



One Punch Man: Cruel Dragon Arc Jump

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-Introduction-

According to the legends, eight centuries ago, a colossal monstrous dragon once descended upon Earth and became known as an embodiment of destruction. In just a few days, it took countless lives and scorched large swatches of land. As a result of its actions and its overwhelming cruelty, the monster ended up becoming known as the **Cruel Dragon**.

Fortunately, in order to oppose this monster, ancient soldiers gathered together and, with the price of many sacrifices, they managed to weaken the Cruel Dragon.

With the dragon weakened, Seal Masters managed to scatter the Qi (also called essence) of the dragon into nine stones and sealed them in shrines in various places across the land.

The duty of watching over the Cruel Dragon's seals was passed on to a branch of knights known as the **Saints**. However, there are those that believe themselves to be dragonborn and are plotting for the dragon's resurrection and humanity's destruction.

They belong to a cult-like organization known as **Deathbone**.

This conflict between both groups surrounding the nine sealing stones has continued for eight hundred years, however, in the current days, Deathbone has amped their activities to take advantage of the frequent monster incidents as well as the chaos left after the battle between the heroes and the Monster Association.

You'll arrive in this world on the fateful day that a group of Saints will be attacked by the dragonborns while transferring one of the nine seals to a safer location.

You'll stay the next ten years in this world (or potentially less).

I forgot to mention that there is also a powerful passerby going to meet said group.

+ 1000 CP

-Origins-

Your gender is the same from your last jump and your age is 18+1d8.

Alternatively, for 50 CP you can choose both yourself.

Any origin can be taken as Drop In.



1. Saint (Free): You're one of the Saints, the spear-wielding medieval knight-like warriors entrusted with guarding the nine sealing stones and preventing the resurrection of the ancient dragon. As a Saint, your initial strength will be comparable as that of a C-Class hero, however, you may be more powerful depending on your choices below or might have potential to surpass this level. You can start in any one of the nine shrines of the Saints or, if you prefer, you may start as a member of the team that soon will be attacked by Deathbone.

- 2. Dragonborn (Free):** You're not one of those fool knights, being a dragonborn instead, one of those that inherited the will and hatred of the Lord Cruel Dragon. Essentially, as a member of Deathbone, your end goal, or at least the goal of the cult you're part of, is the end of humankind through the fiery wrath of the ancient dragon that can only be released from its seal by collecting all the nine sealing stones that hold its essence. In terms of personal power, as an average mook of the cult, you're no stronger than a C-Class hero by default. You can start in the Deathbone's temple or, if you prefer, you may be a member of the squad leadered by lord Rangor, one of the nine warriors of the Dragon Alliance, that will attempt to steal one of the Sealing Orbs while it's being transported to another location.





3. Passerby (Free): Well, actually, you weren't involved in this conflict at all until recently, being a random C-Class hero by default that, just like how Caped Baldy himself accidentally got in this war after intervening on the attack of the Deathbone's members against the Saints' group. Normally, none of the factions would share their secret mission with an outsider like you, but, if you offer them your precious assistance, they might change their minds. It's up to you to decide which side you prefer to support in this secret conflict, that is, if you want to join one of two factions, as remaining neutral is an option.

- 4. Monster (100 CP):** Actually, while you might be affiliated with Deathbone or not, you aren't human at all, but a Mysterious Being instead, regardless if you're a member of a species that evolved alongside humankind, a lab experiment of some mad scientist, a horror from beyond the stars just like the Cruel Dragon or even just a regular human that was so obsessed over something that ended up suffering monsterization. Your monstrous nature makes it obvious that you're an inhuman being, well, at least after some closer inspection, as some monsters are very human-looking. Additionally, your monstrous nature also makes you stronger than the average human, enough to classify you a Tiger-level threat, however, keep in mind that you're still a small fish in a very big ocean.



-Perks-

Each perk is discounted by 50% to their respective Origin.
Discounted 100 CP perks are free.

General Perks:

Great Artist (50 CP): By taking this perk, you receive the legendary drawing skills of Yusuke Murata, allowing you to effectively replicate his artistic styles and draw masterpieces on par with his. Additionally, you're also capable of using One's artist style on your works if you want to give them a similar aesthetic to the original One Punch Man webcomic.



Fanservice Material (50 CP): Various heroes, villains and even some monsters have a specific trait in common, they're all hot, both men and women. Exactly like them, you're also blessed with this, having a clearly 10/10 appearance, to the point of being considered beautiful, handsome, cute and/or even lewd to almost everyone or just by those of your preferred gender(s). Even if you're an inhuman monster, you may still be human-like enough to have such attractive features. If you weren't a hero, Saint, a member of Deathbone or even a monster, you could have become a model, an actor or even an idol with a face and a body of yours for example.



