



ARIA OF CURSE FOR A HOLY SWORDSMAN

WORLD BREAK

Seiken Tsukai no World Break

Made by Ricrod

Welcome to the universe of “World Break: Aria of Curse for a Holy Swordsman” a place similar to the Earth prime you know, with a couple of exceptions, namely: the erratic but constant attacks of interdimensional monsters called Metaphysical (or Heretics) - beings made entirely of magical power, that brutally and indiscriminately attack humans - and the Savors, who are the reincarnations of talented individuals from other worlds - people who possess the awakened memories of their past lives and use their inherited powers to fight the threat against humanity.

With the arrival of both factions, the United Nations decided to fund the White Knight Order, to seek, train and organize the Savors in an effort to fight back the Metaphysicals and keep the battle from the general population. The Headquarters of the White Knight Order is located in the United Kingdom with six different branches located in Japan, Russia, France, China, and the United States of America.

You start a month before the new term in Akane Academy, where Haimura Moroha will encounter Satsuki Ranjou and Shizuno Urushibara the lovers of his previous lives, and discover that he is the first ‘Ancient Dragon’ - the holder of a soul strong enough to withstand the cycle of reincarnation two times.

Take this and remember to have fun.

+1000cp

Origins

Drop In

A wanderer from another world, who has arrived here for reasons unknown to anyone but themselves. You start in a hotel room paid for the week, some papers for identification purposes and nothing more. As you may expect, you don't gain any new memories or connections to aid or hinder your journey. It may be lonesome, or just the amount of freedom you wanted. Depending on your appearance and powers, you can choose to be treated as a Saviour or as a Metaphysical by the natives of this world.

Savior

You were born in this world, but as you grew up you started remembering bits and bits of your past life in dreams. You are one of the Saviors, a soul that managed to resist the circle of reincarnation and pass down memories and power to the next life. Depending on the world and powers of your past life, you will be classified. Choose between Shirogane, Kuroma and Unknown.

>**Kuroma**: Also called Black Magicians, these are the Saviors that used magic and dark arts in their previous life. They use the 'mana' of the surroundings to cast magic spells by speaking aloud a chant and inscribing it with ethereal runes in the air. While their role is usually at the back, throwing powerful spells, they are a force to be reckoned with.

>**Shirogane**: Also known as White Irons, these are the Saviors who used martial arts or were weapon masters in their past life. They are powered by the Prana inside their bodies by activating the 7 Prana gates inside themselves to boost their physical stats. Their role is normally as vanguards, thanks to their superior might.

>**Unknown**: An exception to the rule. Worlds normally have either mana or prana users, but some souls reincarnate from worlds with a different system altogether. So far, the only example is the head of the USA branch, who can't fight directly, but instead her power lies in the creation of magic items, which are used by the White Knight Order as a whole. You're now the second specimen of this phenomena, either with similar power or something new.

Metaphysical

The Heretics are monsters that don't belong to this world, and largely unknown beings aside from a general ranking and composition. They are made entirely out of magical energy, which makes most conventional weapons useless against them, only attacks of mana or prana with around equal or greater power can damage them. You are a rare type of Metaphysical, with a sound mind, a monstrous body between 30 and 300 meters big and a special ability to boost your firepower, be creating smaller Heretics, turn living beings into stone, teleportation or the likes. Still, remember that the White Knight Order will try their best in killing you. Is the power worth it?

Age & Gender

By default, Drops-Ins and Savors may start at 15 years old, ready to enroll in their respective branches of the White Knight Order as new additions, but feel free to choose any reasonable age you feel comfortable with. Also, feel free to choose your gender. These choices are a bit redundant for most Metaphysicals.

Initial Location

United Kingdom

Home of the headquarters of the White Knight Order, the leader of this branch is Sir Edward Lampard, who's known for his eccentricity as much as for his power. The branch is highly organized and the center of the Order at large. The recruits are trained in specialized centers according to their talents.

