

Bleach Fraktion: Bount 0.1

By saiman010



Einführung:

Welcome to the world of the Bount, spiritual beings accidentally created by Soul Society more than a thousand years ago. An experiment seeking the secret of eternal life ended when a Jōkaishō exploded, releasing spiritual energy into the cycle of reincarnation. Souls affected by this disaster were reborn throughout the Human World as the first Bount, beings capable of maintaining eternal youth by consuming Souls.

Though the Bount initially attempted to live among Humans, their ageless bodies and ability to consume Souls caused them to be feared as monsters and eventually inspired Humanity's legends of vampires. Persecuted by Humans and hunted by Hollows, the Bount sought help from Soul Society, only to discover that Central 46 wanted to erase all evidence of the experiment. The Shinigami massacred many of them, and a later conflict with the Quincy reduced their population even further.

Those who survived learned to wield Dolls, beings born from their own souls that possess unique personalities and supernatural abilities. Under Jin Kariya, many of the remaining Bount have gathered together, determined to become powerful enough to take revenge upon Soul Society.

Your journey begins on the night Kurosaki Ichigo becomes a Substitute Shinigami. You receive 1000 CP to shape your existence as a Bount.

Startort:

Roll 1d6 to determine where you begin your journey. If you dislike the result, you may instead spend 50 CP to choose your starting location.

1. China

You begin somewhere deep within China, where a small group of Bount have hidden themselves from Humanity and Soul Society for centuries. Ancient ruins and isolated settlements provide shelter for those wishing to avoid persecution, though Hollows are still drawn to the spiritual power of the Bount living here.

2. Karakura Town, Japan

You start in Karakura Town, where spiritual activity is unusually dense. Hollows appear frequently, Shinigami patrol the area, and many important events are destined to unfold here. For a Bount seeking Souls, allies, or power, opportunity and danger exist in equal measure.

3. Germany

You begin somewhere within Germany among a secret community of Bount who scattered across Europe centuries ago. You and your people have survived by hiding among Humans, passing down knowledge of Dolls and Soul consumption while avoiding the attention of both Soul Society.

4. London, Reverse London

You begin in London, where the Western Branch of Soul Society operates alongside ordinary Human civilization. Dragons, Witches, Wizards, and other supernatural forces exist beyond the perception of normal Humans. Few Bount reside here, making this an excellent place to forge your own path.

5–6. Choose Your Own Starting Location

You may freely choose any reasonable starting location within the Bleach setting. You could begin anywhere in the World of the Living, Soul Society, Hueco Mundo, or another canon location. Whether you hide among Humanity, seek other surviving Bount, or deliberately place yourself near the coming conflicts is entirely your choice.

Vorteile:

Unlike most Jumps, this world offers only a single Origin. You can freely decide gender but your age is at least 1000 years old. And you can decide if you are a drop in or not. Because of this, instead of choosing an Origin, you are granted two discounts for each perk tier from the list below. In addition, any perks costing 100 CP that you choose to discount will instead become free.

General:

Bount Biologie [Free]

As a Bount, you appear completely Human but possess enhanced strength, speed, endurance, reflexes, and natural spiritual awareness, allowing you to perceive and interact with spiritual beings you are also sterile. You can consume the Souls of the dead to maintain your youth and extend your lifespan indefinitely, effectively allowing you to live forever as long as you have Souls to consume. You can also consume the Souls of living beings for a much greater increase in your physical and spiritual power, though excessive consumption can strain your body and cause abnormal aging.

You can also absorb Reishi from your surroundings to restore your spiritual energy, heal injuries, repair damaged clothing, and temporarily strengthen your body and spiritual power. This becomes considerably stronger in places rich in Reishi, such as Soul Society. In future worlds, you may absorb equivalent ambient supernatural energies such as mana for the same purposes. This regeneration cannot easily remove poison, fatal injuries can kill you before you recover, and absorbing more energy than your body can safely contain can destabilize you.