War in the Shadows (100 CP): As previously combined by both factions of this conflict, it's strictly forbidden to share their secrets regarding the Cruel Dragon to outsiders, with this being the reason why heroes and other monsters aren't involved in this hidden war. Just like the leaders of both factions, you can make deals with your willing opponents to ensure that none of the parts of the conflict will actively involve an outside party. You could even extend this deal to keep the conflict as a secret that is forbidden to be shared with outsiders if they agree with this condition. These deals made through this perk's effect are supernaturally unbreakable as long as you also fulfill their conditions, so, if you break the condition of not involving outsiders, the deals will be rendered null and your opponents will be free to bring any outside party into your conflict with them.

Touched by "God" (400 CP): Maybe it was a treasure protected by your faction or maybe you found it lost somewhere, but, regardless of how exactly, you made physical contact with a mysterious cube of unbelievably weight and entered in contact with a higher entity known only as "God".

This mysterious entity offered you the power to achieve your goals but with the intention of making you another one of its puppets, however, due to some interference, the deal you were making with it was interrupted in the middle, resulting in you having been bestowed with a lesser portion of its divine power but with no strings attached, allowing you to enjoy all of the benefits of having attained the power of God without having any of the downsides.

As the first benefit of possessing such power, all of your physical attributes will be greatly enhanced, enough to put you on par with a Demon-level threat, and you'll acquire the ability of energy projection on a similar strength level.

While this enhancement won't be on the same level as those granted to God's other blessed ones, a portion of its cosmic power will be devoted to enhancing the power of every 600 CP perk that you might have, with this perk effectively acting as a Capstone Booster.

As a bonus, in future jumps, you'll always be perfectly compatible with any form of energy/power bestowed to you by other beings, regardless if such power was received as a part of some supernatural deal or not. However, this doesn't automatically protect you from any possible downsides that come from possessing said powers, but, at least, it makes leading with them far easier than normally.



Saint Perks:

Too Long... (100 CP): ...but continue. There are some people that completely lack the patience and/or attention needed to hear long explanations, preferring them to be summarized in twenty words or less. However, due to your nice charm, these people will still hear and pay attention to your explanations (as long as they would be interested in hearing them in the first place, so this doesn't mean that someone that actually don't want to hear you will pay attention on what you're talking about) even if they're far longer than a sentence with twenty words. But, keep in mind that this doesn't prevent them from getting bored during your monologues or eventually lose interest in you if you keep talking for too long, so, if possible, summarize what you want to say to the very strong passerby in twenty words or less.

The Secret Mission (200 CP): The mission of the Saints is to protect the nine sealing stones, preventing the Cruel Dragon from ever being released from its prison. In all of these eight centuries, not even a single one of the nine sealing stones were stolen by Deathbone, perfectly showcasing how good guardians the Saints are. As one of them, every time you're fighting in order to guard something or someone from being captured by some enemy force, you'll receive an temporary enhancement of around 10% to 20% on top of your current power to help you fulfill your duty as a guardian. This enhancement may last as long as you continue fighting to protect whatever or whoever your enemies are chasing.

The Seal Master (400 CP): After the Cruel Dragon was weakened thanks to the effort and sacrifice of several ancient warriors, a group of mystics skilled in the art of sealing managed to separate the dragon's essence (or Qi) into nine sealing stones. Even if these Seal Masters are unrelated to the modern Saints, you've studied and mastered their sealing technique, putting you on par with them when it comes to this magical art. Essentially, this gives you the ability to seal weakened enemies by separating and sealing their essence into up to nine separate objects. As long as you utilize specially prepared and high quality objects, such as the Sealing Orbs, the magical seals won't weaken overtime and they can only be broken by uniting all of them and performing some specialized spell (or using enough magical energy) to break it. Furthermore, the more powerful said enemies are in comparison with you, the more weakened they need to be for you to become capable of sealing them.

Patron Saint (600 CP): Apparently, the traditional weapon wielded by the Saints is the spear and, as part of the path for a warrior to ascend to a legendary level is to sacrifice their life to master their craft, you've completely devoted years of your life in order to study and master the art of spearmanship on a degree never seen before. As a result, it could be said that the spears you wield are practically fused with your soul on a metaphysical scale, which allow you to perform techniques with it that others would think as impossible or godlike.

Such techniques would already be on par with Kamikaze's Atomic Slash and, by further honing your skills with the spear, you'll be able to create increasingly complex and powerful techniques with potentially several different effects. Additionally, your training also puts you on par with S-Class heroes like Atomic Samurai when it comes to immense physical attributes. Lastly, you aren't just one of the regular Saints anymore, but have already achieved a position of authority within the organizations thanks to your achievements and personal power.

