severed or they were coming close to death through natural means. These tanks also possess a special property that enables their transfer to the real world with beings still in them.

Garage Machine [800CP] (Garage: Bad Dream Adventure)

Imagination and innovation are born not in a clean room, but in a chaotic garage. The experimental psychological-therapy machine, while most may feel uncomfortable having to talk their feelings out to a therapist, what if there was a way to work through your trauma and emotions on your own. No therapist, no real third-party intervention of any kind. Just you, thrown into a world of your own psychological making. You now own the Garage Machine

itself. It's fitted only for one person, but if you have the [Licensed Therapy Engineer] perk, I'm sure you could improve upon it even more. Anyways upon situating a subject, Garage will begin copying the entirety of their psyche and begin generating an entire world-based on that person. But while it's said that no third parties can access the subject's mind or world, there are two special helmets connected to Garage that will allow proper access and insert themselves into the subject's Garage world.

(31) Arrow Cross House | Rhinoceros Beetle [2400CP] (Jorge Joestar)

Arrow Cross House [1200CP] (Jorge Joestar)

An Independent Stand that has decided you'd make a fantastic friend and ally, it takes the form of a very large house with windows and entrances on every side. A particularly strange layout is inside but otherwise, at first, the house seems to be nothing more than a nice home with a resident spirit. In actuality, it has three main abilities. The first, is that the Stand is able to control the house as it wills, shuffling around rooms or even make the house roll around at high speeds to move it. Second, the Stand can place other people underneath the house, where they will count as being frozen in time and outside of space until retrieved, though this can be resisted by the unwilling. Finally and most impressively, a latch exists in the central room of the home which leads into a confusing inner house formed of countless space warping rooms. While this dimensional house tesseract is interesting, the most powerful use of it is that when one drops down the latch, they will fall down another latch beneath them and continue to fall. Speed will gather more and more until, impossibly, the falling person begins moving so fast that they travel through time. Unlike the original, this Arrow Cross House has gained enough control to send you to any time that you wish, though it will not follow along with you immediately. If you wait around a few days, the house will trundle up to you, even in another time entirely. Despite the awareness of the Stand, who you may decide the appearance and personality of, they do not count as a companion unless you desire to import them, upon which they will permanently count as one.

Rhinoceros Beetle [1200CP] (Jorge Joestar)

What in god's name is that!? Is that a town walking on bug legs? A whole town?! Better believe your eyes because that really is an entire town of several thousand people and a lot of space that just sprouted 6 legs and walked over here. It's yours now too, whatever consciousness drives the moving town seems to follow your orders, as do the people still in the town. It's a gigantic being and a nigh unbreakable force field surrounds the town on top, it'd take a falling meteor to break through it. The town is also able to move at supersonic speeds with its bug legs, yet doesn't seem to transfer the effects of that speed to its surroundings or the people on its back, allowing for a smooth and destruction free ride. You're able to freely open the force field to any degree you wish, so this 'Rhinoceros Beetle' island makes for a fantastic mobile base once you've done some renovations. If you're willing to shell out quite a bit more, 400CP more to be exact, you're able to go a lot bigger. Instead of just a large town, you'll get a Rhinoceros Beetle island the size of the United Kingdom, complete with a similar level of population, civilisation and technology. With a moving, supersonic country at your fingertips, there's not really any mundane person that could stop you in these worlds.

The Rhinoceros Beetle will appear in future worlds, pretending to be an ordinary island until you call for it to move and while its original residents will carry over, none of them may become companions and you cannot use it to transport non-natives from one jump to another. It can however hold your inactive companions for you.

(32) MBYO Shell | ADAM2 | Hemera-12 [2800CP] (Godhusk)

MBYO Shell [400CP] (Godhusk)

Original found and bought from the [ORACLE] at [GHULK]. This voluminous body formed by 5 pieces when worn together makes the wearer immune to all kinds of chemical damage. However, it possesses the lowest mobility of all wearable bodies due to its weight.

ADAM2 [400CP] (Godhusk)

An obsolete relic of transportation used commonly to travel through [OUTER CRUST] back when it was habitable. It can climb vertical surfaces and even attack with a powerful bite. Explodes if it receives too much damage but will alert the driver before it does so.

Hemera-12 [2000CP] (Godhusk)

God's Eye, the Light of Hope. The massive satellite that illuminates the surface of the planet and provides warmth. The lack of maintenance has caused it to emit an excessive amount of heat, partially melting the world's surface and making it uninhabitable for most vessels. You are now in ownership of your very own [HEMERA-12]. Locked in the exosphere of whatever world or planet you are in, or simply in a suitable location of placement. While in the Jump you will instead assume control of the [HEMERA-12] there, but once the gauntlet is complete, you will receive a copy of the massive satellite in its best condition before the lack of maintenance that caused the original to degrade.

(Editor's Note: I've increased the price of the *Hemera-12* item perk from *1200CP* to *2000CP*.)

(26) Solar Sojourn | Malla's Meteor [2800CP] (Fate: Radiance of Pangaea)

Solar Sojourn [1200CP] (Fate: Radiance of Pangaea)

Who could have imagined a sun within the very planet itself? Supporting life in Mictlan, this paradise within the earth simply wouldn't be possible without it. You are now the proud owner of your very own artificial sun, illuminating anything you desire with its light. You can control its movement with a pristine rock, making it follow you or even self-destruct. Doing that destroys the sun until the next Jump. Furthermore your sun needs periods of rest, which you can provide it in the temple that is included in this Item.

Malla's Meteor [1600CP] (Fate: Radiance of Pangaea)

Serving as the foundation and guiding principle of this world, the divine filament may be microscopic in size but the change they can bring about is nothing short of enormous. You have your own version of the same Meteor that brought them, though a far weaker variant. The remnants of aliens that long since breathed their last. Still they seem to be willing to cooperate with you. The bacteria are capable of a variety of things, fusing symbiotically with plants and sentient life and able to enhance them. They can not bring about the many miracles the Malla of this world has done, at most a weaker equivalent once per Jump. They can not elevate someone into godhood but perhaps make them a Demigod. They can not recreate Mictlan but perhaps forge a subterranean city. This will be a major use of their power, after which they must rest for the remainder of the Jump. Beyond that however they can still assist in subtle ways, like enhancing yours and others cognition and allow you to communicate with beings by quickly analyzing foreign languages and cognitive standards and covering everything in a sort of automatic translation device.