Verzehr von 10.000 Seelen [300 CP]

Oh, Jumper, it seems you have spent the last thousand years consuming the souls of over 10,000 living Humans, and all that feeding has greatly increased your power. Even within the World of the Living, where Reishi is relatively scarce, your Reiatsu, physical abilities, and spiritual power are now sufficient to fight evenly against a Lieutenant-class Shinigami.

However, places with extremely dense Reishi, such as Soul Society or Hueco Mundo, are where your true strength emerges. By continuously absorbing the abundant Reishi around you, your power and regeneration become strong enough to fight a Captain-class Shinigami to a draw, at least until they activate Bankai. Regardless of where you fight, you are now considered one of the most powerful and elite Bount remaining in existence.



100CP:

Namenswechsel

As a Bount who may live for thousands of years, keeping the same name forever would eventually attract unwanted attention. You now possess an exceptional talent for creating new names and identities appropriate to whatever time period and culture you find yourself in. You also adapt to your new names almost instantly, responding to them as naturally as if you had used them your entire life.

Unter den Menschen

Let's be honest: Humans who witness a Bount consuming Souls or commanding a Doll are unlikely to react well. You have become exceptionally skilled at concealing your supernatural nature and abilities while living among ordinary Humans. You instinctively know when your identity is becoming suspicious, when it is time to disappear, and how to relocate and establish a new identity without people connecting it to your previous one.

Immer in Mode

A thousand years may pass, but somehow your fashion sense never becomes outdated. You possess an instinctive understanding of the clothing, styles, and aesthetics considered fashionable wherever and whenever you live. You can design, combine, and wear clothing that perfectly fits current trends while still maintaining your personal style.

Silberzunge

Much like Jin Kariya, you possess an exceptionally persuasive silver tongue. When given the opportunity to calmly speak with someone, you are remarkably good at convincing them to listen to your ideas, sympathize with your cause, or even join you. The more reasonable your arguments and the closer your goals are to their existing beliefs, the easier this becomes.

Lebensunterhalt

Even an immortal Bount needs money. Choose one ordinary profession that has existed in some recognizable form for at least a thousand years. You possess enough skill, knowledge, and experience in that profession to comfortably support yourself wherever it reasonably exists, generally earning enough to maintain an upper-middle-class lifestyle without needing to rely on your supernatural abilities.

200CP:

Sirenenlied

Your voice possesses a supernatural quality similar to the legendary song of a Siren. By singing, you can hypnotize those who hear you, causing weak-willed individuals to become entranced and willingly follow simple commands. This is particularly useful for luring living Humans somewhere isolated, making it considerably easier for you to consume their Souls without attracting unwanted attention.

Waffenbeherrschung

Over your long life, you have dedicated considerable time to mastering a weapon. Choose one type of weapon when purchasing this perk; you gain extensive training and proficiency with it, allowing you to wield it with the skill of an experienced combatant. This perk may be purchased multiple times, selecting a different weapon each time.

Verborgener Reiatsu

The continued existence of the Bount is something Soul Society would rather forget, so avoiding detection has become essential. You can freely suppress your Reiatsu and any other supernatural signatures you emit, making you extremely difficult to locate through spiritual or supernatural senses. With sufficient concentration, you can maintain this concealment even while fighting or actively using your abilities.

Treue Puppe

A Doll is powerful, but it is not necessarily loyal. Normally, a Doll may turn upon and even kill a Bount it considers too weak to remain its master. Yours will never do so. Your Doll remains completely loyal regardless of defeat, weakness, or disagreement. More broadly, supernatural abilities, summons, or powers that are inherently yours will never deliberately turn against or attempt to kill you.

Trainierter Körper

A thousand years is plenty of time to learn how to fight. Choose one martial art or unarmed fighting style that has existed at some point during the last thousand years of Human history. You possess extensive training and practical combat experience with that style. This perk may be purchased multiple times, allowing you to master an additional martial art with each purchase.

