

Bleach Jumpchain

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Welcome Jumper, to a world where things are not quite right if you look too deeply into it. Just lying on the other side is a plethora of the supernatural, ranging from death gods, souls that want to consume other souls, traitorous schemes at every turn and tons of fighting just waiting to happen. You start here just one year before a certain orange-haired protagonist happens upon a person that shall change his life forever. Whether or not you help him out, try and take him down, or even ignore him and the rest entirely to go on your own path is entirely up to you. But you should take this -- it might just save your life.

+1000 CP

STARTING LOCATION

Roll 1d8 to determine location, or choose for 100 cp.

1. **Karakura Town** - A peaceful little town home to all sorts of people such as Ichigo Kurosaki and his friends, The Visored, and Urahara Kisuke. Things are going to get more and more troublesome in the coming months due to Hollows, Aizen, and Arrancars. I recommend tons of training and visiting Urahara's shop for some goodies. Anyone can start here for free.

2. **Silbern, Wandenreich City** - Oh boy. You've got yourself quite in a bind, jumper. You're in the middle of the base of the Quincy, who are looking to do a really good Nazi impersonation. Maybe if you're a Quincy yourself, you can pass yourself off as one of their own. If not? Well I hope you know how to fight for your life for a while. Quincy can start here for free.

3. **Hueco Mundo** - Welcome to the place where Hollows and Arrancars usually reside. It's a seemingly endless white desert packed full of Reishi in the air. It might be my imagination, but I swear there is a base of operations in this desolate wasteland. Hollows can start here for free.

4. **Naruki City** - Ah, isn't this sight for sore eyes? A certain encounter set here was the catalyst for a lot of things to come in the future, let me tell you that. But right now it's a peaceful modern city filled with activity. Humans can start here for free.

5. **Soul Society** - Ah, here we are! Soul Society, Home of the Gotei 13 and Soul King. You start right outside the Gate of the inside of inner Soul Society. Your gate happens to be guarded by a very large animal-looking man. Maybe you can find another way inside though. Hey, do you smell fireworks? Shinigami can start here for free.

6. **Sōgō Kyūgo Tsumesho** - You awaken to find yourself in the medical barracks of the 4th Squad and a rather gorgeous nurse tending to you. You can choose to stay at the barracks for a little longer and have no one question it, or you can choose to leave. It's a rather peaceful and comfortable place here, so try not to wreck it.

7. **Hell** - Welcome to the actual Hell. Repent ye of little faith. But for real: You're in Hell and I suggest you get the Hell out of here. Good news is, Hell knows who does and does not belong; so as long as you stay away from any chains you see, a giant skeleton will pop up soon and throw you out.

8. **Free Pick** - Well now aren't you're one of the luckiest people I know. Maybe even luckier than that 3rd seat officer from 11th division. Pick from any of the locations listed on here.

ORIGINS

Origins gain discounts on their origin perks, and the 100 cp perk free.

Drop In: You are nobody - no past, no history, no memories, no nothing. Just some clothes on your back and a sword at your waist. There are no plans taking you into account, and no plans to take you out. Good luck.

Medical: An army runs on its stomach, but it can't run at all if it's got broken legs. That's your job: to heal the wounded and keep them fighting fit. You're no direct combatant, but the knowledge to fix something is also the knowledge of how to break it.

Scientist: The pen is mightier than the sword, so put your pen to paper and got to designing. You are a scientist, one of the few in charge of maintaining and inventing the equipment used by your faction.

Soldier: When shit goes down, you're the the one they send. You're a trained warrior of whatever faction you are part of. You've got years of experience of dealing with hollows and other such threats. You've got the might to show it.

Stealth: Sometimes the best way to deal with a problem is to never let it become an issue. You are sneaky and stealthy, and are fully prepared to do some backstabbing in the name of your righteous cause.

Roll 1d8+18 to determine your age and appearance here. You shall also be the same exact gender when you were in your last jump. You may pay 50 cp to change your age to whatever you want and change your gender if you so desire.

RACES

Races gain discounts on their racial perks, and their 100 cp perk free
You may only choose one of these.

Human (Free): Plain old bog standard human. Sort of. Humans are kinda boring without anything going for them, so you start off as a Fullbringer.

Shinigami (50): Now we're talking. You are a full blown psychopomp - not one of the fodder, but a person whose very presence demands respect. You've got a body made of Reishi, enormous longevity, can't be sensed by the spiritually unaware, and are much more durable.

Quincy (50): Well aren't you a sight for sore eyes. You are one of the last living Quincy. I have no clue as to who trained you - considering the majority of them are dead - but maybe you're just self-taught. Either way, you can manipulate Reishi and form weapons from it. You're a pure blooded Quincy with access to Blut and other advanced techniques. Could've sworn there was another one of your kind here... Maybe you can find him and help him out.

Hollow (100): Sorry buddy but you're dead. Turns out you've got some fire in you and that turned you into a hollow. Normally you would be full of sadness and despair having lost your heart and all but that wouldn't be fun would it? Instead of being a weakling, overwhelmed by other hollows, we're gonna bump you up to at least adjuchas-level.

Advanced Races

Advanced races gain discounts on the listed races in addition to their normal one, but do not gain the 100 cp perk free - instead, it is discounted to 50 cp.