Japan

A relatively peaceful branch led by Andou Suruga. Here the Saviors are trained in Akane Academy, which also poses as a normal school. The talented students form the Striker Unit that supports the Order when needed. This is also the place where Moroha Haimura shall make his appearance and shake things into motion.

Russia

This highly militaristic branch has Vasilisa Yuryevna Mostovaya as its head. The command hierarchy is very defined. Traitors and deserters aren't allowed. Despite being part of the Order, this branch also trains assassins and spies to attack fellow Saviors if the order is given. Here, Vasilisa's orders are absolute, under the threat of death.

France

Mostly known for the French Magic Corps, this branch is led by Charles Saint-Germain, widely known as the best Kuroma in existence. Magic at large is researched and Kuromas hold a better treatment than Shiroganes. The group at large is also more loyal to their leader and personal goals than the Order itself.

China

Perhaps the branch with most members at their disposal, it was initially believed to have Lu Zhixin as their head, but the actual leader is Ma Die Ge. Despite their numbers, the quality of their Saviors isn't the best and the branch as a whole has many shady parts and secrets, unknown to the other branches.

United States

The most carefree, but efficient branch, letting their Saviors hold great amounts of personal freedom. The leader is Arlene Highbury, a non-combatant with Ancestral Arts that don't fall in either Kuroma or Shirogane classifications. The branch functions mostly without her direct hand, but all the equipment used by the Saviors across the world come from her power.

Perks

Drop In

I Don't Feel Like Dancing (100cp)

Truth be told, politics are stupid. Too much energy creating false impressions to give others and shady deals under the table in negotiations. A real mess few really understand. You're one of those few, out of caprice mostly. After all, someone who knows how the game plays can also find a way to not play it when it's disadvantageous. This blessing is but the basics of negotiation, politics and public relations. Sounds like little, but don't underestimate how useful it can be when it comes to certain situations.

Jack in the box (100cp)

Fools that they are. Everyone constantly dismisses the threat you pose to them, thinking of you as nothing to be concerned about, or as low-level in their priority list. Better for you, for that only means that the element of surprise shall always be in your arsenal. Even after witnessing your might, they won't come to think of you as the biggest issue on their list, the idiots. These effects are toggleable, in case you want to strike constant fear on your enemies.

An Unexpected Combo Is Born (200cp)

Some people get too caught in the flashy, advanced techniques, forgetting that a good grasp of the basics is way more useful. You are the living proof of that, quickly mastering the 'basics' of any style or school you study and finding ways to use those foundations in tandem to devastating effects. The effect works even when combining different types of powers, and allows you to easily punch way above your class would suggest.

Get Back Here! (200cp)

Slippery beasts, that try to evade their destiny - to be slayed by you. But you shan't give up in the hunt so easily. No. This power lets you 'mark' any enemy of yours, only one at the time, and will let you know their general location at all times. Besides that, you will also gain a small boost in your overall power when facing them. The boost will become stronger and stronger the more battles you have with the marked enemy, as long they are to death. Once you mark someone, you can't mark others until the hunting is finished and your prey is dead.

Yet Still Asking Why? (400cp)

In the end, the masquerade of a peaceful modern world is still maintained. For most people, neither the Metaphysicals that threaten to destroy humanity nor the Saviors that fight such monsters exist. A most beautiful lie constructed by the Order and the UN. Yet, they are not the only ones that can create such a front. For you also now possess the ability to create and maintain a similar thing. The instinctual knowledge to use wealth, connections and manpower to install a curtain that engulfs the whole world. Of course, knowing how it can be made and continued also gives a way to destroy it and expose the truth to the public eye...