(Editor's Note: I've increased the price of *Malla's Meteor* from *400CP* to *1600CP*. And *Solar Sojourn* from *600CP* to *1200CP*.)

(33) Monolith | Tesseract | Angel-Sealing Hex Pillars | Automated Evangelion Factory | Chronostatic Sphere [2900CP] (Rebuild of Evangelion)

Monolith [100CP] (Rebuild of Evangelion)

In previous worlds, the members of Seele used monoliths to communicate, representing them in their remote meetings among themselves and with their subordinates, but the importance of these monoliths is greater in this world. Currently, the members of Seele were lifeforms, not necessarily humans, gifted with the Fruit of Knowledge who altered the shape of their souls as a way to live indefinitely, that is, they abandoned their former bodies and transferred their souls and consciousness to their monoliths, which utilizes some of sort of technology that utilizes core matter as its basis. Even if you're still a human, you still receive a monolith made specifically for you, one marked with your title of SEELE 08. You'll be able to connect with the monolith to speak through it by using any computer you have access to. Unlike the other seven monoliths, yours has its own power source, so it doesn't need to be connected to an external energy system to stay working. While you will still retain your human body, your own monolith still can be used as a vessel to souls and similar contents, due to also being made of core technology.

Tesseract [400CP] (Rebuild of Evangelion)

The Tesseract is the prison developed by Nerv to hold Unit-01 in the case of its pseudo-evolution, but, as we know, it proved to be a failure, as the Eva was able to escape from it by itself. You, on the other side, managed to develop your own Tesseract, as a more successful version compared to the original. The Tesseract is a cross-shaped, coffin-like structure, made specifically to contain a single powerful entity like an Evangelions and even an Angel with some luck. In addition to being resistant enough to endure several N2 bombs, it also has a defense system in the form of a swarm of drone Evangelion units of the same models of the Mark.04A and Mark.04B specifically programmed to protect it from any threat. Unlike the original, your Tesseract comes with a few extra features, like internal mechanisms capable of better restraining the sealed entity and keeping it in stasis for an undefined period of time, as well as two defensive artificial AT Fields, an external one to protect the coffin from attacks and an internal one to hold the prisoner in the case of it awakening from the stasis. Theoretically, even a being like the Tenth Angel could be properly sealed there if you manage to restrain for enough time to be able to seal them adequately, but something like a Seed of Life is already too powerful to be sealed for a long time. Your Tesseract and its guardian drones are powered by a N2 Reactor by default, but it can also drain the energy of the sealed entity for extra power. If destroyed or somehow lost, you'll receive a new Tesseract at the start of the next jump.

Angel-Sealing Hex Pillars [600CP] (Rebuild of Evangelion)

This world's version of Nerv appears to be more well prepared to lead with Angels than its other interactions, mainly thanks to the developments of the Angel-Sealing Hex Pillars and derived technologies. The pillars are devices which use special square glyphs (named Angel-Sealing Hexes) to control, suppress and even seal Angels and their contamination, including the Ninth Angel's infection and the coreification caused by the L Barrier. These

dark pillars can have different sizes, varying from a few centimeters to hundreds of meters tall, with bigger pillars having a larger area of effect and increased potency, but even a small device is powerful enough to prevent the development of a half-Angel like Asuka with direct contact. You receive a set of ten giant pillars, capable of cleansing an entire city like Paris from coreification when activated together or greatly suppressing an Angel like Sachiel, as well as the blueprints to make the different models of pillars and a special manual explaining the usage of the Angel-Sealing Hexes, allowing you to learn how to infuse their effects on other technologies. With enough time and effort, it's possible for you to discover how to modify the glyphs to make them able to affect other kinds of spiritual/magic-based beings other than only Angels. Lastly, if lost or destroyed, you'll receive new pillars in the next year to replace the lost ones.

Automated Evangelion Factory [600CP] (Rebuild of Evangelion)

You were granted the control of one of Seele's automated factories that will be responsible for mass producing Evangelion units of the Mark series in years past the Third Impact. The factory is a gigantic complex with a size similar to Nerv HQ, equipped with several womb-like chambers to grow Evangelion bodies, as well as also having various Failures of Infinity stored, and a production line controlled by an AI that requires minimum human intervention to control its many large facilities, as well as counting with a few modified Evangelions piloted by the Dummy System to work there and serve as guards, like many-eyed units responsible by inspecting the factory and large many-armed units to assemble other units for example. Additionally, if you also have the **Cloning Chamber** item, the factory will also have their own set of twenty chambers already prepared to produce several Advanced Ayanami clones that can be trained to be workers, pilots or whatever role you have for them. Your factory will follow you along your Chain, appearing somewhere of your choice in future settings, and any of its resources will be replenished monthly.

Chronostatic Sphere [1200CP] (Rebuild of Evangelion)

The original Chronostatic Sphere, a region of space-time where time is so slow to the point it's the nearest it can physically reach and being almost an absolute stasis, is the "egg" generated by Lilith everytime the Instrumentality fails and used to transport her to the next world. While investigating some of Seele's lost relics and treasures, you've found a lost Chronostatic Sphere sealed deep in one of their secret bases, but it definitely shouldn't be here, because Lilith is already free from her "egg" and currently located on the Terminal Dogma. After some investigation, you discover that there is something sealed inside this sphere, a third, inactive Seed of Life, one outside of the main set of seven Seeds created directly by the First Ancestral Race, so completely unrelated to the problems of Adam and Lilith, which was born through mitosis of another Seed of Life that was able to fulfill its goal of spreading life on their planet. Once released, this Seed of Life will awaken and peacefully start spreading some random form of life (sometimes it'll be angelic lifeforms, sometimes it'll be organic lifeforms, sometimes it'll Lilin-like lifeforms, sometimes it'll be machine lifeforms, among many other different kinds of lifeforms) on the planet it's currently in, without needing to reset all life before doing this unless threatened, which would result in the Seed deciding to actually trigger an Impact to ensure the survival of its progeny and to terraform the planet if needed. This Seed of Life is mostly loyal to you and will never do any harm to you or your Companions, but doesn't expect it to follow many of your orders as it's just interested in spreading life and terraforming planets. The main limitation is that it can only do this once a decade (or once a jump), so, after spreading life, it'll usually teleport back to your Warehouse if possible and return to its Chronostatic Sphere, unless you order it to stay around.