Substitute Shinigami (100): A Human who has received Shinigami powers, either through inheritance from a parent, or by having a large amount of Shinigami reiatsu injected into your body - and that was probably done via being stabbed through the heart. Possibly both. Gain discounts on Shinigami perks, but take 'Self Control Issues' for reiatsu control.

Half Breed Quincy (100): A Quincy who has a non quincy parent, making them inherently lesser in most aspects according to the purebloods. This probably isn't true though - in fact, given humanity's great potential for growth, a Half Breed Quincy, while starting off weaker, has a higher end point than a normal Quincy. Gain Discounts on Human OR Shinigami, but must take 'Disliked' for the Quincy race as a whole for no points. Requires Quincy.

Vizard (200): A Shinigami who has become part Hollow. While far more powerful, they also gain significant control issues. Specifically, their Zanpakuto gains multiple personality disorder and alternates between trying to kill them and everyone around them, and being incredibly sorry for their other half. You gain discounts on Hollow perks, but take the 'Self Control Issues' drawback for an inner hollow and 'Hunted' drawback from Soul Society for no extra points. Requires Shinigami.

GENERAL PERKS

Free for Everyone - Potential

It is commonly believed that 'You can't teach an old dog new tricks'. That there is only so much one can learn before learning becomes difficult. In this world, that is false. Everyone learns at their own rate. Some learn slowly, some learn quickly, and some are forced to learn. But they will never stop learning unless they stop trying.

Each of the races possess a set of basic abilities. A speed technique, a defensive technique, and a series of energy techniques. Whatever your race is, you now possess the potential to master these techniques. For Shinigami, these are Shunpo, the "flash step", and Kido, the "demon arts". For Hollows, these are Hierro, the "iron skin" technique, Sonido, the "sound ceremony", and Cero, the "doom blast". For Quincy, they are Hirenkyaku, the "flying screen step", Blut Arterie, the "moving blood guise", and Blut Vene, the "stilled blood guise". Humans possess no real techniques, but instead possess an even more advanced form of potential, due to their shorter lifespan.

Free, 100 cp each - Specialization

Be it with your weapon, the energy techniques of your race, or running circles around your opponent, it appears you have a knack for a single area of combat. With each purchase of this perk, your abilities grow. This perk only applies to one of the techniques, though you need not apply them to the same technique. On the other hand, applying this perk to the same technique four times would leave anyone but a captain (or captain class) in the metaphorical dust. Five really would. Specializations include physical combat, weapon combat, energy combat, and just being plain fast, as well as all of the racial techniques. Three free Human, two free Shinigami and Quincy, and one free to Hollows. Advanced Races gain the combined total of their component races.

Variable - Call My Name

Thanks to constant perseverance and deep meditation, you've gained a great understanding of yourself. This ironclad resolution has allowed you to in turn gain the Shikai form of your Zanpakuto. In addition to this, you can summon your weapon in tip-top shape from wherever no matter the distance, dimensions, or its destruction. If you aren't a Shinigami or don't have a Zanpakuto, you have the equivalent technique, such as the Hollow's Resurreccion, and the Quincy's Le Stiltz. Resurreccion is free to hollows, due to their instincts. Resurreccion/The Mask cost 200 for Vizard. Quincies may buy Le Stiltz for 300 cp, but it is not required for 'Final Release'. Shinigami may buy Shikai for 200 cp.

GENERAL PERKS, CONT.

100 - False Release (Requires Call My Name)

You have a sort of “second state” that you can call out at will. This isn’t nearly as powerful as a Final Release and is more like a fake trying to be the original and best. For Shinigami, this is a second Shikai state, Hollows instead receive a boosted Resurreccion, and Quincy’s have Le Stiltz boosted further. Just because it isn’t quite the ‘real deal’ doesn’t mean it isn’t useful.

Variable - **Final Release** (Requires ‘Call My Name’)

Finally after countless methods of trial and error, you achieved the last and ultimate release. The ultimate expression of what makes you *you*. When the going gets tough, you pull this out when you need that extra boost of power. For Shinigami this will be their Bankai, Quincy’s instead have their Vollständig, and Hollows will have achieved Segunda Etapa. Quincy may buy Vollständig for 600 cp, Shinigami may buy Bankai for 400, and Hollows may buy Segunda Etapa for 800.

800 - Spiritual Pressure

Regardless of your skill, your immense spiritual pressure renders you perceptible to only a select few of the mightiest spiritual existences. You effectively have Reiatsu equal to Aizen's after the Hogyoku was removed from him the second time. While you are no more powerful than before, your power is ‘denser’ than before. Specifically, you can use the weight of your spiritual pressure to snuff out most energy attacks before they reach you, or to make anyone nearby you spontaneously combust. Additionally, the increased density of your Reiatsu leaves you undetectable via spiritual energy detection methods. Lastly, you simply get more bang for your buck out of any and all magical techniques.

ORIGIN PERKS

Drop In

100 - Staying Out Of Trouble 101

Sometimes you know you're in over your head and need to lay low for awhile to get the higher ups off you. This perk allows you to hide in plain sight by blending in with the culture itself. Stuff such as wearing a black robe to appears as one of the masses or doing a certain type of ritual that everyone does come to you to help you blend in.