400CP:

Mütterliche Seelenenergie

Your Reiatu possesses the same unusual quality found in Yoshino Sōma. You are one of the extraordinarily rare Bount who is not sterile, allowing you to naturally have children. Furthermore, powers, transformations, enhancements, or alterations to your body will never render you infertile. Your spiritual energy also possesses an exceptional affinity for creation, giving you great talent in creating, breeding, or developing new living creatures through both natural and supernatural means.

Macht ohne Preis

Consuming too many living Souls normally comes with a terrible price for a Bount, eventually causing their body to rapidly age and weaken as happened to Sawatari. You no longer suffer this drawback, allowing you to consume living Souls without suffering the resulting deterioration or accelerated aging. This protection extends to future worlds: whenever one of your own supernatural powers or techniques would normally damage, weaken, corrupt, or otherwise impose a harmful cost upon your body or Soul simply from using it, that negative cost is negated.

Puppenbeschwörungsritual

Not every Bount could naturally awaken their Doll, leading to the creation of rituals capable of forcing its awakening. You possess a heavily modified version of this ancient ritual. By permanently sacrificing a portion of your own Reiryoku and lifespan, you can impart the spiritual nature of a Bount into an ordinary Human, transforming them into a genuine Bount. Those created through this ritual possess the normal abilities and weaknesses of their new species, including Soul consumption, Reishi absorption, and the potential to awaken a Doll. Unless another ability changes this, they will also suffer the normal sterility common among Bount.

Vollständiger Seelenverzehr

Ordinarily, a Bount cannot extract every last fragment of useful spiritual energy from a Soul they consume. You have overcome this inefficiency completely. Your Soul consumption is now extraordinarily efficient, causing every Soul you consume whether belonging to the living or the dead to provide five times the normal amount of nourishment, lifespan, spiritual energy, and empowerment it otherwise would have granted you.

Bount-Zauberei

You have learned the forbidden spiritual arts developed by the Bount, using consumed Human Souls as fuel for powerful spells. These arts include destructive blasts capable of demolishing buildings, rituals that fuse objects into your Doll so it can acquire and utilize their properties, and powerful spiritual barriers. Your barriers can conceal the Reiatu of Bount and other allies within them while also interfering with, weakening, or suppressing the Reiatu of enemies caught inside.



600CP:

Verstärktes Bount Wappen

Congratulations, you have acquired an enhanced version of the Bount Crest. Choose one item you own upon purchasing this perk your Crest is permanently engraved upon it and serves as the focus for this ability. Whenever you summon your Doll through this Crest, both you and your Doll receive an enormous tenfold increase to your overall power, including your physical abilities, Reiryoku, Reiatsu, and the strength of your Doll's supernatural abilities. In raw enhancement, this transformation is comparable to the tremendous increase a Shinigami can receive from activating Bankai.

Unlike Bankai and similar transformations, however, maintaining your enhanced state requires no continuous expenditure of Reiryoku or stamina. Once activated, the enhancement remains at full strength until you willingly dismiss your Doll or deactivate the Crest, regardless of how long the battle lasts. Furthermore, because this power was purchased with CP, your Crest cannot be permanently destroyed, stolen, disabled, or separated from you; if its chosen item is lost or destroyed, the Crest will eventually return with the appropriate replacement

Bitto

Deep within your Soul lies the ability to summon a swarm of 1,000 Bitto, large mosquito-like Dolls created to harvest Souls. These creatures can hunt living Humans, drain their Souls, and refine the stolen spiritual energy into a highly concentrated Soul Elixir, stored as a glowing orange liquid within their bodies. You or anyone else who drinks this elixir immediately receives the empowering effects of the harvested Soul. Because the Bitto purify and concentrate the Soul beforehand, the resulting increase in power is even greater than what would normally be gained from directly consuming that Soul, even if the person drinking it is not a Bount.

Your Bitto instinctively obey your commands and may operate individually or together as an enormous swarm. Soul Elixir that remains unused long enough will eventually become rancid and poisonous, allowing an expired Bitto to be used as a weapon by driving its stinger into an enemy and injecting the corrupted substance. You may possess up to 1,000 Bitto at once, and any Bitto that are destroyed or lost are automatically replenished once per year, restoring your swarm to its full number.