(Editor's Note: I've increased the price of Chronostatic Sphere from *600CP* to *1200CP*.)

(34) Kindergarten Machine | Homeworld Colony [2900CP] (Steven Universe)

Kindergarten Machine [400CP] (Steven Universe)

This hulking, virus-like machine is one of the very same kind you can find in the Earth's Kindergarden, and it functions like any other- It drills into the ground, plants a gemstone "seed" that you provide, which then sucks out the minerals in the ground and turns them into a fully-fledged Gem, with all the powers and weaknesses that entails. Of course, their personality, abilities and caste are determined by the gem you put in the ground- All Rubies are the same, so on and so forth.

Normally, this process takes hundreds (if not thousands) of years, but this particular machine seems to be able to shorten that to just a year. It should be noted that more powerful gems take more resources out of the earth, and were you to put a unique kind of gem in the ground, then it would be on an even power level with someone like Rose Quartz. Using Diamonds will yield a similar result- It seems this machine cannot create Diamond-Caste gems. Additionally, the accelerated growth of gems planted by this machine appears to be a unique quality of this particular one. Attempting to reverse engineer it will provide machines that serve the same purpose, but they'll take the intended amount of time (ie: longer than you have).

Homeworld Colony [2500CP] (Steven Universe)

You gain a colony of homeworld that is populated with gems of all castes. The planet is roughly the size of earth. Look of the planet and distribution of gem classes is up to you.

(Editor's Note: I've increased the price of *Homeworld Colony* from *600CP* to *2500CP*.)

(35) A Cocoon of You | Research and Fashion Laboratory | REVOCS Corporation | Reweaving Machine | A Covered Planet [4700CP] (Kill la Kill)

A Cocoon of You [100CP] (Kill la Kill)

An additional small building's worth of your Life Fibers that you may use however you want to: weave COVERS, Kamuis like Junketsu, and even Shinras like Koketsu, form artificial wombs to grow Life Fiber Hybrids like Nui in, or just disperse across the world to mentally refit people of interest. This Item is the same as your Couture Corner build, and replenishes to full every Jump.

Research and Fashion Laboratory [400CP] (Kill la Kill)

A place fit for all your research and clothes-making needs, this is a Warehouse Attachment laboratory that alternatively can be Imported to a place you own in the real world. Full of top-quality machinery and computers, it self-upgrades in further Jumps to possess the best of the locally available textile research and development capacities!

REVOCS Corporation [600CP] (Kill la Kill)

A company that you own and can put anywhere in the next Jumps at no cost, it hosts a fashion company's worth of Followers. It will provide you with a hefty revenue befitting of a world's Top-10 corporation and also can assist you with more shady things you might want. As an added bonus at least some people here happen to know all about using your

Research and Fashion Lab as well, they can sew top quality Life Fiber creations and even help you figure out how to enhance your works with new materials found in later Jumps. They won't be making any new innovations all by themselves, but, if you need a production line or folks to bounce ideas off, they'll come in handy.

Reweaving Machine [600CP] (Kill la Kill)

This complex set of machinery comes with a supply of Life Fibers that's easily enough to rebuild even a torn up 3-Star Goku Uniform if needed, that'll refill once a month... but that's not the main use of this set of items. It's also perfectly equipped to sew and restitch you for increasing your power, adding new weapons and reinforcing armor as needed so long as it's used by a skilled Couturier... and, as an added benefit, this machinery comes with a detailed instruction manual that could turn someone into that kind of skilled Couturier if they read it properly!

A Covered Planet [3000CP] (Kill la Kill)

Huh, it seems that you have already won. This non-Earth planet is completely covered by your fibers and ready to detonate and propagate your offspring across the cosmos. Or do you have another idea how to use it?

(Editor's Note: I've increased the price of *A Covered Planet* from *600CP* to *3000CP*.)

(36) Metal Cages | Wicked Throne | Apathetic Farm | Mountain Glenn | Nightmare Realm | Grimm Lake | Flying Whale | Shattered Moon | Remnant [7800CP] (RWBY: Creatures of Grimm)

Metal Cages [100CP] (RWBY: Creatures of Grimm)

It is well known that the Creatures of Grimm do not take kindly to imprisonment, quickly dying in captivity within just a day or two. Still, there are uses for them, which I'm sure you'll soon make use of. These ten cages were built to hold something with the strength of an Ursa, though they can easily be turned towards holding those who had designed such devices.

Wicked Throne [100CP] (RWBY: Creatures of Grimm)

An obsidian throne, meant to invoke the feeling of dark authority and dread, as well as being surprisingly comfortable. When you sit upon this throne, you will appear more imposing and fearsome to those who gaze upon your form, an effect that lasts up to a day. It can also allow you to, when placed within a structure, allow your voice to be projected all throughout the building, as well as a bit further beyond.

Apathetic Farm [200CP] (RWBY: Creatures of Grimm)

Man always seems to think that they can triumph over your kind, even use you to their advantage, such as with this example. A mundane looking farm, fully furnished and with a plentiful harvest without any effort on your part. Within the catacombs beneath it, however, is a pack of Apathy whose presence drains away the willpower and motivation of any unwanted visitors or guests of your choosing, to the point where they don't even feel like moving, starving themselves to death in their own beds out of sheer indifference.

Mountain Glenn [600CP] (RWBY: Creatures of Grimm)

The largest tomb in all of Sanus, and a humbling reminder of the hubris of humanity, meant to be an extension of Vale. This mountain is absolutely crawling with long decayed corpses and the Creatures of Grimm, from the ruined city above to the deep, winding tunnels that riddle it. Filled with all manner of hidden nooks and crannies, it's the perfect place to hide

away, especially considering that the Grimm will never harm you or yours, turning their ire towards only intruders and your enemies.

Nightmare Realm [600CP] (RWBY: Creatures of Grimm)

A run in with a Nightmare Grimm has given you something quite special, that being your very own dreamscape, a mental landscape that is shaped by your mind and experiences. Yours is different from those typically created by the Nightmare Grimm, instead offering a safe haven for when you slumber. Not only does it protect your dreaming mind from invasions, but you can train any mental skills or talents far faster than normal within this realm as you sleep, and wake up in the morning refreshed and more deadly than before.

