

# Rapturous Rhapsody

## By Sentry342

“Would you take the Deal? Live your wildest fantasies at the cost of orchestrating the most significant prison break ever conceived? Spanning six worlds, millions of years, and more violence than you can shake a stick at. Everyone wants Freedom. Everyone. So... Sign here. No hard feelings. Just Company Policy.” This is the story of a man named Mikael given the opportunity of a lifetime. One quite similar to what you were offered when you became a Jumper. Unfortunately for Mikael the R.O.B. that he encountered gave him a stricter deal than what you got.

You're going to be dropped off into this world for better or worse. You could lend a hand to a fellow multiverse traveler who is currently trying to adapt. Alternatively you could try putting him down if you dislike him or if you think that's the merciful option. You can do whatever you want. Just try not to get yourself killed or your Benefactor's going to have to replace you. Now before you go take these **1000 Choice Points**. They will allow you to gain a few skills to survive this world. You will be spending the next ten years running around this setting.



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# Location

You can either choose one of the locations below or roll D8 and receive +100 CP to let the whims of fate decide your path.

## 1.) The Demiplane

It would appear that you've somehow ended up in the Demiplane. This is Mikael's personal dimension and where each of his "Waifus" stay. Normally it would be impossible for you to arrive here, but it seems like the higher ups wanted to play a joke. Though I would advise you to be careful as you'll be trapped here until Mikael manages to free himself. It also might make Mikael quite paranoid since you inadvertently bypassed his defenses. If you rolled this option you may reroll for Free.

## 2.) Kingdom of Lordran

Welcome to the Kingdom of Lordran, the setting of the legendary Dark Souls 1. This ancient and treacherous land is a place of great mystery and peril, where undead wander and ancient gods once ruled. Lordran is known for its sprawling, interconnected world filled with dark secrets, formidable foes, and powerful artifacts. From the haunting depths of the New Londo Ruins to the towering heights of Anor Londo, every corner of Lordran is filled with challenges that test the mettle of even the most seasoned adventurers. You will be starting out in the Asylum, if you need a lift wait for the crow to come get you.

## 3.) Kingdom of Drangleic

Welcome to the Kingdom of Drangleic, the storied land where the events of Dark Souls 2 unfold. Once a mighty kingdom, Drangleic is now a realm of decay and desolation, haunted by the remnants of its glorious past. This land is dotted with ancient ruins, cursed forests, and eerie castles, each harboring its own dark history and deadly threats. Drangleic is a place where adventurers must confront their own humanity, battling not only physical foes but also the encroaching darkness within. You will be dropped off in the currently abandoned town of Majula.

## 4.) Kingdom of Lothric

Welcome to the Kingdom of Lothric, the enigmatic setting of Dark Souls 3. Lothric is a land teetering on the edge of the apocalypse, where the boundaries between time and space blur, and the world itself seems to be unraveling. This kingdom is home to the mighty Lothric Castle, the desolate Undead Settlement, and the mysterious Grand Archives, among other perilous locations. In Lothric, the unkindled rise to link the flame,

facing relentless challenges and uncovering the deep lore that binds this dying world. You will be starting out in Firelink Shrine giving you a moment of peace.

### **5.) The Lands Between**

Welcome to the Lands Between, the expansive and mysterious realm where the tale of Elden Ring takes place. This land is a vast and diverse landscape, filled with ancient ruins, lush forests, towering mountains, and hauntingly beautiful vistas. The Lands Between is governed by the enigmatic Elden Ring, and its shattering has thrown the realm into chaos. Here, Tarnished warriors seek to reclaim their lost grace and uncover the secrets of this mystical world. Every corner of the Lands Between is filled with danger, wonder, and the promise of untold power. You will be starting out in Limgrave by default, but you could be dropped off in a different location if you wished.



### **6.) Yharnam**

Welcome to Yharnam, the nightmarish city where the events of Bloodborne unfold. Yharnam is a gothic and foreboding metropolis, renowned for its medical advancements and plagued by a mysterious illness. The city is characterized by its towering cathedrals, labyrinthine streets, and unsettling atmosphere. As darkness falls, Yharnam transforms into a hunting ground for monstrous beasts and deranged citizens. Those who dare to venture into Yharnam must be prepared to face their deepest fears and uncover the eldritch horrors that lurk within the shadows. You will start out in the same clinic where the Good Hunter would wake up.

### **7.) World of Heroes**

Welcome to the World of Heroes, a unique composite world that blends the iconic universes of DC, Marvel, and Worm. This world is a sprawling metropolis where heroes and villains from different dimensions coexist, creating a vibrant and dynamic environment. Here, you can find Gotham City, Metropolis, New York City, and Brockton Bay, all intertwined in a complex tapestry of justice and chaos. This world is faced with numerous threats both small and grand. This world may be guarded by a larger force of heroes, but this just means that much more is against them. You may arrive at any location of your choice on Earth.

### **8.) Free Choice**

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

### **Time**

You will be starting out the same day that the main plot of the story begins. So by default Mikael will be waking up in the asylum and all of his waifu's will be wandering around his Demiplane.

### **Age and Gender**

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump by default, but you may change it if you wish.

# Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

## Contractor - Free

Congratulations, Jumper! It appears that your Benefactor has successfully negotiated a unique contract with the Management of the Waifu Catalog. As a result, you are now an official Contractor, enjoying the privileges and responsibilities that come with this role. The Management will generally stay out of your personal omniverse, granting you the freedom to chart your own course and pursue your own goals. You could simply ignore them, but why don't you at least give them a chance.

## Waifu - Free

Okay, try not to panic, but it seems you are now a Waifu or Husbando if you're male. This could mean that you were either specifically created by the Company for a Contractor or perhaps kidnapped for this role. On the bright side, you've been given a once-in-a-lifetime opportunity to travel the multiverse, meet fascinating new people, and forge lasting relationships. Don't worry we made sure that you won't be bound to a Contractor. You might be classified this way, but you're a Jumper. So you won't be anyone's slave unless you're into that type of thing.

## Denizen - Free

While the spotlight often shines on heroes and villains, it's important to remember that the vast majority of beings in any universe are simply normal individuals trying to live their lives. As a Denizen, you might not be involved in epic battles or grand schemes—at least, not yet. You are someone who exists outside the immediate conflicts of the multiverse, but circumstances can change in an instant. Whether through your own ambitions or the influence of external forces, your life could take a dramatic turn at any moment.

## **Hero - Free**

You are a hero, or at least aligned with the forces of justice. Whether you're striving to make a difference in the world or genuinely believe in the ideals of heroism, you start your journey on the side of good. You could be a brand-new hero making your debut or an established figure known for your deeds. Regardless of your starting point, your path will be marked by challenges and triumphs as you seek to uphold justice and protect those in need.

## **Villain - Free**

You are a villain, or at least inclined towards the darker side of morality. Perhaps you're a reluctant criminal forced into a life of wrongdoing, or you might be a genuine mastermind of evil. Whether you're a fledgling villain just beginning your nefarious plans or a notorious figure continuing your reign of terror, be aware that your actions will draw the attention of heroes. Push your schemes too far, and you might find yourself facing the ultimate consequences at the hands of those who stand for justice.



# Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

## **Human - Free**

Humans are one of the most well known species within this world. Compared to most species humans possess shorter lifespans and generally exhibit lesser physical strength. They however, make up for it with their boundless potential and propensity to develop powers. It is this potential that allows humans to transcend their limitations and stand as one of the most feared races in the universe. Since you're starting out as a human, you will begin your adventure in the peak physical condition possible for a human.

## **Amazon - 100 CP**

The Amazonians are an elite group of all-female warriors, renowned for their incredible strength, agility, and combat prowess. They serve the Greek gods with unwavering loyalty that is considered zealot-like by many. Additionally, every Amazonian undergoes intense training to hone them into warriors. This training includes mastery of various weapons, hand-to-hand combat, and a deep understanding of tactics and leadership. Physically you are superhuman though still weaker than your princess Wonder Woman. Lastly, while the Amazons try to hide it there are in fact male Amazons. You may be one of these male Amazons if you wish.

## **Crossbreed - 100 CP**

As a Crossbreed, you are the unique offspring of a dragon and another species, likely a Lord or a Human. This extraordinary lineage grants you a striking appearance and formidable abilities. Physically, you resemble a tall human, but with distinct draconic features such as a long tail and scales covering parts of your body. These scales provide natural armor, enhancing your durability and resilience in battle. Your draconic heritage also endows you with innate magical abilities, a potential affinity for elemental manipulation, and heightened senses.

## **Servant - 200 CP**

Servants also known as Heroic Spirits are living legends summoned from the Throne of Heroes. Each of these individuals were renowned beings from history. Some were great heroes while others were monsters who etched their presence into the world. You may either choose a canon Servant as a template gaining their powers or you may instead create your own unique legend. The only restriction is that you may not choose any of the Grand Servants or Beast-Class Servants.



As a Servant you possess impressive physical capabilities, no need for sustenance, and you can shift into an astral form if needed. Though unlike the standard Servant you are not reliant on Mana. While you are made of Spirit Particles you are no different from any other living being. Additionally, you will be a composite version of your chosen Servant. For example, Artoria had all of the powers wielded by her Lion King form, her transformation into Goddess Rhongominyad, and her Ruler form. Lastly, you will be upgraded as though you were receiving your homeland buff strengthening you further.

### **Shinigami - 200 CP**

The Shinigami are a race of spiritual guardians tasked with protecting souls and escorting them to the afterlife. While most Shinigami resemble humans, some can possess exotic traits like animal features. As a Shinigami, you enjoy enhanced longevity, superhuman durability, and a vast reservoir of spiritual energy. Your most unique trait, however, is your Zanpakuto, a weapon born from your soul. Typically taking the form of a sword, your Zanpakuto can enter Shikai and Bankai states, each unlocking unique and powerful abilities. You also have a Zanpakuto spirit, a sentient being that resides within your mind realm. You may design your Zanpakuto and its spirit to suit your preferences.

### **Tamaranean - 200 CP**

Tamaraneans are a remarkable species known for their golden skin and innate ability to manipulate ultraviolet radiation. This unique power grants them a range of impressive abilities, including energy blasts, flight, and enhanced durability. Tamaraneans possess incredible physical strength and resilience, making them formidable warriors and explorers. One of their most unusual traits is their ability to learn any language instantly by kissing someone who speaks it, a skill that makes them exceptional diplomats and communicators. While they may not reach the same power levels as Kryptonians, Tamaraneans are nonetheless among the most powerful species in the universe. Their natural abilities, combined with their advanced culture and technology, ensure they play a significant role in galactic affairs.

### **Asgardian - 200/500 CP**

Asgardians are nigh-immortal beings hailing from the realm of Asgard. Known for their warrior culture, they possess natural combat prowess, superhuman physical capabilities, and remarkable intelligence. For 200 CP, you can be a normal Asgardian, comparable to the Warriors Three or Sif, enjoying enhanced strength, endurance, and longevity. For 500 CP, you ascend to the ranks of the few Asgardians who possess a divine domain, similar to the authority of a god. You may choose your domain, which

grants you powers and influence associated with it. Strength wise you will be on par with Thor and Odin.

### **Endbringer - 500 CP**

The Endbringers are incredibly advanced war machines utilized by the Entities to create conflict within their host species. This process generates valuable data for the Entities letting them grow over time. You are one of these deadly war machines either having been created by an Entity or perhaps having somehow transformed into one. You possess a powerful body which you may freely design. The only way for anyone to destroy you is to shatter your core. This is a difficult feat however, given that your entire body is made from super dense materials. Your body is made up of numerous layers each twice as tough as the layer before it. Additionally, unlike a normal Endbringer you will not suffer from the same extreme energy drain they do. Lastly, you are completely immune to all Psychic and Master abilities.

- As an Endbringer you get one purchase of **Endbringer's Fury for Free** and successive purchases are discounted.

### **Kryptonian - 600 CP**

The Kryptonians were a highly advanced species originally hailing from Krypton. Their planet was destroyed leaving only a small assortment of their species left throughout the universe. As a Kryptonian, you are a member of the same powerful alien species as Superman. Under a yellow sun, you possess incredible abilities that include super strength, flight, invulnerability, super speed, heat vision, x-ray vision, super breath, and enhanced senses. Your physical and mental capacities far exceed those of humans, making you a near-invincible force. However, your abilities diminish under a red sun, and you are vulnerable to kryptonite, a rare mineral from your home planet.

### **Czarnian - 600 CP**

The Czarnians are an incredibly powerful race originating on the planet Czarnia. Unfortunately the vast majority of their species were wiped out. You however, are one of the only remaining Czarnians in existence. As a Czarnian, you are a member of the same ruthless and virtually indestructible species as Lobo. Czarnians possess incredible regenerative abilities, allowing them to recover from virtually any injury rapidly. Supposedly they can only be killed by other members of their own species or higher level entities. You also have immense physical strength, durability, and endurance on par with Kryptonians.

### **Strontian - 600 CP**

The Strontians are a powerful race, bearing many similarities to Kryptonians, but with a unique twist: their strength is directly linked to their confidence. The more self-assured a

Strontian is, the more powerful they become. Conversely, doubt and nervousness can significantly weaken them. In addition to this confidence-based power, Strontians possess a remarkable array of abilities. They can survive in the vacuum of space, fire devastating energy beams from their eyes, withstand the explosive force of a supernova, and enjoy life spans that span millennia. By choosing this option, you will become a Strontian on par with Gladiator, one of their most formidable members.

### **New Gods - 600 CP**

The New Gods are an immensely powerful and advanced species that reside in the realms of New Genesis and Apokolips, two diametrically opposed planets in the Fourth World. Born from the remnants of the Old Gods, the New Gods are near-immortal beings with incredible strength, speed, intellect, and vast cosmic powers. Strength-wise you will be on par with individuals like Kalibak, Orion and the Furies. You have the option to choose your homeworld, hailing from New Genesis or Apokolips. This choice will mainly influence your upbringing and allies. Though nothing says you couldn't start off in one world and have ended up in another. You'd be surprised just how many of the New Gods changed sides at some point.

- All New Gods receive one purchase of **Authority** for **Free** to represent their birthright.

### **Entity - 800 CP**

Entities are an ancient and immensely powerful race of space-faring worms, known for their vast array of abilities. Their primary forms are colossal, planet-sized constructs, but they can also create smaller, humanoid avatars for interaction and manipulation. As an Entity, you are effectively a nascent, or "baby," version of this species. You start with access to a couple thousand shards, each shard being a fragment of your power capable of bestowing unique abilities upon others. Over time, your power will grow exponentially, and you will eventually command millions, if not billions, of shards. These shards can be used to empower others, creating a vast network of powered individuals under your influence, and allowing you to collect data and adapt in ways that few other beings can match.

### **Hybrid - Varies**

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species \* 100 CP + Species cost. So becoming a Endbringer x Strontian hybrid would cost 1,300 CP ( $500 + 600 + (100 \times 2) = 1,300$ ). You will gain unique advantages that are related to the species you choose.

# Skills and Perks

All perks are discounted to their origins and the 100 CP perks are free to their origin.

## General Perks

### **Out of this World - Free**

Near the end of the story it was revealed that an empowered Darkseid was slowly gaining control over the Anti-Life Equation. He used this ability to slowly take over nearly every being in the setting enslaving them with the equation. Given that this would be a disappointing way for you to die you can have this perk. This will protect you from the effects of the Anti-Life Equation and the other wide scale attacks that would normally be guaranteed to eliminate you. So you won't die in a random Endbringer attack, but you're fair game if you show up to one willingly.

### **Leave Me Alone - 50 CP**

As a Jumper, it's in your very nature to become entangled in plots and adventures across various worlds. However, sometimes you just need a break. Thankfully, that's exactly what this perk is for. If you ever decide you want the world to screw off it will. You will be left alone and not bothered by the plot. This won't stop apocalyptic events threatening the world, but no one will specifically bother you. Additionally, this protection extends to any family and allies accompanying you, granting you all the respite you need. You can freely toggle this perk on and off at will.

### **Time is Just a Concept - 50 CP**

Many species live for countless years, perceiving centuries as mere moments due to their extended lifespans. Perhaps you belong to one of these species, as you are not bound by the concept of time. You do not experience boredom, disinterest, or any other issues associated with time passing. You aren't absent-minded, but now you can find enjoyment in simply watching the world unfold around you. Millions of years could go by and to you it would only feel like a few moments.

### **Size Alteration - 100 CP**

There are a variety of beings with the ability to shift their size at will. Size Alteration allows you to shrink down for stealthy movement or grow larger for intimidating combat purposes. This ability also affects your mass, enabling you to hit much harder when you increase your size. Conversely, when you shrink down, you'll typically become much

faster and more agile. Initially, you can alter your size by a factor of ten, but with practice and training, you can enhance this skill even further.

### **Ever Growing Challenges - 100 CP**

Truthfully it's rather easy for a Jumper and a Contractor to become overpowered rather quickly. In some ways this is good, but it also can make your journey rather boring. You don't want to merely drift along with the currents of fate, you want to be challenged. The universe understands this and has answered your call. Now as long as you are seeking out a test you will be able to find one. This could be a powerful opponent, an intellectual rival, or perhaps an empire if you want to lead your people. These challenges will seemingly come out of nowhere. You however, may disable this perk's effects if you are content.

### **Mesmeric Call - 100 CP**

Your voice is a gift, capable of captivating even the coldest hearts. As one of the greatest singers in the universe, your songs possess a mesmerizing quality, especially when you sing about that which you care for. Much like how Priscilla's song about Blaidd was more meaningful due to the family's connection to the Half Wolf. This captivating melody can also be used to entrance targets, though those with strong willpower can resist if they try. Additionally, for beings without the ability to hear, you can convey your message directly through emotions, allowing them to understand your sentiments and intentions clearly.

### **Being Undead Has Some Perks - 100 CP**

Being an Undead certainly has its drawbacks, but it also comes with several notable benefits. You possess a reduced sense of pain, making you more resilient in the face of injuries. You no longer need to sleep, granting you tireless endurance and the ability to remain vigilant indefinitely. Additionally, you have no desire for sustenance, allowing you to function without the need for food or drink. These benefits are yours regardless of whether you are truly an Undead, giving you a significant edge in both mundane and extraordinary circumstances.

### **Shape of Man - 100 CP**

Over the course of your journey you've likely encountered some friendly monsters or bizarre entities. Sometimes however, it can be more difficult to interact with them given their more exotic bodies. Thankfully this perk offers a solution by giving non-human creatures a humanoid form, making interactions much easier. They will resemble their original appearance, but now come in a much more manageable form. For example, a Dragon might become a human with wings, possibly a tail, and a few scales. You can use this on any non-human including aliens, A.I., robots, or cosmic horrors.

### **Grand Beauty - Free/100/200 CP**

The multiverse is filled with numerous beautiful individuals from all walks of life. Hell this is one of the biggest selling points of the Waifu Catalog. Given this trait it shouldn't surprise you that nearly every notable individual here is an incredibly attractive being. For Free, you can gain a perfect 10 out of 10 appearance, eliminate any physical imperfections and ensure that any future scars or injuries only add to your appeal. Additionally, you'll exude a natural charm that turns heads and captures attention effortlessly. For 100 CP, you can instead become an exceptionally attractive individual, comparable to renowned figures like Wonder Woman, Artoria, and Tsunade. Your beauty will be universally acknowledged, further enhancing your elegance and magnetism that is simply irresistible. If you're still not satisfied then you can upgrade this a step further becoming an unparalleled beauty for 200 CP. The only individuals that can even possibly be compared to you are goddesses or conceptual deities of beauty. Lastly, this will allow you to fully customize your body and alter the size of your appendages. This will also remove any issues such as back pain from excessively large assets.

### **Template Stacking - 200 CP**

Most people do want to grow on their own efforts, but you've got to admit there's a couple powers that you've always wanted. Template Stacking lets you acquire the powers, skills, and equipment of a single being of your choice. Some of the most popular choices include Gojo Satoru, Alex Mercer, and Goku. There is one restriction to this ability. You will be given all of these abilities in a weakened state if the character happens to be Tier 5 or above. Over time you will be able to unlock the full power of your Template, but the duration needed will depend on their power level. Using the previous examples Gojo would probably take a few years since he's Tier 7. Goku however, might take a decade since he's Tier 10. You may purchase this option as many times as you can afford. Lastly, any templates purchased with this option will not be affected by the Catalog's exponential price increase.

### **Psychometry - 200 CP**

Psychometry is a fascinating ability that allows you to view the history of an object through touch. There are a variety of methods to gain this ability. For example, the Phoenix Force grants its user Psychometry for any items related to flames. Your version of this ability, however, is far more versatile and complete. You can view the history of any relic or object. The further back in time you go, the more distorted and challenging the visions may become, but with practice, you can train and refine this ability to see clearer and more accurate details.

### **This is My Power - 200 CP**

When Mikael was sent to each new world, his power was stripped away, forcing him to grow and regain his strength repeatedly. Such a situation is unacceptable to you, and you've taken decisive steps to prevent it from happening to you. As a result, your power cannot be stripped away, stolen, or otherwise taken from you. Regardless of the circumstances, your strength remains intact. If you were put through a situation similar to Mikael's, where you are sent to a new world, you would retain all the power you had previously gained. This effect ensures that you remain at your peak no matter where you go.

### **Block and Counter - 200 CP**

Your mind is an impenetrable bastion, fortified by your immense willpower. No telepath, god, or other entity can enter your mind if you do not wish them to. This mental barrier protects you from illusions, mental attacks, and any foreign influences attempting to breach your consciousness. Furthermore, this defense comes with a potent countermeasure. Whenever someone tries to manipulate you, you can invert the effects, turning their assault back on them. If someone attempts to break into your mind, they will be stunned, leaving them vulnerable to your own mental intrusion. If someone tries to seize control of you, the attempt backfires, granting you control over them instead. This ability not only shields your mind but also turns any mental attack into an opportunity for you to strike back with devastating precision.

### **Is it Dead? - 200 CP**

To qualify for the big leagues in a comic book world it's practically mandatory that you be very hard to kill. Be it immortality, regeneration, a phylactery, or something else entirely nearly all the big names have methods to survive deadly situations. Thankfully this means that there also is an equally large number of absurd abilities that let you kill anything. You possess one such power that is quite simple. Anything you kill will stay dead.

There will be no resurrection, some grand reveal that they didn't actually die, or some other hairbrained plot. This also grants you other minor abilities. The first is that any injury you deal will not heal due to your power. Though you may disable this if you wish for situations such as sparing. The second is that killing an aspect of something will also kill it. For example, killing Scion's golden avatar would actually kill him. So you wouldn't need to search for his main body.