The Heavy Weight of Love (400cp)

Heroism is not only about slaughtering enemies or slaying dragons. It's also about seducing the princess and everyone you set your eyes on. This is to help with the latter. The charismatic aura of a hero now belongs to you, making people more inclined to befriend you, go along with your goals and accept your advances. This effect is at its strongest when you act like a hero by 'saving' them of some problem in their lives, those 'rescued' by you can't help but be fall for you like a princess falls for her savior. The true effect of this lies in how strong the bonds with your lovers become, a love strong enough to withstand any amount of opposition, time and even death itself. It's not a lie to say that even after being reincarnated, your partners won't stop loving you.

Evolution Of Magic (600cp)

Saviors are a sham, nothing more than kids with power they inherited. They didn't gain anything in this life, preferring to fall back into the skill from past lives. Insulting, for both Mana, Prana and more exist in this world, even if unexplored. No more. You have found a way to harness the inner and outer energies from this world on your own, similar to the saviors' but without relying on the powers of the past. Your skills may be underwhelming compared to the reincarnators for now, but there's versatility and room for growth. With training and research, however, you will surpass even the strongest of Saviors. This new system can be taught to others, unlike the powers that rely on old souls.

Savior

Eye Of The Big Brother (100cp)

A similar power to the one that the Japan branch head possesses and that let him remain in his seat despite the lack of fighting prowess. You too are now able to sense when Metaphysicals will arrive to the world, as well as a general sense of their power and location. Unlike Andou, however, you won't be crippled by pain as you sense them and in time this power can evolve into encompassing other kinds of enemies that threaten you or to your cause.

Heart of a Weapon (100cp)

All Savors were talented, willful and powerful people in their past lives, nothing less would be expected of the souls that managed to withstand the circle of reincarnation. Those past skills have been etched into the very core of your being and despite the life you have been living in this world, you are still an absolute master in a particular style of fighting. Perhaps you were a living legend with your spearmanship, or maybe your ice spells were unrivaled within the land. Regardless of the specifics, you remain undefeated in your specialization even now.

The Worth of a Quiet Life (200cp)

Despite the amount of memories and dissonance between lives, Savors can maintain a firm grasp of their own personality, differencing between who they were in past lives and who they are now. This applies to you as well, being able to resist any amount of mental interference and new memories without losing sight of who you are and maintaining your mind clear of any pollution that may affect it. There won't be any forced dissonance or personality merging unless you want it.

Dozens By One (200cp)

Most of the time, flashier, powerful spells and techniques aren't really necessary. Rather than brute force, finesse is far more important. With such thoughts, you refined your control to the utmost limits, letting you use only a fraction of energy to use your abilities at full power, what's more important, you also mastered the ways of multitasking, which in battle has become the art of casting several spells at the same time without losing concentration.

Song Of The Voiceless (400cp)

For Kuromas, a voiced chant and the ethereal words of the spells are necessary to cast magic, and even Shiroganes need to concentrate on the techniques they use. However, there are exceptions to every rule, and your training and talent have found a way around this. Your affinity and familiarity with your skills are high enough to let you cast spells without chanting or activate martial techniques almost automatically, without the need to focus. Don't underestimate the edge that comes with direct casting or instant use of martial techniques.

Point Of Contact (400cp)

The more one focuses on something specific, the greater the gains, compared to generalist efforts. That's the truth and you have taken it to its logical extreme. Learning how to focus any of your powers into a smaller area of effect than normal, which greatly increases its power. For example, a simple technique to cover your whole body with Prana to increase resistance and defense can be focused in small parts of the body, making the defense boost to almost impenetrable while maintained. Same goes for attacks and other abilities you may possess.

The Oldest Heroic Spirit (600cp)

The Ancient Dragon, a theoretical existence thought was impossible until Haimura Moronha appeared. You too as well, hold that title. Various effects come with being the holder of a soul that managed to resist reincarnation twice. First you now are able to use the Ying Yan Ancestral Arts, which lets you combine powers from different sources and exponentially increase their effectiveness without any demerit. Second, you gain unlimited potential for your growth, as your soul is strong enough to adapt to almost anything. Third, you gain a large boost when it comes to learning and applying new concepts related to the skills of your past lives, like magic and martial techniques. The power you can wield with this is unrivaled in this world.