Grimm Lake [800CP] (RWBY: Creatures of Grimm)

Grimm are not born as other creatures are, but instead spawned from pools of black tar created by the God of Darkness long before this world was ever known as Remnant. You now claim ownership of one of these dark pools, a massive lake from which the Creatures of Grimm will emerge from forevermore. You are in full command of what emerges from this lake, from standard Beowolves to winged Beringel to titans like Monstra, though the larger and more powerful they are the longer it will take to emerge. You can even halt its production all together, if you don't wish to flood the world in darkness.

Flying Whale [1000CP] (RWBY: Creatures of Grimm)

An utterly massive beast, one that could block out the sun, its size could only be comparable to entire cities. This creature, bizarre as it may be, can be used as a mobile base of operations, filled with rooms and prisons, even landing platforms for any airships. It is completely loyal to you, flying anywhere you direct it. Should you wish, you could even attach any property to this beast, so long as it can fit inside, though that shouldn't be much of an issue.

Shattered Moon [1400CP] (RWBY: Creatures of Grimm)

High above the sky lies the moon, a broken remnant of what it once was, not that there are many here able to imagine it not shattered. Should you never wish to part from such a sight, you are free to take this alongside you on your journeys. When the Brothers left long ago, the God of Darkness shattered the moon, imbuing numerous chunks with his essence, similar in nature to Dust, though these dark crystals possess their own unique properties. You may harvest as much of this as you are able, for it will replenish monthly. Do not fear the broken shards of this falling to the planet, though, as it will hold itself relatively together for as long as it is under your control.

Remnant [3000CP] (RWBY: Creatures of Grimm)

If you are hesitant to part from this world, yet desire to continue on to other places, there is a way. The entire planet of Remnant may be taken with you, though it will obviously come at a high cost. Still, it may prove worth it, as not only do you receive a barren version of the planet, devoid of all intelligent life, but all of the resources you harvest will replenish after a year. This includes the substance known as Dust, which can be used to cause elemental effects and can be used outside of the atmosphere, unlike normal. Additionally, you can decide if this version of Remnant is inhabited by the Creatures of Grimm or not. You will not abandon this world like those who created it.

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Freebies

An Index of Free Options (44 Freebies)
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(1) The Deleted (Adrift in the Complex)

You are not a normal sort of entity, even when talking about the Backrooms. You were deleted at some point by a force beyond your comprehension, but the memory of you has brought you back into a semblance. Most of your kind would be some gestalt consciousness with no true identity, formed from the detritus of deleted narratives. You got lucky, as the majority of your original data has survived. Unike your “fellow” semblance(s), you’ll still need to do normal things like eat and sleep, but this does come with a whole host of other abilities, and you “dying” is trickier than normal..
You will be able to customize your Semblance in the Formatting section of this document. After this Jump, it will become an Alt-Form.

(2) Any% Speedrun (Ajin Demi-Human)

Regardless of your constitution, you’ll find suicide and self-harm unnaturally easy. Even with muscles strong as steel, or the ability to survive decapitation, you’ll be able to slice through your limbs like clay, and end your life as easily as any normal human, if you choose to. Of note, this doesn’t do anything about the pain caused by these acts, and be mindful of how you use this if you’re unable to get back up after dying.

(3) Speak Not the Name | Certainty of Existence | Dream Training | Dream Walking | AT-Field (Children of an Elder God)

Speak Not the Name (Children of an Elder God)

There is knowledge that is inherently dangerous to know; you may bring some snippets of knowledge of the Cthulhu Mythos with you into this world. And simply by reading this document, you’ve been exposed to several names that are (or will become) dangerous to know—Y’golonac, Rei Ayanami, Yui Ikari. Simply thinking their names—or indeed, any alternate name they may go by—opens you up such that they might possess you for a time (although titles are safe, such as Y’golonac being known as “The Violator”).

Fortunately, this document isn’t any sort of trap. You are utterly protected from being harmed or malignly affected by any knowledge you possess or acquire, or from thinking about that knowledge. Now, you can still be harmed by sharing knowledge, or by what you say. There is some knowledge that your mind simply cannot comprehend, and may harm itself in the process of trying. And this does nothing to protect you from sensory input or psychic attacks, and there remains that which will be dangerous in the process of learning. But simply having or thinking about information does not put you at risk. Finally, you will never say anything while unconscious that you would not say while awake. Don’t worry about sleep-talking the name of the Violator.

Certainty of Existence (Children of an Elder God)

If Nyarlathotep is to be believed, then individuality is an illusion; once you see the highest level of reality, you can see that all things and all beings are just components of Azathoth, separated to play out a story without narrative or plot, all for the purposes of entertaining a blind idiot god who doesn't even realize what he's doing. But if that's the case, then what are you? Are you the only genuinely separate non-Azathoth entity that exists? Do you become a component of Azathoth while you're here? And if you are a piece of Azathoth, what happens when you "die", since you technically would still exist as a part of the Daemon Sultan? What happens to your Chain? And what happens when you leave?

Dream Training (Children of an Elder God)

The vast majority of dreams do not take place the Dreamlands; they occur in that nebulous realm between the waking world and the Dreamlands itself, and are fluid and subject to change. However, dreaming in such a fashion also leaves you vulnerable to a host of dangers that can affect you in your dreams. Learning how to send your mind all the way to the Dreamlands can help protect you from these attacks; it is not absolute, but it does allow you ways to defend yourself that you would otherwise lack, and allows you to know when you are in a dream or not. This training comes in many forms, but is always a challenge. For some, they descend into a pit of darkness in their dreams, and must make their way to the bottom. For some, they must climb a mountain. Others must find the 99 steps of dream from the Cavern of Eternal Flame, some swim across a river of piranhas, and yet others fight an initially-unstoppable beast or enemy. Sometimes this is a challenge that must be overcome, and sometimes it is simply a matter of enduring hardship until you reach the end. There are magic rituals to hasten this process. And… some people are just lucky, and are naturally capable of going to the Dreamlands in their sleep. But once you've intentionally traveled into the Dreamlands once, it is simple to continue to do so.

Dream Walking (Children of an Elder God)

When you are dreaming—but not in the Dreamlands—you can step out of your dreams to visit the dreams of other people. Dreamers that are near to your location in the physical world are closer to you as you search through dreams, and you gain a vague awareness of the contents of a dream and who the dreamer is before you enter it. An emotional connection also helps you find someone faster, and if you've been to their dream before, finding it again is a rapid process as long as they aren't on the other side of the world. When you do enter the dream, you are not subject to the dream's logic, nor to any sort of "lucid dream" effect.