### **The Darksign - Free/300 CP**

The Curse of Undeath, created by Gwyn out of his fear of the Pygmies, manifested as the Darksign. This cursed mark seals the darkness within the bearer and grants them



the ability to return from death. However, each resurrection erodes a part of the user's humanity, leading to a gradual loss of self. Dying too many times will result in Hollowing, transforming the individual into a mindless monster. Though this process can be resisted with a powerful will.

You possess the Darksign, enabling you to revive by being reborn from flame. If you die in an area without a flame, you will reappear in your warehouse. Additionally, upon dying, you will lose any souls you hold, but you can recover them by returning to the site of your death and retrieving the echo of your fallen self. If you start in a Soulsborne setting, this power is free. If you belong to another world, you must pay 300 CP to acquire this boon.

### **Talented - 100/300 CP**

There are many individuals with great intellect, but this doesn't necessarily mean they're actually smart. You may or may not be intelligent, but you certainly are talented. This is a skill possessed by those with enhanced learning speeds. It multiplies the speed at which you learn anything a dozen times over and it stacks with any other similar boost you possess. The first tier grants you access to the B-ranked version of this skill. Though if you pay an additional 200 CP you may upgrade this into its A-ranked version. This will allow you to learn any skill including unique skills. Additionally, it will boost your learning speed even further.

### **A New Tree - 300 CP**

Melina has a unique spell that enables her to create her own Erdtree, formed from golden light and capable of healing everyone nearby. You have not only mastered this spell but also enhanced it. Your variation of the spell allows you to create both temporary and permanent Erdtrees, providing versatile healing solutions for any situation. The size of the tree depends on the amount of energy you supply. Additionally, while it cannot regenerate lost limbs, it can heal most injuries and ailments, as well as restore the target's energy.

### **Dragon Communion - 300 CP**

The dragons developed an art known as Dragon Communion that would allow others to gain their power by devouring their hearts. You have undergone this communion on a scale rivaled only by Mikael, having devoured the hearts of over thirty dragons. This greatly strengthens you, gives you knowledge of their spells, the ability to turn into an Archdragon, and a few other miscellaneous abilities.

### **Caryll Runes - 300 CP**

The Caryll Runes are believed to be a series of carvings used to aid the Dream's Hunters. Though in reality they simply are the language used by the Great Ones. These runes possess immense power, derived from the profound meanings and cosmic energy imbued within them. You have attained complete mastery of this eldritch language, allowing you to control its effects with precision and understanding.

Whether you are a Great One in disguise or a scholar who has delved into the mysteries of the cosmos without losing your sanity, your knowledge of Caryll Runes is unmatched. You can inscribe these runes upon yourself or others, granting various powerful effects. Though you can conceal them should you not want to directly carve someone's skin. Lastly, this language can also be used to communicate with other eldritch entities while allowing you to retain your sanity.

- **This Perk is Free with the Great Old One Patron**

### **God(s)layer EX - 300 CP**

Godslaying is one of the greatest feats a mortal can achieve. To acquire the EX-ranked version of the skill you must become a hunter who slays the divine in droves. To an individual with this skill a god regardless of how powerful is nothing more than prey. They are dramatically weakened, lose access to their higher level abilities, and suffer from a few other debilitating effects. This particular version of the skill has one final benefit. Normally this skill would cause any deity to become terrified or enraged. This version was tempered through love and positive encounters. So now it can generate positive emotions, cause gods to fall in love, and draw the divine to you. You may optionally choose which effects manifest for each divine entity you encounter.

### **The Great Runes - 400 CP**

The Great Runes are fragments of the Elden Ring each holding a piece of its immense power. You hold within you copies of the fabled Great Runes. Copies, they may be, but they are just as strong as the genuine runes. Each rune bestows upon you immense power and a unique boon. Initially, you can only harness the power of one Great Rune at a time, but with practice, you could learn to wield all of them simultaneously. Should you acquire another Great Rune, they will merge, vastly increasing their combined strength.

### **The Wall - 400 CP**

The Wall is a special experience encountered by Soulsborne players. It represents a grand challenge, often a formidable boss that halts the player's progress and forces them to hone their skills. You have learned to embrace and enjoy this experience. Whenever you are pushed to your limits, you start to develop at an exponential rate. For

example, a battle that truly tests your abilities can result in a hundred years' worth of progress against a single foe. This perk can be activated in any situation as long as it pushes you. So remember every daunting challenge you encounter is simply another opportunity for you to grow stronger.

### **Sorcerer Supreme - 600 CP**

The title of Sorcerer Supreme is reserved for the most formidable magic user on Earth. Icons like Dr. Strange and the Ancient One have borne this mantle, and now, so can you. You have honed your skills becoming one of the most skilled magic users alive. You command a vast array of spells, rituals, and ancient secrets accumulated by the Sanctums over millennia. Additionally, you have an incredible talent for other fields of magic. Should you wish to expand your repertoire further you'll be capable of rapidly comprehending other fields. Like Strange you could go from a complete novice to one of the greatest masters in a field in only a few weeks.

### **You're Free - 600 CP**

Freedom is an interesting concept given its sheer range of applications. Many imagine chains being broken, but freedom is so much more than that. It encompasses the ability to transcend limits, shatter barriers, and remain untarnished by external influences. You are the living embodiment of freedom, capable of liberating yourself and others in profound ways. Your touch can break any form of control over a being, setting them free from manipulation or enslavement. You can cleanse areas of infestations, corruption, and oppression, restoring them to their natural state. Your very presence radiates freedom, making it impossible for constraints to hold sway over you or those you choose to liberate. Lastly, you possess a unique power related to Freedom. For example, Mikael's ability allowed him to free himself while Diana's inspired those around her.

- **This perk is Free for any embodiments of Freedom**

# Contractor

## Contractor Status - Free/300/600 CP

As you were previously informed your Benefactor decided to make a deal letting you become one of the Catalog's Contractors. Normally the Company would now own your soul and have the rights to everything you get from them, but it officially all belongs to you. Should you never wish to see anyone from the Catalog again they will leave you in peace. So you don't have to be worried about being hunted down. The way things work is that you are supposed to capture certain targets by binding them (that's explained below). These targets are worth a certain amount of points based on their level of power. These targets as you might expect are named or notable individuals from various worlds. Though a certain amount is also paid out for the nameless masses as well. You can use these points to acquire special perks, items, and directly purchase companions from the company. Though the quality of the deal struck is dependent on what you were willing to pay. You can review the available options below:

- **Standard - Free:** This is the default option giving you the standard benefits like any other Contractor. You will be allowed to negotiate your contract's intensity by choosing the particular details. Though by default you'll get a 25%/75% capture/sell deal, won't receive a revival package, and be restricted to one Heritage (unless you get the Perk here).
- **Legacy - 300 CP:** The Legacy Package is normally restricted having been replaced with the newer rules. By taking this deal you can sign on with the original deal. This grants you access to a number of restricted perks, bundles, and a better deal than the standard package. This will also increase your capture/sell values to 50%/50% respectively.
- **Premium - 600 CP:** The Premium option allows you to fully customize your deal with the Company while retaining the best pricing available. Meaning that you will get the highest possible payout for your Captures at a full 100%/0% capture/sell rate. This will also give you full access to every possible option offered by the Company including those that haven't been released.

## Binding Method - Varies CP (Must Have Contractor Status Perk)

Generally most Contractors acquire what is known as a Binding Method. This is an ability that allows the user to capture targets typically over a seventy-two hour period and often grants them a few miscellaneous abilities. You have three main options to choose from. The first is that you can forgo a Binding Method completely. This will grant you **+400 CP** and restrict you to only acquiring new targets via a genuine Love Confession. The second option is that you may take one Binding Method for **Free**. The

method in question will come fully unlocked with all of its available options. The final option is that you may purchase additional Binding Methods for a **100 CP** each. So you could buy all six for a total of 500 CP. The following list details each of the available choices and some of their abilities:

- **Stamp:** The Stamp is the original Binding Method. By holding the Stamp against the target for a solid three seconds it will create a tattoo. Over the course of the next seventy-two hours it will activate and successfully bind the target. This stamp can be summoned at will by both you and other captured targets.
- **Tempest Jewelry:** Tempest Jewelry is a type of magical jewels that can bind your target when worn. This option will grant you an initial limit of one hundred unused jewels. Though this limit will also increase based on how many individuals are wearing these jewels. They can come in the form of any jewelry or shackle you desire. They also contain a few other setting such as generating hard light shields, causing a mimetic desire to wear the jewels, and activate runes. These runes can be used to alter the species, personality, and appearance of the wearers.
- **Shroud:** The Shroud is a manifested form of solid magic that comes in a variety of Elements. The Shroud can freely shift into other forms as needed and create various structures. To capture someone the Shroud must be touching a target. The rate at which the capture occurs is more effective the more they're covered. Though this time period can also be affected by a number of other factors such as whether they're conscious. Once you have enveloped a target it will become impossible for them to escape as long as you focus. Some other benefits of the Shroud include the ability to absorb matching elements, flight using the Shroud, and to absorb the target's abilities. The abilities available for absorption include skills, traits, and unique aspects like Noble Phantasms.
- **Hypnosis App:** The Hypnosis App is exactly what you might expect. This app will be downloaded onto your Smart Device and be capable of entrancing a target. The longer they remain under your control the more you will be able to affect them. Though a target will not be considered captured until they reach a value of fifty or higher (1 point per hour hypnotized). You can activate this device on any system you have access to, send it through audio formats, and a variety of other formats. It's last main ability allows you to digitize beings trapping them within your device.
- **Tantric Arts:** Tantric Arts are a Binding Method that utilizes rituals and other forms of magic to create a resonance with your target. Additionally, the rituals are automatically the stronger the person casting them is. Though this can also be reached by increasing the number of participants in the ritual. The stronger the target the more resonance needed to capture them. You can summon your target, create deep connections, transform the target, ward areas, and quite a bit

more with these rituals. A more exotic effect would be something like harming a target or claiming control over an area.

- **Symbiote:** The Alterzulu Symbiote is the most complex Binding Method. The Symbiote allows you to create a hierarchy with you as the King and a Waifu as a Queen. You will be a mate, king, or god to your bound targets depending on their relationship with you. The queen will be ranked just below you though this hierarchy can grow as you acquire more queens. The queen must be female, but you may take this role yourself forgoing a king if you fit the bill. To capture a target they must somehow receive a “transformative fluid” either through your mouth or a tail generated by the Symbiote. This process only takes around two hours to complete, but it can only be performed on sexually mature targets. Your queen will be capable of birthing eggs, creating structures in your lair, and quite a bit more. For simplicity’s sake this basically lets you become an unholy hybrid of Xenomorphs, the Tyranids, and the Zerg with the potential to surpass them all given enough time. Purchasing this option will let you unlock all Symbiote perks, but you will still need to develop a hive yourself.

### **Talents - 100 CP**

The Talents offered by the Waifu Catalog are powerful options designed to significantly enhance your proficiency in various fields. Additionally, if you lack the ability to use any of the fields covered by your chosen Talent, this perk grants you the necessary capabilities. By selecting this option, you gain access to a broad range of Talents, each boosting your learning speed and skill acquisition in a substantial way. Some of the primary Talents include Martial, Covert, Psychic, and Science. For instance, the Psychic Talent not only covers standard telepathic abilities but also extends to Stands, Personas, and other psychic-based powers. If you encounter unique abilities, such as a Quirk, this Talent allows you to mimic and develop your own versions. Lastly, further purchases of this perk will be discounted.

### **Standard Pricing - 100 CP**

Quite a few of the options within the Waifu Catalog have exponential price increases. The most notable of which is the Template Stacking which doubles each time you purchase it. At least that’s the normal procedure. You are an exception to this rule, making it cost the same amount no matter how many times you purchase it. Additionally, this effect works on any abilities you possess that operate on a similar principle. For example, the Kaio-Ken damages the user significantly more with each level higher you go. This perk would cause it to do a flat amount of damage per level rather than an exponentially increasing amount.

### **Sticky Fingers - 100 CP**

The Waifu Catalog is a fascinating company that allows individuals to experience their greatest desires. Despite this ideal image they are at their core an interdimensional slave trade with a particularly focus on the more carnal aspects. So it shouldn't be surprising that this is one of the most desired skills that every contractor wants. This skill makes you a master of the sexual arts. You are capable of giving any being an unforgettable experience. It isn't an exaggeration to say that you could lay with a dozen sex goddesses at once and still come out on top. There is no being alive that won't become putty once you get your hands on them. Lastly, this will upgrade your body ensuring that you can go non-stop and keep up with your lovers.

### **Talent Sharing - 200 CP**

While Talents are initially exclusive to the Contractor, the Waifu Catalog does provide options to extend these benefits to your retinue. This perk takes it a step further by enabling you to share any of your abilities with your companions or captured targets. Talent Sharing will automatically distribute your Talents and any relevant perks you choose to your allies. Though you may restrict what abilities are given out or disable this perk if you wish.

### **Lures - 200 CP**

In order to help the Contractors the Company developed a number of Lures that make the user appeal to certain groups or otherwise make them more desirable. For example, Zenryoku Zenkai is a Lure that affects anyone you fight. By defeating someone a spark of interest will be created in your target. The strength of the lure will grow with the scale and significance of the encounter. For example, a minor clash might let them develop a crush while an epic one on one fight in the finale will have them fall head over heels for you. Each time you purchase this perk you may select a single Lure. This will also include all upgrades and expansions. Lastly, if something's missing then you may create your own unique Lure.

### **Fast Binding - 200 CP**

Generally the binding process takes seventy-two hours to complete though there are a few methods that can greatly accelerate this timeframe. For example, the Dragon Heritage's perk Treasure Hoard allows them to capture someone in five minutes by biting them and swallowing a drop of blood. This perk allows you to vastly increase the speed of your captures. Additionally, should you have any other powers with a long charge period or time requirement they will be shortened. So if you had a power that needed to charge for an hour now it might only take a minute.



### **Multipixel - 400 CP**

Multipixel is an incredibly broken perk that was originally offered for various Contractors to upgrade the Stamp Binding Method. It however, was removed due to it making the game too easy. It allowed the user to take a picture of their target and place the stamp on them directly. Afterwards the binding would work like normal. Somehow it appears that you've gotten your hands on the perk in question. In addition to the normal aspects of the perk it has been modified so that you can use any of your powers via photographs. For example, you could place a curse on someone using a photo. You can't do things like stabbing the photo to hurt them, but I'm sure you can come up with some methods with such a potent catalyst.

### **Warranty Plan - 400 CP**

Should any of your Companions or other allies be bound this will allow them to revive within three days. Thankfully unlike the normal Warranty Plan this method will revive your true companion. It won't be a replica with downloaded memories. As long as you survive, so will all of your allies. Now while this may not mean much for standard companions this version will give you new Companions as well. This will allow you to more easily recruit Companions including deceased individuals. Lastly, should any Companions or Targets be trapped in an inescapable situation you may force them to respawn, killing their body. You can consider this a morbid form of teleportation due to the modifications this perk made.

### **Defenses - 400 CP**

The Defenses are a special set of abilities designed to protect you against various threats in the Omniverse. Normally they would be separated into two tiers, but purchasing them here lets you directly acquire the full immunity option. Each time you purchase this you may select one of the offered options. For example, Paradox Defense protects you from alterations to the timeline. Should a timeline be destroyed or your past self be killed you would be unaffected by this.

### **Inexhaustible - 600 CP**

Stamina is a key aspect in virtually every situation. For example, in a fight often it's the individual who can last the longest who proves victorious. This perk won't provide you with any boost to your skills, but it will handle any endurance issues you have. Now you and your companions have unlimited reserves of energy. You're still going to be limited by your total capacity, but you'll never run dry. For instance, if you had Aura then this would ensure that you stayed at 100% at all times. The only way for your Aura to break would be if you got hit by an attack that would normally deplete your entire reserves at once. Similarly should you have any abilities that require a constant supply of energy, you'll never have to worry about them again.

### **Patron - 600 CP**

So it would appear that you managed to draw the interest of one of the higher ups within the Company. These are incredibly powerful individuals who rank amongst the upper echelon of the Omniverse. though they will not be interfering with your adventures directly. So don't worry Jump-Chan will keep them from negatively affecting you. Your chosen patron will bestow you with a number of boons, perks, and other benefits. Additionally, you will be viewed as an emissary or champion of your patron in future settings.

For example, choosing Death/The End would grant you immense authority over death-aligned beings, being able to recruit dead beings, travel to the afterlife, and many other benefits. There is a list of possible Patrons in the Notes section if you need more examples. Lastly, by acquiring your Patron here you can gain multiple Patrons and you can avoid their standard drawbacks. Using Death as an example once more Death would normally require you to hunt down anyone who manages to avoid their scythe.

### **Heritage - 600 CP**

The Heritages are paths to power typically following some archetype. Each Heritage contains a number of perks, Talents, Defenses, and abilities that can strengthen you. You could become a dragon or you might choose one of the most esoteric paths. Purchasing this will allow you to gain access to one Heritage of your choice with all options already unlocked directly turning you into a Tier X being. Additionally, if you can afford it you may purchase multiple heritages.

- **Dragon:** Dragons are mighty beings of immense power and ferocity. You will unlock a country sized Dragon form. Normally this would be much smaller, but yours will be aged similar to Mikael's body. You can empower others, eventually turning them into dragons by giving them your blood. You also gain access to a unique Binding Method that works by consuming a drop of the target's blood typically acquired by biting them.
- **Pirate:** While only a Heritage in the loosest sense Pirates are indeed one of the possible options. The path of the Pirate is one of daring and adventure. Following this path grants you the ability to sense treasure, lets you summon a kraken, greatly enhances your natural charisma, and draws in those around you. Additionally, as long as you have a crew you will never die. As long as you sail under the Jolly Roger you will always have a life of wonder.
- **Transhuman:** To become Transhuman is to ascend humanity itself. There exist three sub paths including the Biomorph (biology), the Cybermorph (technology), and the Aethermorph (magic). These paths grant you psionic powers, empowering others, adaptive tissues, the ability to rapidly evolve, and to develop

a hivemind-like structure. That final ability is due to having become a spiritual existence as well. The Tyrannid Hive Mind would be a good comparison if you need an example. Lastly, the most beneficial part of acquiring this heritage here is that you will unlock all three paths allowing them to synergize.

- **Outsider:** The Outsiders are the eldritch beings who wander between dimensions. These beings are incomprehensible and now you are one of them. You are a representation of a chosen concept developing an Omen. You can disguise yourself, enlighten your acolytes, teach unknowable subjects, and to connect the dreams of your allies. Additionally, you will gain access to a much stronger eldritch form. Lastly, you will be able to manifest across multiple worlds freely traversing the axis of time and space. Though you will be unable to enter worlds that don't openly welcome you.
- **Psychopomp:** Psychopomp is a term to collectively refer to death-based entities such as Grim Reapers, Shinigami, or Banshees. This allows you to transform into one such being gaining all of their associated powers. You will gain access to your own afterlife allowing you to store souls, capture any targets who are deceased, and absorb the powers of fallen souls.
- **Wendigo:** The Wendigo is an embodiment of endless hunger. You are now one of these creatures capable of transforming into a thin skeletal monster with long limbs. Additionally, you will now never leave any traces of your presence. By consuming the flesh of others you will grow more powerful. Some of your other abilities include the creation of a hunting ground, imposing taboos, drawing prey to you, and turning others into wendigos. Lastly, you gain the ability to consume an element or concept of your choice.
- **Mastermind:** The Mastermind is another archetype based around wealth and control. The only restriction is that you must maintain your reputation and develop an estate. Your estate will grow as you expand your influence. Additionally, while on your estate you are nearly unkillable, gives possession of numerous rare items, given an extensive motor pool, and a few other benefits. As a Mastermind you have an expansive repertoire of minions, cultists, spies, and a large pool of elites. Lastly, you will be integrated into each world you travel to becoming a fundamental part of it. It will be nearly impossible to remove your influence from the world.
- **The Infernal:** Demons come in many forms, but arguably their most infamous service is that of the deal maker. You are one of these entities possessing the ability to make Pacts. You can grant any boon in exchange for something of value from the petitioner. This includes concepts, emotions, traits, and skills. Any deal you make will force the petitioner to follow the intent of the deal. Some other abilities you possess include claiming the souls of others, control over the Seven Deadly Sins, and the ability to alter the local environment.

# Waifu

## **Dress Fit For a God - 100 CP**

When people imagine Medea, they typically think of her renowned magical skills. While this is true she is also a seamstress of near unparalleled skill. She loves to create dresses and other clothing of incredible beauty. Like the famous witch you are a master of all things related to clothes. Measurements, sewing, and every other skill needed to craft the perfect outfit is within your purview. Additionally, this expertise extends to armors and other wearable items, allowing you to blend beauty with practicality. Though the most useful trait of your craft is arguably the durability. Anything you craft is exceptionally durable. For example, a ballroom dress you made could remain spotless and undamaged after a bloody battle. Given time you could easily become a world renown tailor.

## **Seed of Love - 100 CP**

Love is a complex and beautiful force, capable of bringing endless joy despite its challenges. Fortunately, you've discovered ways to navigate these complexities smoothly. First, your partners will be completely comfortable sharing you, eliminating conflicts between those you care about. Additionally, this will also extend to the rest of society. At worst having a harem will merely be a minor quirk rather than something people take issue with. Second, they will never harm you; any actions that seem harmful will actually be done to benefit you in a real and tangible way, not as some twisted mastermind's manipulation. Third, you possess the ability to nurture a "seed of love" in anyone. No being, regardless of how cold or indifferent, is truly immune to your charms. Your presence and affections can thaw the iciest of hearts, allowing love to bloom in the most unlikely places.

## **Faerie Feast - 100 CP**

There are good chefs and then there is you. You are a supernatural chef capable of making dishes without peer. You can create dishes fit for a god using nothing but common ingredients, transforming the simplest fare into a feast that could enchant anyone who tastes it. A single bite of your food is enough to hook someone for life, leaving them craving more of your culinary magic. This perk grants you an encyclopedic knowledge of all aspects of food preparation, from crafting the perfect drink to mastering every cooking style and technique. You can butcher any animal with precision, ensuring every cut of meat is flawless. If you prefer, you can tone down your skills to simply be an anime-tier chef, where your dishes are extraordinarily delicious but not utterly addictive.

### **Forger of Legends - 200 CP**

Many possess immense potential, but they often need a mentor to help unlock it. You are that mentor, capable of imparting combat knowledge like Scathach and survival skills akin to Glynda. Under your tutelage, individuals will thrive, even if they are in pain throughout the entire experience. You possess an intuitive understanding of how far someone can be pushed and when to pull back to ensure optimal growth. Additionally, you can instantly recognize flaws in anyone's style immediately, seeing the best way to correct them. Even if you have no experience with their skills you can still offer excellent advice for their particular abilities. With a week of training you could turn a half-hearted team of sidekicks into proper warriors on par with veteran heroes.