200 - Am I Under An Illusion?

This perk will allow you 100% of the time to tell if you are under the effect of mind altering abilities or powers such as illusions or mind-control. Now that you know you're in an illusion, you can break out of it. No illusion is too powerful to break out of. No longer shall you be played for a fool.

400 - Why Would You Do That?

You're unpredictable, so much so I don't know whether to call you a genius or just plain crazy. Either way not even the best schemers with complex plans can predict what you will do next. Even if they count on you screwing up, you'll still manage to surprise them. You are the ultimate wrench in all the plans.

600 - No Forwarding Address

You are in all senses of the word untraceable. Regardless of the method, the effort put into it, or any other type of variable, you will never be found unless desired. You, your secret base - and yes, even your pet cat will be undetectable by even supernatural means. You can of course selectively choose who can trace you, and will also know when people are trying to find you.

800 - Unstoppable Evolution

Some say that they are the pinnacle of evolution. They are dead wrong. Evolution truly never ends, it is an unstoppable and never ending cycle to always get better. For you this offers several boons. Number one is that if your great great great granddaddy was a shinigami, then you have access to the full force of a Shinigami's might, with no degradation from being 1/32 Shinigami. Second, attempts to add others biology to yourself go three times as well as before and the complications that would come of them become practically non-existent. Last, the phrase 'as powerful as X'ly possible' has no business anywhere near you. You have no limits, and while you might not be as good as some who have specializations in something like strength or speed you are consistently and constantly growing and if you put your mind to it you might even surpass them one day.

Scientist

100 - Backup Plan

You're the type of person who has two or three backup plans and then plans for your backup plans. You're practically a master strategist, always analyzing the situation and forming new plans to turn the tide in your favor. You won't start out with any, but that's not likely to slow you down much. These plans are always going to be masterful plans which not even the greatest of strategists could even come close to planning out. Or at least that is what you will tell everyone if asked. In reality they're good, but not *that* good.

200 - Hadō and Bakudō Knowledge

You are talented in the Demon Arts. With this perk, you become proficient in the Hadō and Bakudō branches of Kido, able to hold your ground against a lieutenant with them alone. Bakudō, which is the way of binding, and Hadō which is the way of destruction. Or if you're not a shinigami, the various Cero for hollows, and ginto spells for quincy.

400 - Soul Power

As a great mad scientist once said, "Any sufficiently advanced magic is indistinguishable from technology." You took this quote to heart and have discovered something amazing. You now have the ability to create machines that can do basically anything your magic can do. Have magic that can control the elements? Well now you can create a machine that does the same thing. Note that only you can create machines that replicate what your magic does and no one else, so you can probably forget about mass production, or other people figuring out how to maintain your stuff. Or you could be a pleb and just figure out how to run technology on spiritual energy.

600 - Insanely Smart

Pretty much exactly what it says on the tin. Your intelligence and genius has been massively boosted to the point of insanity. Possibly literally. Your intelligence is now just below the likes of Aizen, Urahara, and Mayuri. Anything they could do or invent you can recreate and with time, maybe even improve upon.

800 - Unknown Means

Congrats, Jumper - bet this all went just as planned for you, huh? In all seriousness though, you now have Kisuke's most potent ability - having his fingers in so many pies that when he finally gets around to fighting, the enemy's allergy to banana-cream pudding starts acting up. Simply put, you are a genius beyond compare when it comes to setting yourself up for success in the future. Given enough time - and that probably means less time than you think you need - you can solve almost any problem, or invent a solution and revolutionize a field of science while doing so. While you never put all your eggs in one basket, you also have more eggs than a chicken farm. And even if someone does manage to get the drop on you, things will quickly turn around in your favor as it always been: **JUST AS PLANNED!**

Soldier

100 - Specialized Swordfighting

What's up with all these people wielding all these impractical weapons? Look at that one over there. It's a sword, that turns into a halberd, that's actually some sort of demented nunchuck, that turns into a bunch of axes on a chain. Seriously, what's up with that? Well, whatever helps them fight so well is now passed onto you. You are now beyond a master at using your Shinkai & Bankai no matter how strange and unwieldy their forms. Naturally, this applies to other weapons too.

200 - I'm With You Guys

It seems due to your impersonation skills as a soldier, you can now enter Secret Bases or Military-Like places without consequence. Of course you have to look and act the part, but people will treat you like one of their own soldiers. Not even the head boss will suspect anything if you keep it up.

400 - Broken Bones

Did you just slice off your own arm and the tendons in your leg just to win? This perk allows you to be like many of the people here and ignore all damage. Being stabbed through the chest multiple times, having a limb cut off, and much much more won't even faze you anymore. You'll just shrug like it's nothing and keep moving forward. You can still die, but you will be able to ignore any and all injuries to continue fighting until the very last moment when you finally drop.

600 - With My Eyes Closed

These fools think just because they cut your senses it's over for you. Well, not anymore. Taking a page from Kenpachi, whenever your sensory input lessens your reaction speed, KI detection, and sixth senses skyrocket. Hell, you can even voluntarily turn off your sense of sight. Now go show those idiots who's the best.