AT-Field (Children of an Elder God)

What is the AT-Field? It's not what it is in Neon Genesis Evangelion, that's for sure. The AT-Field is something produced by Evangelions and Angels, and eventually by the Children (and presumably the Elder Gods). Most the powers present here are merely accomplished through specialized manipulations of the AT-Field, although they aren't possible to merely "learn". Rather, the capacity to use the AT-Field in a specific way is something innate (or something stolen). Still, there a few features of the AT-Field that are (mostly) universal. The AT-Field produces a barrier that can, technically, be pierced by conventional weaponry, but it takes incredible force; it took Unit00, Unit01, and Unit02 working together to contain the blast of an N2 mine (although this was at the beginning of their Angel-slaying careers), while a single mine was enough to severely damage Matriel. The AT-Field can also be wrapped around weaponry or your body, which can be used to try to force your way through an opposing AT-Field; you can also directly press your AT-Field against the AT-Field of another in an attempt to overwhelm them, allowing you to injure the enemy directly. Items can also be imbued with an AT-Field, as see when Salgiel turned an (extraordinarily large) spear-like

tree into something capable of piercing through an Evangelion. You can even use your AT-Field inside of your own body, using it to “flush out” foreign influences such as poison, parasites, or eldritch infections. Angels, when directly exposed to a foreign AT-Field, such as that of an Evangelion, will start to turn grey, and begin to deteriorate as the AT-Field is pressed against them. This does, however, take some time to completely dissolve them. It’s best to immobilize them or surround them so they can’t escape. With training, an AT-Field can have its form manipulated in a variety of ways, from forming a blade to creating a basketball. Because almost all of these effects are the result of specialized AT-Field usage, they can be defended against with an AT-Field (or, in other settings, by sufficiently eldritch powers).

(Editor’s Note: *Certainty of Existence*, *Dream Training*, and *Dream Walking* all have additional paragraphs about their effects in their original Jump.)

(4) Falna (Danmachi)

The blessings of a god or goddess are given to you. Your abilities, as well as any skills you develop, are portrayed upon your back and your God/Goddess can update them for you. Each level up potentially allows you to gain a developmental ability and gain skills every time you gain a new greater goal, realization, enlightenment or conviction allowing you to potentially gain new skills based on those.
For 300cp would upgrade the Falna that you received that guarantees that you would gain a developmental ability and skill every time you level up and after this jump the perks, abilities and skills that you gained from the past to the future would be translated and displayed into a skill, magic and developmental ability that you can improve along with the Falna automatically updates periodically. You can also view your Falna in your mind or let others see your back to view your status along with it automatically integrates any existing System that you have access to all of the advantages and discarding as many weaknesses and drawbacks as possible.
The one that would give you the Falna is the God/Goddess of the Familia that you choose in the Familia Section and if you are a God/Goddess you can give yourself a Falna even if it's not possible in canon or the companion that took the God/Goddess Origin. After this jump you are given an option on either retaining this System or not and if you choose to abandon this System all the developmental ability, magic and skills that you have would become a perk allowing you to use them without the assistance of the Falna.

(5) D.N.A. Charge | Kin Sense | Data Link Digivice (Digimon Data Squad)

D.N.A. Charge (Digimon Data Squad)

Within the heart of every human lays a secret power capable of piercing the heavens! However, for most this power goes unnoticed, and even among those who awaken to it; their potential is hardly worth boasting about. Thankfully, you seem to be an exception to the rule. Not only can you consciously evoke the blaze of your D.N.A. at will, but it’s potent enough to allow a digimon to reach Ultimate Level should you have a means to channel it, such as a digivice.

Kin Sense (Digimon Data Squad)

They say you only notice something once it's missing, and that certainly holds true for Digimon. While outside of their native world they posses the extraordinary sense to detect the presence of other digital lifeforms, their relative strength compared to them, and whether they're actively using their powers. At first this is little more than a "Hot to Cold" kind of feeling; but with practice and experience can be refined to extract more detailed information, and even be used within the digital world itself.

Data Link Digivice (Digimon Data Squad)

A miracle of science representing the hope of humans and digimon living together. This astounding device allows a human to safely focus and channel the power of their D.N.A. into a compatible partner digimon, while eliminating the risk of inducing madness outside of extreme circumstances. This process allows a digimon to digivolve; temporarily achieving its next evolutionary stage, healing their injuries, and restoring their vitality! Bearing a color pallet of white and the color of your D.N.A., these can handle up to a Full Charge of it's system; sufficient to allow a digimon to reach Ultimate level so long as their partner had sufficiently potent D.N.A. to fuel the transformation. It can even store a digimon partner within, allowing them to always be by your side; and while they can't use most of their powers from within, they can still communicate with you and employ their own extraordinary senses to aid you.

(6) Awake | Disciplined | Exhaustion Talent | Madness Talent | Fight or Flight (Don't Rest Your Head)

Awake (Don't Rest Your Head)

You are one of the Awake now, the veil that protects the Sleepers from the Nightmares has been lifted for you. You permanently no longer need to sleep. Supernatural effects such as abusing Exhaustion may still make you sleep, and if you do sleep you will be impossible to wake for a random number of days (at least one, not more than seven), lose your Madness and Exhaustion talents, as well as most of your Discipline until you force yourself to stay awake for a number of days equal to the number you slept. Then this perk will reactivate again, and you will be one of the Awake once more.

Disciplined (Don't Rest Your Head)

All Awake function at least as competently as peak of human ability at every moment, represented by your Discipline, or the almost supernatural competence at performing every task you gain simply by keeping your head together and focused on your goal. Gaining Permanent Madness involves converting your Discipline into Madness, so you're only going to remain skilled at everything as long as you keep your head together. Unlike the Talents in this section, Discipline is genuinely risk-free, and you need not worry about bad things happening solely because you relied on your Discipline. It is likely the only lifeline you've got in this hell and you better keep it close.