Dragonborn Perks:

Basic Ninja (100 CP): While the members of Deathbone aren't on par with the average warriors that grew up and trained in the Ninja Village, all of them, including you, are still warriors trained in ninjutsu, the same martial art practiced and mastered by ninjas such as Speed-o'-Sound Sonic and Flashy Flash. While you're still far from them in terms of skills and physical attributes, you're still a skilled warrior on par with this world's average ninjas, having been trained in the use of various ninja tools, like kusarigama, and in the art of stealth, giving you the skills needed to be an expert at sneaking around, blending into crowds and your environment, finding good hiding places, reconnaissance and finding the right opportunities to strike at an unaware opponent.

To Perform the Summoning Ceremony (200 CP): It's unknown if there are actual mystics in Deathbone, however, even an average mook of the cult knows how to perform the summoning ceremony to break the seal that imprisoned the Lord Cruel Dragon. In addition to already being able to use that same ritual, you're also gifted with a special form of magical talent that allows you to quickly learn and/or develop specialized spells made to counter, nullify and even break others by analyzing them. There isn't an actual limit of how complex and powerful a spell you want to counter can be, but keep in mind that the more powerful it is, the more time and effort it'll take for you to develop a counter spell/ritual for it. A seal like the one used on the nine Sealing Orbs that was made by true masters will still years of study to develop a ritual capable of breaking it, however, the basic fireball spell you see in several different worlds will requires one or two hours of study for you to come with a perfect counter for it.

Please, Try to Skip the Ceremony (400 CP): The summoning ceremony is supposedly a long and tedious almost religious ritual that would then release the Lord Cruel Dragon from its prison. However, if the participants of the ritual needed to, for example, come back home as soon as possible because their friend will come over to play a game, then the long ceremony can be completely skipped without consequences. You can extend this property to any other rituals and spells you're able to use, essentially granting you the ability to completely skip/ignore non-vital parts of rituals and spells, such as incantations and ceremonies, as long as you have all the other requirements to use them, such as ingredients, reagents, artifacts and/or enough energy. Even a ritual that would require a ceremony that normally could last for years can be reduced to a simple casting as long as you have all of its other needed components.

The Power of the Dragon Blood (600 CP): You've been promoted as the tenth warrior of the Dragon Alliance, the executive members of Deathbone. As part of the Dragon Alliance, your body has been enhanced with the blood taken from an unknown draconic monster (not necessarily from Lord Cruel Dragon itself). This blood had a similar monsterification effect than the Monster Cells over you, however, it didn't fully transform you into a monster. Instead, it granted you the ability to transform into a monstrous form with draconic traits, like scales and wings for example, at will.

In this transformed state, your physical attributes will be greatly enhanced, enough to put you on par with a Demon-level threat, and, as your familiarity with this form grows, you'll learn some new tricks, like the ability to actually fly, gaining the capacity of using firebreath and the ability of partially transforming specific parts of your body instead of fully transforming into a monster. Additionally, while transformed, you'll count as a draconic being for intents and purposes. Lastly, once you fully master your draconic monstrous form, you'll gain the ability to share this transforming ability with others by giving them your own blood.

Passerby Perks:

Professional Hero (100 CP): You passed on the hero qualification tests and was officially licensed as hero in at least the C-Class by the Hero Association, meaning that your heroic feats are legally allowed and registered. By taking this perk, in any future world you visit, you'll be guaranteed to at least have a similarly basic role in a similar security force (if any exists at all) as part of your background, such as an adventurers' guild in fantasy settings or an actual police force in more mundane worlds for example. It'll be up to you to choose which organization you'll join. Additionally, you can toggle this perk on or off at the beginning of every jump.

Remembered for Centuries (200 CP): Your heroic tale will remain in the footnotes of history, well, it doesn't necessarily have to be a footnote, but you'll make history anyway. Regardless if you're famous in the present or not, your actions and feats, mainly those that you want to be remembered, tend to go down in history. Prevented one of the nine sealing stones from being stolen once? Your name will be remembered for decades as one of the many warriors that fought alongside the Saints. Stopped a God-level threat? You'll end up known as a legendary hero that will be admired for several next generations.

Why Not Now? (400 CP): Things like seal stones, cults and dragon lords are very common in fantasy settings and tend to be deeply involved in long plots, however, a very strong passerby will be able to skip this whole "isekai" plot by siding with the bad guys immediately so he can meet the final boss faster. Even if you aren't him, you'll have a similar ability: the capacity of completely bypassing the narrative advantage that is possessed by those with the so-called plot armor, as long as said plot armor is purely based on luck or "fate" instead of being granted by an actual supernatural existence.