800 - Fighting Strength

Strong doesn't even begin to describe you. Your Reiryoku is quite literally off the charts. No one can seem to keep with how much stamina and energy you have. You have more strength than almost anyone in the world. Skill at swordsmanship? You have some, yeah, but when would you ever need to actually use it? Dexterity? Dodging is for wimps. You will meet your opponent's blow head on and win. You inspire fear and respect in those around you, and they will bow to you without a second thought, if only because they're afraid of you. In the Gotei 13, the rules state that in order to become captain, you absolutely must have a bankai. Well guess what? The only other person alive with this level of strength is the single exception to that rule. Want to try and make that two exceptions?

Medical

100 - Triage Those Idiots

Fairly simple, but useful. You now have what passes for a degree in medicine here - if you're human, you have an actual one, and the knowledge behind it. When injured idiots wander into your hospital, you generally have a good idea as to what's wrong with them, though you may not be capable of actually doing anything about it if their injuries are too severe.

200 - Kaidō Knowledge

Nothing flashy here, just a couple of textbooks on magical healing techniques. Specifically, ones you have memorized. It may not always have the perfect Kaidō spell for the occasion, but it will cover basically all battlefield wounds, and can be jury-rigged into other things, like getting rid of acne or trimming one's hair. What's more, you can teach other people how to do this, assuming they've got some sort of talent for using spiritual energy.

400 - Please Remain Seated

People here must think that they're made of iron, blood, determination, and duct tape. Seriously, no matter how injured they are, they're going to try and get back up and keep fighting. But it's your job to make them sit down, shut up, and let you do your job. But of course they're not going to want to. Luckily, any patient you have will be just that, patient. As long as you are actively contributing to their healing, they will not attempt to run off and get more injured. They seem to be absolutely terrified of your wrath and they won't try to leave early. However, the effect scales slightly, in that you must be near or above their own power levels in order to obtain the maximum effect.

600 - Reiatsu Exhaustion

The bad news is, you misdiagnosed your patient's illness. The good news is, against all odds, your incorrect treatment seems to be working. Even when you give someone a root canal, even though their arm is broken, not their tooth, it still seems to work. Which leads to the simplest possible solution, that they're just low on energy, and giving them more will fix them right up.

800 - Huge Wisdom

Some say true strength lies not in the strength of one's body, but rather in one's mind. You've become an enlightened individual, similar to Ichibei Hyosube. Your wisdom surpasses everyone's besides the Soul King's. Your general proficiency in fields ranging from hobbies to medicine to philosophy is unmatched. Your understanding of one chosen field is beyond compare, and with effort, you could even use it to warp the world around you. Darkness could become ink, and blot out a person's name. Fire could burn away someone's potential for growth, or you could put out the fire in someone's heart. Knowledge over water could be used to become the greatest psychologist ever by washing away sin. If that doesn't sound like traditional wisdom then don't worry, you've got plenty of that too.

Stealth

100 - Small Details

This perk allows you to notice the slips in explanations and in the half-truths that people say. You'll notice every little detail there is. Now remembering and putting it all together is up to you. You're no Sherlock Holmes, but you could probably pass as an understudy.

200 - Convenient Hideout

How did you get to this super secret place again? What this perk allows you to do is find all the unseen and unheard-of places out in the world. Maybe it was that abandoned apartment which housed that legendary weapon that helped out? The better defended a place is, the more drawn to it you are. This perk doesn't actually help you deal with the defenses once you get there; you'll need something else for that.

400 - Animal Mascot Mode

Just like a certain Shinigami-turned-black cat, you too have discovered the secret to transforming into an animal. Now, of course you can transform into any animal in the animal kingdom and maybe a few others, but don't expect to get any special abilities from them. But when you transform no one will ever expect you and will be shocked when they find out that mouse in their hidden base was actually a ninja. The transformations can be no smaller than an average sized mouse and no bigger than a regular school bus. This doesn't take you much effort to maintain once you've trained it a bit, though your clothes don't transform with you. So I hope you've got a plan for covering yourself, or don't mind going streaking.

600 - Flash War Cry

This is probably one of 2nd division's best kept secrets, mostly because its creator never taught its second user anything about it - they both developed it independently of each other. Technically, rather than a technique, it's a single MASSIVELY COMPLICATED Kido spell that drastically increases the user's speed, strength, and durability by channeling Reiryoku into the arms and legs. You can also cause this energy to explode in peoples faces when you punch them, if you want. The complete version includes an elemental theme to it, also making it much more deadly. Ironically, for a technique invented by two master assassins, it is ridiculously flashy.

800 - True Stealth

After a lifetime of training in the ninja arts, you have obtained perfect control over your reiatsu. You do not glow, you do not cause explodey bursts of wind, and you do not create an oppressive atmosphere of doom. When you choose to do so, you radiate nothing. But that doesn't mean that you are doing nothing. Rather, it would be better to say that you are so supernaturally skilled at stealth, that even when standing in plain sight, and in the act of unleashing your ultimate technique, you appear to be doing nothing. Which surprises people greatly when you unleash your final attack a moment later. Simply put, whether its reiatsu, a heat signature, or anything else, if it's not with their bare eyes, you cannot be detected. And given that you have a lifetime of training in the ninja arts, even that is hard to do.