Exhaustion Talent (Don't Rest Your Head)

Your Exhaustion talent is something you're good at that gets taken up to frankly superhuman levels. You have a lot of leeway in deciding what your Exhaustion talent is, but it should fundamentally be something mundane you take up to inhuman levels. If you were a good runner, through Exhaustion you'll be capable of matching a professional race car, or perhaps if you were a shooter you could curve bullets in physically impossible ways, and if you were a gambler your Exhaustion talent might swing your luck so hard you could win nearly any game of chance without effort. However, all Exhaustion talents come with the risk (and requirement, for the most powerful uses) of tiring you out significantly, leading to you

progressively getting more and more exhausted until you can catch a lengthy break or worse, crash, suddenly falling asleep for days, up to a week at a time before waking up lacking all your talents and incapable of seeing the Nightmares. And being a magnet for every nearby Nightmare. Merely dying is considered a nicer fate than being caught by a Nightmare while still a powerless Sleeper. On the bright side, however, the more exhausted you are the stronger and stronger your Exhaustion talent will run and the harder and harder you can push it, making picking up exhaustion a very tempting prospect while in great danger. This is an inherent part of an Exhaustion talent and there is no known in-universe way to escape the downside. Out of universe abilities may enable you to evade them, but remember the less exhausted you are, the weaker your Exhaustion talent is, and if you're not exhausted in the slightest your Exhaustion talent cannot be used at all.

Madness Talent (Don't Rest Your Head)

Madness Talents are That Good Shit. They are your big guns, the things you can bring out to tear through practically any opposition in a suitably disturbing or mad manner. If an Exhaustion talent lets you play fast and loose with physics, a Madness talent lets you throw them right out the window. They're something fundamentally supernatural that need not obey physics, merely symbolism and narratives. Madness talents are a fundamental part of your very nature, either a power you gained reflecting a deeply traumatic event in your life or something that indirectly symbolises another core part of your personality. Suitably dramatic personality shifts (or even more horrendously traumatic events) may shift your Madness talent into something else. With the simplest Madness talent, you might turn yourself into a T-Rex, or let out those bugs you know are crawling under your skin, while another one might allow you to perform all the miracles of Jesus himself through bleeding stigmata, catch a train anywhere (even to the future, past, Hell, Mars), or perhaps conjure up a knife of pure sharpness that can cut not just any solid object but insubstantial ones like ideas or even bits of history.

Fight or Flight (Don't Rest Your Head)

You can delay the effects of going completely bonkers by having three (total) Fight or Flight responses. When you would otherwise snap and pick up Permanent Madness you may freely check off a response and avoid gaining it, for the small cost of having your emotions dominated by the response. A Fight response would fill you with irrational rage, the kind that would make you try to punch a Nightmare to death or turn on your own allies, while a Flight response would fill you with abject terror, making you freeze up and scream or perhaps run as fast as you can away. Either way, Madness still dominates, even if you are briefly spared Permanent Madness. Responses may be recovered through periods of rest and relaxation (falling asleep counts, but is generally unwise here), therapy sessions, spending Hope (if you have them) or similar ways to recover from stress. Alternatively, any time you burn through all your Responses and snap (or crash), you fully refresh all of them as the release is rather cathartic. The free version of the perk only affects the Madness Talent you find here, the 100 CP version lets you vent off other sources of insanity under the same system.

(Editor's Note: There are more paragraphs for the *Madness Talent* perk, also there should be some more information in the *Notes* & *Game Context* section of the Jumpchain. Both will help a lot in understanding most of the perks and the world/game they come from.)

(7) Magus/Carrier (Fate: Radiance of Pangaea)

Magecraft can be a wonderous thing, opening up a whole new world of opportunities and possibilities to those who are talented in it. Not everyone is blessed with the right genetics however, one Master of Chaldea being an objectively terrible mage. That being said you are somewhat luckier, having Magical Circuits that make you an at least passable Mage. You're comparable to the likes of Kadoc Zemlupus, mediocre but not weak. Optionally your magecraft is based on Carriers instead, a pathogen that was passed down to you, possibly inherited from Malla if you are a denizen of this world though no more potent than what you would get from being a Mage with this Perk.
For a small additional price of 100 CP the potency of this Perk gets enhanced. The quality of your Magical Circuits would now match those of one Rin Tohsaka with her skill to match and if you have chosen a Carrier instead you are a Tradition Carrier on the same level as Bazett Fraga McRemitz.

(8) Soul Month (Fear & Hunger: Termina)

Originally there were four soul types, but not in Termina. It has expanded to 14 different souls a person can be born with depending on the month they were born in. You can now adopt that spiritual trait onto your soul. It won't mean you'll begin to exhibit traits associated with it like some characters in-game. Instead you can think of it like choosing an Origin, and along with the Soul type associated with what month you or whoever is being sent here, they will receive the Free-valued perk depending on their soul.

(Editor's Note: This is a Freebie perk I have made specifically for the Darkest Tome user. Giving them a freebie perk from any of the Soul type Origin perklines depending on when they were born. Also they get to take the soul trait from F&H and apply it onto their own. If you wish to have one of the other 14 + the Heartless soul trait, you won't qualify for the perklines in the Jump.)

(9) Fuel & Liquid | Garage: Bad Dream Adventure (Garage: Bad Dream Adventure)

Fuel & Liquid

A set of Portable Milky Fuel and Ego Recovery Liquid. About five standard grades of the stuff each. Other than their use to refill Ego and Fuel. Outside of the gauntlet, they will act like physical and mental recovery drinks.

Garage: Bad Dream Adventure (Free): (Garage: Bad Dream Adventure)

Once more a late addition to the Items list. A copy of the Private Edition (basically a collector's edition) of Garage. Which comes with a copy of the PC game, various illustrations and concept art, an additional CD containing the soundtrack for the game, and written message from Tomomi Sakuba himself. Lastly, all of this will be translated perfectly into the language of your choosing.

(10) Quirk (Generic MHA Fanfic)

Quirks are superhuman abilities possessed by approximately 80% of the population. They can either be overwhelming powerful abilities or be incredibly convoluted powers. Some might get the ability to manipulate an element while others will get a spray bottle for a face.

Luckily for you, you'll get the option to choose your quirk below. This will grant you access to the Quirk Section.

(Editor's Note: You can use your remaining CP to purchase a quirk.)

(11) A Little Bit Crazy | Cut From the Anime | Domain Creation | A World of Curses | The Basics of Being a Sorcerer (Jujutsu Kaisen Remake)

A Little Bit Crazy (Jujutsu Kaisen Remake)

Every sorcerer has to be a little off his rocker, and you are no different. Something like freezing in battle is much harder for you, and you might even enjoy a fight just a little bit. Nothing gets the blood pumping like a good ol' brawl after all, so maybe accepting your new status as a nutjob ain't too bad. That said, try not to go too crazy. A little bit is fine, recommended even, but it can certainly get addicting, and that's the last thing you want... probably. Who knows maybe you're actually looking forward to getting addicted?