Dimensional Hero (600 CP): In truth, you aren't just another mere C-Class hero, being one of Blast's collaborators that were helping him in the search of God's cubes and servants, with your involvement with the conflict with the Saints and Deathbone being motivated by a personal investigation to verify if the ancient Cruel Dragon has any connection with that being. As one of the Rank 1 hero's collaborators, you received modifications on your body that enhanced your physical condition on an immense degree, putting you on par with a hero like Atomic Samurai, as well as giving you the ability to teleport to different places and even traverse between dimensions by generating black hole-like hyperspace portals up to the size of a small house. Unfortunately, as you aren't Blast, your space-time abilities are still limited and thus you can't weaponize them in the same manner as him. Optionally, for free, you might choose to already start as a known S-Class hero, with this rank and reputation accompanying you in other versions of the One Punch Man world you might visit in the future if you want to.



Monster Perks:

Monstrous Physiology (100 CP): You're one of the Monsters, inhuman beings that, if they aren't the result of evolution or scientific experimentation, are usually born when living beings are altered due to their own warped desires and obsessions. While you'll need to choose a specific theme for your form, you can be anything from a human-like being with a few inhuman features (like different colored eyes and a beast-like mouth) or an animal-like humanoid to a literal vehicle/man amalgamation, living water or, arguably even worse, an armored crab man wearing only tighty whities. Lastly, as you're still only a Tiger-level threat, you can't choose a form that gives much advantages to you, as you'll be at most as big as an elephant and you can't have a form like living water that would make you almost invulnerable against physical damage.

The Cult of the Dragon (200 CP): Being considered as an embodiment of destruction, after its sealing, an entire cult was created to worship the Cruel Dragon with the mission of reviving the ancient dragon to bring an end to the world. While the dragon unintentionally caused the creation of Deathbone, it probably would be able to gather worshipers and form a similar cult if it wanted to. Just like the Cruel Dragon, you have a great talent when it comes to gathering worshipers through your terrifying aura and presence, making it far easier for you to create a cult centered around yourself with members as fanatic and devoted as the faithful members of Deathbone.

The Day Will Eventually Come (400 CP): You can be imprisoned, sealed away from the rest of the world, but, no matter how much effort they put in and how many resources they spend on creating a prison for you, you won't remain that way for the rest of eternity. In the same manner as the Cruel Dragon, you can't be imprisoned forever, regardless if it's in a physical prison or in a mystical seal for example, even if it takes decades, centuries or millennia until your escape. The only certainty is that the day of your release will eventually arrive.

Embodiment of Destruction (600 CP - Requires Monstrous Physiology):

Humans are usually lowly beings compared to you, but so are most monsters too, as you're actually a monster among monsters, a true Dragon-level threat. While you aren't probably on the level of the Cruel Dragon itself, your power is enough to pose an existential threat to several cities and makes you able to defeat most S-Class heroes with the exception of the higher ranked ones. Furthermore, like other monsters of this level, you also have a powerful set of abilities related to the thematic you chose for your monstrous form or have a more powerful form instead of extra abilities. For example, a giant monster could be a 270 meters titan with a proportional physical strength while a water monster could be able to absorb and assimilate any water it touches. You're free to design your own abilities as long as they're thematically appropriate to you and aren't something truly ridiculous like omnipotence, reality bending or the ability to instantly kill your enemies.



-Items-

Each item is discounted by 50% for their respective origins,
with discounted 100 CP items being free.

Every item is fiat-backed.

Saint Items:

Knightly Set (100 CP): You receive the basic set used by the Saints, consisting of a medieval knight-like armor and, more importantly, a high quality spear, which, while it has no special abilities by itself, will always be durable enough to match your own power, allowing you to wield it without needing to worry about accidentally destroying it due to using all of your strength. The armor and the spear are fiat-backed and, if they're lost or destroyed, they'll reappear in your Warehouse next day.

High Quality Helicopter (200 CP): You receive a seemingly mundane military helicopter, which has two main anomalous properties. The helicopter is capable of repairing itself over time from basically any damage other than complete destruction and needs no fuel source to keep working, while being far faster than any regular helicopter, capable of even accompanying Saitama's casual running speed. In addition to being self-repairing, it's also a fiat-backed item, so, if lost or destroyed, it'll reappear in your Warehouse next week.