### **Mending the Broken - 200 CP**

The Catalog's methods of recruitment can be harsh, often leaving deep scars on those they target. However, you have discovered a way to heal both yourself and others, no matter the extent of the damage. Your will is unbreakable, a bastion of strength that remains steadfast through any ordeal. Additionally, you possess the unique ability to mend the shattered remnants of others. Whether someone has been broken by external forces or their own inner turmoil, you can piece them back together, restoring them to their original state or even making improvements to better suit their needs and desires. Your touch brings solace to others, turning their despair into hope.

### **I Got Over It - 200 CP**

Many beings in the universe come with inherent weaknesses such as Kryptonians' susceptibility to kryptonite, werewolves' aversion to silver, and Martians' fear of fire. Somehow though you are a unique individual lacking these weaknesses. Perhaps you've been genetically enhanced, or maybe you were simply born without the typical vulnerabilities associated with your kind. Your immunity allows you to fight without fear of sudden, debilitating attacks that exploit your kind's known vulnerabilities. Additionally, this power grants you a heightened resilience against any attempts to discover or exploit other potential weaknesses you may have.

### **Strength Begets Power - 400 CP**

Whenever a captured target grows stronger they can start to develop new abilities. This effect is most pronounced after an increase in Tier. For example, Robin lost her weakness to Seastone and damage to herself after reaching Tier 6. At Tier 7 she gained the ability to create her limbs on atoms letting them appear anywhere within her senses. You possess similar evolutionary capabilities. Every time you become noticeably stronger all of your powers will comprehensively evolve. This can occur limitlessly though it will take more time after each evolution.

### **Perfect Control - 400 CP**

Possessing immense power is one thing, but having control over it is another level entirely. Like the legendary medic-nin Tsunade, you have painstakingly refined your ability to control your energy and techniques to the highest degree. This grants you incredible precision and efficiency, ensuring that not a single ounce of your power is wasted. Every move, every technique, and every ounce of energy you perform will be executed with maximum effectiveness.

Additionally, regardless of how vast your reserves of energy are or how they might change, your control will remain flawless. Your control not only enhances your combat abilities but also allows you to perform delicate tasks that require extreme precision. Whether you gain new powers or your existing ones evolve, your mastery will adapt seamlessly, saving you the effort of relearning control.

### **Item Construction - 400 CP**

Item Construction is a skill that demonstrates the user's ability to create. Individuals possessing this skill, especially high level versions of it, are able to create truly wonderful items. For example, given that Medea possessed an A-rank version of this skill she could easily craft relics that would have been rare even in the Age of the Gods. You too possess this skill letting you build legendary works. With enough time, materials, and energy there is practically nothing you can't make.

### **World's Greatest Medic - 600 CP**

In her world, Tsunade was hailed as the world's greatest medic, capable of healing nearly any injury she encountered. Her skills only grew more formidable after she accessed Mikael's extensive library of knowledge. With this perk, you become one of the few individuals as skilled in the healing arts as Tsunade herself, even after her advanced training. Your expertise encompasses general medical knowledge, allowing you to treat a wide array of ailments and injuries with ease. You also possess the ability to convert your own power into a potent healing energy. This energy is effective on its own, but it can be enhanced further with other beneficial energies. Lastly, you gain access to Chakra, enabling you to perform advanced medical ninjutsu and other Chakra-based healing methods.

### **I Have Waited Eons - 600 CP**

The plans of cosmic entities are often incredibly complex and performed over thousands if not millions of years. Every factor falls into place ensuring the desired outcome with a dozen contingencies at each step. Following in their footsteps you have mastered the art of the long con. The longer your plan plays out the grander the result. A minor operation over a few months might see a noticeable increase granting you a higher

payout. Though one that spans centuries would allow you to pull off feats that should have normally been impossible. This boost will become exponentially more effective the longer the plan takes to complete.

### **Grand Magic - 600 CP**

Throughout the decades in the Soulsborne worlds Mikael would master each field of magic. Not only would he learn every spell, blood arts, miracle, pyromancy, and incantations but he would start to expand the fields. Like the powerful Undead you have a true mastery of this universe's magic. You can be considered a peer to the greats such as Seath the Scaleless, the Witch of Izalith, and Rennala the Moon Queen. Additionally, you have cultivated a powerful Pyromancy flame and forged your very body into a catalyst. Unlike the average magic user you do not need a tool to perform your magic. Though it would still help you by making the spells stronger.



# Denizen

## **I Have That Effect - 100 CP**

Many strategies exist for unbalancing an opponent in battle, but few are as universally effective as infuriating them. Like Mikael, you possess a natural talent for provoking and enraging others. This ability is not just about insults; it's a masterful blend of psychological insight, timing, and delivery. Even the most composed and disciplined individuals will find themselves losing their temper within moments of engaging with you. This can make them reckless, prone to mistakes, and easier to defeat. Your trolling is an art form, ensuring that no one is immune to your infuriating charm. Whether it's a sly comment, a well-timed taunt, or an infuriating smirk, you have mastered the art of pissing people off.

## **Gather Around For Story Time - 100 CP**

Stories are a wonderful way to pass on lessons, explain epic clashes, and of course to provide entertainment. You are a true maestro of stories capable of weaving tales that can enthrall all who listen. Your stories are capable of resonating with the listeners drawing out the reactions you desire. Additionally, you can impart lessons or viewpoints within your tales. They may not realize it, someone who listens to you will be changed. For example, as a villain you could explain your tragic fall making even the most critical of individuals feel sympathy for you.

## **Consecutive Strikes - 100 CP**

True masters of combat not only develop their skills but also hone their very beings. One of the greatest representations of this mastery is the maximization of attack efficiency. Warriors like Mikael and Malenia exemplify this level of combat expertise. You, too, can be counted among their ranks. With this ability, your strikes become faster and more powerful the longer you continue attacking. As long as you maintain your momentum, you will grow deadlier with each successive hit. You can pause or take damage momentarily without losing this effect, but if you halt for too long, you will need to rebuild your momentum from scratch.

## **Eye of the Mind - 200 CP**

Eye of the Mind is a skill representing the user's ability to control and understand the flow of combat. There are two versions of this skill known as False and True reflecting an inherent ability and one gained through live combat respectively. Like Mikael you have acquired the True A++ version of this skill. It ensures that as long as even a 0.1%

chance of success exists you can claim it. It may be difficult, but the odds will now be leaning in your favor.

### **Cultivating Flame - 200 CP**

The Bonfires are mystical flames created by burning humanity. Their creation was originally a secret known only by the Firekeepers, but Medea's meticulous study allowed her to discover the secret as well. It would appear that you either replicated her feat or perhaps you were told by her. As a result you can now construct Bonfires by using special materials, such as spiritual fragments or other unique substances. These Bonfires serve as focal points of power, allowing you to restore your strength, heal wounds, and replenish your resources.

Additionally, Bonfires you create can act as gateways for instantaneous travel across vast distances. Your Bonfires are fueled by an understanding of the balance between life and death, drawing on the remnants of humanity. This power grants you the ability to forge safe havens in hostile territories, offering sanctuary and a place to regroup. Furthermore, as you perfect this art, you may even discover ways to strengthen your Bonfires. Perhaps you could enhance their restorative properties and broaden their range of influence even further.

### **Souls, Blood, and Runes - 200 CP**

There are a variety of methods that can be used to empower the user. In the far off worlds of the Soulsborne series the most common methods are souls of the fallen, blood echoes from slaughtered foes, and runes forged from creation. Each of these can be harvested and transformed in order to strengthen an individual. Each time you purchase this you may acquire one of these methods for yourself. Though unlike normal your limits will be removed. You can grow limitless as long as you have sufficient offerings. Most importantly, these systems remain separate allowing you to draw power from multiple sources. For example, if you slay a foe you could gain Blood Echoes and Souls in equal measure should you have two systems letting your power swell.

### **Native Inhabitant - 400 CP**

Every dimension is shielded by its Dimensional Walls, barriers that protect against foreign entities and suppress invaders, preventing them from unleashing their full power. This is why beings like Trigon and Darkseid cannot wield their complete strength when crossing into other realms. Remarkably, you are treated as a neutral entity, perceived as a native life form wherever you go. For example, if you invaded another plane you wouldn't be suppressed by the world and it wouldn't aid your enemies. After all, an internal conflict should be settled by the involved parties. Additionally, you possess the

unique ability to freely travel between dimensions, with the Dimensional Walls willingly allowing you to pass through.

### **Full Moon Reborn - 400 CP**

After Rennala was driven mad and confined to her library, she became vulnerable to attacks. To protect her, Ranni cast a powerful illusion, forcing anyone who attacked Rennala to face a version of her in her prime. You possess a similar formidable ability. By meticulously studying others, you can summon avatars that wield the power and skills these individuals held at their peak. These avatars are not mere illusions; they possess all the strength, knowledge, and abilities of their prime selves. As you encounter and study more beings your army will grow ever stronger.

### **Endless Hammers - 400 CP**

The legendary beings who create legends typically possess their own powers, but they all still need worthy weapons. So obviously there needs to be someone to forge said weapons. This however, is where you come in. You are a smith as skilled as Andre or Hewg. You have extensively studied the various forging techniques, enchantments, and other forging arts developed throughout the lands. Your craftsmanship is so advanced that you can create wonders, such as a new Godslaying Blade, provided you have access to the right materials.

Your reputation as a smith is such that even the gods would seek your services, eager to wield one of your legendary creations. Moreover, you have a unique ability to transcend your normal skills by dedicating yourself to a creation. Much like how Hewg created a legendary weapon by sacrificing himself, the more you devote to a weapon or item, the greater it will become. This process allows you to channel your very essence into your work, imbuing it with extraordinary power. Should you fully commit to an item, know that you will slowly regain your sense of self over time, ensuring that your sacrifice is never in vain.

### **Jumper, the Eternal Blade - 600 CP**

After his grueling adventures through the Soulsborne series, Mikael became a true master of combat, honing his skills through centuries of battle and slaying any who dared stand against him. Even without his supernatural powers, he could easily best legendary warriors like Scathach, Wonder Woman, and Malenia. This extraordinary prowess now extends to you. Your mastery of combat encompasses all forms of weaponry, martial arts, and any techniques that fall under the banner of warfare. You possess an uncanny ability to adapt to any fighting style, seamlessly switching between weapons and combat forms as the situation demands. Honestly you could probably be counted as one of the top five deadliest warriors in your whole multiverse.

**Avatar of Rot - 600 CP**

The Scarlet Rot, a devastating infection created by an Outer God, spread through the Lands Between with the power to fell even gods. Like Malenia, you are not just a bearer but a master of this deadly force. Infected with the Scarlet Rot, you have gained the ability to control and weaponize it. You can unleash the rot to infect and weaken your enemies, dramatically enhance your physical capabilities, and lay waste to entire regions. Your mastery of the Scarlet Rot makes you a terrifying foe even for superior opponents. Though you can also restrain or remove the infection if you wish to contain it.

**Flesh vs Machine - 600 CP**

Many have sought to create life be it to have a child or in their own attempt at godhood. The greatest of these beings are effectively gods in their own right. Despite this they still require a builder, which you can fill the role of. You are a master of robotics, cybernetics, and a variety of other fields allowing you to craft these marvelous machines. Beings such as A.M.A.Z.O., Brainiac, Ultron, and even the more exotic constructs like the Endbringers are all within your purview. You simply need access to some proper materials and a decent lab in which to forge your creations. Of course when you create these robotics revolutionaries you also can determine their minds. You could let them naturally develop like children, create mindless workers, or construct a personality built to your desires. At the very least all of your creations will be loyal to you so that you don't get killed by brand new wonder.

# Hero

## **We Only Want You - 100 CP**

Many critics insist that secret identities are nothing more than a way for supers to get away with crimes. In reality they are used to protect themselves and those they care about. For one reason or another your foes seem to understand this. Any conflict you have will only ever be targeted at you exclusively. For example, a villain will never kidnap your family to lure you into a trap. If they come after you it will only be done in a manner that targets you exclusively. Though this effect is mainly limited to when you're out of costume. So a robber might still shoot you with a rocket launcher in the middle of a bank. You just don't need to worry about others suffering because of you.

## **Delicate Touch - 100 CP**

Given the sheer amount of power most heroes throw around you'd honestly expect a lot more damage from their fights. Despite this many heroes are able to keep their surroundings intact, You share this bizarre trait allowing you to control the effects of your powers. For example, you could block a full power punch from Superman and nothing around you would be damaged. Alternatively you could punch a mook as hard as possible and just knock them out rather than turning them into red mist. So feel free to throw your all into everything. Now you will only do as much damage as you intend to.

## **Return the Favor - 100 CP**

Many heroes throw themselves into helping others merely for the sake of doing so. Though that doesn't mean that you don't deserve something for your efforts. Any effort you make will always guarantee you an appropriate reward. For example, that hostage you saved thinking you'd never see them again, well it turns out they're a doctor who just invented a cure to an incurable disease you have. This effect applies to any act of kindness, whether large or small, with more selfless and significant deeds yielding greater rewards.

## **A Happy Ending - 200 CP**

Hardships and tragedies often shape epic tales, but they don't have to end in despair. You possess a remarkable ability to navigate the intricate webs of fate, ensuring that a happy ending is always within reach. It may be hard, but as long as you strive for it there will always be an opportunity to reach a happy ending no matter the circumstances. So go out there get your happy ending, and make sure to do the same for others even if you have to drag them.

### **Twin Identities - 200 CP**

Two of the greatest challenges that heroes face are maintaining their secret identity and being in multiple places at once. While some heroes rely on body doubles, you have a far superior method. You possess the ability to create clones to manage your various responsibilities. Initially you will only be able to create a single clone, but you can train in order to create more. These clones are perfect replicas, capable of handling everything from mundane tasks to fighting alongside you in battle. Whether it's balancing your hero life with your personal life or dealing with simultaneous threats, your clones will ensure you're always in the right place at the right time.

### **I Am The Ocean - 200 CP**

Aside from their overall power level the biggest difference between an average being and a powerhouse is their output. These powerful individuals typically have a much larger energy output letting them actively utilize more energy. You are one of these beings with a truly massive output. If a normal person's energy output is akin to a small stream, yours is comparable to the vast expanse of the ocean. This immense output allows you to utilize far more energy in any given moment, overwhelming opponents who may possess equal energy reserves but lack your level of output. As your pool of energy grows, this ability becomes even more pronounced.

### **I Have Prep Time - 400 CP**

Batman is undoubtedly one of the most infamous individuals in this world. He may be a normal human, but his grasp of strategy makes him one of the most feared heroes. Though it appears that he now has a worthy rival. You have the insane preparation skills people think Batman has. Your preparation skills are nothing short of legendary, allowing you to anticipate and plan for nearly any scenario. Identifying weaknesses, devising contingencies, and creating comprehensive back-up plans are second nature to you. Given enough time to prepare, you can turn the tide of virtually any battle, outthink cunning adversaries, and activate dozens of backup plans. Of course just remember that you still need a good understanding of your foes.

### **The Super Spy - 400 CP**

Superheroes might draw the spotlight, but it's the super spies who operate in the shadows and get things done. You are a master of espionage on par with the likes of Nick Fury, Black Widow, and the greatest experts in S.H.I.E.L.D. No organization is too secure for you to infiltrate, no firewall too robust for you to hack through, and no object too well-guarded for you to steal. Your expertise extends beyond mere infiltration; giving you a few other skills. First, you excel in building extensive spy networks and forging vital connections. Within just a few weeks of entering a new area, you could establish a country-wide intelligence network.

Second, you can assume any identity, altering your appearance, voice, and mannerisms to blend seamlessly into any environment. Your disguises are so convincing that even close associates of your targets won't suspect a thing. In addition to your espionage skills, you are trained in multiple forms of hand-to-hand combat and proficient with an array of weapons. This makes you a deadly opponent in any close-quarters confrontation. Fourth, your movements are silent and nigh-undetectable. With this you can bypass even the most advanced security systems and avoid detection from superhuman guards.

### **I'm Only Human - 400 CP**

In a world dominated by heroes and villains, some of the most impactful figures are ordinary humans who rise to extraordinary challenges. Despite lacking supernatural powers, you possess the remarkable ability to stand shoulder-to-shoulder with gods, monsters, and other inhuman beings. Like Hawkeye, Nick Fury, Lex Luthor, and Deathstroke, you are a paragon of humanity, demonstrating that even a "mere" human can play a crucial role in epic battles and grand schemes. When faced with overwhelming odds, you quickly rise to the occasion, rapidly developing skills and strategies that allow you to assist your allies effectively. Whether it's through accelerated training, the development of unique abilities, or some other exceptional trait, you ensure that you remain a vital contributor in any conflict. No matter how far beyond you your allies may seem, you will always find a way to keep pace and make a meaningful impact.

### **Ingenuity of Mortals - 600 CP**

While heroes possess tremendous power, there are many forces beyond their reach, requiring clever tactics and innovation. When the Phoenix Force arrived on Earth, for instance, the heroes knew they couldn't defeat it outright. Instead, they devised a complex ritual that used the Phoenix's own power to temporarily seal it, granting them a thousand years to prepare and bestowing numerous other boons. You possess a similar genius for combating these omnipotent beings and other seemingly insurmountable threats. The greater the danger, the more your capabilities will rise to meet it, enabling you to devise strategies and solutions that turn the tide in your favor. Most importantly, your plans will always yield significant advantages, allowing you to gain power, resources, and influence from these perilous encounters.

### **A True Hero - 600 CP**

There are many individuals who embody the concept of a hero. Though two of the most prominent are undoubtedly Spider-Man and Superman. These two reflect the idea of a relatable hero and the symbol of hope respectively. As a relatable hero people can see



themselves in you, they can be inspired to become more, and to walk down a better path. They have the support of the people, are welcomed everywhere, and capable of pulling off miracles when needed. The symbol of hope however, helps with larger problems. You are the force that shifts entire worlds, alters the very setting for the better, and one who saves the day in the darkest moment. You are a true hero embodying both of these concepts to their fullest.

### **Child of Legends - 600 CP**

The children that Jean Grey and Scott Summers had were all incredibly powerful individuals due to the careful manipulations Sinister performed on their bloodlines. Every aspect of their families was carefully tailored in order to create the most powerful mutants the world would ever see. You are a child born from similar experiments granting you unimaginable potential. For example, were you to develop a mutant power then it would be Omega level at minimum. Though you would be far more likely to be Beyond Omega level. Put simply you were born from legends and meant to rise above them.

# Villain

## **Who Needs Morals - 100 CP**

Mr. Sinister was undeniably a monster, yet his willingness to go to any lengths made him capable of extraordinary feats. You possess a similar disposition, allowing you to make great strides in your endeavors by forgoing morals or higher standards. When you abandon ethical constraints, the progress of your work accelerates dramatically. For instance, a safe, humane study might take years, whereas horrific experiments could achieve the same results in weeks. Essentially, the more villainous your methods, the more efficiently and effectively you achieve your goals.

## **Honed Instincts - 100 CP**

Instincts can be the thin line between survival and doom, and yours are finely tuned to a razor's edge. You've developed an uncanny sixth sense like Deathstroke's, akin to a makeshift spider-sense, that alerts you to danger before it strikes. This heightened intuition warns you of imminent threats, ambushes, and traps, giving you precious moments to react and avoid harm. The intensity of this gut feeling correlates with the severity and immediacy of the danger. Additionally, your instincts have become so sharp that they can distinguish between different types of threats, offering you a general idea of what you're up against.

## **Cat Burglar - 100 CP**

There are thieves and then there are master thieves. You are one such master thief, rivaling renowned thieves like Catwoman and Black Cat. There are few, if any, security systems that can keep you out. Your expertise ensures that you can infiltrate any location undetected, unless you choose to leave a calling card. Additionally, you possess a keen sixth sense, allowing you to instinctively recognize the value of any item you encounter. No treasure, no matter how unassuming in appearance, will escape your notice, ensuring you never leave valuable loot behind.

## **Tilt the Odds - 200 CP**

While brute force can solve many problems, there are times when a more subtle approach is required. You are a master of subterfuge, negotiations, and political maneuvering. You can control the narrative effortlessly playing everyone around you. Convincing the world that you are a benevolent hero is as easy for you as saying please is for an average person. Additionally, you possess an uncanny ability to broker deals that are heavily skewed in your favor letting you come out on top in virtually any negotiation.

This is only enhanced by your magnetic presence which naturally draws in those around you. Your speeches and negotiations can inspire loyalty, trust, and admiration, making it easier to sway groups to your side. Of course, should you encounter a scandal or political disaster, you can quickly and effectively manage the situation. By controlling the damage you'd be able to turn the narrative to your advantage. All in all you can tilt the odds in your favor in seemingly any situation.

### **Apex Bloodline - 200 CP**

Sinister dreamed of creating the ultimate life form using mutants. To do this he would carefully cultivate numerous bloodlines producing ever stronger individuals. You are a prime example having had a number of modifications done. First, you are capable of breeding with anything and producing a healthy child. After all there's no point in this if you can't further the bloodline. Second, any child will inherit the combined potential of both parents practically guaranteeing that they reach greater heights. Though you can suppress this if you wish to for some reason. Third, is that you can be considered the ideal stud or baby-momma everyone wants. You are the ideal parent that anyone could possibly desire. This effect is particularly prominent on those who have already had children, desire children, or are otherwise in need of an heir.

### **I am Beyond You - 200 CP**

After a certain point power makes everything else meaningless. For example, when the Entities attacked Darkseid their greatest abilities barely scratched him. In other worlds they were unstoppable apocalyptic beings, but compared to Darkseid they were pathetic, not even worthy of combating him. You have a similar ability to Darkseid making any method used against you ineffective as long as you are stronger. The greater the gap in power the less effective an attack becomes. A minor disparity might weaken it slightly, but a massive disparity would render you completely immune. So it doesn't matter if it is used against you if you can simply power through it.

### **One Bad Day - 400 CP**

The Joker has a disturbing if unfortunately accurate philosophy. He believes that everyone is one bad day away from becoming a monster like him. That may be true given how many people have been shattered by a single horrific event. You possess a perfect understanding of this dark principle and know exactly how to apply it. You can recognize the weaknesses in others and how to most easily break them. You can identify the deepest vulnerabilities in others, knowing precisely what actions or words will push them to their breaking point.

With just a few well-placed actions, you could turn the most steadfast hero into a heartless villain or reduce a resilient individual to utter despair. You can manipulate

events to create that "one bad day" for anyone you choose, orchestrating scenarios that prey on their fears and insecurities. If you prefer a subtler approach, you could gradually erode their spirit, breaking them down piece by piece until there's nothing left but a hollow shell. Your understanding of human psychology and your ability to exploit it make you a horrifying opponent.