Tore der Jenseitswelten

You possess the ability to create supernatural gates connecting the different realms of whatever world you currently inhabit. These gates can provide passage between the mortal world and any genuine afterlife, spiritual realm, underworld, heaven, hell, or similar plane of existence connected to that setting. Once you know of such a realm, you can create a stable gateway to it and freely travel between the two.

Your gates can also reach beyond your current reality, allowing you to travel to parallel afterlife worlds and alternate versions of your current setting. With sufficient knowledge of the destination, you can deliberately choose which alternate reality you wish to enter and create a gate leading there.

Zwillingspuppen

You truly are a one-in-a-million Bount. While most Bount are fortunate enough to awaken a single Doll, your Soul possesses the extraordinary capacity to support two separate Dolls. Whenever you create your Doll in the Doll section below, you will create two Dolls instead of one, each possessing its own appearance, personality, abilities, and powers. Both are equally connected to you and may be summoned and commanded independently.

Normally, the destruction of a Bount's Doll means the death of its master, but your unusual connection changes this. If one of your two Dolls is killed, you will survive as long as the other remains alive. The surviving Doll immediately absorbs and fuses with the remains and spiritual essence of its fallen twin, gaining its abilities and becoming considerably stronger. The resulting fused Doll retains the powers of both Dolls and receives a permanent fourfold increase to its overall abilities and power. And will return in the next jump.

Puppenverschmelzung

It seems you are among the rare Bount powerful enough to take your relationship with your Doll to next level. You can freely merge your Doll into your own body, causing your Bount Crest to manifest directly upon you rather than upon a separate object. While fused, you possess complete access to all of your Doll's abilities as though they were naturally your own, and both your physical and spiritual capabilities are greatly enhanced by becoming a single, stronger being.

You may enter or leave this fusion whenever you wish, and doing so does not harm either you or your Doll. Your Doll's powers can also partially manifest without requiring a complete fusion, allowing you to summon individual weapons, armor, limbs, senses, movement abilities, or other appropriate aspects of your Doll when needed. Most importantly, while completely fused, you and your Doll count as a single being, allowing you to directly train and improve its abilities alongside your own rather than developing separately.



Puppenerstellung:

Here you will create your Doll, the primary manifestation and source of your Bount's supernatural abilities. Because the Bount were originally created from Artificial Souls based upon the Souls of Shinigami, your Doll functions similarly to a Shinigami's Zanpakutō. It is born from your Soul, possesses its own personality and supernatural abilities, and grows stronger alongside you. Begin by choosing your Doll's appearance, personality, form, and the abilities it will possess.

However, the relationship between a Bount and their Doll is considerably less harmonious than that between a Shinigami and their Zanpakutō. Your Doll possesses an independent will and expects its master to remain worthy of commanding it. Showing sufficient weakness may cause your Doll to betray or even kill you unless you possess a perk that prevents this. If you purchased Zwillingspuppen, you must create two different Dolls using the options below, choosing the appearance and abilities of each separately.

Form:

Here you decide what physical form your Doll takes when summoned. Dolls can manifest as independent creatures, weapons wielded directly by their Bount, or with the proper purchase switch between both forms. Choose one option from the list below.

Lebende Kreatur [Free]

Your Doll manifests as a living creature of your own design. It possesses free will and can move, fight, travel, and use its abilities independently from you, allowing you to command it from a distance. As an independent being, your Doll can also train and develop its abilities on its own, with any improvements it achieves becoming instinctively known to you.

Waffentyp [Free]

Your Doll instead manifests as a weapon of your choice. It still possesses its own personality and intelligence, but cannot independently move or fight and requires you to wield it in order to properly use its abilities. In exchange, its powers can be directly incorporated into your own fighting style.