Cut From the Anime (Jujutsu Kaisen Remake)

The Jujutsu Kaisen narrator, he made sure some of the most iconic parts of the series actually worked, and now he's here to help you. Well, help might be a bit too much, but when you desire you can let him commentate on your fights, and even your enemies and allies will be able to hear him, though they will never find him strange, or be surprised by his appearance. I'm afraid this can't be used as a distraction tactic. He will never give away important information either, like explaining how someone's technique works, he can only say what everyone already knows. He's here to make fights sound cooler, not to help you, so expect some cool quotes from him and that's it.

Domain Creation (Jujutsu Kaisen Remake)

First, to explain this perk I must explain Domain Expansion. All sorcerers and curses possess something called Inner Domain, and when they imbue this with an innate technique they may try to bring this Inner Domain into the real world, expanding their domain. There are two types of domains, old style and sure-kill style. You see, Domain Expansions have two major advantages, and one major disadvantage. First the advantages, when in their domain the user will increase the power of their technique to 120%, they will also always hit the enemy no matter what. The disadvantage is that after expanding their domain, a person will feel curse technique burnout, a state where they cannot use their curse technique. Typically you would only be able to imbue your own innate curse techniques into your inner domain, but with this perk you may imbue any technique that is innate to you. It will work exactly like a normal domain, though doing so will most likely take quite a lot of training.

A World of Curses (Jujutsu Kaisen Remake)

So many things in this world are reliant on cursed energy, so wouldn't it be a shame if you didn't have access to it anymore? Well, I'm sure you could get over this disadvantage in other ways, but this is a quick and easy solution. You see, now whenever you decide to start a new jump, you may choose to make it so that cursed energy exists and has existed for thousands of years. This means what you would expect, there will be sorcerers active, curse users, curses, a hidden society probably… It's up to you, but cursed energy should not be too tightly involved with the plot of whatever world you are going into. A world that you brought cursed energy into, something that is responsible for thousands of deaths each year… Kind of a dick move huh?

The Basics of Being a Sorcerer (Jujutsu Kaisen Remake)

All sorcerers must know how to create a basic veil, a barrier that conceals the existence of curses inside of it. You now know how to create this veil as well, even if only a very simple one, messing with the characteristics of the veil such as making the entrance of someone impossible is beyond your current skill. That said, there is another basic technique that many sorcerers learn, that skill is how to create and control shikigami using charms as a medium.

(Editor's Note: For *The Basics of Being a Sorcerer* perk, there is a *100CP* version that you can take.)

(12) Cursed Energy Quantity | Cursed Energy Output | Cursed Energy Shape (Jujutsu Kaisen Remake)

Cursed Energy Quantity (Jujutsu Kaisen Remake)

So how much energy do you want, Jumper? Because while a sorcerer Is constantly producing cursed energy, the amount they can hold is actually limited. It's also impossible to raise this limit through conventional ways, though it is possible to use it more efficiently.
For Free you get as much as your average sorcerer, you can see curses and interact with them, and you can also use your cursed technique without much trouble. This will run out sooner than you think unless you know how to use it well, so keep that in mind, still most sorcerers are on this level, so this quantity should be perfectly serviceable.

Cursed Energy Output (Jujutsu Kaisen Remake)

Here you can decide your output, or in other words how strong you naturally hit. Though you can imitate this effect by either having bigger reserves or by being more efficient with them, having higher output sure helps. Having a higher output means that everything about you will be better, from your reinforcement, to your techniques.
For free you get the output of your average sorcerer, your techniques and reinforcement aren't anything special when it comes to raw power, unless you put in the work at least. Don't be discouraged Jumper, most people are here, and they can make up for it with training their asses off.

Cursed Energy Shape (Jujutsu Kaisen Remake)

Typically cursed energy looks akin to a blue aura that runs through the sorcerer, this aura looks vaguely like flames. There are a few exceptions to this rule however, Yuta Okkotsu has pink cursed energy for example. By buying this you get to choose how your cursed energy looks, though this different appearance cannot give any benefit in battle. Basically if you want to be different from anyone else, this is the spot.

(Editor's Note: Similar to the *Cursed Energy* freebies from Part 1, there are other options for higher levels and more for purchase if you land on this bundle if you wish to buy them. Along with the choice of also buying a Cursed Technique from the Jump. Or, you can use the other JJK jump from TDT: D&D Part 1 or the Sorcerer Supplement from the *Sorcerer Battle* Perk to create your own.)

(13) Epithet (One Piece)

In a world of kings and legends, one must have a title of their own in order to stand out from the rest of the common rabble. You have a simple epithet that embodies who or what you are, is easy for people to remember, and causes those who hear it to feel awe, respect, or fear, depending on your reputation.

(14) Sacred Training (OoC Quincy Supplement)

This perk enables you to strengthen your soul through physical activities and soul-based abilities. As you enhance your physical prowess, your soul simultaneously grows more powerful. Additionally, the more you utilize any soul-based ability, the stronger it becomes over time.

(15) P★DA | Your Ride | Beginner's Allowance | Beginner's Item Set (Pokemon CGD)

P★DA (Pokemon CGD)

The Pokémon Digital Assistant, or P★DA, is a helpful tool for any Trainer. This electronic device serves as an ID for the Orre region, and has a number of useful functions besides. The P★DA can send and receive e-mails. It can create and organise lists to help you stay on top of things. It also contains a condensed version of the Pokédex, known as the Strategy Memo. The Strategy Memo adds an entry each time you encounter a new Pokémon, providing its name, type, average height and weight, potential Abilities, and a visual depiction. Lastly, it can be made compatible with tracking devices and sensors via various upgrades found in the Orre region. An example of this would be the Spot Monitor, which can alert you to the presence of a Pokémon at a Poké Spot. You will have to track down and installed such upgrades yourself though.

Should your P★DA be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

Your Ride (Pokemon CGD)

The Orre region is not suitable for traversal on foot. To get you around, you have a choice of either a hover motorbike or hover scooter. The scooter has additional seating at the back to accommodate a passenger, and the motorbike has a sidecar. Your choice of vehicle also comes with an instruction manual, and is simple enough that even a ten-year-old could learn to drive it.