### **I Can Do That Too - 400 CP**

While Taskmaster may not be a super, he is considered to be one of the most dangerous people in the world. This is due to his ability to replicate any skill he witnesses. Like the infamous mercenary you are capable of learning any ability you witness. The only restriction is that you can only perform abilities you are capable of already. For example, Taskmaster was able to replicate Scathach's skills, but he couldn't use this to its full potential due to his baseline human stats. Granted if you unlock the ability later on you can then call upon the skills you've absorbed.

### **World Ender - 400 CP**

World Ender is a skill that can only be acquired by causing the end of a world or its 'World Order'. This skill enhances any actions that are taken against the world. You must have been busy throughout your history as you have developed an A-rank version of this skill. You have led to the downfall of multiple worlds becoming a veritable herald of the end. Any action you take can directly harm a world or empire directly accelerating its end. Additionally, your mere presence will weaken worlds, bring about a negative turn of fate, and bolster those who would bring it down. You however, may optionally suppress this effect should you not wish to harm a world.

### **Comic Genius - 600 CP**

Comic Worlds are home to some of the most intelligent minds in fiction. This world holds a particularly large number of them given its composite nature. Luckily, you are one of these intellectual savants. Your intellect rivals that of Lex Luthor, Brainiac, Doctor Doom, and Valeria Richards. You are capable of mastering entire scientific fields in a single day, an intellectual savant of the highest order. At present, you are an absolute master of three specific fields. For instance, you could emulate Tony Stark's expertise by choosing nanotechnology, energy production, and artificial intelligence.

### **Hopekiller - 600 CP**

Each of the Endbringers is incredibly dangerous, but the Simurgh is without a doubt the most feared. This was not due to her combat prowess, but her ability to destroy unity. Now, you share her terrifying abilities. You possess an uncanny talent for devising intricate and far-reaching plots that can destabilize entire societies. Your mind operates

with such complexity that you can foresee and manipulate events with an almost supernatural precision, allowing you to sow distrust among allies.

Friends shall turn against each other and fractures will develop in even the strongest of groups. Moreover, you have the terrifying ability to create brainwashed "Jumper Bombs." These individuals are unknowing sleeper agents programmed to carry out your will at critical moments. Triggered by subtle cues, they ensure your plans unfold exactly as you intended. With this power, you can dismantle unity, spread chaos, and orchestrate events on a grand scale, all while remaining several steps ahead of your enemies.

### **Genetic Wonders - 600 CP**

Mr. Sinister is arguably one of the greatest geneticists to ever live. His skill in manipulating genes made him one of the world's most dangerous individuals despite lacking innate powers. You are a rare genius who can match the mad doctor. Perhaps you were his student or simply were blessed with a similar talent. Your capabilities include creating perfect clones, isolating genetic factors that grant powers, and transferring them to yourself or allies.

Additionally, you are a master physician with centuries of medical expertise. For example, you could discover a new species and gain a complete understanding of their genes within a few weeks by studying a small number of specimens. Your greatest ability, however, lies in evolutionary projects and biological advancements. Much like Sinister's ambition to advance humanity, you can propel species through millennia of progress in a few years, creating wonders that push the boundaries of genetic potential.

# Special Techniques/Powers

This section offers a variety of powers and special techniques to strengthen yourself. Should you require additional Super Points (SP) you can convert CP to SP at a 1:2 ratio. So 300 CP will get you 600 SP. Additionally, you'll receive three discounts that can be used on any option below.

- **Heroes** and **Villains** receive a **600 SP** stipend given the nature of their worlds.

## General

### Secondary Powers - Free

Many abilities come with an array of secondary, often unspoken powers that enhance the primary one. For instance, a pyromancer's control over fire often comes with an innate resistance to high temperatures. Similarly, those with super strength frequently have tactile telekinesis, allowing them to lift objects without inadvertently crushing them. By selecting this option, you gain access to all the secondary powers that naturally complement your primary abilities. Moreover, any powers you acquire that have limited charges or depend on external entities will be fully self-sufficient. For example, Shard powers will now have an unlimited energy supply and will function flawlessly in any environment.

### You Forgot Something - Varies

There are way too many powers to list everything out. Especially when you remember that this world technically takes place in at least eight worlds. If there is a power that you want that's not listed here you can use this option. Try to use the rest of the available powers to judge what the cost should be. When in doubt go with what sounds right. Just try not to cheat the system or else Jump-Chan will get mad at you.

### Awakening - 300 SP

In various universes, the power levels of characters can vary dramatically depending on the version or era. For example, while strong the local Superman is far from the peak of his power. This option allows you to elevate your abilities to match the peak power levels of the strongest versions within any given universe. Each purchase of this perk applies to a separate power, enhancing it to its ultimate potential. For instance, if you have the Speed Force and start on par with Barry Allen, this perk would boost you to match Wally West's most incredible feats.

## **Minor League**

### **Super Soldier Serum - 100 SP**

The Super Soldier Serum was a groundbreaking scientific achievement during World War II, designed to turn the tide of the war. The program's most famous success was Captain America, who was transformed from a frail young man into a peak human specimen capable of extraordinary feats. Somehow, you have managed to replicate the lost formula and undergo the enhancement process. The serum significantly amplifies your physical abilities, increasing your strength, speed, endurance, and overall physical prowess. Lastly, the effects will be more pronounced the stronger your baseline physique is.

### **Feline Forms - 100 SP**

While Yoruichi has a number of abilities, one stands out: her ability to transform into a small cat with a surprisingly deep voice. With this perk, you can similarly transform into a cat or any other normal animal, such as a dog, hawk, or even something like a crocodile. While in this transformed state, your voice will be altered, and your energy signature will be completely concealed, making it the perfect disguise.

### **Deathbed Companion - 100 SP**

The Deathbed Companions are enigmatic figures known for their ability to revive the lives of exalted nobles by drawing energy from others. They grant blessings in exchange for a small portion of the recipient's vitality, bestowing increased strength and resilience. As a Deathbed Companion, you possess these unique abilities, allowing you to offer blessings that empower others while subtly drawing on their life force. Additionally, you can summon shades of those who have accepted your blessings to aid you in battle, calling forth spectral allies to fight alongside you.

### **Aura - 100 SP**

Aura is the physical manifestation of your soul, embodying your inner essence in a tangible form. It comes in a spectrum of colors and appearances, reflecting your innermost self. With Aura, you can enhance your physical capabilities, shield yourself from injuries, and enjoy a minor healing factor that rapidly mends most wounds, though it won't regenerate limbs. You'll start with large initial reserves comparable to Jaune Arc, giving you a substantial advantage. Lastly, you gain the ability to awaken Aura in others, though be cautious, as doing so can be draining, particularly if the individual has significant reserves.

### **Flower-Flower Fruit - 200 SP**

The Flower-Flower Fruit is the Devil Fruit belonging to Nico Robin. This Paramecia-type Devil Fruit allows the users to replicate parts of their body on other surfaces. This also includes full body clones though this is a much higher level of the fruit than most users can perform. Additionally, Nico was eventually able to create her body parts on any surface after learning about atoms. The Devil Fruit gets its name due to the numerous pink flowers that appear whenever the user creates or dissipates an item. There is no limit to how many limbs can be created beyond the user's own mental capabilities. Lastly, this version of the fruit lacks some of its main weaknesses such as any harm suffered by created limbs being replicated on the user.

### **Lies of a Human Mask - 200 SP**

Lies of a Human Mask is an A-ranked Anti-Self type Noble Phantasm, wielded by Mikael's Servant self. This unique ability grants you the power to conceal your true capabilities from any form of detection. No matter the method employed, your stats will remain a complete mystery to all who seek to uncover them. Should you choose to release this concealment, the protection will cease. This means your stats will become visible to those attempting to perceive them. The upside to this is considerable however, as releasing the concealment will raise all of your stats by two full ranks. This grants you a substantial boost in power and ability. You can use this to greatly raise your power in a moment of need.

### **Diamond Body - 200 SP**

Interesting I wonder if you're related to Miss Frost given your power. Like the infamous mutant you have the ability to shift into a diamond form. While in your diamond form you possess superhuman speed, strength, and durability. Granted you're going to be throwing around cars not mountains. Durability wise you're extremely resistant to intense temperatures and everything up to cruise missiles. The user can switch to this form instantaneously if needed. Additionally, the form can be maintained indefinitely though it may revert if the user is knocked unconscious. Lastly, while using this form your mind is completely unbreachable by any telepath.

### **Modularization - 200 SP**

Tinkers are individuals whose Shards happen to specialize in some form of technology or scientific field. You have a Tinker-Tech specialization in modularization, a field focused on variety and interchangeability. This allows you to design and create technology with interchangeable parts, providing unparalleled versatility and adaptability. For instance, you could transform a simple pistol into a high-powered rifle by swapping out modular components. Your creations are designed with flexibility in mind, enabling you to customize and modify your gear on the fly to suit any situation.



## Haki - 200/300 SP

Haki is a spiritual ability cultivated using an individual's willpower. There are three main types of Haki known as Observation, Armament, and Conquerors. By purchasing this you have unlocked the ability to use Haki and have the potential to develop all three of these arts. Though at the moment you only have mastery over one aspect. The field you purchased will grant you the training and skill of a master in the field. For example, choosing Observation would make you on par with Katakuri, Armament would make you as skilled as Shanks, and Conqueror's would let you match Gol D. Rogers.

- **Observation Haki - 200 SP:** Observation Haki grants you a sixth sense, enabling you to perceive the world beyond your ordinary senses. You can sense the presence, emotions, and intent of others, even if they are hidden or at a distance. Advanced users can predict opponents' movements with Future Sight, granting short-term precognition that allows you to anticipate and counter attacks before they happen. The Voice of All Things, a rare and powerful facet of Observation Haki, lets you hear the thoughts and feelings of living beings and even inanimate objects. However, maintaining this heightened awareness requires focus, and overuse can diminish your Haki, leading to potential lapses in your abilities.
- **Armament Haki - 200 SP:** Armament Haki allows you to manifest your spirit as a tangible armor, enabling you to strike and defend against opponents who are otherwise intangible or resistant to physical harm. This includes Logia users, certain Paramecia users, and other similar entities. Basic Armament Haki hardens your skin and any object you touch, significantly increasing their durability. As you advance, you can emit your Haki to strike targets without physical contact or even inflict internal damage, bypassing conventional defenses. Despite its power, Armament Haki has limitations: it can be overwhelmed by sufficient force, does not inherently reinforce internal structures, and its overuse can quickly deplete your Haki reserves. This perk also unlocks various levels of Armament Haki, from Invisible Armor and Hardening to Byogou, Ryuuou, Advanced Ryuuou, and Tribal Haki.
- **Conqueror's Haki - 300 SP:** Conqueror's Haki is the rarest and most potent form of Haki, signifying the qualities of a supreme king. This power allows you to exert your will over others, intimidating and subduing those with weaker wills. It can tame animals and make individuals fearful and obedient, although its effects on sapient beings may not be permanent. At higher levels, Conqueror's Haki can incapacitate or stun multiple targets, with the range and number of affected individuals increasing with training. Mastery of this Haki enables you to target specific individuals, avoiding friendly fire, and even enhance your physical abilities and other powers by infusing them with your indomitable will. Advanced

users become unreadable to Observation Haki, making it difficult for opponents to predict their actions or intentions.

### **Semblance - 300 SP**

Semblances are unique abilities that each individual possesses. Though they can only be unlocked by an individual who has awakened their Aura. This option allows you to unlock your own unique Semblance. This ability could be anything from summoning the deceased as your servants to simply moving a lot faster. Alternatively you choose the canon Semblance of another individual though I would not recommend that. Unless you happen to purchase this multiple times.

### **Serosh - 300 SP**

Serosh is the Lord of Beast and advisor to the mighty Godfrey. This mighty beast functions similar to a Stand aiding the user in battle. Normally, Serosh remains on your shoulders, wrapped around you like a guardian. However, he can also detach to fight alongside you, bringing his immense power to bear. In moments of extreme need, you can sacrifice Serosh to enhance your own physical capabilities and damage resistance using his blood. This transformation grants you significant boosts, turning you into a near-unstoppable force. Fear not for Serosh's fate, as he will revive after a day, returning to your side, ready to protect and assist you once more.

### **Yvain's Lion - 300 SP**

Yvain was a renowned knight who served under Artoria, often fighting alongside Lions of Light. As his Lord, Artoria shared this ability allowing her to summon Yvain's lions. Like the famous warriors you can summon these lions. By default you will summon a ten meter tall white lion that is as strong as a dragon. This lion wields formidable lightning abilities, including a lightning aura, the ability to fire powerful bolts of lightning from its mouth, and the capability to absorb electricity. You can adjust the lion's size by supplying it with different amounts of energy or summon multiple lions to aid you in battle.

### **Library of Ohara - 300 SP**

The Library of Ohara is the semblance belonging to Nico Robin. This is a simple, but useful ability. The Library of Ohara enhances the user's ability to process and retain information. Nico claimed that while utilizing her Semblance she would be able to find a single eel within the ocean. Another use would be memorizing an entire library in mere days rather than the months if not years most people would take.

### **Collateral Damage Barbie - 300 SP**

Before her untimely demise at the hands of the Joker, Glory Girl was a rising hero known for her remarkable powers. She possessed a force field, super strength, flight, and an emotional aura capable of inducing fear or idolization in those around her. Prolonged exposure to this aura could effectively brainwash individuals through conditioning. The force field is capable of taking any single hit, but it must recharge after it is shattered. It seems you've inherited the same Shard that Glory Girl possessed, granting you these formidable abilities. With this power, you have the potential to rise as a hero should you wish.

### **Rule Breaker - 300 SP**

Rule Breaker is a C-ranked Noble Phantasm belonging to the witch Medea, embodying the divine power she held. This tool, though not a weapon in the traditional sense, is exceptionally powerful in its utility. Rule Breaker can dispel any form of Magecraft, binding, or contract, making it invaluable in countering magical threats. It also has the unique ability to kill beings made from energy. Furthermore, you can use Rule Breaker on yourself and others, freeing them from various magical constraints. For instance, Medea once used it to dispel some of Mikaela's command seals, although it couldn't affect the Catalog's bindings.

### **Multitude of Faces - 300 SP**

There are a few different mutants capable of altering their appearance. The most skilled amongst them however is Mystique without a doubt. Her shapeshifting allows her to freely transform into any human, humanoid, and semi-humanoid being. She is able to shift into other sexes, create appendages, and any type of clothing. It is practically impossible to tell her apart from anyone she's mimicking. Somehow though you seem to share her abilities. Perhaps you are related to Mystique or maybe it's just a coincidence. With this ability you have the potential to become a terrifying infiltrator.

### **The Wolverine - 300 SP**

The Weapon X program was an initiative to weaponize mutants. Their most infamous success was James Howlett also known as Wolverine. They enhanced his natural abilities, boosting his healing factor and coating his skeleton in adamantium. You must be related to Wolverine as you seem to share his abilities. Perhaps you're a sibling or one of his long lost children. As a result you have an incredible healing factor that allows you to recover after having your entire body destroyed and an adamantium skeleton further increasing your durability. Your final main trait is that you can sprout a set of deadly claws from your hands, which can either resemble Wolverine's iconic three claws or take on a unique form similar to Lady Deathstrike's elongated, claw-like appendages.

# Big Leagues

## Devil Fruits - 100/200/400 SP

Devil Fruits are mysterious fruits that grant the consumer superpowers. Some say these items were created by sea devils stealing the power of the oceans, while others believe they are human potential made manifest. Devil Fruits are separated into three main categories: Paramecia, Zoan, and Logia. The Paramecia fruits are the most varied of the types with a massive array of powers. The Zoan Fruits allow the user to transform into animals, hybrid forms, and are focused on physical enhancement. Logia Fruits are the rarest and most powerful Devil Fruits granting the user control over an element. The user can transform into their element, use its traits, and can't be harmed by most standard attacks.

It appears that somehow you managed to get your hands on a Devil Fruit. Though what fruit in question depends on what you're willing to pay. The best part is that purchasing the Devil Fruits here will allow you to acquire multiple fruits and you won't suffer from their normal weaknesses. For example, you won't drown if you end up in deep water. Though you can be harmed by magical attacks similar to Seastone. The following list details the prices of the fruits and some examples for each level:

- **Basic - 100 SP:** For 100 SP you can acquire a basic Devil Fruit. These are the common Devil Fruits that grant some powers, but they're typically weaker. Some examples include the Mole-Mole Fruit, the Awa-Awa Fruit, and the Slim-Slim Fruit.
- **Middle - 200 SP:** For 200 SP you can acquire a mid level Devil Fruit. This level consists of Fruits that start to have a lot more potential. Some examples include the Kage-Kage Fruit, the Yomi-Yomi Fruit, the Flower-Flower Fruit, or the Mane-Mane Fruit.
- **High - 400 SP:** Lastly, for 400 SP you can acquire a powerful Devil Fruit. These are the fruits that definitely give you potential to become a powerhouse in other worlds. Some examples include Whitebeard's Tremor-Tremor Fruit, Kaido's Seiryu Fruit, Blackbeard's Yami-Yami Fruit, and Luffy's Model: Nika Fruit.

## Beast Inside - 400 SP

Beast Boy is a powerful young hero with the extraordinary ability to transform into any member of the animal kingdom. Like the famous titan, you too can freely shapeshift into any animal, from the familiar to the fantastical. This includes not only terrestrial creatures, but also prehistoric beasts and extraterrestrial beings. Your transformations take only a few seconds and grant you all the inherent abilities and characteristics of the chosen animal, such as flight, enhanced senses, or immense strength.

### **Diorama - 400 SP**

Diorama is the Semblance belonging to Ranni. This ability reflects her deep connection with dolls and illusions. The Semblance allows you to summon an endless army of dolls, each one a solid illusion capable of engaging in combat. While these dolls are formidable, they have a crucial weakness: they will dissipate after taking a single hit. The true strength of Diorama however lies in its versatility and strategic applications. You can create an overwhelming number of dolls to confuse and outnumber your opponents, creating chaos on the battlefield. Additionally, you possess the ability to swap places with any of the dolls under your control at will. This teleportation capability lets you evade attacks, reposition yourself instantly, and launch unexpected assaults.

### **The Enduring - 400 SP**

The Enduring is the Shard possessed by the vengeful hero Gavel. This power caps how much damage the user can take. The user gains immense durability allowing you to survive a number of full power blows from beings on par with Superman. Second, any damage done will be greatly reduced. Though you can still be overwhelmed by continuous attacks. Lastly, your strength is boosted approximately four times over. This augmentation scales with your natural strength, ensuring that as you grow stronger, so does your full might.

### **Avalon - 400 SP**

Avalon is the legendary sheath of Excalibur, conferring extraordinary abilities to its bearer. First, it provides potent healing, allowing the user to recover from virtually any injury, as long as the brain remains intact. Second, Avalon can create a barrier of absolute defense, shielding everything within from all forms of damage for as long as the shield is maintained. Additionally, Avalon can be transferred to another being to heal them.

### **Bright Ehangwen - 400 SP**

Ehangwen is a massive ship capable of creating a powerful defensive barrier. While not quite as powerful as Camelot this is still one of the strongest barriers in existence. Additionally, the vessel is capable of hosting a large force traveling through the seas, land, and air. If needed the ship can fire an energy beam just as powerful as the unsealed Rhongomyniad. Perhaps the ship's most intriguing feature, Ehangwen bestows upon its master the Right to Rule. Those who acknowledge the user's authority become their subjects, granting the user absolute dominion over them. This power allows the user to set and enforce rules, judge disputes, and punish transgressors with unquestionable authority. No one can challenge your neutrality or the severity of the punishments you impose, making you a supreme arbiter of justice. Once your

judgments are complete, all who were bound by your rule are released from your authority.

### **Gaé Bolg Alternative - 400 SP**

Gaé Bolg Alternative is the original set of spears wielded by Scáthach manifested as her Noble Phantasm. These powerful barbed blood-red spears are capable of altering causality to pierce the heart of the target. If the target lacks a heart, the spears will instead strike their most vital areas; for example, when Scáthach fought Leviathan, her spears instinctively sought out its core. Additionally, you can summon an endless barrage of these spears, capable of devastating entire armies in a single, overwhelming assault.

### **Goblin King - 400 SP**

Nilbog was a famous S-Class threat due to his ability to shape living matter creating new beings. Though he generally preferred creating his “goblins”. You possess a similar ability letting you create and control vast armies of monstrous creatures. You can produce these creatures rapidly from almost any organic material. Generally they will be born through large sac-like constructs requiring a certain period of time to grow. Additionally, you do need biomass to work with. Any creature you will obey with absolute loyalty. Your beings can vary in form and function. They range from simple drones to specialized warriors, builders, or even medical units. The only limits are your creativity and how much material you have to work with. Though your creations can also breed, letting your forces grow even if you do nothing.

### **The Seven Deadly Sins - 400 SP**

The Seven Deadly Sins are the most powerful members of Trigon’s children. Each of them possess control over a particular sin. For example, Sloth emits an aura that induces lethargy and apathy in those nearby. This effect made Nightwing drop a victim in the middle of a fire before he passed out. Envy allows you to transform into others, taking on their appearance and powers, as Envy did with Superman and Flash. Lust grants you the ability to control anyone who finds you attractive, a power made more potent by your supernatural beauty. Each time you purchase this ability you may gain dominion over a sin of your choice. Your choices include Envy, Wrath, Lust, Gluttony, Greed, Sloth, and of course Pride. Gaining red skin and four demonic eyes is optional though. If you want to be related to Trigon or Raven go ahead, but it's not mandatory.

### **Soul-Soul Fruit - 400 SP**

The Soul-Soul Fruit is one of the most powerful Paramecia-type Devil Fruits. This fruit allows the user to manipulate souls and create new beings. This power, famously wielded by Big Mom, allows you to extract the souls of others and imbue them into

objects, beings, and even abstract concepts, thus creating "Homies." These creations can possess human-level intelligence and exhibit powers directly related to their core essence. For example, a Homie derived from lightning would command the power to manipulate electricity. While these beings can grow stronger over time, their initial strength hinges on the potency and quantity of the souls used in their creation—more powerful and numerous souls result in a more formidable Homie. Lastly, any Homies created with pieces of the wielder's soul will be far more powerful though you will likely need to rest afterwards if you use this method.

### **Telekinesis - 300/500 SP**

Telekinesis is Glynda's semblance which allows her to control any object within her proximity. Additionally, it can be used to reassemble and repair damaged objects. The 300 SP option will make you on par with Glynda after she was bound. Though if you're not satisfied then you can pay an additional 200 SP. This will bolster your power so that you're on par with Glynda's Dragon form. This level would allow you to control everything within a city as Beijing simultaneously. This also makes you the perfect individual to repair devastated cities after super powered battles given your massive sphere of control.