Sealing Orbs (400 CP): The nine sealing stones/orbs are vessels specifically crafted by Seal Masters to contain the split essence/Qi of the Cruel Dragon, but, apparently, they created a secondary set of nine Sealing Orbs in the case of need of sealing the Cruel Dragon or another similarly dangerous monsters again. You managed to acquire these other nine Sealing Orbs that, while they give you access to any sealing ability by themselves, still act as the perfect vessels to imprison other beings, with any seal you put on them never weakening over time as could happen with other vessels. Unlike the Cruel Dragon's seal, you aren't necessarily required to split your opponents' essences in multiple stones to seal them, as you can seal each one of them in a single stone instead.

Dragonborn Items:

Ninja Tools (100 CP): You receive the basic set of gear used by the members of Deathbone, consisting of a dark ninja-like outfit and a few ninja weapons (like a ninjatō and a kusarigama), which, while they have no special abilities by themselves, will always be durable enough to match your own power, allowing you to wield them without needing to worry about accidentally destroying them due to using all of your strength. The outfit and the weapons are fiat-backed and, if they're lost or destroyed, they'll reappear in your Warehouse next day.

Vial of Dragon Blood (200 CP): Somehow, you managed to put your hands on a set of ten vials containing blood taken from Lord Cruel Dragon itself. When ingested by (or injected in) a regular being, this blood has a similar monsterification effect than the one caused by Monster Cells, causing the one that consumed it to be turned into a monster with draconic traits in exchange for giving them enough physical power to put them on par with Demon-level threats. Some people with more potential might even awaken some draconic abilities, like flight or fire breathing.

This transformation is permanent, however, it doesn't cause any mental change and, once they get enough mastery over their newfound monstrous nature, they'll get the ability to temporarily revert back to their original appearance. Additionally, the vials' content will be refilled overtime, taking around a year to fully refill them, and, if they're lost or destroyed, you'll receive new vials at the beginning of the next jump or after ten years, whichever comes sooner.

Idol of the Dragon Lord (400 CP): Apparently, the Lord Cruel Dragon wasn't the only monster sealed by the Saints. This large stone statue serves as a prison for a Dragon-level Mysterious Being with all the power and destructive capacity its disaster level implies as well as having human-like intelligence, however, its seal was modified by Deathbone to allow you to release and imprison the sealed monster again at wil. While released, this Mysterious Being will be absolutely loyal to you and will count as your follower, but, if it's killed, a new one will be sealed on the statue in order to replace it after a year or, if the statue is destroyed, then the monster will die together with it and a new statue will appear in your Warehouse after a year.

Furthermore, the Mysterious Beings that you can summon through the statue will be draconic monsters, but, if you prefer, you might choose another kind of monsters that better fit your thematic and/or needs.

Passerby Items:

Cheap Apartment (100 CP): Again, the basics, but this time this is a little different. You receive your own apartment, appearing in a city of your choice, in future jumps, equipped with everything a mundane house needs. The basic resources here are restocked daily, so don't worry about needing to buy food or pay for electricity and water anymore and it's also rent free. However, despite having all of these benefits, this apartment is still a cheap apartment, so it has some problems, such as the air conditioning not working, an annoying mosquito tending to appear at least once a week, and the fridge and cupboards becoming locked during the mornings for some weird reason. To make things worse, none of these problems can be fixed or replaced in any way, as even that annoying mosquito seems to be immortal.

Hero Gear (200 CP): Apparently, you found some sponsor willing to invest in your heroic career or maybe you're already rich, as, in addition to your hero outfit, you also managed to acquire some kind of high quality equipment to support and enhance the abilities you acquired in this jump, like an armor to enhance your space-time abilities, extra artificial arms to hold multiple weapons, a sword capable of conducting energy, brass knuckles to enhance your fists' strength, or even a jetpack to increase your flight speed. Whatever this equipment is, both it and your outfit are fiat-backed and, if they're lost or destroyed, they'll reappear in your Warehouse next day.

Metal Army (400 CP): Blast is a hero surrounded by many mysteries, so it's normal for people to speculate a lot of weird things about him, such as Fubuki that thinks that Blast could command trillions of robots. Even if this is true or not, you have a small force of around a hundred robots under your command, each one of them having been created from the data taken from Metal Knight's main drone unit and thus are on par with Demon-level threats. Your robots are equipped with non-sentient advanced AIs, capable of even understanding complex orders. They can also fly, have access to basic weaponry, like missiles, and can even self-destruct if ordered to. Lastly, your robots count as your followers.

Monster Items:

Lost Temple (100 CP): You're now the proud owner of your own ruins themed around your monstrous form. Originally, in the same as the Cruel Dragon's temple, your temple was buried under the sea but a powerful attack from Garou during his fight against Saitama caused it to rise to the surface. While the temple is currently just an abandoned ruin, it still has many empty rooms and a lot of space to work with, so you could personally restore it to its former glory. Lastly, your temple will appear in a fitting location of your choice in future worlds you visit.