RACIAL PERKS

Human

100 - Personable Prodigy

Some may be called “genius”, “prodigy”, or similar accolades. You learn and adapt at a frightening rate, absorbing knowledge like a sponge and god forbid you end up learning from a captain or someone similar. As a minor bonus, you’ve also got looks that just scream coolness and sophistication. That said, just because you learn fast doesn’t mean you can’t be slapped down if you get uppity. Most of the movers and shakers around here have been practicing for hundreds, or potentially thousands, of years. One of the first, and quickest, things you’ll probably learn is respect for your elders.

200 - Majestic Memory

When you’ve been in high school bored out of your mind enough times, the memories you have may get a little fuzzy. Not anymore with this perk. All the memories you’ve had and will have will be perfectly remember clearly. In short you have photographic memory. But as a bonus whenever someone tries to edit, destroy, or do anything involving your memories without your informed consent they will always fail.

400 - Pull On The Soul

The primary ability of Fullbringers is to emulate hollows, in however minor a way. Specifically, by attempting to pull on the soul of a nearby object - a far more conceptual power than a hollow simply eating a person's soul. By pulling on the soul of the ground, they can make it far more elastic, effectively making their next step as though they were jumping off a trampoline. This minor conceptual ability is the basis of all their techniques, though they will never be able to actually pull the soul out of an object.

600 - Power Transference

You have the ability to trade powers in small amounts. Or perhaps it would be more accurate to say that you can loan out a specific usage of your power, in a convenient one time deal. Whether it’s a massive laser, a pocket dimension, or a simple energy boost, you can give - and receive these favors. Unfortunately, each one only lasts for one usage, though there's no rule that you can't trade multiple times, or multiple times at once. These favors can take any shape, such as marbles, playing cards, an iou note, a text message, or even no shape at all as a nebulous agreement.

800 - Dramatic Discovery

Some say the more tense a situation the stronger you’ve become. Well now with you this becomes literal. The more tense, stakes worthy, and dramatic a situation becomes the more it allows you to become that much stronger. Creative uses of powers, so crazy they just might work inspirations, and much much more are at your disposal. Mathematically speaking, being at half power will make you twice as strong, and so and so forth. Be careful though, you need to survive the hit before the boost takes effect.

Shinigami

100 - Soul Ribbons

By concentrating your Reitsu, you can harden the ambient energy around you into ribbons. These ribbons trail after any individual with sufficient spiritual pressure, allowing you to track them. The ribbons also have colors - red for shinigami, white for human, black for hollow, and grey for Quincy - allowing ease of tracking. However, the ribbon will disappear entirely if the person it's created from leaves the dimension.

200 - Redeemer

In this world, to protect the balance it is a Shinigami's duty to try and redeem those that are lost. To do this, they are given the means to purify wayward souls. You've managed to adapt this ability for another purpose. If one is truly not evil to the bitter core and in secret wants to do better, you can redeem them and show them way to the righteous path. It might involve a fight of brutal fistfights, sword-fighting and getting to know them, or it might even just involve the two of you talking it out over a battlefield sipping some tea. Either way, you can show them that even the worst person can change and can be good if they just try. They may even choose to join your side.

400 - Terrifying Training

Turns out in this world, the closer you are to death or more scared you are, the faster the results are. Sadly, you won't heal any faster if Unohana makes her scary face at you, but Urahara slicing Ururu on you will make you learn to dodge faster.

600 - Death God

You've finally realized the true meaning of your life after countless hours of meditating. You're a motherfucking Death God! Thanks to this sudden nirvana of knowledge you now possess abilities unlike any other. Your opponent is intangible and people can't hurt him. Well, surprisingly you slashing him works just fine despite his intangibility. Another lady can literally auto-save and load to avoid death - well, if you kill her once, it's over. In short, this perk allows you to kill Death, capital D intended, beings with abilities surpassing death. Don't take this and roar 'I am DEATH FEAR ME' because you will piss off the actual Death, and they won't be happy.

800 - Partner To The End

Sometimes even the most powerful of people need someone to help them out as an equal so to speak. When hope seems lost and you know you can't win alone you always have backup quite literally by your side. Oh yeah you're able to do something that's considered quite rare here. You're able to summon your Zanpakuto Spirit out into the world of the living giving it a manifestation. Now here's the kicker. Your Zanpakuto Spirit has every single perk and item that you currently have. And one more - if for some reason your soul has more residents than just your Zanpakuto Spirit? They're free game to have fight beside you.

Quincy

100 - Archer's Arrogance

You've got to be one of the best shots in the whole world. Whenever you hold any sort of ranged weapon that can be fired (e.g. a bow and arrow), you never miss your target. You've yet to meet anyone who's a better shot than you, and probably never will. Unless they dodge of course, but surely you compensated for that?

200 - Energy Emission

Just like a Quincy, you can absorb ambient energy from the atmosphere to (em)power your weapons, abilities, or yourself. In this setting, it would be Reishi, but in future jumps it could be all sorts of stuff - possibly even magic if you can use it. Most Quincy will turn this energy into a bow and arrows, and then shoot things in the face with them.