### **Queen Administrator - 300/500 SP**

Queen Administrator is one of the most important Shards belonging to the Warrior. Its focus is based around the idea of controlling other life forms. For 300 SP, you can unlock the initial tier of this Shard, granting you the ability to control insects, much like Taylor Hebert. Initially, your control radius will span roughly a mile, but this range will increase as you hone your abilities. For 500 SP, you can unlock the Shard's full potential, bestowing upon you absolute control over any living being within fifty yards. As with the lesser tier, this range can be expanded through dedicated training and practice, allowing you to exert your influence over increasingly larger areas.

### **Mokuton - 500 SP**

Mokuton is the infamous bloodline of the Senju clan. This power allows the user to control wood, enhance their vitality, revitalize dead areas in nature, and manipulate the energy of others. These wood constructs can be grown and shaped into various structures. Some of the possibilities include wood dragons, buildings, and Tsunade's Female Titan technique. Should you be strong enough you can also grow other items. For example, the wood Tsunade created had the properties of human cells. Your immense vitality allows you to survive injuries that would be fatal to others, and you can revitalize dead areas in nature, transforming barren landscapes into lush forests by channeling your energy. Finally, Mokuton has a fascinating ability to suppress and absorb the energy of others. This ability is practically effective on beings like the Bijuu

as they are completely made of energy. Lastly, purchasing this will give you comprehensive training and knowledge making you as proficient as Hashirama.

### **The Eight Gates - 500 SP**

The Eight Inner Gates are a series of limiters within the body that regulate the flow of energy. They ensure the user's safety by preventing them from overexerting themselves. This perk grants you the training to unlock and control these gates. Each gate significantly amplifies your strength, speed, and overall combat abilities, but also exponentially increases the physical strain on your body. Additionally, this will upgrade your body so that it is on par with Taijutsu masters like Rock Lee and Might Guy. Opening the final gate, the Gate of Death, grants you a truly immense boost increasing your strength a dozen times over. For example, Might Guy was able to nearly kill full power Madara whereas before he could barely hurt him. Lastly, normally using the final gate would kill you, but this version will merely exhaust you.

### **Gate of Skye - 500 SP**

The Gate of Skye is a powerful ability functioning as both Scathach's Noble Phantasm and her Semblance. By purchasing this you may acquire either version of the Gate. The first is her standard Noble Phantasm. This variant allows her to call forth the gate which will suck up everything in the area. Anyone consumed by the gate will be instantly slain. Should someone survive they will suffer from immense damage. The second version of the gate is made from her Semblance. This version sacrifices its offensive and sealing power to focus on defense. This gate is nearly indestructible, being particularly effective when defending against Mystery-based attacks. Purchasing this a second time will discount the purchase allowing you to get both versions for 750 SP.

### **Call of Themyscira - 500 SP**

"Call of Themyscira" is the powerful Semblance that Diana unlocked, channeling the might and legacy of the Amazon warriors. This Semblance allows you to summon an army of red spectral Amazons, each as formidable as their real counterparts. Should any of these warriors fall, you can effortlessly summon them again, ensuring an endless wave of reinforcements. While each warrior requires a small amount of energy to summon, they do not need additional energy to sustain their presence once summoned. This allows you to maintain a persistent, powerful force without draining your reserves.

### **Spiral - 500 SP**

Spiral's tale is a rather sad one. She was originally a hero with great potential, but her mind was shattered by the Simurgh and the Butcher. She possessed a host of abilities making her an extremely deadly opponent. Physically, she possesses superhuman strength, speed, and agility, complemented by six highly dexterous arms capable of



performing complex tasks simultaneously. Her unique magic, reliant on intricate gestures, includes powerful abilities such as teleportation, paralysis, invisibility, and more. Additionally, she is entirely immune to possession and mind control—when the Butcher attempted to take over her mind, their consciousness was obliterated instead. The process only damaged her due to the influence left behind by the Simurgh. Normally this would have at most given her a headache. Somehow you've managed to acquire all of Spiral's abilities. Perhaps Cadmus finally succeeded in creating their ultimate soldier or you might be related to the fallen super.

### **Blessings of the Gods - 500 SP**

Wonder Woman is naturally powerful as an Amazon, but she is far beyond her sisters due to the blessings of the Olympians. Like Wonder Woman, you have received the divine favor of the Olympians, gaining a range of their powers. You possess the wisdom of Athena, the agility of Artemis, the strength of Hephaestus, the power of Zeus, and many other divine attributes. Post-Jump you may retain this connection with the Olympians giving you a close bond with them. Lastly, should you ever fall out of favor with the gods you will retain this power. They will not be able to strip it from you. Though new Olympians may empower you further with strands of their power.

### **Shard - Varies CP**

The Shards are fragments of aliens known as the Entities. These crystalline structures remain sealed away in separate dimensions holding their continental sized bodies. Their powers however manifest in a small organ granting their host superpowers. You appear to have one of these shards. Though yours isn't connected to an Entity and won't run out of energy. You may retain the Shard itself giving it a bit of free will or you may simply absorb the Shard merging it into your body.

Of course the exact power you obtain depends on what you are willing to pay. For **200 SP** you can acquire an average Shard like Grue's darkness, Tattletale's Inference Engine, or Armsmaster's miniaturization tinker tech. For **300 SP** you can acquire a higher ranked Shard like Coil's timeline splitting, Doormaker's gateways, or Lung's escalation. For **500 SP** you can acquire a top tier Shard such as Legend's, Echidna, Alexandria's, or full power Queen Administrator.

- **Second Trigger - 200 SP:** A second trigger is a rare instance in which an individual triggers a second time. This process typically evolves or otherwise jailbreaks their power. For an additional 200 SP on top of the cost of your power you undergo a Second Trigger. So getting a Second Trigger of Legend's power would cost 700 SP total. You may optionally choose the specific upgrade if you wish or have the improvements be random.

### **Sage Mode - 500 SP**

Sage Mode is an advanced state achieved by those who attain perfect harmony and synergy with nature. Often this technique is taught by the Summoning Clans though some remarkable individuals have learned to do so on their own. This perk grants you a passive ability to absorb nature energy and become more attuned to the natural world. Once a sufficient amount is gathered you can transform into Sage Mode. In this state, you exude an aura of tranquility making you trustworthy to nature-aligned beings such as animals, spirits, and plant life. While in Sage Mode, all your abilities and powers are significantly enhanced. Also while transformed you will gain distinctive tattoos across your body. You may optionally design the pattern if you wish.

### **Chakra Reserves - 50/100/200/400/600 SP**

Chakra is a mysterious energy made up of both physical and spiritual aspects. This energy allows the user to perform superhuman feats, manipulate the elements, and perform other wonders. This option allows you to acquire your own chakra reserves and an appropriate skill set for your level. 50 SP lets you use Chakra and gives you Genin level reserves. For 100 SP you can acquire Jonin level reserves. For 200 SP you can acquire Kage level reserves. Lastly, for 400 SP you can acquire reserves on par with the Tailed Beasts or the so-called Super Kage like Hashirama. Lastly, for 600 SP you can outshine them all, becoming a Chakra entity on par with the Ten Tail Juubi or its Jinchuriki. Regarding your skills you may receive a broad skill set or focus on a particular aspect correspondingly increasing it. For example, the 400 CP option could be used to become a fuinjutsu focused Super Kage.

### **Shinigami Training - 200/600 SP**

The Shinigami, also known as Soul Reapers, are a powerful organization dedicated to guiding souls to the afterlife and maintaining balance in the spiritual realm. This perk allows you to be trained in the arts of the Shinigami, granting you mastery over their formidable techniques. For 200 SP, you can choose one of the following options, or bundle them all for 600 SP.

- **Zanjutsu:** Zanjutsu is the art of swordsmanship practiced by the Shinigami. This perk elevates your skills to the level of masters such as Retsu Unohana, Kenpachi Zaraki, and Sosuke Aizen. You will gain proficiency in a wide array of techniques, including devastating moves like Ryodan and Suikawari.
- **Hakuda:** Hakuda is the Shinigami's high-speed unarmed combat style. This perk boosts your hand-to-hand combat abilities to match experts like Sui-Feng, Yoruichi Shihoin, and Mashiro Kuna. You will master techniques such as Shunko and Takigoi, making you a formidable opponent in close quarters.
- **Hoho:** Hoho is the art of high-speed movement used by the Shinigami to enhance their combat effectiveness. This perk grants you proficiency in

techniques like Shunpo, also known as Flash Steps, bringing your skills on par with Yoruichi Shihoin and Tenjiro Kirinji. Mastery of Hoho allows you to move with blinding speed and agility, making you almost impossible to hit.

- **Kido:** Kido is the Shinigami's spellcasting discipline, divided into Hado (destructive spells) and Bakudo (binding and support spells). This perk grants you exceptional talent in both types of Kido, allowing you to cast powerful spells for offense, defense, and healing. You will achieve a level of proficiency comparable to Sosuke Aizen, Isshin Kurosaki, and Retsu Unohana.
  - **Synergy Bonus:** If you choose to master all four Shinigami fighting styles, your overall skills and power will be boosted to the levels of the Zero Division and Yamamoto. You will become a veritable icon of what the Shinigami are capable of.

### **The Parliaments - 600 SP**

The Parliaments represent the fundamental facets of life, each governing a unique aspect of reality. By purchasing this perk, you gain the ability to become an Avatar of a Parliament of your choice. You will be gifted with their associated powers and skills. Unlike typical Avatars, you'll retain your autonomy and individuality. This way you'll be free from the influences of your chosen Parliament. Your initial power level is on par with renowned Avatars like Swamp Thing, but with time and effort, you can grow even stronger. Below are the available Parliaments you can choose to align with:

- **The Red - Parliament of Animals:** The Red governs all animal life, embodying the primal essence and interconnectedness of the animal kingdom. As an Avatar of The Red, you gain the ability to communicate with, command, and transform into any animal. You possess enhanced physical abilities, heightened senses, and regenerative capabilities akin to nature's most resilient creatures. Additionally, you can tap into the collective knowledge and instincts of all animal species, making you a master of survival and combat.
- **The Green - Parliament of Plants:** The Green represents nature and plant life, with Swamp Thing being its most famous Avatar. As an Avatar of The Green, you can control and manipulate all forms of plant life, from the smallest blade of grass to the tallest trees. You can accelerate plant growth, create powerful plant-based constructs, and even merge with vegetation to travel through it instantaneously. Lastly, your connection to the natural world grants you incredible healing abilities as well as an intrinsic understanding of ecosystems and herbal medicine.
- **The Black - Parliament of Death:** The Black, also known as the Rot, governs death and decay. Its primary Avatar is Glaistig Uaine. As an Avatar of The Black, you gain control over necromantic energies, allowing you to manipulate the dead, accelerate decay, and drain the life force of the living. You can communicate with spirits and the deceased, to gain knowledge from beyond the grave. Additionally,

your presence can induce fear and dread. Lastly, you possess an immunity to death-based energy and any negative effects it may cause.

- **The Clear - Parliament of Waves:** The Clear oversees water and ocean life. As an Avatar of The Clear, you can control and manipulate water in all its forms, from gentle streams to powerful tsunamis. You can breathe underwater, communicate with marine creatures, and withstand the immense pressures of the deep sea. Your abilities extend to purifying water and healing aquatic environments, making you a guardian of the world's waters and their inhabitants.
- **The Gray - Parliament of Fungus:** The Gray governs fungi, with Solomon Grundy as a notable former Avatar. As an Avatar of The Gray, you can control and manipulate fungal life, from microscopic spores to massive mycelial networks. You can create massive fungal infections, control decomposing matter, and even use fungi to enhance your physical abilities and resilience. Your connection to the fungal network allows you to communicate across vast distances and influence the decomposition and recycling of organic matter.
- **The Divided - Parliament of Bacteria:** The Divided governs bacterial life, a realm that has grown increasingly violent due to the advent of antibiotics. As an Avatar of The Divided, you gain the ability to control and manipulate bacterial organisms. You can influence bacterial growth and behavior, create and deploy bacterial infections, and even harness the power of beneficial bacteria to heal and protect. Your connection to the microscopic world allows you to understand and counteract bacterial threats, making you a surprisingly formidable force.
- **The Metal - Parliament of Technology:** The Metal is the newest Parliament, governing machines and technology. As an Avatar of The Metal, you gain the ability to control and manipulate technological devices, from simple machines to advanced AI systems. You can interface with and hack into any technology, enhance your physical form with cybernetic augmentations, and create powerful technological constructs. Your connection to the digital realm grants you an encyclopedic knowledge of technological systems and advancements as well as the ability to control them.
- **The Fire - Parliament of Flames:** The Fire governs all aspects of flames and combustion. As an Avatar of Fire, you gain the ability to control and manipulate fire in all its forms. Everything from the smallest spark to the mightiest inferno. You can generate intense heat, create firestorms, absorb and dissipate flames. Your presence can ignite the air around you, and you possess an innate resistance to heat. Lastly, your connection to the element of fire grants you a deep understanding of combustion and the transformative power of flames. You embody both their destruction potential and their aspects of renewal.
- **The White - Parliament of Vapors:** The White represents the air, vapors, and winds. As an Avatar of The White, you gain mastery over these intangible forces.

You can manipulate the air to create powerful gusts of wind, gentle breezes, or even control the weather. The vapors you command can be used for stealth, creating mist to obscure vision, or for more offensive purposes like suffocating your enemies. Your powers also allow you to ride the winds, grant you flight and incredible agility. Given time your control over The White can grow, allowing you to summon storms, create vacuum zones, and even influence the atmosphere on a massive scale.

- **The Melt - Parliament of Earth:** The Melt governs the solid foundation of the world, encompassing earth, rocks, dirt, and minerals. As an Avatar of The Melt, you wield the primal power of the earth itself. You can shape and manipulate the ground beneath you, causing earthquakes, raising mountains, or creating barriers of stone to protect yourself and others. The minerals within the earth are also under your command, allowing you to summon precious metals, form weapons from raw stone, and alter the composition of the ground. Additionally you possess immense physical strength and durability, akin to stone. As you deepen your bond with The Melt, your abilities will expand, enabling you to access the world's geothermal energy, create golems, and harness the full geological power of the planet.

### **Shaper - 600 SP**

Shaper is one of the most powerful Shards granting the user incredible biokinetic abilities. These powers allow you to freely manipulate the biological aspects of any living being with immense precision. You can cure cancers, modify genetic structures on the fly, and even terminate life with a mere touch. Strength-wise your abilities are on par with Amelia's Shard Shaper after Mikael freed it from its limits. This will allow you to work on yourself optimizing your form. Aside from this most of the standard restrictions Shaper has will be removed. You will have to explore the full potential of your new power to discover its limits.

### **You're Mine - 600 SP**

In another world Heartbreaker would be considered one of the most feared and hated villains due to his powers. He may have been killed early on here, but it seems that his power lives on having been passed to you. This power allows you to control the emotions and actions of others through direct eye contact. Once you've established eye contact, you can make the target intensely fall in love with you, causing them to become entirely devoted to your will. This control is deep and pervasive, affecting their thoughts, desires, and actions, making it impossible for them to resist or even consider betraying you. While this power is exceptionally potent, it requires careful use, as those under your control can become obsessively loyal, often going to extreme lengths for your

sake. Lastly, keep in mind this power doesn't actually enhance your body so you can still be killed easily even if you somehow mind controlled a powerful group of supers.

### **Supernova - 600 SP**

Ashbeast may be one of the strongest parahumans to ever live, but he's also one of the saddest. He became a living sun with the power of a continuous nuclear explosion, but could never disable his powers. You possess the same abilities as Ashbeast, but you have complete control over your transformation. You can turn into a colossal, blazing entity capable of unleashing devastating waves of heat at will. In this form, you can incinerate virtually anything in your path, creating explosions equivalent to nuclear detonations. Your control allows you to regulate the intensity and range of your powers, ensuring that you can use them with precision or full-scale destruction as needed, without the fear of losing control or harming unintended targets.

### **Authority - 600 SP**

Gods come in a variety of forms ranging from Divine Spirits to full on creator deities. The main distinction however, is whether the being possesses an Authority. Having a genuine Authority is effectively giving you authority over reality itself. For example, if a War God declared a war occurred, it would immediately happen. They wouldn't need to set things in motion. The world itself would shift allowing the war to have happened. Each time you purchase this you may acquire one Authority. You can choose anything you can imagine though some popular choices include Death, War, Life, Space, Time, Love, Creation, and Destruction.

### **SHAZAM!! - 600 SP**

Shazam is the champion of the gods and the mightiest mortal. Each of these blessings grants the user a powerful ability. These include the Wisdom of Solomon, the Strength of Hercules, the Stamina of Atlas, the Power of Zeus, the Courage of Achilles, and the Speed of Mercury. All of these powers can be accessed by shouting the word Shazam calling down a lighting bolt. Aside from transforming the user this is also an incredibly powerful attack. Post-Jump you may continue to be the champion of these individuals if you wish. Lastly, should you dislike the chosen patrons you may optionally select another six beings to bless you.

### **Lover's Dream - 600 SP**

Emma never had the opportunity to properly discover her true Semblance. Whatever it was, became lost after Emma felt Mikael's love. Her mind and soul were altered by the sheer intensity of his mad love creating this new Semblance. This Semblance, Lover's Dream, allows you to project the profound love you hold within a certain radius, causing everyone within its range to feel the same intense affection. Those affected by this

power will become completely enthralled, finding it impossible to harm you or even consider doing so. This effect is so powerful that even beings as formidable as the Endbringers and Darkseid succumbed to its sway, only released when Emma deactivated her power. The longer individuals are exposed to this love, the more deeply they fall under its influence, with the effects growing exponentially over time.

### **The Furies - 600 SP**

The Three Blasphemies are believed to be a trio of female tinkers linked in a hive mind. Though some believe that they are androids or creations of another Shard. In this case the final option is true as you are capable of summoning them. Each Blasphemy excels in different areas of technology and warfare, creating advanced weaponry, defensive systems, and psychological devices. The Blasphemies can resurrect endlessly, provided at least one of them remains alive, ensuring their continuous presence on the battlefield. As their summoner, you also share in their revival power, allowing you to resurrect as long as one of the Blasphemies is still standing. You can deploy them individually or as a cohesive unit, leveraging their tinkering genius to dominate any conflict.

### **Kill Me If You Dare - 600 SP**

The Butcher was one of the most notorious villains, feared for their unique and terrifying power. The original Butcher could possess the body of anyone who killed them, with the voices of previous victims haunting the new host, gradually driving them insane. Now, you have become the newest Butcher, but with a twist. You have managed to subjugate the minds of all previous Butchers, gaining their formidable powers without their debilitating drawbacks. Some of the abilities you've gained include short range teleportation, an intense pain aura, a makeshift spider sense, and immunity to pain. If you are killed, you can possess your killer, effectively continuing your existence through them. This ability, however, is limited to once per Jump or every ten years, whichever period is shorter.

# Cosmic League

## **Lifehunt Scythe - 800 SP**

Priscilla was originally feared by the gods due to the fearsome power she was born with. This power known as Lifehunt was considered the most dangerous ability the gods had ever encountered. This terrifying ability is capable of almost instantly draining all magic, stamina, and life force from any target it strikes. However, its most dreaded aspect is the power to cause true death. Any being killed by the Lifehunt Scythe will experience a complete and irrevocable end. There will be no regeneration, revival, or false survival. Even beings that are purely spiritual or soul-based will be reaped and utterly destroyed once struck down by this scythe.

## **The Faerie Queen - 800 SP**

Ciara better known as Glaistig Uaine is the boogeyman of the superpowered world. This is mainly due to the array of powers she possesses. First, any being she kills or collects after their death will become a shade serving her. This includes other immortals such as Solomon Grundy. These shades possess the same power, skill, and intellect they had when alive. Now they simply are loyal to their master. There is no known limit to how many beings can be summoned at once. Her second power makes her nearly immortal due to her seemingly limitless regeneration. The only known way to kill the user is with a weapon with conceptual death such as Priscilla's Lifehunt Scythe. Her final ability is that she can sense the presence of any individual with powers in a massive radius around her.

## **Rhongomyniad - 800 SP**

Rhongomyniad is a spear bestowed upon Artoria by Yahweh, transforming her into the goddess Rhongomyniad. Known as the Spear of the End, it is a Divine Construct on par with Excalibur, though this version is several times stronger. The spear is bound by thirteen seals, each of which limits its power. Releasing each seal grants the user progressively more of the weapon's immense power. If all thirteen seals are released, the spear reverts to its original form as a massive tower of light, using the anchors of the world to utterly destroy its target.

Rhongomyniad has three primary forms, though it can shift into numerous others. The first is its lance form, its primary state. The second is its original form, a towering pillar of light. The final form is an extension of the second, capable of recreating Camelot at the End of the World. This version of Rhongomyniad is fully under your control, allowing you to utilize all of its power at will. Additionally, purchasing the lance grants you Artoria's mount, Dun Stallion, due to their interconnected legend.



### **Speed Force - 800 SP**

The Speed Force is one of the seven fundamental forces of the universe, representing motion and velocity, driving the universe forward. You are among the rare individuals blessed with a powerful connection to a unique version of the Speed Force. Unlike standard Speedsters, your connection to the Speed Force is internalized and will grow stronger as you do. This means that other Speedsters' presence will not weaken you. Additionally, you will never lose access to your power regardless of your current location. At the moment you are on par with Barry Allen, but by cultivating your Speed Force you have the potential to become the fastest Speedster alive. Moreover, with training, you have the ability to use every power ever shown off by the various Speedsters.

### **The High Priest - 800 SP**

Each Entity has a number of Shards that perform critical functions. One of the most important shards is Eidolon's which functions as the Thinker's version of Queen Administrator. This Shard allows the user to freely shift their powers as needed to suit the moment. You can call upon a total of four powers at any moment. You can choose them yourself or simply receive what you need at the moment. On average these powers tend to rank around a nine on the PRT threat scale, but as you grow stronger your powers will be enhanced further.

### **Endbringer's Fury - 800 SP**

The Endbringers are incredibly powerful weapons created by the Entities to generate conflict within their harvesting target's species. Each Endbringer possesses supercharged powers far beyond any other Parahuman. This option allows you to claim the powers of one of these titanic monsters. You will gain the same amount of power that the Endbringers displayed when not holding back. For example, Behemoth's actual kill aura was over one hundred and fifty meters rather than the standard fifty he used when sandbagging. Alternatively you can also create your own equally impressive power if you don't find any of the options appealing. The following list details some of the options available:

- **Unit 00 - Sebettu:** Sebettu is arguably the most dangerous Endbringer as it coordinated them. This Endbringer possessed Master and Stranger powers allowing it to hide information on a global scale. For example, it prevented Dr. Strange or any of the other heroes from discovering its siblings' weaknesses. Under your vigilant eye no one will be capable of finding out obvious secrets. Additionally, you can conceal yourself from all forms of detection. You will seamlessly integrate into your surroundings ensuring that you don't create a blank area.