Metaphysical

Those Silent Wolves (100cp)

Ah, those brutish monsters think that being big and hitting hard is enough to wipe out humanity. Nothing further from the truth, those beings are like cockroaches. Thus, you went for a less direct approach. The ability to shapeshift into human form has been perfected, to the point that neither magic nor technology can identify your true nature, only recognizing you as a normal human. Even the strongest and wisest can fall by a dagger in the shadows, and now you hold that dagger.

Devil In A Can (100cp)

Truly living up to the name of 'Heretical', your existence is not the same as other Metaphysicals. No, you were created from the amalgamation of various souls of Saviors, grating you an almost perfect regeneration factor that borders on immortality - capable to regrow limbs in seconds and heal most injuries instantly. Plus, the ability to take a form close to a human and to evolve your natural advantages and powers into more refined versions.

The Invading Horde (200cp)

There's only so much a giant monster like you can destroy at the time. It's a shame, but it's not an effective way to take out those pesky humans. For the sake of efficiency, you have adapted and developed a way to create minions from your body. By nature, these aren't very powerful compared to you, rather having force in their numbers and are mostly mindless. However, you can extend more power and concentration to create more powerful or intelligent minions. They will still obey you like a beehive obeys its queen.

Thousand Heads Strong (200cp)

Much like the Hydra from legends, your biology has adapted a strange way of regeneration to ensure your survival, each limb that's cut from your quickly grows up again alongside a new copy. Two becomes four, four becomes eight and so on. Similarly, you gain a regeneration factor for smaller wounds. However, remember that this power is far from perfect and there are ways to stop your limbs from coming back.

Escalating Nightmare (400cp)

Fuck these humans, fuck these 'saviors' cosplayers and fuck this shitty world! If they are going to try and push you down to death then you must push back! The so-called heroes think they are the only ones that can grow from battles, but they are wrong. You shall prove them wrong. Because you now get stronger and more durable the more you dish and take damage in battle. How much depends on the strength of your opponent and the damage level, taking hits that can barely scratch you won't give much, but an attack that can destroy limbs will give noticeable increases in all aspects.

A Hero By Another Name (400cp)

An anomaly, an unprecedented monster capable of unknown destruction. Such labels you well, as you are being born with the same abilities as those pesky 'Saviors'. Perhaps you are the result of strange experiments, or maybe this ability is natural to you. Reasons notwithstanding, you now can either use Prana or Mana to use the same powers as those reincarnators. Of course, given that you are a being made of pure Magical Power, the effects of these shall be stronger than the human ones. Now, let's start the counterattack.

Heroic Meal Time (600cp)

Souls, the unmistakable core of a being. Going by the circle of reincarnation cleans them, making the powers and memories recorded during life lost. Saviors are those who with souls that managed to resist that cleansing. Those are the tastiest meals for you. As it stands, a truly devilish power resides within you, the ability to eat souls and gain power from them. The stronger, older and filled with more power give you the best benefits. A truly courageous warrior may boost your attack a bit, but the soul of an Ancient Dragon may grant you all the powers it used to hold. Go forth, and indulge in gluttony.

Items

Drop In

Blank Notebook (100cp)

An innocent-looking notebook, perhaps a bit old. The pages are all blank and seemingly without end. However, it holds a special power. This item was created with the intention of passing down techniques and spells to others, just by showing the book powers, techniques or spells, the pages will automatically fill, creating a step-to-step guide that allows any normal person to recreate the power recorded inside. It won't guarantee that the reader will become a master, but proficiency is easily acquired, if the instructions are followed to the letter.