Monster Cell (200 CP): One of the abilities that put the Monster King Orochi over all others was his capacity of generating mutated, fleshy cells the size of a human hand from his body. These cells, when ingested by a human, trigger a physical and mental transformation, enabling them to surpass their human limitations and become true monsters, as well as gaining an extended lifespan. Their previous abilities will also be enhanced and their newfound monstrous nature will be based on their desires and personalities. Furthermore, the effectiveness of these monster cells also relies on the inherent potential of the human, so, the stronger the individual, the more powerful the resulting monster transformation.

You receive three monster cells, guaranteed to be able to even turn a mundane human into a Demon-level monster with unique abilities. To make things better, these special cells won't cause any of their regular downsides, so they won't prevent further growth from the one that eats them and won't cause any mental effect, like causing them to develop an intense bloodlust or causing a significant loss of humanity, morality, and rational thought. If lost or consumed, you'll receive new special monster cells in the next year.

Mysterious Cube (400 CP): There are multiple extremely heavy, cubic objects scattered around the world that serve a dark purpose for a higher force. These cubes act as transmitters that distort space and allow for communication with "God", who resides in a higher dimension, so, anyone who comes in contact with a cube is able to hear the voice of "God" in their head.

You managed to find one of these cubes but, while you might even have used it to make a deal with God through it, the one you found was modified to allow you to control which higher entity you want to enter in contact by touching the cube.

In theory, you can communicate with any sentient higher entity you're aware of or have at least some connection with (even if said connection is due to possessing an object related to it), but the weaker the connection you have with it, the harder it'll be to communicate with it. Fortunately, you can find ways to power up the cube, either by using it in regions where reality is thinner or even directly fueling extra energy to it. Lastly, keep in mind that even if you can use the cube to open a communication channel to entities from higher dimensions, there is no guarantee said entities will be willingly to talk with you or much less if they'll want to make something that benefits you.

-Companions-

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.



-Scenarios-



You can take as many scenarios as you want, as long as they aren't incompatible. Additionally, if you want to, your stay here may reach its end after you finish the scenarios you take.

Duty of the Saints: Since eight centuries ago, the Saints devoted themselves to the duty of watching over the Cruel Dragon's seals that are stored in nine shrines around the world and thus preventing the dragon's return. However, their long mission is currently in risk, as Deathbone and the dragonborn have amped their activities to take advantage of the frequent monster incidents as well as the chaos caused by the battle between the heroes and the Monster Association.

With this in mind, your mission in this jump will be to join the side of the Saints and keep the Cruel Dragon sealed until the end of your stay here. Alternatively, if the dragon manages to escape from its prison either by the actions of Deathborn or of a certain passerby, you'll need to find a way to defeat the monster once for all. In this case, you won't need to be the one that defeated the Cruel Dragon permanently, but you'll need to have at least a minor role in its defeat.

-Reward: As your mission here is completed and humankind is safe from the threat of the Cruel Dragon, you'll receive your rewards, starting with you receiving **+300 CP** to spend anywhere in this jump. Furthermore, as you supported their duty, the Saints will gift you with a set of nine other **Sealing Orbs**, even if you have already purchased this item before.

Finally, if the Cruel Dragon was eliminated once for all instead of being merely kept sealed, an entire **Squad of Saints** will decide to accompany you along your Chain now that their mission in this world was finally fulfilled. This squad is composed of around a hundred knights that are around the level of C-Class and B-Class heroes, ten knights that are on par with A-Class heroes, and even a single master knight that is on par with a S-Class hero. All of these Saints count as your followers.

Glory to the Cruel Dragon: One thing that all the members of Deathbone know is that the Lord Cruel Dragon's resurrection is inevitable. It might take 10 years or even a century, but the day of its return will eventually come. Even if you aren't a member of Deathbone, your goal in this scenario will be to ensure that this day arrives as soon as possible. Essentially, you'll need to ensure that the Lord Cruel Dragon will be released from its prison before the end of your stay here. Similarly to the previous scenario, you don't need to be the one to directly release Lord Cruel Dragon from the Sealing Orbs, but you need to have at least some minor role in its release.

-Reward: With Lord Cruel Dragon free from its imprisonment that lasted eight centuries, it's time for you to collect your long awaited rewards, starting with you receiving **+300 CP** to spend anywhere in this jump. Furthermore, as the now free Lord Cruel Dragon saw your value, the lord will decide to further empower you with its blood, essentially giving you the **The Power of the Dragon Blood** perk for free. Alternatively, if you have already purchased this perk before, the points you spent in this perk will be refunded.