- **Unit 01 - Behemoth:** Behemoth, the Herokiller, possesses the ability to manipulate energy in all its forms. With Dynakinesis, you can control and generate all forms of energy with terrifying efficiency. Even exotic forms of energy like Kryptonite radiation can be generated without issue. Your kill aura can extend up to 150 meters, causing intense destruction and death within its range. Although you can also redirect energy should you not wish to absorb it or tank the blow. Lastly, Behemoth has an incredible regenerative factor even compared to other Endbringers allowing it to survive after having eighty percent of its body destroyed.
- **Unit 02 - Leviathan:** Leviathan, the aquatic terror, wields the power of water manipulation. With Macro-Hydrokinesis, you can control water in all its forms, from vast oceans to tiny droplets. You can summon colossal tidal waves, create deadly water clones, and manipulate the water content in the atmosphere to generate storms and floods. Your control over water is absolute, allowing you to reshape the environment and drown your enemies with ease. Additionally, Leviathan can most at super speed being the fastest of the Endbringers. While not matching a Speedster this speed is nothing to scoff at.
- **Unit 03 - Simurgh:** Ziz has a host of deadly abilities making her a terrifying foe. First, is a clairvoyant capable of viewing both past and future simultaneously. The longer she focuses on a target the greater her view. Second, she is capable of emitting a horrifying scream that can master any being after sufficient exposure. This time can be shortened with close proximity to the target. Third, while not a Tinker herself, the Simurgh can actively pull designs and abilities from others to create macro-scaled versions of the equipment. Lastly, is her telekinesis as she has shown to be capable of controlling thousands of heavy objects at once.
- **Unit 04 - Khonsu:** Khonsu, the manipulator of time, grants you the ability to control the flow of time. You can create temporal fields that speed up or slow down time within a certain area, manipulate the aging process of objects and beings, and even freeze time momentarily. This power allows you to outmaneuver opponents, evade attacks, and create devastating temporal anomalies that can trap enemies in endless loops or accelerate their demise.
- **Unit 05 - Tohu:** Tohu has the unique ability to control three power sets simultaneously. You can select and use three distinct powers from any beings within your vicinity, combining them to create devastating effects. This versatility allows you to adapt to any situation, using the most effective abilities at your disposal to dominate the battlefield. Whether you need to heal, attack, or defend, Tohu's power ensures you have the perfect tools for the job. For example, Tohu was able to call upon Eidolon's Shard for offense, the Simurgh's powers, and the Flash's Speedforce before the heroes killed her.

- **Unit 06 - Bohu:** Bohu is the largest of the Endbringers, standing over five miles tall. With Bohu's power, you can transform into a colossal being of immense strength and durability. Your sheer size makes you nearly unstoppable, capable of causing massive destruction with every step. This however, is not the true power. Your main ability lets you generate a large area of control which grows over time. You can freely manipulate everything inside this area slowly enclosing it. The zone will become a kill zone practically guaranteeing the death of anyone trapped inside.

### **The Ultimate One - 800 SP**

You are the ultimate killing machine, a terrifying fusion of the powers of the Crawler and Doomsday. Every aspect of you will grow stronger over time. By default, you will become larger and develop an ashen gray rocky skin, though you can choose to maintain a normal appearance if you prefer. Your most critical attribute is your near-immortality; the only way to truly kill you is if every atom of your being is erased completely. For example, in his battle with the Justice League, the Avengers, and the PRT the enhanced Doomsday was able to win even after being killed three times. Starting off you'll be as strong as Superman though your strength will increase as you grow. You can adapt to any injury or method used against you. Though you may disregard an adaptation if you wish for any reason.

### **Omega Effect - 800 SP**

The Omega Effect is Darkseid's most feared and infamous power, a force that has struck terror into the hearts of gods and mortals alike. Perhaps you are one of the dark children of the Lord of Apokolips, as you too possess this formidable power. The Omega Effect allows you to unleash Omega Beams from your eyes, beams that are faster than speedsters, infallibly accurate, and capable of disintegrating any being they strike. You hold the terrifying power to choose whether to destroy your target permanently or resurrect them for further torment.

Only a select few substances in the universe can withstand these beams once you unleash them. In addition to the devastating Omega Beams, the Omega Effect significantly amplifies your overall power. This boost elevates you to the upper echelons of power in this world, placing you among the most formidable beings, though there are still a few who surpass you. Over time, you may unlock the deeper secrets of the Omega Effect, discovering new abilities and further enhancing your might.

### **Astro Force - 800 SP**

The Astro Force, also known as the Fury of the Source, is a mighty power belonging to Orion, bestowed upon him by the great Highfather. If you possess this power, you are

likely a sibling of Orion or a close ally of Highfather himself. The Astro Force grants you a suite of formidable abilities, including healing, the creation of force fields capable of blocking even the Omega Effect, and extraordinary feats of strength.

With the Astro Force, you can shatter planets with ease, engage in battle with Cosmic Entities, and revert reality-altering effects. While the Omega Effect is an embodiment of despair, the Astro Force is founded on hope. This power, contained within you, ensures that you never lose access to its immense capabilities. It not only enhances your physical prowess but also imbues you with a sense of purpose and resilience, making you a beacon of hope in the darkest times.

### **X-Gene - Varies**

The X-gene is a genetic complex that manifests as extraordinary abilities unique to each individual. The specific powers can evolve based on which gene markers are activated. This option lets you bypass the randomness of power acquisition and directly choose your desired abilities. Though the power you receive is dependent on what you're willing to pay.

- **Gamma Level - 200 SP:** If you want to continue though the 200 SP option lets you opt for an average power. Powers such as Kitty Pryde's intangibility or Angel's wings would fall here. This level also lets you become a Mutant and simply roll the dice. The power will be random, but it will be yours.
- **Beta Level - 400 SP:** Next for 400 SP you can acquire a strong power like Iceman's elemental manipulation or Colossus's organic steel form. The next option is where the top-tier abilities start to appear.
- **Alpha Level - 600 SP:** For 600 SP you can gain an exceptional power, such as Apocalypse's Essence Transference or Charles Xavier's telepathy. This level allows you to potentially affect things on a global scale or become a global threat.
- **Omega Level - 800 SP:** This tier costs 800 SP allowing you to gain access to an Omega-level ability. Some examples of this level include Elixir's healing power and Jean Grey's telepathy.
- **Beyond Omega - 1000 SP:** If you truly wish to break the scales then you can use this option receiving a Beyond Omega Level power. These powers are phenomenally powerful regardless of which option you choose. Powers at this tier include the reality-warping capabilities of Scarlet Witch or the psionic mastery of Nate Grey.

### **Lord of Order - 1000 SP**

The Lords of Order are powerful entities charged with maintaining order throughout the universe. Most of the numbers were born at the dawn of time with the universe itself, but it still is possible for new members to appear. You are one such being and the newest

Lord of Order. As a Lord of Order, you possess a number of abilities. First, you command immense amounts of magical power and have mastery over the magic innate to your being. Second, you can anchor reality causing distorted sections to stabilize. This can prevent it from being warped or further distorted by chaotic forces.

Third, you have the ability to manipulate time, allowing you to slow it down, speed it up, create time loops, or travel through different temporal planes. Fourth, your power of space allows you to create pockets of space, warp space-time, and teleport yourself and others with pinpoint accuracy. Lastly, as a living manifestation of Order, your very presence enforces structure and serenity in chaotic situations. Strength-wise you are on par with Nabu, though you do not require an item to bind you to reality. Lastly, you will not be bound to the normal compulsions that a Lord of Order would suffer from.

### **Lord of Chaos - 1000 SP**

Like the Lords of Order, the Lords of Chaos were born at the dawn of the universe. They however, seek to create an age of chaos. Most of the Lords of Chaos are ancient beings, but they too have had a number of individuals join their ranks over the years. You are one such individual having become a Lord of Chaos. This position grants you a number of abilities. First, you have mastery over your innate Chaos Magic. This magic allows you to create familiars, transform others, and manipulate reality in bizarre ways. For example, you could split the world apart based on an arbitrary classification like age.

Second, you can shapeshift into a wide variety of forms. Third, you are able to teleport across the universe, travel through dimensional barriers, and even enter alternate realities. Fourth, as a living manifestation of Chaos your presence can cause disorder to erupt around you. Both individuals and the world itself find themselves leaning towards more chaotic actions even if it goes against their normal attitude. Strength-wise you are on par with Mordu, the infamous Lord of Chaos. Lastly, unlike most Lords of Chaos you are not reliant on a familiar to keep you in this world.

### **The Anti-Life Equation - 1000 SP**

The Anti-Life Equation is a mathematical formula that demonstrates the futility and inherent hopelessness of life under control. By possessing this dark knowledge, you gain several powerful abilities. First, the Anti-Life Equation allows you to dominate the minds of others, enslaving them to your will. You have complete control over the depth of this domination: you can twist their loyalty while allowing them to retain their minds, or you can reduce them to mindless slaves, entirely subservient to your commands. This control can occur merely by revealing your presence to others, forcing them to

recognize the futility of life. Additionally, this will bind them to you rather than the equation itself preventing you from replicating Darkseid's mistake.

Second, this formula renders you completely immune to any form of corruption, as you have already embraced the deepest despair. Third, you are empowered by negative emotions—fear, anger, despair—growing stronger as the negativity around you intensifies. With enough negative energy, you could potentially obliterate the entire universe with a mere gesture. Lastly, the Anti-Life Equation bestows a myriad of other abilities, the full extent of which you must discover for yourself. You already possess the complete equation; now it is up to you to master its dark potential.

### **The Life Equation - 1000 SP**

The Life Equation is the antithesis of the Anti-Life Equation, a profound mathematical formula that affirms the value and boundless potential of life. By comprehending this equation, you gain a host of extraordinary abilities. Firstly, you can banish corruptive effects from any individual, though dispelling the deepest corruptions, such as those wrought by the Anti-Life Equation, may require significant effort. Secondly, you command the forces of evolution and life itself, enabling you to induce rapid evolution, bolster strength, heal any injury, and create new life. While the creation of life is inherently random, focusing your efforts allows you to guide this process.

Third, your presence revitalizes the world around you. Extinct species reappear, damaged environments are restored to their natural state, and harmful elements dissolve away. Polluted waters clear, air becomes cleaner, and ecosystems flourish, creating a harmonious and thriving environment. Fourth, you grow stronger in the presence of positivity and joy. With enough positive energy, you can bend reality to your will, reshaping the world in accordance with your vision. The Life Equation holds many other powers that you must uncover on your journey. You are now a true lord of life, wielding the power to transform and rejuvenate the world. Show the universe the boundless potential of life and evolution.

### **Azarath Metrion Zinthos - 600/1200 SP**

Raven generally prefers to remain hidden, but in reality she's one of the strongest heroes. Her heritage grants her a variety of powers such as making her an empath, the ability to generate Shadow Ravens that can hide in your target's shadows letting you observe them, and other useful powers. For 600 SP you can be as strong as Raven at her peak. Should you not be satisfied then you may instead become on par with Pride after she absorbed Trigon's power supplementing him as the Demon Queen. This option however, will cost 1200 SP given the massive power of the interdimensional monarch.

### **Cosmic Host - 1200 SP**

The Cosmic Entities are living manifestations of concepts. For example, the Phoenix Force is the manifestation of all life that has and will ever exist. Many of these beings however, seek out hosts in order to interact with the universe. You have been chosen as the host of one such Cosmic Entity due to your overwhelming affinity with it. Hosting this entity will grant you its full power and a number of other abilities. Using the Phoenix as an example again you would be able to transform into the White Phoenix, gain unparalleled psychic skills, have godlike fire manipulation, the ability to alter reality across the universe, and your own abilities would be greatly enhanced. The entity will remain separate though it will become bonded to you permanently. You however, may optionally just claim the entity's power if you don't want a new friend. Some other Cosmic Entities you can choose from are the Phoenix Force, Oblivion, Eternity, and the Emotional Entities.

### **True Self - 1200 SP**

There are many beings who spread out avatars of themselves across the multiverse. These beings are incredibly powerful entities operating on a multiversal scale and working in an infinite amount of universes. It appears that you are one of these beings though you've been working under the wrong information. The current you running around this Jump is nothing more than one of these fragments. It's just a small piece of your True Self. Much like how each version Darkseid is nothing more than a small piece of his multiversal self. Your True Self is countless times stronger than your avatar here. Though this also allows for feedback. The greater your avatars are the grander your True Self is. Should you be an ordinary hero then your real body might be on par with a Cosmic Entity. Should you already be at that level of power then you may very well rival the true powerhouses of this omniverse.

# Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

## General Items

### **Rapturous Rhapsody - Free/100**

This is a copy of the fanfic Rapturous Rhapsody. It contains the events that occurred throughout the story and allows you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

### **The Best Boi - 100 CP**

There is no denying that Torrent is the bestest of boys, though Blaidd is still best dog. Having realized Torrent's greatness you created a clone of the immortal horse. Although you may turn them into another large animal capable of carrying you if you wish. Like Torrent you can summon this mighty steed to your side and should they be slain they will simply reappear a few minutes later. They are extremely fast, about as smart as the average person, and have the ability to fly.

### **Hide Me Band - 100 CP**

The Hide Me Band is a small silver armband created by Medea for Mikael. This armband conceals the user with a small Bounded Field preventing anyone from focusing on you. For example, while Mikael was in his Great One form most people simply thought he was a weird stuffed animal rather than an eldritch monster. Purchasing this grants you five of these armbands. Of course you'll also be given the blueprints needed to recreate them on your own as well.

### **Great One's Blood - 200 CP**

The blood of the Great Ones and those with the Dragon Heritage contains a number of beneficial properties. Both of these sanguine fluids are the ultimate form of universal donors. They are perfectly acceptable for any being including plants, animals, aliens,



and everything else you can imagine. Additionally, aside from healing the blood will naturally seek to improve the consumer making them 'more'. You have gotten your hands on a large pool sized container filled with this blood. Though it has been modified slightly to only create changes that the user would want. This way you don't have to worry about anyone turning into Beasts. Should the blood somehow be used up the pool will refill every twenty-four hours.

### **HP 101 - 200 CP**

Welcome to the multi-dimensional Harem Protagonist school. This is a multiversal school designed to teach budding Harem Protagonists or HPs how to properly handle their relationships. Everything from Yandere Survival 104 with Yukiteru Amano to Practical Sex Ed with Medb is taught at this facility. Though each class is divided appropriately for example, the Isekai individuals are kept away from the Wuxia protags. You are now the proud owner of this school. You have an excellent staff pulled from across the multiverse, a variety of students, and everything else you could require to run this facility.

### **Orb of Agamotto - 200 CP**

The Orb of Agamotto is a relic reputedly crafted by Agamotto himself. This mystical artifact takes the form of a large, floating eye, capable of monitoring any location in the world with immense clarity. Additionally, the Orb possesses the remarkable ability to transport its user to other dimensions, making it a powerful tool for exploration and travel. One of its most valuable features is its automatic threat detection system. The Orb can sense threats to the planet and inform the user, either by directly communicating with them or by displaying the threat's location on a map. You can either receive the item itself or merge it with any other similar monitoring systems you possess.

### **Toybox - 200 CP**

Toybox is a group of Tinkers who banded together to protect themselves. Eventually they would become an infamous group offering their services to anyone who could pay. They reside within a personal dimension that allows them to operate their business. Some of their services include downloading skills, using drones for rapid construction, and the creation of personal pocket dimensions. Somehow you have become the leader of this organization or an equally useful group. You will be able to freely utilize their services whenever you wish. Plus if you continue offering their services this will net you a tidy profit over time.

### **Themyscira - 200 CP**

Themyscira is a hidden island serving as the home of the Amazons. This island is populated with thousands of powerful Amazonian warriors. These all female warriors are some of the most skilled and powerful mortals alive. Though unlike normal, these Amazonians are not dependent on the gods' protections. Additionally, as per comic standards they are all incredibly beautiful. Of course if you want you can always have an island of men instead if that's your preference. Regardless, you will be recognized as their patron having dominion over the kingdom. Every member of the island will be loyal to you. Though this island won't be connected to the gods for better or worse.

### **Firelink Shrine - 200 CP**

Welcome to the ancient and hallowed Firelink Shrine, a sanctuary built upon the ashes of Lord Gwyn's resting place. This venerable chapel serves as a haven for numerous prospective champions and weary travelers. The shrine is tended by a dedicated Firekeeper, who is willing to offer guidance to any who seek solace within its walls. Alongside her are a number of others such as an ancient smith, a few humble shopkeepers, and an assortment of experts capable of teaching their unique specializations. Alternatively if you dislike the Shrine then you could go with another sanctuary such as Majula or the Roundtable Hold. All inhabitants of your chosen sanctuary will be unwaveringly loyal to you, and the location will be treated as neutral ground where conflict is forbidden. Lastly, if you wish you may turn this area into a Warehouse attachment.

### **Evolutionary Arena - 300 CP**

Generally combat is the best method to stimulate the Old Blood to produce stronger beings. Though a number of other powers also grow similarly well in conflict. The Evolutionary Arena capitalizes on this principle by providing a vast network of arenas, each the size of a city and teeming with deadly opponents. These arenas are locked in a perpetual cycle of evolution through bloodshed, constantly producing stronger and more formidable beings.

You can utilize these arenas to create powerful entities, train your forces (assuming they survive), or test your own mettle. You have complete control over this network, making it impossible for anyone to escape without your permission. The arenas are categorized by average power level and type, offering a wide array of challenges. As you encounter new systems, additional arenas will be generated to include the beings from these worlds, continually expanding your options and opportunities for growth.

### **The Contingency - 300 CP**

Due to Batman's paranoia and need to have back-up plans he created files on every single notable individual he's encountered. These files include detailed plans on how to defeat them, their weaknesses, and other important data related to the individual. You have somehow gained access to these files. If you can follow them the plans will allow you to defeat nearly any foe. Alternatively you could invert the plan and use it to protect your allies. Additionally, post-jump the files will be updated with data on every notable target within the setting. Keep in mind that you may need to actually get your hands on some equipment to pull off a plan.

### **Clairvoyant - 300 CP**

Clairvoyant is an advanced predictive software developed by Batman and Spider-Man. This system was designed to path the Simurgh and other complex entities. The system has an immense amount of data giving it a 99.999% success rate. You however, can refine this even further by giving it more data to analyze. Additionally, this system comes with an intact Dyson Sphere letting you ask the system a single question once a day. If you want to ask it more questions you'll either need to give it more power or make it more efficient.

### **Deathly Edge - 400 CP**

Over time countless legendary blades have emerged, this blade is one such weapon. It is not a famous blade, but it is arguably one of the most dangerous due to its properties. First, the blade is imbued with the End allowing you to kill anything. Even beings that lack a concept of death will fall if slain by this blade. Second, it can absorb the power of anything it touches or stabs. For example, if you killed a Hydra it would gain its venom though you could go for something more impressive like a God of Poison. Lastly, the blade is capable of cutting through anything. Though you can temporarily dull the edge should you wish to use it in a safer manner. Lastly, should you already have a favored weapon you may merge it with this blade.

### **Iron Legion - 400 CP**

As a billionaire genius, Tony Stark's prowess as a hero stems largely from his extensive arsenal of armors. What he lacks in inherent superpowers, he compensates for with sheer versatility and technological innovation. Over the years he built hundreds of armors meant to handle every situation that arose. This is a massive facility stocked with all of Stark's iconic armors. Everything from his rudimentary first suit to his most advanced creations like the Phoenix Buster, every piece of armor is available at your disposal. The facility is equipped with all the necessary tools and resources for maintenance, repair, and even the development of new armors. Lastly, should any of your armors be destroyed in action, they will be automatically replaced within a week.

**Bottomless Box - 400 CP**

The Bottomless Box is a marvelous magical treasure, enchanted to provide a nearly infinite amount of storage space. However, this particular version is even more special. At the end of each journey through the Soulsborne worlds, Mikael meticulously gathered all the weapons, spells, items, and equipment he encountered and tossed them into this box. As a result, this Bottomless Box contains an unparalleled collection of artifacts from across the Soulsborne universes. Whether you need a specific weapon, a powerful spell, or a unique piece of equipment, this box has it all. Its versatile contents ensure that you have a tool or weapon for nearly every situation.

**Hearty Rebirth - 400 CP**

When Mikael fought Darkseid his true body was torn asunder by Flash's Infinite Mass Punch. This attack by all means should have actually killed him. Luckily Mikael had a back-up plan for this situation and fed Medea his heart a few months earlier. This allowed him to regenerate, surviving his lethal injury. You must have been inspired by that incident considering you created this item. This is a chamber that holds a copy of your heart. In the event you die you will revive in this chamber and regrow your body. The only caveat is that this can only be performed once per Jump or once every ten years whichever is shorter.

**Lantern Ring - 400 SP**

The Lantern Corps are a set of organizations known for their ability to harness the Emotional Spectrum. The most famous of which is the Green Lantern Ring Corp who harness the light of Willpower. Aside from them there are a number of other Lantern Corps. These include the Sinestro Corps (Fear), Blue Lantern (Hope), the Red Lanterns (Anger), the Star Sapphires (Love), the Orange Lanterns (Greed), Black Lanterns (Death), and the Indigo Lanterns (Compassion). By purchasing this you can claim one of the various Lantern Corps rings for yourself. You will receive both the ring itself and a power battery allowing you to charge it. The lantern ring lets you generate energy constructs, fly through space, greatly increases your durability, and provides a few other advantages. Lastly, you may purchase this multiple times to acquire multiple rings. After all, legends say that by gathering seven rings from the standard groups you can unlock the power of a hidden far more powerful lantern corp. Maybe you could find out if that legend is true.

## **Contractor**

### **Smart Device - Free (Exclusive to Contractor)**

The Smart Device is a standard item given to all new Contractors. This device contains an app allowing you to interact with the company, make your purchases, observe data regarding targets, and everything else directly involving the Company. Also just so you know you can buy genderbent, anthropized, and altered versions of any target you purchase. This device cannot be seen by anyone aside from you and your retinue. The device has an untraceable signal, will automatically teleport to you if dropped, and can only be activated by you. Lastly, should you already have a favored device then the Company will upgrade it for Free.

### **Command Seals - 100 CP**

Command Seals are a nifty invention used in the Nasuverse by beings known as Masters to control the Heroic Spirits summoned as Servants. Though these Command Seals can be used on any ally you possess rather than being restricted to just Servants. Each Command Seal can be used to give one unbreakable command, empower the target, or teleport the target around. Purchasing this will grant you access to six Command Seals which will regenerate over time. Though you may purchase this perk multiple times to gain access to an additional three Command Seals.

### **Catch a Ride - 200 CP**

Most of a Contractor's focus is put on Targets since people can do a fair bit more than an inanimate object. That however, doesn't mean that you should forget about the vehicles. You now have access to some of the famous and powerful vehicles in the multiverse. So you can claim this voucher letting you acquire one vehicle of your choice worth less than 200 credits. For reference the upper end of this value would be something like the SR-2 Normandy or an upgraded MCV (C&C). All vehicles you purchase with this option will come fully crewed, fully supplied, and be replaced should they be destroyed.