Workout Corner (200cp)

This small arena, as big as a school gym, is a copy of the training ground the Order has for their saviors. The place actually lies in a separate plane, and was designed to resist even the most destructive powers, letting the users give their all without holding back. Once they exit the training grounds, all wounds shall be restored, leaving the participants tired but healthy. Of course, it can't restore death. After the jump it can either appear in the following worlds or become a warehouse attachment.

The Jumper Order (400cp)

Things aren't that bad with the White Knight Order in charge, but is definitely not the best possible outcome. You could do it better. Now, this is a world encompassing organization of your own, holding similar influence, connections and funding to the White Knight Order, but completely focused on your goals. It will follow you from world to world, automatically recruiting more members and expanding its manpower. Although the management will be almost automatic by default, you can still choose to take an active part in the functioning.

Savior

ID Tag (100cp)

This dog tag has your name inscribed and normally serves as an identification in all the branches of the Order. By infusing it with a bit of your power, it shall take the form of a weapon, whichever is the most suited for your fighting style - usually an item you were accustomed with during your past life. If destroyed or lost, you will find it again in your pocket a few minutes later.

Modern Armor (200cp)

Probably the most useful of the usual gear for Saviors, this tight suit was designed to change its form and shape according to the Prana/Mana of the individual using it. It grants a small boost in their Ancestral Arts, plus a general resistance to extreme temperatures. They are difficult to destroy, as they are as strong as the energy of the user, but if ever lost or damaged, you will find a new set in your closet after an hour.

Origin (400cp)

The crystallization of the deeds done during your past life, something that truly defines the journey of the soul. They can be either artifacts, weapons, forbidden spells or secret techniques, but they all share one thing in common, they are ridiculously strong in their field, capable of turning the tide of any battle, leveling down mountains or busting cities when used. While there are few Saviors that manage to manifest an Origin, it's not rare to find some that have more than one. You may purchase more than one if you want.

Metaphysical

For The Old Times (100cp)

Oh, the tragic fate of a mindless monster, to be slain by a self-righteous fool and die a lonely death. But the mind is more than the body and this little trinket may be your salvation. A small item, without any power on its own, just looking at it is enough to soothe your soul and having it in your person diminishes if not outright cancels any mind-altering effects that your biology may force upon you. Monstrous you may look; your heart and mind shall remain untouched.

Record of Madness (200cp)

An unorganized mess of papers, which are registers of the techniques and powers of the Ancient Arts used in this world, up to the middle tiers. From how they work, which is the most efficient way to use them and interesting combinations to try. Perhaps you can use this to gain an advantage when faced against the Savors, or use it to learn the skills yourself, if you have the ability for it. This will be updated with each world you visit, but won't show the high-end abilities unless you write them down yourself.

Heretical Laboratory (400cp)

This abandoned research center used to be employed for forbidden research, namely the use of souls, magical power and Metaphysicals at large. While neither the operators or the scientists in charge remain, the research lies still intact as well as the equipment. Maybe, with enough funds and time, you will be able to discover the truth behind the reincarnation circle, how to engrave skills into souls or even create Metaphysicals and other creatures. However, the most direct advantage of this is to artificially upgrade yourself by studying the scattered research papers around. After the jump ends, it will become a warehouse attachment.

Companions

Import (100cp/400cp)

New faces are nice and all, but the good friends you have made along the way shouldn't be forgotten. For 100cp you can import a single companion with 600cp for their use, or fill the whole roaster of 8 for 400cp, again all of them gain 600cp for their expenses. If you are feeling really lonely, I will let you import all your companions for 600cp, they gain the same 600cp for perks and items. They can still gain more if they choose to take drawbacks.

Canon (100cp)

Surprise, surprise! So, you took a liking to a native of this world and decided to invite them in a new adventure? I can't blame you if that's the case, with so many colorful characters. I'll make sure to create as many opportunities for you to get along with them, but the convincing will be yours to do. Just remember that some of them may not want to go without their loved ones and they need to be alive at the end of the jump.