Wechsler [200 CP]

Your Doll is an unusual example capable of freely switching between a Living Creature and Weapon form. It receives the advantages of both options, allowing it to operate and fight independently when needed before transforming into a weapon for you to wield directly. You may freely design both forms, though they remain manifestations of the same Doll.

Size:

Here you decide exactly how large your Doll will be when summoned. Choose one of the sizes below. Your Doll may be smaller than the listed maximum for its category if you wish.

Winzig [+300 CP]

Your Doll is extremely small, with a maximum size roughly equivalent to a hamster.

Klein [+200 CP]

Your Doll is relatively small, reaching at most the size of a small poodle.

Mittel [Free]

Your Doll can reach approximately the size of an adult Human.

Groß [100 CP]

Your Doll is considerably larger, reaching approximately the size of a cow.

Riesig [200 CP]

Your Doll is enormous, reaching approximately the size of an Asian elephant.

Gigantisch [300 CP]

Your Doll is truly massive, reaching approximately the size of a whale shark.

Zusammensetzung:

Here you decide what your Doll's physical body is made from. Bount Dolls can possess extremely unusual bodies, ranging from ordinary flesh to living fire or blood. Choose one material for free. Every additional material costs 100 CP, combining its properties with those your Doll already possesses.

Fleisch

Your Doll is composed entirely of living flesh. While this leaves it vulnerable to many conventional forms of injury, it is also exceptionally easy to repair. By continuously supplying your Doll with Reiatsu, you can cause its flesh to regenerate, gradually restoring even severe physical damage.

Knochen

Your Doll is composed primarily of bone, giving it a skeletal appearance and an exceptionally lightweight body. This makes it one of the fastest forms of Doll available. You can also channel Reiatsu through the gaps and structure of its body to temporarily reinforce its bones and make them considerably harder and more durable.

Blut

Your Doll is composed entirely of liquid blood and can flow, separate, and reform its body. If any portion of your Doll enters an open wound, it can begin draining the victim's blood into itself. Unless the victim removes or stops it, your Doll can continue feeding until their blood has been completely drained.

Eisen

Your Doll is composed of solid iron. Its tremendous hardness and weight make it considerably more resistant to physical damage than most Dolls, giving it exceptional defensive capabilities and allowing it to endure attacks that would severely damage softer compositions.

Diamant

Your Doll is composed of pure diamond. Rather than simply making it indestructible, this composition specializes in creating exceptionally sharp edges. Claws, teeth, blades, and other cutting surfaces formed from your Doll's body become extraordinarily effective at slicing through durable materials and defenses.

Holz

Your Doll is composed of living wood and possesses unusual survivability. Destroying its main body is insufficient to truly kill it; your Doll can regenerate itself so long as any viable portion of its wood, root, or seed survives. This allows you to hide seeds elsewhere as safeguards against its destruction. Fire, however, remains particularly dangerous to it.

Glas

Your Doll is made from supernatural glass and is physically fragile, easily shattering when struck by sufficiently powerful attacks. However, every fragment remains part of your Doll. Glass embedded within an enemy can absorb their Reiatsu, and the more spiritual energy your fragments consume, the more glass your Doll can generate to rebuild itself or create additional shards.

Stein

Your Doll is composed of solid rock, granting it considerable weight and durability. More unusually, it can consume stone, minerals, and similar natural materials to temporarily incorporate their characteristics into its body. Properties acquired in this manner remain available for approximately 24 hours before fading.

Feuer

Your Doll is composed entirely of supernatural fire rather than conventional matter. Its intangible, burning body makes ordinary non-supernatural physical attacks largely ineffective against it. It can freely spread its flames across its body and reform itself so long as its spiritual fire has not been extinguished.

Wasser

Your Doll is composed entirely of water. Its liquid body can continuously reform after physical damage, making conventional wounds extremely ineffective against it. Your Doll can also freely reshape its body, allowing it to form different limbs, weapons, shapes, or structures as circumstances require.