### **Godslaying Blade - 400 CP**

The Godslaying Blade is Hewg's ultimate creation. He was ordered to create this blade by Queen Marika resulting in a weapon meant to kill any god. This weapon is a crystallization of the idea that a mortal could kill a god through sheer willpower. To those without divinity this is merely a cursed blade that leaves unhealable wounds. To the divine however, this is an antithesis of their very being. This is the ultimate weapon against any divine being as even a small cut can erode their essence. Lastly, should you already have a preferred weapon you may merge the two.

### **Demiplane - 600 CP**

A Demiplane is a special personal dimension available to each Contractor. These are personal realms that you can customize and build up over time. There are two choices available to you. The first is to receive a copy of Mikael's Demiplane. Some of its most notable features include the library, orbiting bodies, and creatures. The library is filled with every book that has ever been written be it mundane, magical, or lost to time. This plane can also hold celestial bodies related to you. For example, Ranni's blue moon and Yharnam's red moon orbited Mikael's island. Finally, this realm will be populated with a wide arrangement of creatures as well as any you encounter. For example, Hydras, Moonlit Butterflies, and Lightning Drakes appeared after Mikael's time in Dark Souls. The second option is to receive **1000 Demiplane Points (DP)** which you can use in the Demiplane Section. This will allow you to customize your Demiplane to a greater extent and to acquire some special upgrades

# Waifu

## Put This On - 100 CP

More than likely your beauty alone can attract your partners, but it doesn't hurt to add a bit extra. This is a wardrobe filled with numerous outfits perfect for some spicy moments with your lovers. Everything from the classic bunny girl outfit to a sexy secretary can be found here. Alternatively if the outfits are for you then there are enough to fully outfit all of your paramours in any occasion. Should any of the outfits be ruined or torn up in your fun they will be replaced a few days later. Lastly, all of these outfits will adjust to perfectly fit anyone regardless of their body.

## The Pet Mafia - 200 CP

The Pet Mafia is a term used to refer to the enhanced Drakes belonging to Mikael. They are led by his fearsome cat Medea. Having been inspired by this you have created your own group of super pets. This is a group on par with the Pet Avengers or another similar group. There are a dozen or so individuals led by a single incredibly powerful being on par with Medea. You may freely design the various pets in your group. Personally I would recommend the Corgi Death Squad. Never before has the universe seen something so adorable yet so deadly.



## Mother Box - 400 CP

The Mother Boxes are a piece of incredibly advanced technology originally created on New Genesis. These sentient supercomputers have a number of useful abilities. These include opening Boom Tubes for teleportation, manipulating energy, healing, and drawing power directly from the Source. Your Mother Box is unique, fully loyal to you, and equipped with its own customizable personality. You have the freedom to design its personality to suit your needs and preferences. Additionally, this Mother Box can integrate seamlessly with any advanced equipment you possess, enhancing its functionality. It is also unhackable, providing an extra layer of security.

## Summoning System - 600 CP

The Summoning System is a magical marvel inspired by Mash's connection to the Round Table and Chaldea's FATE system. This intricate system allows you to summon heroic spirits from various mythologies and histories. Over time, it naturally generates Saint Quartz, the key resource for summoning these powerful allies. Additionally, this

system will adapt to new settings you encounter, unlocking additional beings from these worlds as your Jump progresses.

The system will also automatically integrate any other summoning systems you encounter. Some examples include Arknights, Azur Lane, Epic Seven, AFK Arena, and many more, ensuring you have access to a diverse array of heroes and champions at your command. Lastly, any Servants or other beings you summon will automatically be bound to you ensuring their loyalty. Lastly, if you happen to need to summon a specific classification of being then you may target it. For example, you could focus on summoning a Rider if you needed a pilot or focus on a specific personality if that's what you were interested in.



## Denizen

### **Ancient Armament - 100 CP**

Weapons come in many forms be they swords, spears, axes, and so much more. The Soulsborne worlds in particular are host to an expansive array of equipment. This allows you to acquire any single weapon from the Soulsborne Series. Everything from a simple iron sword all the way to Gwyn's Great Lord Greatsword is acceptable as long as it was an item from the series. The weapon will possess its full lore potential ensuring that they live up to their reputation. Though if you dislike all of the possible choices you may create a single weapon as long as it isn't overpowered compared to the possible choices.

### **Cerebro - 200 CP**

Cerebro is a cutting-edge device created by Professor X, originally intended to help him locate emerging mutants. Over time, it was enhanced to significantly amplify the user's abilities, making it an indispensable tool for telepaths. This version retains all of those abilities though it has been modified to sense any individual with powers. Cerebro's primary form is an expansive room, roughly the size of a small building, equipped with the main connections that users can interface with directly. This powerful system allows for detailed, planet-wide scans and intricate telepathic operations far beyond the user's natural capabilities. For those times when you're away from the main facility, a portable helmet version is available, enabling you to access Cerebro in the field.

### **Dragon Aerie - 400 CP**

Dragon Aerie is an ancient shrine nestled high among the clouds. This hidden sanctuary in the mountains that is home to hundreds, if not thousands, of drakes. At the heart of this majestic realm stands a titanic castle, guarded by a powerful Ancient Dragon whose



ferocity is matched only by its wisdom. This guardian dragon watches over the nesting grounds, offering profound insights to those who prove themselves worthy of its presence.

The only other inhabitants are those who have joined the Dragon Covenant, a fellowship dedicated to the

dragon's cause. You have come into possession of a similar region. The Ancient Dragon and its Covenant will be loyal to you. The most interesting part is that any draconic beings you encounter will populate the area. For instance, if you venture into the Monster Hunter universe, the area will expand to accommodate the dragons you encounter, creating a thriving, ever-growing haven for all draconic life under your stewardship.

### **Chaldea - 600 CP**

Welcome to Chaldea, the final bastion of humanity in another world. Chaldea is a powerful organization that is meant to safeguard humanity and observe the time stream. This group has a number of incredibly skilled workers, but their greatest assets are the Servants. This organization was originally led by the Last Master of Humanity alongside hundreds of Servants, but now they've turned the reins over to you as the new acting Director. You have full command over the facility, the Servants, and the various other members. They are all fully loyal to you and willing to help in any way they can. This version of Chaldea has been fully repaired and is capable of operating at peak efficiency.

# Hero

## **The Jumper Button - 100 CP**

Often the heroes are capable of dealing with virtually any situation that arises, but they have to know about the situation in the first place. This is a set of two pieces of equipment designed to assist with this issue. The first is a detection system hooked into all nearby crime alert programs such as the police radio. With this you'll always be aware of any ongoing crime. You may install the system in any device you possess. The second item is a wristband that can be given to your allies. These bands can send alerts informing you that they are in danger. Only the individual you give the band to will be able to activate it. You will receive a dozen of these bands, though you may build more of them as well.

## **The Lair - 200 CP**

As per standard superhero protocol you obviously require an expansive hidden base to operate out of. This is one such facility designed specifically for you. The lair has training areas, garages for your vehicles, a display area for your suits, and a trophy hall to commemorate your notable battles. By default the lair will be built under a mansion which will also be included. Though you can choose an alternative location if you want.



For example, you could acquire a smaller Watchtower or build your lair deep within the ocean. The lair will come fully outfitted with your initial costume and some other assorted goodies. Lastly, and certainly not least this lair will be cared for by an extremely talented butler or maid just as skilled as Mr. Pennyworth.

## **The Collection - 400 CP**

In order to identify any unknown you obviously need to know everything there is. While that might be difficult, Batman certainly accomplished it. He gathered a massive collection of samples for every significant item in the universe. This included DNA samples of every species, every type of mineral, and technology that had been developed. There are even some exotic items like a Klyntar Symbiote and some Endbringer flesh. Basically if you can think of it Batman has samples and scans of it. Somehow you managed to either steal Batman's collection or get your hands on your

own equally impressive collection. Most importantly Post-Jump this collection will update giving you new samples. Lastly, this will also come with an advanced analyzing system to identify any unknown material.

### **Hero Association - 600 CP**

Given the numerous threats this world faces it shouldn't surprise you that an equally large number of heroes rose to the challenge. Some of the most infamous groups include the Justice League, the X-Men, the PRT led by the Avengers, and a few other smaller groups. You are the leader of an equally illustrious group on par with the other major organizations. Your force commands thousands of supers along with a couple dozen big name heroes capable of matching the heavy hitters. Aside from your supers you have a much larger number of soldiers, maintenance workers, medics, and everyone else you could need to run this organization. Alternatively you could pick one of the canon groups to run if you don't want to make your own. Regardless of your choice the whole group will be fully loyal to you and can be taken with you Post-Jump. If you wish you may insert this group into future settings. They will retain any modifications you make allowing the group to improve continuously.

# Villain

## Spotless Background - 100 CP

While some of the more well known villains tend to be flashy, the more dangerous villains prefer to remain hidden. This can be a bit complicated, but it's definitely doable. To assist you we've acquired a premium service capable of spot checking every illicit activity you do. For example, any money you acquire illegally will be run through accounts to make it usable and make your records perfectly clean. You will be given a coordinator to help manage any similar issues you have. So you can still get in trouble if you're caught in the act, but investigators will never be able to find any evidence of your wrongdoing afterwards.

## Suicide Squad - 200 CP

Sometimes you need to perform operations that cannot be traced back to you. When these situations arise you can call upon this team. This is a squad of a dozen elite villains filling every role you could require. They all are loyal to you either due to fear, respect, or perhaps their paycheck. Any operation they commit cannot be traced back to you in any way and they'll never reveal their connection to you. Lastly, should any of the group be killed they will either be revived or replaced within a week.

## The Birdcage - 400 CP

The Birdcage is a marvel of advanced containment technology, designed as a high-inescapable prison. This facility is meant to hold the worst of the worst, preventing them from seeing the light of day. The prison is managed by a sophisticated A.I. acting as the warden, the Birdcage operates with no human personnel inside, ensuring maximum security and minimal risk. Each cell within this fortress is meticulously tailored to its occupant, suppressing their unique abilities—be they telepathy, technomancy, or even reality warping. Once someone is confined within the Birdcage, escape is virtually impossible.





Though you retain the authority to remove people from the prison if you wish to for whatever reason.

### **Cadmus - 600 CP**

Cadmus is a secret division of the United States government meant to counter the potential threat posed by Supers. This group has a vast array of resources including super powered cloning, advanced weapons, an army's worth of soldiers, scientists and other assets. Additionally, this group has numerous hidden bases throughout the world and wealth larger than most countries. By purchasing this option you can either take command of Cadmus or create your own equally powerful organization. They are a force perfect for supporting you in the background. The group will be led by a team of specialists each of whom are masters in their field. For example, your scientist will be led by someone as intelligent as Emil Hamilton. Post-Jump you can take the organization with you inserting them into the new Jump.



# Demiplane Builder

Welcome to the Demiplane Builder, this is a section of our catalog detailing various options available to you. You however, will be given an initial **1000 DP** to work with if you purchased the Demiplane Item. Should you require additional funds you can convert CP to DP at a 1:2 ratio. Ergo you'll get 300 DP for 150 CP.

## Size

### **I've Got Something Already - Free**

Depending on how far into your chain you are, you may very well have your own version of a Demiplane. Who knows you may even have your galactic empire already. This option allows you to insert any territories you possess into your Demiplane expanding the area. This can also be used to combine your Demiplane with your Warehouse making things a bit easier given they already have a number of similarities. Lastly, this will also let you apply any Demiplane upgrades to your territories.

### **Even Bigger - 100 DP**

I know someone is going to splurge here or end up with a bit extra so you can always buy this upgrade. This upgrade doubles the total area of your existing Demiplane, along with everything within it. Whether you've already expanded your land with options like "I Need More Land" or you're just looking to future-proof your space needs, this upgrade ensures you won't be running out of room anytime soon. Of course you can also purchase this option as many times as you can afford it.

### **Bigger is Better - Free/100/200/300 DP**

Why settle for less when you can go bigger? "Bigger is Better" offers a tiered upgrade system to expand your Demiplane's dimensions. At the Free level, you'll receive a personal island spanning around one hundred acres, perfect for a cozy retreat. For 100 DP, your Demiplane grows significantly, expanding to the size of the entire continent of Asia, offering vast landscapes to explore and develop. At 200 DP, the upgrade transforms your space into a full-sized planetoid comparable to Earth, complete with diverse biomes and ecosystems. Finally, for 300 DP, you can extend your Demiplane

into a full solar system. While this doesn't add mass to your primary landmass, it does provide an astronomical amount of space for your use.

### **Stellar Bodies - 100/200/300 DP (Requires Bigger is Better Tier 3)**

You've got an empty solar system so why don't we fill the rest of the space. Starting off at 100 DP will take care of everything else within your solar system such as asteroid belts, stellar objects like comets, and the other miscellaneous objects you would expect to find. Next, for 200 DP you fill your solar system with a couple smaller planets. Most of these options will be around the size of Earth as well. Lastly, If you still think it's empty then you can add a couple supermassive worlds for 300 DP. These worlds will be on par with larger worlds like Jupiter and Saturn.

### **I Need More Land - 500 DP (Requires Bigger is Better Tier 3)**

Planets should provide you with a decent amount of space, but there's still another option if you happen to need even more. This option allows you to upgrade your main world into a complete Ringworld. This is approximately 24,000 times larger than Earth circumference-wise. It would likely take you hundreds of thousands of years to fill this world even if you were genuinely trying. This ringworld will be filled with practically every biome you can imagine, numerous resource deposits, and other useful natural items.



# Quality

## **Armory - 100 DP**

You probably don't really need that many weapons, but it never hurts to have them. This is a massive armory filled with all sorts of destructive goodies. Initially this armory will be filled with weapons from our world, but it will expand with every new world you travel to. Most of the equipment will be common weapons though you will also gain access to a supply of more advanced weapons. For example, going to the Halo Universe would give you a large amount of most standard UNSC and Covenant weapons. There however, would be a fair amount of unique weapons or more advanced gear like the Forerunner firearms. Additionally, if needed you can summon gear from this armory to actively equip it in battle. Lastly, should any of the gear be damaged the armory will repair it over time.

## **Living Standards - Free/100/200 DP**

Starting off a Demiplane is just a blank canvas. Though it does come with some housing so that you don't end up homeless. Granted you can upgrade if you're willing to pay. For Free you will be given a simple house that you might expect an average family to have. There isn't much special here, but it includes all of the basic necessities. This includes an unlimited amount of food, basic plumbing, wifi, a fair amount of clothes, and a few other treats. For 100 DP you can upgrade this to the Sweet Home. This will double the area of your home and give you a decent amount of land. Of course all of your utilities will be upgraded as well. For example, the kitchen will be expanded and some luxuries like a large library will appear. For 200 DP you can upgrade this to the Grand Manor. Once again this will double the size of your home turning it into a luxurious mansion. Additionally, virtually every room you could desire will appear. Full training grounds, personal workshops for your Waifus, and material stockrooms filled with exotic goods.

## **The Bifrost - 300 DP**

Most of the entrances to your Demiplane are simple doors that can be summoned as needed. There however, are also methods to generate larger portals. They can be used to transport larger individuals, vehicles, and other items with ease. Additionally, these portals will automatically connect to each of the worlds that you have traveled to allowing for instantaneous travel. All of these worlds can be accessed through a main portal room for easy use. The only restriction is that you can only utilize one of these portals at a time. Attempting to use multiple portals will cause the previous portal to dispel.

# Special

## **And Stay Out - Free**

One of the greatest benefits of owning a Demiplane is the absolute security it provides. This feature ensures that your personal dimension is an impenetrable sanctuary. This dimension is completely undetectable and inaccessible without your explicit permission. Even beings of immense power, whether conceptual entities or omnipotent forces, cannot breach its defenses. For instance, not even Darkseid could penetrate the protective barrier of Mikael's Demiplane when it was brought into the main world. This feature guarantees that you always have a safe haven to retreat to, free from any outside interference.

## **Aren't You Forgetting - Varies**

The Catalog offers a number of upgrades to your Demiplane, but not everything available is listed. Especially since they gradually release more goodies over time. Should there be a particular upgrade you want that isn't offered you can negotiate with this option. As long as you're willing to pay the price the company will accommodate you. You can use the available options as references to determine a fair price.

## **Weather Control - 100 DP**

As the ruler of this Demiplane you are granted a certain amount of control over the plane and its functions. This particular feature grants you full control over the environment in your Demiplane. Maybe you prefer a serene, sunny atmosphere, a refreshing rain, or even something more exotic like a constant aurora display. Regardless, this feature lets you tailor the climate to suit your mood and needs.

## **The Warehouse District - 200 DP**

The Warehouse District is an add-on to the Demiplane that provides you with various supplies. This upgrade adds a sprawling complex of warehouses stocked with a variety of supplies and resources. Each member of your retinue who possesses a workshop or lab will have a dedicated warehouse filled with materials relevant to their work. Additionally, now anyone can claim the resources rather than the main user being restricted to a small amount.

## **The Petting Zoo - 300 DP**

Over the course of your journey you've likely encountered a number of unique animals, monsters, and other bizarre creatures. This upgrade grants your Demiplane two main effects related to this. The first is that you can now populate your Demiplane with all sorts of mundane creatures. The second feature is that any creature or monster you encounter will start to populate the realm as well. They will start to appear in appropriate

biomes further developing your realms ecosystem. Unfortunately this power is unable to replicate godlike creatures. Though I wonder where you would even find a wild Cosmic Entity.

### **It's Alive - 400 DP**

It's one thing to recruit the monsters you've encountered, but it's another thing entirely to create new life. This upgrade provides you with a cutting-edge scientific research complex, equipped with everything needed to bring new life forms into existence. Whether you want to populate your realm with random monsters or craft more intelligent beings, this complex has you covered. You know that random alien species you've always dreamed of encountering? Well now you can simply make them directly and allow them to populate your Demiplane.

### **How Fast Are We Going - 400 DP**

Evolution is a wonderful ability, but it is one that's difficult to observe given the massive time requirement. Thankfully this upgrade allows you to control the time dilation of your Demiplane. At its highest setting, this feature allows you to accelerate time by millions of times. You can selectively apply time dilation to specific areas, perfect for evolving creatures under your guidance. Whether you want to observe natural evolution or steer it towards a particular goal, this upgrade gives you the power to do so.

### **I Said Order - 400 DP**

Inside your personal Demiplane you might as well be a god. Especially given the laws and punishments that they can impose. By default these laws will resemble the standards that you are used to, however you may customize them to suit your specific preferences. Should anyone inside your Demiplane break these laws they will suffer from a punishment. This can include being weakened, body modifications, intense agony, or whatever else you can come up. Aside from this these laws also allow for exchanges to be made. For example, you could set up a donation system so that anyone who pays you a certain amount will be given a weakened version of a Talent you possess.

### **Adjustment Field - 600 DP**

The Adjustment Field allows you to alter the physical and mental aspects of those within the Demiplane. This includes yourself, your waifus, and other individuals inside the realm. This can be done on unwilling participants as long as they are inside your Demiplane. It can also modify species; however, this requires you to acquire a template beforehand. For example, if you recruited Super Girl then you could turn everyone into Kryptonians. Mental changes can be done immediately or occur slowly over time depending on what you wish.

# Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

## **Import/Create companion 50-400 CP**

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

## **Canon Companion - 0/100 CP**

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

## **Your First Capture - 100 CP (Free Contractor)**

As a Contractor, having a Waifu is practically a rite of passage, and I'm here to make sure you start off right. Your first Waifu is on me, and to sweeten the deal, you get 500 points to spend in the Catalog. Use these points wisely. You could invest in a single powerful ally, like a Tier 9 powerhouse, or spread them out to gather a diverse group of loyal companions. Each Waifu you choose will be automatically bound to you with unwavering loyalty. You can also select a specific version of your companion, pulling them from a particular point in their history, ensuring they are exactly how you want them.

## **Twilight Self - 100 CP (Free Waifu)**

Meet your Twilight Self, an alternate version of you. This companion could be a 'what if' scenario from a timeline where you walked a different path, the version of yourself native to this world, or even a gender-bent clone for a bit of fun. You have the freedom to decide the exact circumstances that created this new companion, shaping their backstory and personality. Additionally, you can customize the nature of your relationship with this being, whether you want them to be a loyal ally, a rival turned friend, or something else entirely.

### **The Builder - 100 CP (Free Denizen)**

The various worlds are home to a number of different professions, but one that remains constant are the crafters. This ancient individual has honed their skills over centuries, mastering their craft to create numerous wonders. Perhaps they are a master smith like Andre, an enchanter of immense skill, or a unique artisan in another field. No matter which field they utilize, their talents in it are on par with some of the greatest experts in the world. Regardless they are more than happy to assist you and are fully loyal to you. You may design their personality, appearance, and species if you wish.

### **Howdy Partner - 100 CP (Free Hero)**

One of the benefits of being a hero is that it's a bit easier to work with others. This individual is a perfect example of this spirit. This companion is likely either a seasoned hero who sees potential in you or a younger hero eager to learn under your guidance. They possess incredible potential and come with valuable connections that can assist you. Regardless of their experience they will be a stalwart ally in your endeavors. Lastly, you can fully customize their appearance, personality, and species, shaping them into the ideal ally for your heroic endeavors.

### **The Unburdened - 100 CP (Free Villain)**

You'd be surprised how often the mad scientist trope appears in these worlds. Particularly the superhero worlds though this world's most notable example is Mr. Sinister. This is one such scientist similar to Mr. Sinister who lacks any form of morals. They are a keen intellectual standing at the peak of their respective field. Now their lack of morals may seem like an issue, but it combined with their similarly low ego means that they can come up with some wonderful ideas. Should they be given free reign and a sufficient amount of supplies they'll make astronomical progress on any project you assign them. Lastly, if you wish you may design their species, personality, appearance, and their relationship with you.

### **Your Shadow - 100 CP**

The Shadows were creations of the Greater Will assigned to each of the gods and demigods in the Lands Between. Some of the most infamous shadows included Malekith for Marika and Blaid for Ranni. These shadows would act as both aids and assassin's if the



need arose acting on behalf of the Greater Will. Interestingly most of the Shadows choose to remain loyal even if it meant fighting their creator. This individual is one such shadow meant to serve you. They could be a Half-Wolf like the previous shadows or perhaps they take on a new form. They are a powerful combatant who will grow in might alongside you. If you wish you may design their exact personality and appearance, though they are guaranteed to get along with you regardless.