Coffee Eclair (100cp/Free Drop In)

A 'rogue' Savior you found soon after appearing here. She was badly wounded after a difficult fight, only your timely arrival and help allowed her to survive. She took a liking to your attitude and decided to follow you from then on. Her past life was the one of a mercenary, possessing great power but no comrades to share victory with, and her present life managed to be equally lonely as a Shirogane. Despite her lack of talent for politics or manipulation, she managed to get away from her Branch, after killing some Savors and faking her death. Acting mostly melancholic in her daily life, you shall soon find her more mundane side, which is fond of cooking and reading but can't stand horror films. In battle she's deadly, rarely engaging an enemy without some information or plan of attack. Her Origin is 'Del Chliss', a cursed spear that sucks the life and energy of all enemies within its range, healing and empowering her in the process. Perhaps because of her past, she's equally fond of quiet days and grand adventures.

Raspberry Macaron (100cp/Free Savior)

Your lover from a past life, still remembering you clearly, perhaps even better that you remember those days yourself. Having met again during the initiation in your branch, she only needed a quick look to recognize you. Having reincarnated in the same time period is nothing less than a miracle and she seems determined to reignite your past bonds. Assertive and direct with her intentions, she's talented in manipulation and politics, although she maintains everyone but you at arm's length, so she'll lack any real friends without your intervention. During her free time, she enjoys strategy and board games, besides being a fan of TV dramas of the soap opera variety. For reasons related to her previous death, she dislikes animals and high-altitude places. As a Kuroma, she's on the high-end of proficiency and her Origin is 'Gambanteinn', a staff that can manipulate karma to a small degree, mostly used to place death curses in enemies and empowering allies, via taking away all the good karma of someone and passing it to another.

Blueberry Vdolky (100cp/Free Metaphysical)

This girl is a bit of a black slate, a curious being, possessing rational thinking and self not unlike yours. She follows you around like a lost puppy, curious of the world at large and usually following your commands, placing a lot of trust in your judgement. Not very fond of crowded places, the smell of medicaments or loud noises, she does have a soft spot for animals, especially the fluffy ones, puns and cheesy romantic stories. Despite her perky demeanor, she's constantly plagued by doubts about what she is or why she exists in this world. While her form may look human, she's almost as strong as you and not very inclined to hold back. Her natural power is the ability to prevent various kinds of energy from reacting (including things like Mana/Prana), which she can use to counter most enemies.

Drawbacks

You Ritard (+100cp)

Woe is jumper, for he is now as idiotic as a brick and denser than a neutron star when it comes to interpersonal relationships. Not only you are book-dumb, but you have trouble grasping new concepts and rare will be the occasion where you don't stick your foot in your mouth. At least Haimura Moronha seems as slow as you, if that's any consolation.

For Reasons Unknown (+100cp)

How the mighty have fallen! Much like a normal person loses most of their strength after they reach old age, your body won't answer the way it used to during its prime. All your physical specs are dampened and even using magic tires you quickly. Keep in mind that this is an artificial internal aging, so you aren't useless, but it will be a good day if you can exert 10% of what used to be your normal power.

Civil War (+200cp)

Ah, the good ol' White Knight Order. A bit problematic, however, when some of the branches seem to be doing their own thing without much regard for the rest. Now, a six-way struggle has started, with each branch head vying for the highest position to further their own goals. Now there are untold causalities inside the ranks of the Savors, not to mention civilians, given that there isn't enough firepower to fight the Metaphysical threat anymore.

I Remember! (+200cp)

Looks like you hit your head real hard when you arrived here. Your memories from before this world are locked up, as well as the warehouse and your items. If you want them again you will have to engage difficult battles, during which you will remember flashes of your past and the powers that come with it. Just be careful, nothing guarantees you will remember the power you wanted, or needed.