Wind

Your Doll is composed of living wind. The air surrounding it continuously generates protective currents that can deflect or weaken incoming attacks, providing both your Doll and nearby allies with additional protection. By carefully manipulating these currents, your Doll can also produce powerful gusts, cutting winds, and controlled air currents capable of carrying living beings through the air.



Andere Fähigkeiten:

Here you decide what additional abilities your Doll possesses. You may freely combine different options from this section as long as you have enough CP available. If you possess Verzehr von 10.000 Seelen, you receive an additional 200 CP to spend exclusively in this section. If you possess Verstärktes Bount-Wappen, you receive another 200 CP. If you possess Puppenverschmelzung, choose one of your Dolls; that Doll receives an additional 300 CP to spend here.

Aussehen und Persönlichkeit [Free]

Your Doll is born from your Soul, so feel free to decide exactly how it looks and behaves. You may freely design its appearance, gender, voice, personality, mannerisms, and general behavior however you please.

Importierte Waffe, KI oder Kreatur [Free]

Instead of creating your Doll entirely from scratch, you may import one weapon, animal, creature, or artificial intelligence that you already possess and use it as the basis of your Doll. It becomes your Doll and gains the normal properties associated with being one while retaining its original identity and appropriate characteristics.

Kombination [100 CP Each]

One import isn't enough? For every 100 CP spent here, you may add one additional eligible import to your Doll, permanently combining it with the other components used to create your Doll. Once combined, this fusion is permanent and cannot normally be reversed.

Projektilerzeugung [100 CP]

Your Doll can generate and launch projectiles based upon the material composing its body. An Iron Doll might fire metallic spheres or blades, for example, while a Bone Doll could launch sharpened fragments of bone.

Flug [100 CP]

Your Doll can naturally fly and remain airborne through its supernatural abilities, regardless of whether its physical form would normally be capable of flight.

Fernsinn [100 CP]

Your Doll can create small extensions of itself that function as remote eyes, ears, or other sensory organs. Both you and your Doll can perceive through these extensions, allowing them to function as scouts and surveillance devices.

Waffenerzeugung [200 CP]

Your Doll can freely reshape portions of its body into weapons such as blades, spears, guns, claws, shields, or other appropriate armaments. These weapons remain composed of the same material as your Doll.

Schattenmanifestation [200 CP]

Your Doll can manifest portions of itself and its attacks through nearby shadows. Limbs, weapons, and other parts of your Doll can suddenly emerge from shadows around an opponent before disappearing back into them.

Verteidigungsform [200 CP]

Your Doll can enter a specialized defensive form. While active, its offensive capabilities are greatly reduced in exchange for a considerable increase to its defensive capabilities and durability.

Angriffsform [200 CP]

Your Doll can enter a specialized offensive form. While active, its defensive capabilities are greatly reduced in exchange for a considerable increase to its offensive power.

Körpertrennung [200 CP]

Your Doll can freely separate portions of its own body . Limbs and other body parts can detach, move, attack independently, and later reconnect with the main body.

Vervielfältigung [300 CP]

Your Doll can transform nearby inanimate material into additional creatures resembling itself. As long as enough suitable material is available to construct their bodies, your Doll can create these lesser duplicates and command them to attack, restrain, or otherwise assist it.

Dimensionsbewegung [300 CP]

Your Doll can temporarily enter another dimension, travel through it, and emerge somewhere else, allowing it to bypass physical obstacles and launch extremely unpredictable attacks. To enter or emerge from this dimension, however, your Doll must consume the matter surrounding the location it wishes to use.

Dimensionsspeicher [300 CP]

Your Doll possesses an internal pocket dimension capable of storing objects, creatures, attacks, or anything else it can successfully swallow or absorb. Stored things remain contained until your Doll chooses to release them. It can violently spit stored attacks back at enemies, and even absorbed techniques such as Kidō spells can be released again at their original power.

Automatische Verteidigung [300 CP]

Your Doll can instinctively recognize threats to itself or its master and automatically activate an appropriate defensive ability without requiring a conscious command from you.