### **The Maw - 200 CP**

The Maw also known as Medea is Mikael's pet cat. Originally, it was a simple cat, but after consuming numerous pieces of Mikael's eldritch form it evolved. It became a Tier 10 being and an embodiment of hunger capable of easily devouring the Suicide Squad. It would appear that you've gotten your hands on an equally fearsome pet. This beast is both fearsome and adorable. Should you already have a favorite pet, you may optionally upgrade them.

### **Leashed Worms - 400 CP**

On his quest to learn about life and death Darkseid encountered the twin Entities. He defeated Eden and Scion turning them into his servants. Perhaps out of jealousy you seem to have gotten your hands on two Entities of your own. Both Entities are veteran Entities with millions of Shards. Additionally, these two are far more intelligent than standard Entities. They are devoted to you and absolutely loyal. If you wish you may design their avatars and personalities.

# Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

## **Supplement Mode - 0 CP**

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

## **Self-Insert - 0 CP**

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

## **Yes, This is a JoJo Reference - 0 CP**

There are quite a few individuals who either don't belong here or act a bit different than normal. For example, would you ever imagine someone entering a Dio pose to stare down Batman. Taking this toggle will add quite a few references to the world. Most of these changes will be minor, but they provide a fair bit of amusement whenever you encounter them.

## **Which World is This - 0 CP**

Most of these settings have quite a few variations between characters or other aspects of their history. Honestly, there's probably a couple hundred versions of Superman alone before you even start counting the other heroes. By taking this option you may freely decide which version of each character is in this setting. This will also have some effects on their power level, abilities, and a few other things. The only restriction is that you are not allowed to weaken the villains such as Darkseid.

## **Extended Stay +100 CP**

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

### **I Hit My Head +100 CP**

Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

### **We Don't Kill +100 CP**

In a world where heroes cling to their sense of justice by refusing to kill and villains avoid murder to sidestep harsher punishments and unwanted attention, you have chosen to adopt a similar stance. You strive to avoid killing any intelligent beings, allowing exceptions only for monsters, non-sentient aliens, and similar entities. Should you ever take the life of a human or another intelligent creature, you will be overwhelmed with a profound sense of regret. This guilt will intensify exponentially if you are compelled to kill multiple beings in a short span of time.

### **I Do Not Love You +100 CP**

Ultimately the Waifu Catalog is meant to be a power fantasy. Though admittedly some people are uncomfortable with certain aspects like the omniversal slavers. Mikael above all else seemed to hate the mind control aspects of the Catalog which would slowly mold the captured targets into loving the user. Like Mikael you despise any form of mind control or ability that would take away someone's free will. If you make a friend here or get a lover then you're going to have to do it the proper way. Additionally, should be a contractor this counts as choosing the No Bindings option.

### **Get Away From Them +200 CP**

Caring deeply for your allies is a noble trait, but your protective instincts can sometimes become overwhelming. You are exceptionally overprotective, often going to great lengths to ensure the safety of those you care about. This can manifest in insisting on extra precautions, discouraging risky actions, or even urging allies to retreat from danger, regardless of their own capabilities. You can control this instinct, but it will always be in the back of your mind. Additionally, should someone actually succeed in harming someone you care about you will become enraged. Should the injury be severe enough you will likely become determined to kill the aggressor.



### **Hated Divinity +200 CP**

Many figures of legend have complicated relationships with the divine. Though relatively few of them truly hate the gods. Medea is an example of one of these individuals. Like the infamous witch you truly hate the gods. Perhaps they wronged you in some way or you simply hate the idea of a higher power toying with others. Either way you will happily take any opportunity you receive to punish the divine. For example, Medea asked if Mikael could mindbreak Aphrodite if she captured the goddess of love. You will still feel this urge in regards to their servants, though to a much lesser extent particularly if they are unwillingly servants.

### **Hemophobia +200 CP**

Before Naruto managed to straighten her out, Tsunade was deathly afraid of blood. Like the famous medic-nin, you share this debilitating phobia. The mere sight of blood will cause you to freeze up, and in severe cases, you may experience an outright panic attack. This intense fear can be crippling in critical moments, especially in combat or medical situations where blood is unavoidable. Overcoming this phobia will require immense effort and perseverance. You might consider exposure therapy or another method to gradually desensitize yourself to the sight of blood, though Naruto's more unconventional approach could be an option if you're desperate. Though forcing yourself to fight to stop a friend from dying might be considered a bit extreme.

### **True Hero +200 CP**

You are a genuinely good person, embodying the ideals of a true hero. This might seem like a virtue, but it comes with a significant drawback: you are compelled to help others whenever you witness injustice or suffering. No matter how exhausted or overwhelmed you might be, you cannot turn a blind eye to those in need. This unyielding sense of duty will drive you to intervene in every crime or crisis you encounter, often at great personal cost. Remember even Superman needed a break every now and then. Are you truly willing to give the innocent everything you have to protect them?

### **Death is Absolute +400 CP**

Given that the main world is a composite of various superhero settings you would expect the standard schtick. You know, immediate resurrections, alternative versions from another universe, and so on. Well it turns out that's not true at all. No methods of revival, resurrection, or 1-Ups work here. If someone dies then they really are dead. The only exception is something like the Curse of the Undead or how the Tarnished could resurrect due to Destined Death having been stolen. Normally you wouldn't be affected by this as an Out-of-context being, but now you are stuck with the same restrictions. So while you're here try not to die.

### **Forgotten Payments +400 CP**

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

### **Powers Begone +400 CP**

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Dark Souls Covenant jump, the Bloodborne jump, the Elden Ring jump, and any other jump related to the DC/Marvel/Worm series.

### **Bound by Love +400 CP**

Love can inspire extraordinary feats, but it can also lead to immense danger. Like Mikael, you are incapable of refusing a request from someone you truly love. If you care for them deeply, you will do anything they ask, no matter the cost or risk involved. Additionally, this effect can activate even if they don't mean to force you. For example, if you were told to be polite and introduce yourself you would regardless of your personal feelings. So be careful with who you allow into your heart.

### **Think About What You're Doing +600 CP**

During the initial period of his journey Mikael vehemently claimed that he would leave each of his prospective lovers in another world for their own good. While this may have been done with good intentions it was incredibly stupid. It didn't actually accomplish anything outside of hurting those he cared about. This pattern of poor decision-making didn't stop there—numerous other choices he made ended up backfiring spectacularly. It appears you suffer from a similar flaw. Your decisions can lead to unintended and often disastrous consequences, allowing minor issues to spiral into catastrophic problems. While you can try to mitigate these issues, failing to do so can result in horrific outcomes. So try to have someone double check your actions before you inadvertently cause the apocalypse. And yes it will get that bad if you're not careful.

### **Stare Into the Abyss +600 CP**

The Great Ones are incredibly powerful eldritch beings behind mortal comprehension. This unfortunately leads to a few negative effects for those who encounter them. The lucky ones develop Insight and adapt to it. There may be some negative effects, but it is

still beneficial in a way. The unlucky ones however, can't comprehend what they've seen and suffer from Frenzy. This drives them into a state of madness causing them to slaughter everything around them. By taking this drawback you will emit a field similar to a Great One causing those around you to gain insight. This field will grow in power the longer you remain in one location. The only known method to prevent this is to limit yourself within a significantly weaker sealed form. This however, will only slow the effect to a degree. Should you linger long enough you may very well cause an outbreak similar to what happened in Yharnam on a much greater scale than just one city.

### **Attention of the Great +600 CP**

There are a vast number of powerful cosmic beings and other equally powerful threats within this world. Before he ascended to Tier 11 Mikael even admitted that his full power only put him near the top. So he tried to avoid gaining their attention though you managed to acquire the interest of one such being. This individual is one of the various multiversal entities such as the Endless, Infinity, and potentially even someone like the Living Tribunal. Keep in mind this isn't necessarily negative, but merely acquiring the interest of this being is practically guaranteed to pull you into trouble. For example, another entity might harm you in a misguided effort to harm your new admirer. You can select this multiple times to garner the attention of multiple Cosmic Entities.

### **Hunted Across Reality +600 CP**

In most worlds, a version of your native self would exist, living their life undisturbed. However, a sinister force is systematically hunting down your counterparts across the multiverse, and now it has set its sights on you. Much like Darkseid being relentlessly pursued by the New Gods, these hunters will stop at nothing to track you down and eliminate you. Their determination is unwavering, their methods relentless, and their reach vast. The only way for you to escape their pursuit is for you to kill or subjugate them. This group however, has knowledge of all your powers and has been preparing for years to hunt you down.

# Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. **You will not chain-fail** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

## Life and Liberty

Congratulations, you are now the protagonist of our story. That's right you will be replacing Mikael. The jump will last until the story ends canonically or you die. You may also run through the epilogue sections of the Jump if you wish such as when Mikael was summoned in Chaldea. You will be facing all of the challenges that Mikael did over the course of his journey. As a mercy you'll be starting out with all of Mikael's abilities though you will only get to keep them if you complete the scenario. A full list is available in the notes section You will receive all of the same opportunities to succeed as he did however should you follow their path. Though you could also change some things hopefully for the better. Lastly, you will receive his memories so that you know what's going on and have his experience.

### Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

## Champion of Rot

Currently the champion of the Scarlet Rot is hidden with the Haligtree tree. Malenia has long since denied her role not realizing the true potential she has. You must convince

Malenia to assist you or remove her for her blasphemy. After accomplishing this you must spread the Scarlet Rot across the Lands Between. No longer shall it be contained within Caelid soon all shall know the might of the Rot. Your goal will be considered complete once the entirety of the Lands Between is home to the Rot and you have become its new lord.

### **Rewards:**

Having succeeded in spreading the Scarlet Rot across the Lands Between you will receive two boons.

- First, you may take these now corrupted lands with you as a new kingdom. All of those living within have been blessed with the Scarlet Rot. The notable individuals such as Malenia, Millicent, and their family may be turned into Companions for Free if you wish.
- Second, you shall receive the perk Embodiment of Rot:
  - **Embodiment of Rot:** You are now a living font of the Scarlet Rot made manifest. Even the slightest touch could unleash a plague that would devastate whole countries. Though you may restrain your glorious infection if you wish for some reason.
- Lastly, you have done what no other could, allowing the Outer Goddess of Rot to descend laying claim to the lands. Should you accept it, you may ascend becoming her Consort. You will become a true lord of rot and be imbued with the power of an Outer God. Granted it will take time to fully grow into your new position.

### **Dark Soul and Beyond**

When Mikael was given a chance to pick his first world he accepted a mission that would send him through the entire Soulsborne series. He would be given the body of an ordinary Undead before being dropped into the world. Though there are also numerous other worlds never witnessed. You must go through a total of five worlds to complete the scenario, but you may optionally continue as long as you desire. The world will be considered complete once you reach one of the canon endings. For endings such as letting the flame fade the world will be considered complete as soon as you make your choice. Each successive world will grant you access to some general rewards and two custom perks. The rewards for the default worlds are listed below. Though there can be some variation depending on the path you choose. For example, you might receive a reward based on the Frenzied Flame if you followed that path rather than aiding Ranni. Lastly, as a small request please try to find some happy endings. Many of the people here don't deserve the horrors that were wrought upon them.

## **Rewards:**

Congratulations on beating some of the most challenging worlds we had to offer. For having done so you will receive an array of rewards. You may optionally take any of the offer perks regardless of your ending.

- **General Rewards:**

- **Forgotten Lands:** These lands are unforgivable hellscapes, but that doesn't mean that they need to be forgotten. You have already done most of the work clearing them out. If you are willing you may take each of the lands that you traveled with you. They will be turned into Warehouse attachments allowing you to enter the lands at your leisure.
- **Lost Souls:** So you actually did save a few of the wayward souls here, thank you for fulfilling that request. As a reward you may turn them into your Companions for Free. They and any others who still roam the lands can come with you.
- **Bottomless Chest:** There are countless treasures be it weapons, armors, or spells that can be found here. This is a chest containing every available item from each world you traveled to. Everything from the simplest dagger to the penultimate weapons like the Godslaying Blade can be found inside. This includes the soul based items that would have required a sacrifice.

- **Dark Souls 1:**

- **Don't You Dare Go Hollow:** You choose to fuel the First Flame in order to escape this world. You underwent unimaginable agony burning for thousands of years, but you survived. Your will was tempered by the flame making it unbreakable. You will never falter, hesitate, or go mad. For better or worse you have mastered your own inner spirit to face the world head on.
- **The First Flame:** Having bathed in its flames for so long you have absorbed a fragment of the First Flame. The First Flame was a unique force born with Life, Death, Light, and Dark. The Phoenix Force itself claimed that while it was stronger the First Flame was more complete. Though it may be weak right now, eventually it will grow even beyond the original flame. This flame allows you to resurrect your allies, grants you the might of the four lords, and provides you with an endless source of humanity.

- **Dark Souls 2:**

- **The Final Monarch:** Having slain each of their fallen kings you may take the kingdoms with you. All survivors will be restored to their peak and

cured of corruption if applicable. For example, Alsanna and the knights of Eleum Loyce will remain in the kingdom. Additionally, you will receive a boon appropriate to each Kingdom. For example, the Sunken Kingdom might let you summon a spectral Archdragon like Sihn, the Slumbering Dragon.

- **King's Grace:** Having claimed the souls of the kings you've inherited their grace. This grace bestows you with the combined wisdom, authority, and might of the various kings. With this you can unite disparate factions and inspire all who serve you. Additionally, you can bestow blessings upon your subjects and allies. These blessings will enhance their abilities and offer them a degree of protection. These blessings can take various forms, such as increased strength, offensive power, or even temporary invulnerability in critical moments.
- **Dark Souls 3:**
  - **The Painted World of Gael:** The Painted World is a new world created using the blood of the Dark Soul and named after a heroic knight. This world was free from the corruption caused by the failing Age of Fire. You will receive the Painted World allowing you to watch the development of a world not tainted by Flame or the Dark.
  - **Lord of Hollows:** Having succeeded in binding the First Flame to himself Mikael gave it up passing the power to Anri. It would seem that you, however, retained the power. Aside from the general power boost, you are now a being of balance. Having merged both the Flame and Dark you hold dominion over both. Additionally, should you acquire any similar powers they will merge seamlessly
- **Elden Ring**
  - **Elden Lord:** You have reforged the Elden Ring fashioning it in your own image. The ring fills you with immense power and strength. You have strength beyond Radahn and Godfrey, magic prowess beyond Rennala, and skill that would leave Malenia in awe. Additionally, you gain the ability to summon an Elden Beast of your very own. This being can aid you in battle or act as an emissary.
  - **Age of the Stars:** For having assisted Ranni in her mission you are now her Consort. She has ascended becoming an Outer God far beyond the rest in might. Upon her ascension she gathered a vast amount of power slaying the Greater Will she gifted you with its power elevating you to the status of a fellow Outer God. So now the only question is how you wish to rule alongside your consort.
- **Bloodborne**

- **The Good Hunter:** You are a Hunter of unmatched skill. You could fight through all of Yharnam without dying and possibly not even being wounded. You have learned how to hunt virtually anything and most importantly how to kill them permanently. As an ordinary man you could slay a pantheon of eldritch gods.
- **Birth of a God:** You faced the Moon Presence and slew it in battle. In the aftermath you fed on it, absorbing its power becoming a Great Old One. Your main body is that of a small leech like creature, but you can freely shift your form should you desire. You have the ability to manipulate time making millions of years pass in moments, teleport across universes, and so much more. Right now you are, but an infant. Once you grow you will become far more powerful. Lastly, should the Old Blood be spread once more you will be able to control safely guiding others preventing another Yharnam.



# Ending

**Go Home:** Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

**Stay Here:** Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

**Keep Going:** Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

# Notes

All perks that have active and passive effects may be freely toggled on and off.

## Story Link

- <https://archiveofourown.org/works/40096461/chapters/100419042>

## Waifu Catalog Link

Full credit for the Waifu Catalog goes to

- <https://waifu-catalog.neocities.org/>

## Omake Worlds / Additional Worlds for Scenario

These are some of the worlds that Mikael traveled to in the Omakes. You may optionally include each of them in the Life and Liberty Scenario to expand your journey and rewards.

- Fate Grand Order
- Skyrim
- Westeros
- Highschool DxD
- RWBY
- Fate Stay Night

## Patrons List

- The First Contractor
- Death
- The Merchant
- The Fae
- The Programmer
- Truck-Kun
- The Archangel of Benevolence
- Isekai Genie
- The Tao
- Lucifer / The Devil
- The Fallen Legion
- Azazoth / Great Old One
- Archdeity of Eternity
- Mesméra

## Tiers

The following list provides a brief summary of the tier system used by the Waifu Catalog to rank targets. Additionally, each tier has a few examples of beings at this level.

- **Tier 1** - This tier consists of all basic life forms and the majority of animals, plants, and non-sentient beings.
- **Tier 2** - This tier represents your average human that isn't special. This is where the vast majority of most intelligent species are.
- **Tier 3** - The pinnacle of mundane skill or low level powers. Most dangerous humans or similar beings fall into this category. Examples of this include doctors, advanced soldiers, older politicians, and those with the potential for super powers.
- **Tier 4** - This tier is the beginning tier for those with useful powers, supernatural skills, or abilities. Most lower rank ki, chakra, or other energies would fall here. Additionally, ageless immortals appear under this rank.
- **Tier 5** - This represents trained individuals with supernatural powers. Most lower ranked superheroes or anime characters start appearing here. Some examples include Harry Potter Wizards, Pro Heroes from My Hero Academia, Space Marines from 40K and individuals with limited resurrection capabilities.
- **Tier 6** - This tier is when you start to encounter more powerful individuals. Everything up to city-block level beings is included here. Some examples include early Anime Protagonists, most named Shinigami in Bleach, and advanced A.I. like Cortana.
- **Tier 7** - Individuals in this tier are typically around country level. This also includes Time Travelers, Dimension Hoppers, and Jumpers in their early chain. Some examples of this tier include the stronger Dark Souls bosses, Gojo Satoru, and the more powerful Viltrumites.
- **Tier 8** - Individuals in this tier are typically around continent level. Additionally, most esoteric abilities appear such as those with conceptual immortality and unrestricted planeswalkers should fall into this tier. Examples include Top Servants from Fate, stronger superheroes like Ghost Rider, and Greater Daemons from 40K.
- **Tier 9** - Individuals in this tier are typically around planet level. Alternatively those with lower ranked conceptual or reality altering powers start here. Most gods with domains will appear at this tier. Some examples include legendary Pokemon, most Speedsters from DC, and most weaker characters in Dragon Ball.
- **Tier 10** - This tier is interesting as it scales infinitely. This tier typically starts out at star level, but goes all the way to universal. Some examples include the stronger versions of Superman, more powerful Dragon Ball characters like Goku, and the Celestials from Marvel.

- **Imaginary Tiers**
  - **Tier 11/X** - This tier represents the higher level gods and conceptual beings limited to a single universe. Examples of this tier include the Chaos Gods, the Endless, and busted superheroes like peak Dr. Strange.
  - **Tier 12/Y** - This tier contains the multiversal conceptual entities and other beings of power. Examples of this tier include the Spectre, Franklin Richards, Zeno, and the stronger Cultivation protagonists at the end of their stories.
  - **Tier 13/Z** - The final tier represents the truly omnipotent and creator level entities. Every entity at this rank is typically either Outerversal or Boundless. Examples of this tier include the One Above All, the Presence, and the stronger Outer Gods from Lovecraft.

## Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
  - **General**
    - [Mikael - Waifu Catalog Build](#)
  - **Perks**
    - General
      - Time is Just a Concept
      - Mesmeric Call
      - Being Undead Has Some Perks
      - Shape of Man
      - Block and Counter
      - The Wall
    - Contractor
      - Contractor Status - Free
        - [Mikael - Waifu Catalog Build](#)
      - Binding Method - No Binding
      - Sticky Fingers
      - Warranty Plan
      - Patron - Death
      - Heritage - Dragon (Freedom and Life)
    - Waifu
      - Seed of Love
      - Faerie Feast
  - **Companions**
    - Canon Companion

- Nico Robin - One Piece
  - Yoruichi Shihoin - Bleach
  - Raven - DC
  - Wonder Woman (Diana Prince) - DC
  - Scáthach - Type Moon
  - Tsunade - Naruto
  - Medea - Type Moon
  - Artoria (Lancer) - Type Moon
  - Glynda Goodwitch - RWBY
  - Emma Frost - Marvel
  -
- **Scenario End Boons**
  - **Perks**
    - General
      - Size Alteration
      - The Darksign
      - Talented
      - Dragon Communion
      - Caryll Runes
      - God(s)layer EX
      - The Great Runes
      - You're Free
    - Denizen
      - I Have That Effect
      - Gather Around For Story Time
      - Consecutive Strikes
      - Eye of the Mind
      - Souls, Blood, and Runes - Blood Echoes
      - Jumper, the Eternal Blade
    - Hero
      - A Happy Ending
      - I Am The Ocean
    - Villain
      - Tilt the Odds
      - Apex Bloodline
      - World Ender
    - Special Techniques/Powers
      - Secondary Powers
      - Aura
      - Lies of a Human Mask

- Haki - All 3
  - The Clear - Parliament of Waves
- **Items**
  - General
    - The Best Boi
    - Hide Me Band
    - Blood of a Great
    - HP 101
    - Themyscira
    - Bottomless Box
    - Hearty Rebirth
  - Contractor
    - All Contractor Items except Catch a Ride
  - Waifu
    - The Pet Mafia
  - Denizen
    - Chaldea (if you continue Epilogue)
- **Demiplane Builder**
  - See Item and Mikael's Build for details.
- **Drawbacks**
  - I Do Not Love You
  - Get Away From Them
  - Bound by Love
- **Companions**
  - Canon Companions
    - Raven - DC
      - Pride, the First Sin
      - Other Emoticons such as Happiness
    - Emma Frost - Marvel
      - Original Emma Frost
      - This Universe version
      - 2nd Emma Frost Clone
    - Crossbreed Priscilla - Dark Souls
    - Melina (Merged with Phoenix Force) - Elden Ring (Marvel)
    - Ranni the Witch - Elden Ring
    - Victoria Dallon - Worm
    - Amelia Dallon - Worm
    - Death (The End) - Omniversal Deity
    - Hippolyta - DC (possibly not confirmed)

## Image Sources

- Title Page - [Marvel & DC](#)
- Elden Ring Map - [The Lands Between Map](#)
- Super Pets - [Legion of Super-Pets by John Watson, in Shannon Weathers's ...](#)
- Dragon Aerie - [Steam Workshop::Dark Souls II - Dragon Aerie](#)
- Lair - <https://www.cbr.com/super-structures-the-16-best-superhero-lairs/>
- Suicide Squad - [Suicide Squad](#)
- Cadmus - [Project Cadmus DCAU](#)
- Shadow - [Maliketh by Makai no Juumin #3721212 - Zerochan](#)

## Changelog

- V1 Completed
- Grammar corrections
- Added New Gods species
- added Grand Beauty Perk