400 - The Power Of Blood

Blood can hold power in some worlds. Some people have the blood of gods pumping through their bodies, some have multiple types of bloodlines running through them which give them far more potential than normal, and some are even pure-blooded and thankful for not having any 'imperfections'. Your affinity over learning that of the blood arts has increased to ludicrous levels. For example if you were to learn to use Blut Vene it will take a much shorter amount of time than for the average Quincy. What would take others a year, you can do in just over a month. The affinity extends to any other kind of bloodline-related magic or techniques as well, though it's only half as strong for non-Quincy techniques. Some examples would be perfecting a hemokinetic ability, using it as a potion ingredient, or maybe something 'simple' like learning genetics.

600 - E Equals MC Squared

Quincies absorb energy from the nearby surroundings instead of having an internal source of energy like Shinigami. This makes places purely made up of spiritual energy like Hueco Mundo a good battlefield for them since it makes them just that much more powerful. But in reality, all matter is simply energy and you've achieved a level of control over the Quincy's primary ability that few ever will. You can't break down actual matter into energy, but no form of energy is beyond you. You can absorb everything, but doing so may be dangerous unless you have a resistance to the damage it can potentially cause.

800 - Victor Eyes

Attempting to predicting the future with perfect accuracy is an exercise in futility. There are simply too many factors to do so. Even via simpler methods, obtaining a useful result is nigh impossible. Time branches for every decision you make, and the act of deciding to look often sends them into disarray. However, five times per jump, you may perfectly understand the steps needed to accomplish a goal. Cook dinner to make an emperor weep? Done. Kill a godlike being guarded by five of the strongest fighters in the world? Done. The closer you get, the easier the path becomes. In addition to this, you may also, five times per jump, invert the effect upon yourself.

Hollow

100 - Hit The Mask

Simply put, your body has a rather large hole where your heart should be. Or it does if you're a Hollow, but that's not the point. Your body isn't so much a thing of living flesh as it is an expression of your power and energy. As such, physical damage doesn't mean all that much to you. Cutting an arm off is only an inconvenience when you can't bleed to death. Still hurts like all get out, though.

200 - Destructive Dominance

By beating the crap out of someone, you can declare them to be your minion, and have them respect this declaration. They will never attempt to betray you within a year of the time you first beat them, but may decide later on to try and upset the balance of power if they think they're stronger than you.

400 - Remove The Mask

You've finally done it. Through certain means that you'd rather not relive, you've managed to ascend to the level of one of the Arrancars. This happens to have made you far more powerful than any regular Hollow should be, but you haven't reached the top just yet. But you're definitely more powerful than the average Arrancar and possibly even the Arrancars that Aizen had forsaken for his top ten. Either way you're stronger than before and shall continue to grow. If you aren't a Hollow, then this is a simple power booster, albeit a large one.

600 - High Speed Regeneration

You are the bane of everyone that relies on physically attacking their foes. A regenerator. Your regeneration is on par with the most powerful such beings that can be found here. Get a limb cut off? Just wait a few minutes, or channel some extra energy into it and be done in thirty seconds. Got all your skin flayed off? No problem. While you can regenerate most of your internal organs quickly, your brain and heart take considerably longer and require a ludicrous amount of energy to speed up.

800 - OM NOM NOM

The defining trait of a hollow is the consumption of souls. Always eating, always fighting: A constant war between evolution and insanity. The first half of this trait, and the desirable result, is the evolutionary aspect. When a hollow eats something, it gains something from it. From something simple, it may only gain a small increase in power, but if dinner had a gimmick? Maybe something like having a mouth in its tail, or spitting acidic boogers? Well, it's yours now. You don't get all of their abilities, obviously, nor do you have any experience with them to start with. It'll be on you where you go with the things you might pick up.

COMPANIONS

Quincy Counterpart - 200 (Discount Shinigami)

One canon quincy as a companion.

Shinigami Rival - 200 (Discount Quincy)

One canon shinigami as a companion.

Human Partner - 200 (Discount Hollow)

One canon human (or ordinary rukongai spirit) as a companion.

Hollow Stalker - 200 (Discount Human)

One canon hollow or arrancar as a companion.

Other Races - 200

Your fate is intertwined with one member of any race not listed previously as a companion.

Companion Import (50-400)

You can import a single companion which will cost 50 cp into this world to join you on your adventures. They get a single origin and race free to pick along with 800 CP to pick their perks and items. You can import more companions up to eight times, each one getting the same thing.

Jumper Division - 500 cp

You may import a maximum of 32 companions into the jump, each with 300 cp. They gain any origin for free, and a basic race for free as well. They may also take an advanced race at a discount.

NOT AVAILABLE

Aizen if he absorbs the Hogyoku. The captain(s) of first division. Any member of zero division. Yhwach. Ichigo if you take recursive genetics, fanverse, or accidentally make him the spirit king. The spirit king.

RELEASE STAGES

Each race has a unique release and final release. The Shinigami have Shikai and Bankai. The Quincy have Le Stiltz and Vollstandig. The Hollows have Resurrección and Secunda Epta. The Humans have their Fullbring, and while they have no second release stage, they once again have the potential to vastly outgrow the other races.

Power wise, Le Stiltz and Shikai can be said to be on the same level. Bankai, Vollstandig, and Resurrección can also be said to be on the same level. Secunda Epta is the most powerful of them all, but is ridiculously difficult to reach. Fullbrings can range anywhere on this scale. That said, Le Stiltz can vary in effectiveness based on the amount of ambient spiritual energy.