The Voices Inside (+400cp)

Something is... wrong. Your memories are strange and your personality seem psychotic during a good day. Turns out something went wrong and your soul isn't quite registering you and your past as the same being. Expect fighting for control of your body with the past versions of you, or taking decisions that only a teenager would take. While its indeed possible for you to reconnect your life until now in a single piece, don't expect this to be easy or fast.

Hunters and Hunted (+400cp)

Monsters that don't belong to this world and a shady organization that fights them – composed of the only people capable of such – sounds good on paper, but the masses aren't keen on taking things so well. Something just smells wrong about the whole situation. The truth has been revealed and the worst outcome have come to pass. Its now a three-way war between the people, the Metaphysicals and the Saviors. Not that it helps that the Order seems to have a civil war going on too. Hope you enjoy your time here, for most people won't.

I'll Be Haunting You (+600cp)

Hey, remember that big-ass dragon that kicked your ass untold times before? Perhaps even killed you in your past life! Well, doesn't matter if you remember, because this thing does and it's taking personal offence in your continuous existence. This dragon is your perfect match, stronger than you, and with a counter to each of your abilities and powers, usually with either better versions or spells designed to fuck you over. It won't rest or stop until one you dies, and the odds aren't on your favor.

End of Chivalry (+600cp)

Ho ho ho! Look who came a bit too late? Yeah, you. Well, perhaps 'late' is a misnomer, you arrived when you expected to, just that this time around the Metaphysical managed to overturn the Saviors and started blasting humanity a new one. This is nearing the apocalypse, with those monsters stronger than ever and running around destroying everything, while Saviors still active can be counted with one hand and humans have their number reduced to a couple hundred thousand in total. If you take this as a Metaphysical, the tables are turned and humanity is strong and prepared enough to destroy you, despite all your powers.

Final Choice

Ten years have come and go, and now its time to settle up matters between us.

Country Road

All this travelling, jumping and adventuring sounded good at the start, but you have grown tired of it all. Time to go back home, with everything you have gained until now and a gift card from me to thank you for all the good times until now.

Highs & Lows

This place ain't half bad, honestly. And it actually strikes a chord inside you. Perhaps you have finally found a place where you belong, out in the multiverse. Things end here, in your new home, after so much searching.

Don't Stop! Can't Stop!

Another world, another adventure and the answer remain the same. Its time to go forth to the new and unexplored worlds waiting for you.

Notes

-The perks in the Savior section may sound a bit weird, that's because I was thinking back and forth between Kuroma and Shirogane when writing them. Just use whichever you choose beforehand.

-If you take; Oldest Heroic Spirit then you can replace Moronha. Or you can mismatch powers and say that you had the creation thing in one life and were a Kuroma in the other, or something.

-Feel free to take over/replace one of the previous lives of Moroha as Kensei Flaga or Shu Saura if you want.

-Evolution Of Magic basically gives you a shittier version of the Ancestral Arts. Except it can be taught and developed to become stronger/more versatile.

-Ancestral Arts are divided in Dark Arts (magic) and Light Arts (ki bullshit)

-Dark Arts/Magic here is mostly curses, buffs/debuffs, elemental magic and something resembling summoning (more like elemental constructs).

-Light Arts is generic shounen ki, makes you stronger, faster, more durable, etc. Also gives regen factor (minor) and sometimes bullshit weapon techniques.

-Origins are a rip-off, but if you want some examples, Sarataiga can hold 'infinite energy' and refine prana into something else, Cocytus freezes everything including a couple mountains (although it's supposed to be able to freeze more) and changed the climate of the place into winter for a few weeks even after dispelling, Ouroboros creates a literal magic sea that can perfectly controlled, Nargravitz can make an ice dragon construct with mind (and can also freeze a fuckton of things), Leprazam can absorb Mana/Prana indiscriminately, Field Of Dreams makes a pocket dimension or something, etc.

-Fanwank helps

-Made by Ricrod.