Automatischer Angriff [300 CP]

Your Doll can automatically recognize designated enemies and threats. Once a target has been identified, your Doll can pursue and attack them independently without requiring constant instructions from you.

Besessenheit [300 CP]

Your Doll can inject a portion of its Reiatsu into another living being, establishing a supernatural connection between itself and the target. Once enough Reiatsu has entered them, your Doll can remotely control the target's body, forcing them to move, fight, and perform actions according to your Doll's commands. The Doll does not need to remain physically inside or near the victim once possession has been established.

Artikel:

Choose two items per tier to receive a discount except the 600cp one where only one is discounted. Any item purchased from one of your chosen discounted tiers costs 50% less, with 100 CP items from those tiers becoming free.

100CP:

Bount-Amulett [100 CP]

A small spiritual amulet designed using the research of Ran'Tao. A Bount who has not yet naturally awakened their Doll can use this amulet as a focus through which their Doll may be summoned. Once bonded to a specific Bount, the amulet cannot be used to summon another person's Doll. In future world this item can bestow one person the ability of a Bount once per jump.

Jahrhundertealte Identitäten [100 CP]

You possess a collection of convincing identification papers, records, bank accounts, certificates, and supporting documents for several different identities. Whenever you need to abandon one identity, a completely legitimate new set of documents will become available, making it considerably easier to hide your immortality from Human society.

Seelenspeicher [100 CP]

A small container capable of safely storing spiritual energy harvested from Souls. It can hold the equivalent energy of approximately 100 ordinary Human Souls without the energy deteriorating, allowing you to save nourishment for situations where feeding would otherwise be difficult.

Bount-Kleiderschrank [100 CP]

An extensive collection of clothing suitable for virtually any ordinary situation. The wardrobe gradually updates itself to match the fashions of whatever era and society you currently inhabit, while always including clothing appropriate to your preferred personal style.

200CP:

Verstecktes Anwesen [200 CP]

You own a comfortable estate hidden away from ordinary Human society. It contains living quarters, training rooms, storage areas, and enough facilities to comfortably support several people. Supernatural beings searching for you will find the property considerably harder to locate unless they already know where it is.

Reishi-Sammler [200 CP]

A spiritual device that slowly draws loose Reishi and mana equivalent in future worlds from the surrounding environment and stores it for later use. You or your Doll may absorb the accumulated Reishi to restore spiritual energy, assist regeneration, or fuel abilities requiring additional spiritual power.

Puppenwerkstatt [200 CP]

A fully equipped workshop dedicated to studying, maintaining, and experimenting upon Dolls and in future worlds any sentient power sources. It contains spiritual instruments, ritual equipment, tools, and reference material useful for repairing Doll-related equipment, researching their abilities, and developing new methods of utilizing their powers.

Bount-Archiv [200 CP]

A collection of records gathered from Bount communities throughout their thousand-year history. It contains information concerning Bount history, Soul consumption, Dolls, known Bount techniques, old hiding places, conflicts with Soul Society, and the accumulated experiences of generations of surviving Bount.

400CP:

Künstlicher Seelengarten

A specialized spiritual facility capable of slowly producing harmless artificial Souls suitable for Bount consumption. These Souls possess no previous lives or Human identities and exist specifically as a renewable source of spiritual nourishment. Production is relatively slow, but the facility can provide enough Souls to sustain a small population of Bount without requiring them to hunt Humans.

Reishi-Reaktor

A powerful spiritual generator that continuously gathers and concentrates ambient Reishi. The surrounding area becomes comparable to a naturally Reishi-rich environment, greatly improving the ability of Bount to restore their spiritual energy, regenerate, train, and maintain abilities dependent upon environmental Reishi.

Puppenverstärker

A spiritual device designed specifically to strengthen a Doll. While connected to it, the Doll receives a considerable increase to its Reiatsu and supernatural abilities. More importantly, extended use can assist the Doll's training by providing a controlled environment in which it can safely experiment with and develop its powers.