There are three premade of each kind, which can be found at the end of the document. Construction of a supplement to create a custom release shall begin immediately after the publishing of this Jump.

Shikai is the Shinigami's primary release. Bankai is their final release.

Le stiltz is the Quincy's original primary release. Its more powerful than Shikai, but cost the user their powers.

A Schrift is the letter that precedes a Vollstandig. It is not technically a release stage in and of itself, but it is required to have one in order to activate Vollstandig. It usually provides a small number of themed powers, based on the letter of the Schrift and the name of the Vollstandig. It is on par with most Shikai. Vollstandig is the technique invented by Yhwach to replace Le Stiltz. It is reusable, and does not cost the user their powers. It almost always provides a visual effect in the form of wings. However, unlike the Shinigami, it can be revoked at any time by Yhwach. It is on par with most Bankai.

Resurrection is the Hollow's primary release. Unlike Shikai, Le Stiltz, and a Schrift, Resurrection visibly modifies the body, almost always following an animal theme. Despite being their primary release, a Resurrection ranks just below a Bankai. Secunda Epta is the Hollow's final release. It vastly outclasses Bankai, but is also incredibly rare.

The Mask is the Vizard equivalent of Resurrection.

Fullbringers only have one stage, usually slightly weaker than a Shikai, but it can slowly increase in power if they steal others Fullbringings.

ITEMS

Drop In

50 cp - Substitute Shinigami Badge and Mod Soul

The Substitute Shinigami Badge is one of the many devices meant to knock the soul out of the body. Normally, there would also be a tracking device, and a reishi absorption device inside of it, but we removed the tracking device. In addition, you also get one mod soul, so that your 'dead' body isn't just lying there on the ground after you exit your body. Said mod soul will listen to you and comes with a choice of enhanced leg strength, enhanced arm strength, or enhanced stamina and durability. You may even choose a personality for the mod soul.

100 cp - Denreishinki

A small flip screen cellphone that soul society uses to relay bounties on hollows to its agents in the field. Since this one was made by Jump-chan, not the 12th Division, it will also track your targets and provide monetary gain via a generic bounty system in future jumps.

200 cp - Reishi Heiso

This is a set of spirit armor that is used by certain Quincies. It comes with a variety of weapons, such as a large bow and a staff, which can be strapped to the wearer's back with a chain. This armor offers great protection depending on the user's Reiryoku and magnifies the person's Quincy powers five fold. Still acts as excellent armor even if you're not a Quincy.

400 cp - Bount Mansion

Your very own mansion that you have under your control. It has the typical appearance of a mansion with a Renaissance vibe to it. There's room inside for a few dozen people, and some empty laboratories and a prison area in the basement. Follows you jump to jump and remembers modifications, though you can't make the exterior any larger than it already is.

Soldier

50 cp - Gigai and Soul Candy

A Gigai is an artificial body which allows you to remain in the Human World and interact with Humans. Yours is a standard one that looks like you. Soul Candies are small candies containing souls, designed by Shinigami scientists, which separate a Shinigami's spirit from a Gigai, should they be inhabiting one, or evict stubborn spirits from their corpses if necessary. The personality of the soul varies, but is almost always... eccentric.

100 cp - Ginto

The Ginto are small containers which Quincy use to store their Reiryoku for restoration or other uses. They are utilized as components in Quincy spellcasting, resembling Kidō. You get a set of ten of these containers. The knowledge on how to use these and make more of them are also imparted to you. For all intents and purposes, each Ginto bestows 30 seconds of being a Quincy onto you, though actually training in this state would be difficult at best.

200 cp - Bakkoto

This is a rare type of weapon used by Gyōkaku Kumoi's assassins. This differs from a Zanpakuto in that this weapon is a parasite and can be wielded by anyone that has Reishi. It evolves alongside the user's Reishi, meaning that while it has no release form, it will never grow weaker either. It takes the form of a small eye-like structure, which has to be attached to a weapon, and slowly grows to cover both the weapon and the User. Highly Illegal, but incredibly effective against zanpakuto.

400 cp - Tenshintai

It is a vaguely Human-shaped, man-sized doll which forcibly materializes the spirit of a Zanpakutō into the Human World when stabbed by the Zanpakutō. In doing so, it facilitates the user in subjugating the spirit and attaining the Bankai of their Zanpakutō. The materialization can last for about three days, after which the spirit reverts into the doll which spawned it. You may use it a total of three times.

Scientist

50 cp - Hollow Bait

This item is a small, coin-shaped disk that attracts Hollows when crushed. The amount of hollows summoned varies from place to place. In a place with a low spiritual density, only a few hollows will come. In a place with a high spiritual density, such as Karakura Town, hundreds could show up. Comes in a small wooden box, with a set of 20 bait inside. Replenishes once per month. In future jumps this become a type of monster bait for that world's generic monsters. It works better in magically heavy areas and on magical creatures.

100 cp - Sanrei Glove

A Quincy artifact that can increase a Quincy's powers, but requires a dangerous and exhausting type of resistance training by wearing it for a week while constantly firing spiritual arrows to master. The glove works by scattering the Reishi in the surrounding area, making it much harder to form a working bow. That said, this one is special. It will disrupt any form of magical powers, allowing the training to be done for multiple types of powers. May only be used once per jump.