Your vehicle never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere.

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

Beginner's Allowance (Pokemon CGD)

A neat sum of Pokédollars, the currency of the Pokémon world. It's not a lot, but it could get you some supplies, or let you stay at a hotel for a couple of months. It will not replenish, so think carefully before spending it.

Beginner's Item Set (Pokemon CGD)

This set of items includes 2 Super Potions, 5 Potions, 2 Antidotes, 2 Burn Heals, 2 Ice Heals, 2 Paralyze Heals, 2 Awakenings, 2 Full Heals, and 5 Poké Balls. These items will not respawn, so think carefully about their use.

(16) Crystal-Clear Sound (Steven Universe)

Grants you a clear and beautiful singing voice, with the ability to break into song at a moment's notice and carry a tune with the best.

(17) Common Magic (The Ocarina of Time)

You have a little spark of this world's magic. This perk alone isn't going to give you any big flashy displays or sword techniques like the Great Spin, but it does give you nascent magical sensing and affects your other senses and perception enough to perceive things slightly better, such as Poe Ghosts, distant music in a confusing wood, and seeing more clearly in the dark. It also somewhat enhances your body, enough to unconsciously strengthen your physical capabilities and allow you to make, use, or benefit from magical items and substances like the majority of people in this world. To be clear, you could make potions and something like the Hookshot by learning how, but not fully create something out of magic like the monsters, nor cast spells as powerful as what is displayed. Cantrips and Hedgemagic though? Those you can probably do and however large or small your magic pool is, it will replenish slowly but faster if you sleep. Link may not do a whole lot of crafting during this era but The Hero of the Sky did in times past and The Hero of the Wilds will in the distant future. It is only right that you have the capacity to learn as they did or will.

(18) Potential | Named Attacks | Seafarer | Signature Laugh (This Bites!)

Potential (This Bites!)

The world of One Piece is crazy, where people can ignite their legs on fire by spinning quickly, hypnotizing people with paint, kick off the air hard enough to stay aloft, and can grow strong enough to lift several tons on the lower end. You have this potential as well, able to develop truly superhuman feats of prowess, not even necessarily martial in nature, if you put in the effort to do so. You can reach the same heights, or even higher, than the strongest men and women of this world, given enough time and effort.

This also provides the potential to unlock and develop Haki, though this only extends to Armament and Observation Haki, not Conqueror's Haki which you have no potential for unless you gain it from another perk.

Named Attacks (This Bites!)

An unusual thing in this world is the invocation of named attacks, and this oddly has the effect of increasing the power of the attack. Now, you can do the same, when you come up with an attack, you can name it. When you say this name while using the technique, it puts just a bit more into the attack than you could normally accomplish. The more determined you are when doing so, the more is put into the attack.

Seafarer (This Bites!)

With the world composed mostly of water and dotted with small islands, it pays to be used to traveling the waves. You know the basics of working on a ship, have a handle on the terminology used by sailors, and are an exceptional swimmer with sea legs that won't fail you even in the roughest of storms, though the storms of the Grand Line, especially the New World, are another animal entirely.

Signature Laugh (This Bites!)

An unusual trait of the One Piece universe is the wide variety of distinct and often odd laughs possessed by the people of the world. You can design your own One Piece style laugh.

(19) Plastiboo | Vermis Books (Vermis)

Plastiboo (Vermis)

What got you into buying the guide for a game that doesn't exist? Was it the dark fantasy worldbuilding and lore? The cool retro medieval video game aesthetic? Or perhaps it was the very core concept of an artbook made in the format of a video game guidebook? Well anyways, the perk applies Plastiboo dark retro art style in the world you are about to enter. On top of that, you may also apply his more recent 3D PS1 or clay style to the world to give it more spatial depth for the eyes. This is of course togglable.

Vermis Books (Vermis)

A bit of a late inclusion for these very important set of items. This is far more of an 'optional' purchase than Travelling Gear. But more as some Souvenir/Gift-like Items despite their obvious uses.

• Vermis I: Lost Dungeons and Forbidden Woods
• Vermis II: Mist & Mirrors

Two books telling the bit and pieces of the fictious world through the medium of old game guides. If any other installments are released, then they are included with this as well. Also, if you want, you may also get the 'Godhusk' book for 100VP* through this as well.

(20) You've Been Here Before | Shifting In A Kaleidoscope | A Simple Reel (Who's Lila)

You've Been Here Before (Who's Lila)

Somehow, somewhen, you know that you've been here before. A jarring sense of deja vu impacts you and you recall events that you yourself aren't always entirely aware of, which can help in certain social situations but more often than not ostracizes you from your peers.

Shifting In A Kaleidoscope (Who's Lila)

You see the world differently from others - literally. The world periodically and randomly shifts into different colored tones, though you can shift back to any previously observed tone and intuitively memorize all the 'names' of each.

A Simple Reel (Who's Lila)

Just a bunch of useless junk. You can record whatever you want on it - memories, habits, personalities, souls, etc. But all of that is worthless garbage, so why would you bother?

Changelog

13/01/25 Release/Part2 (...)

- Darker & Darker: Part 2 was made due to reaching the Character Limit in Part 1
- Holds Perks that couldn't be fit in Part 1
- Total Purchases & CP from each Chapter,
    - Rites and Rituals: [10,000CP] (22 Purchases)
    - Surgery of the Self: [17,000CP] (35 Purchases)
    - Production of the Servient: [12,800CP] (36 Purchases)
    - Infernal Boons: [4600CP] (12 Purchases)
    - Protective Techniques: [17,400CP] (43 Purchases)
    - Dark Secrets: [40,500CP) (118 Purchases)
    - Wells of Power: [14,100CP] (28 Purchases)
    - Eldritch Blessings: [51,000CP] (141 Purchases)
    - Forbidden Arts: [52,600CP] (127 Purchases)
    - Devilish Commerce: [21,000CP] (64 Purchases)
    - Cursed Catalysts: [54,500CP] (190 Purchases)
    - Malevolent Estates: [53,400CP] (84 Purchases)
    - Freebies: [44 Freebies]
- Overall Purchases & CP from All Chapters
    - CP: [361,900CP]
    - Purchases: [898] (Without Freebies)

14/01/25 Index 6 (...)

- Added an Index 6, finished it, and will add an Index 7 some time in the future.