Bitto-Zuchtkammer

A specialized facility designed to create and maintain Bitto. Given sufficient Reishi and spiritual material, the chamber can gradually produce replacement Bitto and provides secure containers for preserving the Soul Elixir they harvest. Bitto produced here remain obedient to whichever Bount you designate as their master.

600CP:

Jōkaishō-Fragment

You possess a stable fragment of the same type of spiritual technology involved in the ancient accident that originally created the Bount. The fragment continuously generates enormous quantities of spiritual energy and can serve as a power source for rituals, barriers, laboratories, Doll experiments, and other supernatural technology. Unlike the original disaster, your fragment is stable and will not accidentally explode simply because something goes wrong nearby.

Das Ewige Bount-Heiligtum

You possess your own enormous hidden spiritual sanctuary. The interior contains enough territory to establish an entire Bount civilization, complete with settlements, farmland, workshops, training grounds, laboratories, and natural environments. The sanctuary continuously produces abundant Reishi, making it an ideal environment for Bount and their Dolls. You control the entrances, allowing you to decide who may enter or leave.

Ran'Taos Vermächtnis

You possess an extraordinary collection containing the surviving research, equipment, notes, prototypes, and spiritual technology created during the experiments that resulted in the Bount. The collection includes extensive knowledge concerning Artificial Souls, Bount biology, Dolls, Reishi manipulation, spiritual barriers, Bount summoning rituals, and the principles behind transforming Humans into Bount-like spiritual beings. It contains everything necessary to study and eventually reproduce the underlying technology is present.

Begleiter:

Mein früheres 50

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

Mein neues Team 100

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



Der Nachteil:

Ergänzung [+0 CP]

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

Zeitverlängerung [+100 CP]

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

Nebenfigur [+100 CP]

It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interactions.

Faulheit [+100 CP]

You are unbelievably lazy when it comes to work, training, or everyday responsibilities. Unless someone constantly pushes or pressures you into action, you will naturally procrastinate and avoid doing anything productive. Left to your own devices, you will happily spend your days doing as little as possible.

Köstlicher Magnet [+200 CP]

For some reason, the Hollows are intensely hungry for your soul. Each week, at least one Hollow manifests with vexing abilities, testing your resolve and cunning in their relentless pursuit.

Arroganz [+200 CP]

Your power has completely gone to your head. You constantly look down upon others, believing yourself superior to nearly everyone you meet. You habitually underestimate your opponents, often giving them opportunities they do not deserve simply because you refuse to acknowledge them as a genuine threat.

Amnesie [+200 CP]

You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world.

Ich Brauche Mein Gehirn Nicht [+300 CP]

I will not mince words, you're an idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that.

Rivale [+300 CP]

Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a person but the most vexing part is that you will not be able to defeat him/her alone for the first 8 years of your stay here. They will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

Schlechtes Temperament [+300 CP]

Your patience is practically nonexistent. The slightest insult, inconvenience, or provocation is enough to send you into a fit of anger. While enraged, your judgment suffers considerably, making you far easier to manipulate, deceive, or lure into traps.

Keine Freizeit [+400 CP]

Rest becomes a distant dream as you find yourself perpetually overwhelmed by a never-ending stream of work, requests, and quests. Whether it's your duties, the expectations of others, or the constant demands of this world, you're always busy, leaving you no time for leisure or personal growth. Every moment is a battle against exhaustion as you struggle to meet the relentless expectations placed on you.

Ohne Kräfte [+400 CP]

You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

Gejagt [+600 CP]

Seems you've caught the attention of a powerful faction in this world. You must choose one faction found in this universe as the instigator of their aggression towards you. Throughout your entire stay in this jump, they will continuously send squads of Quincy, Hollows, or other appropriate forces to your doorstep, armed with potent equipment and abilities specifically chosen to counter your own.

At the end of the 10-year period, the leader of the faction will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

You can take this drawback multiple times, gaining the wrath of an additional faction with each purchase.

Zehn Jahre Später:

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

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

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