The Dream of the Strongest (+300 CP - Incompatible with the Disappearance of the Strongest drawback): Saitama was once just an ordinary, unemployed man on a job hunt, but, after he defeated a Mysterious Being, he decided to start training and became a hero for fun. After 300 days of a hellish training schedule, Saitama broke his limiters during a near death experience, resulting in him becoming one of the most powerful warriors in the galaxy. However, Saitama became too strong to the point of almost no one being able to give him a satisfying and stimulating fight.

Unfortunately for you, my friend, your mission in this scenario is to not only give Saitama a satisfying fight, but also defeat him in a fair one on one fight. You'll probably need a lot of training and preparation in order to match Saitama's current power and, even if you reach his level, keep in mind that Saitama's growth is exponential and he gets stronger with each passing second during a fight.

As I'm feeling myself pretty generous, once you decide to face Saitama seriously and are strong enough for him to register you as a threat, I'll warp both of you to one of my special pocket dimensions that is durable enough to be the arena for your fight, as you two going all out would probably obliterate a good portion of the galaxy.

-Reward: You somehow managed to do the impossible and beat Saitama, making the caped baldy happy once again, at least for a bit. As he still wants to have other satisfying fights with you and with other powerful beings around the Omniverse, **Saitama** will decide to accompany you along your Chain, becoming your Companion. Not only this, but the other members of **Saitama Group** will also become your Companions, with all of them taking only a single Companion Slot unless you decide to import them individually.

-Drawbacks-

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

Extended Stay (Varies): For every purchase of this drawback, the time you'll need to stay in this jump will be increased by 10 years, gaining +100 CP for each extra decade, for a total of 110 years, which will in turn grant you +1000 CP.

Mysterious Magnet (+200 CP): You're an unlucky person. Regardless if you're a human or a monster yourself, you somehow possess an anomalous aura that attracts nearby mysterious beings to your location, as well as making them more aggressive towards you if they wouldn't be normally. Fortunately, the stronger the monster, the less affected they'll be, with the likes of the Dragon-level monsters being almost completely unaffected by your magnetic aura, so you'll mostly attract the mediocre Wolf and Tiger-level monsters that roam the streets searching for trouble.

Threat Against Humankind (+300 CP): The Saints are a group of knights whose duty is to protect humankind from a threat that took countless lives and scorched large swatches of land eight hundred years ago, the Cruel Dragon. However, the Saints found a new threat to protect the world from: you. For some reason, the Saints classified you as a threat on par with the Cruel Dragon and they're now actively hunting you, considering you as a priority target even above the executive members of Deathbone. The Saints aren't as powerful as the heroes of the association, but they're the numerous heirs of the heroes that once defeated the Cruel Dragon, so don't underestimate them.

Hunted By the Dragonborns (+300 CP): Even if you aren't a defender of humankind, Deathbone considers you as a major obstacle in their goal of resurrecting the Lord Cruel Dragon, making you their priority target. Even if Deathbone isn't as powerful as the Monster Association, expect to be attacked by several ninja-like warriors as well as the monstrous executive members of Deathbone that are on par with Demon-level Mysterious Beings. They're also highly determined as they've been trying to free the Lord Cruel Dragon for centuries without losing their motivation, so they'll never give up trying to eliminate you, so don't underestimate them.

Divine Interference (+400 CP): The higher entity known only as "God" managed to interfere with your entrance into this universe. While it wasn't able to prevent you from arriving, as a result, you've been reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. This also affects any of your companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

Poor Hero/Villain (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

Lone Wolf (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.

Disappearance of the Strongest (+400 CP): Even after becoming the "absolute evil", Garou was still defeated by the overwhelming power and growth potential of Saitama and, after seeing the dead body of Tareo and being filled with remorse, he decided to impart his most formidable technique, which involves manipulating time, to Saitama. Saitama managed to master such technique and rewinded the timeline, resulting in him fusing with his past counterpart and losing his memories, but, by taking this drawback, things are going to be different.

Saitama wasn't able to fully use Garou's ultimate technique so, while the timeline was rewinded, the Caped Baldy ended up becoming lost in time. While the events until this point will be more or less the same despite Saitama vanishing, Saitama won't be present to face the godlike threats that will appear in the future so things are going to get way worse quite quickly. I hope you're strong enough to beat the opponents that were supposed to be defeated by him.

One Punch Man (+800 CP): No, this is definitely a very bad idea. Maybe you annoyed him beyond comprehension or you killed one of his dear friends like Genos or King, but, regardless of the exact reason, you managed to earn the hatred of the strongest being on Earth whose potential knows no bounds, Saitama himself. He'll want you dead and will go all out in order to kill you, but, fortunately, he'll still care about other people so he won't spread needlessly destruction only to kill you, at least won't for now. Saitama will start hunting you the moment you arrive in this world and you can't negotiate with him, you can't rationalize with him and he won't stop until he finally kills you. Good luck, my friend. You'll need it.

-Ending-

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of One Punch Man, ending your chain.

Move On: Go to the next jump and continue your adventure.

-Capstone Boosted Perks-

Patron Saint: After attaining the power of God, you have gained the knowledge related to the universe's very nature that a mortal could never acquire during their entire lifetime, resulting in your mastery over the art of spearmanship reaching a degree worthy of gods. While you haven't been enhanced physically, your skill with the spear is only matched by Empty Void's skill with ninjutsu.

This allows you to use several techniques with a spear that are clearly supernatural in nature and effects, such as using an enormous air pressure to increase your attacks' range, using several different fighting stances simultaneously while maintaining the benefits of all of them, directly attacking an opponent's soul instead of targeting their body, using your spearmanship to literally generate illusions that disorient the senses of your targets, imbuing your will into your spear to make it able to chase your enemies, using all of your power while wielding a mundane spear without damaging it and many other possible similar techniques.

Furthermore, you're also able to easily incorporate any supernatural ability you might have in your spearmanship in order to create new techniques.

The Power of the Dragon Blood: As your body is enhanced by divine energy, your physiology further mutates and grants you an interesting ability. In the same way as you became able to transform into a monstrous dragon-like form by consuming the blood taken from an unknown draconic monster, you gained the ability to assimilate the power of other species by consuming their blood, effectively granting you access to new transformed states with the traits of said species.

Again, similarly to your draconic transformation, it'll take a while until you get fully used with these new forms and fully assimilate them. Furthermore, you also become able to share with the others the ability to access these transformations once you fully assimilate them by willingly giving them a portion of your own blood. You can

decide which transformations you want to share with them each time you let them consume your blood.

Dimensional Hero: You were one of Blast's collaborators that helped him in the search of God's cubes and servants, however, due to some personal reasons, you decided to accept that entity's offer but one of your allies managed to stop you in time and prevented you from becoming another one of its puppets. While you didn't follow Empty Void's villainous path, your space-time ability was enhanced by God's cosmic power and is now a match to Blast's own space-time ability.

First of all, your black hole-like hyperspace portals can now be big enough to encompass entire structures and their usage becomes far easier, allowing you to weaponize them in the same manner as Blast. Second, your space manipulation now extends to a weaker but very precise form of gravity manipulation, making feats such as enhancing your melee attacks' strength and altering the trajectory of cosmic rays possible for you. Third and last, you develop a sixth sense capable of detecting any unnatural alterations on space-time a few kilometers near you, as long as the ones behind them aren't massively stronger than you.

Embodiment of Destruction: Finally, much like the ancient dragon itself, you've ascended to the low tier of the unofficial Above Dragon-level Threat class, with your monstrous power making you into an existential threat to continents and possibly the entire world with some effort. While you're still below Boros when it comes to raw power, you're comparable to beings like the Cruel Dragon and even Psykorochi, with your set of special abilities related to your thematic also being proportionally enhanced. Furthermore, you also acquire the ability to be fueled by your own hatred while you're fighting the target of your hate, effectively making you proportionally more powerful the more you hate your current target.

For example, if you hated someone to the same degree as the Cruel Dragon hates humankind, it would enhance you to put you on par with beings that theoretically are God-level threats due to being able to threaten all life forms on the planet, such as Garou in his Cosmic Fear Mode.

-Notes-

1. This jump is mostly a joke, as you can complete the first two scenarios by only being the one that tell Saitama about the Cruel Dragon and you can go to the next jump in just a few hours;
2. If you take the **Dimensional Hero** perk, it'll be up to you to decide which is the nature of your space-time abilities and modifications. Maybe they're derived from your psychic abilities, maybe they're the result of technological augmentation or maybe you're a ninja that was trained by Empty Void himself;
3. If you have both the boosted versions of **Patron Saint** and **Dimensional Hero** perks, you'll be able to use your own version of Empty Void's Dimensional Slash;
4. **The Dream of the Strongest** scenario is completely based on the Dream Come True drawback from the One Punch Man jumpchain made by Psychoanon. I like this drawback a lot and wanted to make it this jump's third scenario. After all, Saitama deserves a proper rival;
5. Unless mentioned otherwise, if any of your items are lost, destroyed, or stolen, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
6. **Drawbacks** are removed after the end of your jump.

-History-

V 1.0: Released

ONEPUNCH-MAN

STORY by ONE & ART by
YUSUKE MURATA



193: WORLDS I KNOW
NOTHING ABOUT