200 cp - Kido Gun

A weapon that was originally developed by Ran'Tao. Its outward appearance is that of a gun, and it fires concentrated bursts of reishi. You can choose what kind of gun it is, as well as what 'flavor' of kido it fires, be it actual fire, ice, or lightning.

400 cp - Oken

The King's Key, a large golden key meant to unlock the defenses around the Soul King's palace. Well, technically. In actuality, it's only a small amount of gold dust particles mixed in the bone marrow of your dominant arm. That aside, it will allow you to unlock dimensions, regardless of the defenses arrayed. Mind you, zero division knows you aren't supposed to have this thing, so if they see you in the palace... In future jumps this shall grant you the ability to travel to other dimensions, even those that are locked, freely. Assuming, of course, you had some means to travel to other dimensions.

Stealth

50 cp - Kikanshiki (Memory Device)

A memory substitution device used on humans who have seen Shinigami or Hollows. When used, a bird's head pops from the top of the device and produces a puff of smoke. The Human it is used on is knocked unconscious and wakes up a while later with a new, but often random or nonsensical, memory.

100 cp - **Spiritual Suppression Cloak**

A cloak created by Urahara which hides the wearer's Reiatsu. It allows the wearer to blend in with the air around them by incorporating Kidō into the cloak, almost completely concealing them from sight.

200 cp - **Tentoken (flying cape thing)**

A brown cape with a broach in the shape of the Shihoin family crest. Wearing it will prevent gravity from affecting you, causing you to hover in the air. You will be able to achieve true flight with this and you're not in any danger of falling to your death. The broach may be changed to another shape, or removed entirely if you wish.

400 cp - **Portable Healing Pod**

For some strange unknown reason the stealth division is more prone to dismemberment and brutal torture than others. So to counteract this you've received this portable healing pod to fix you right up. A white marble as big as a regular marble is what contains the pod. By sending Reiatsu into the white marble it shall transform into a white globe-like chamber able to fit one person. If a person enters it they shall be healed completely within 24 hours, so long as they have even the tiniest bit of life still in them.

Medical

50 cp - **Fancy Clothing Accessories**

Just a couple of minor things here, not really important in the long run. A fancy scarf, an odd hairpin, a steel wool sash to be used as armor... Nothing really special, but if you spend most of your time in a hospital, and not on a battlefield, you can afford to look a little fancy, right? Wearing these puts others at ease around you, and inclines them to think you've got their best interests in mind.

100 cp - **Shady Drugs**

You receive a dozen bottles of these, each with 25 murky green pills inside. When Consumed, they grant a minor form of regeneration, healing week's worth of damage in days. They can't fix something like a missing limb on their own, but if you can reattach the limb, you might be able to save it. Alternately, if you already have regenerative powers, these will enhance them greatly. Each bottle refills after a week.

200 cp - **Medical Room**

You get a Medical Room as big as one of the medical divisions that are located here attached to your warehouse. Inside is a lot of rooms, enough to seat about 300 patients. Inside is the best and most technologically advanced medical devices that the Bleach universe can provide, though you may upgrade the equipment yourself if you feel it is not up to your standards. For every person that enters as a patient, you will know the condition that they are in, and a general assessment of their mental status. A nice and comforting atmosphere fills the Medical Room making patients reluctant to leave early. They also heal just a bit faster than normal in the room.

400 cp - **Urahara Hot Spring**

A decently sized hot spring, carved directly out of the earth and surrounded by rocks. Fits, at max, ten people. An invention of Urahara's, it is based off of the two hot springs created by Tenjiro Kirinji of Zero Division. Unlike those two hot springs, this one is in no way potentially fatal. Unfortunately, it's also nowhere near as good. Soaking in the pool for half an hour will close up every minor wound, and heal every bruise or similarly small wound on your body. If you wish, it can replace the bathtub in whatever house you live in, or become a warehouse addition.

RACIAL ITEMS

800 cp - Aizen's Guide to Hollow Modification (Discount Hollows)

A large textbook - presumably written by aizen, but you never know with him - that details a number of his experiments on hollows - such as white, wonderwies, and tousen - and the modifications he made to them. While there are no step by step instructions, with a little work you should be able to figure out the patterns that exist, and with a lot of work, reverse engineer them and adapt them to new hollows.

800 cp - The Quincy Alphabet (Discount Quincy)

This is Yhwach's diary. It's pink, covered in glitter, and it looks like it's written in 57 different languages. Good luck translating it. But if you do manage to do so, and I can assure you ten years isn't enough time to do so, it contains instructions on everything Quincy related. From how to lobotomize your own soul and give it to others, thus making the quincy, to how to reintegrate those pieces, and how to make the Schrift out of them. Also contains instructions on how to make all of the quincy weaponry. The Bankai stealing medallion is notably absent.

800 cp - Fullbringing For Fun And Profit (Discount Humans)

This isn't so much a book on how to create fullbringers as it is a book on how to get rid of them. Notes on how to control which upgrade is obtained after stealing a focus item, on how to give them to a substitute, and even on how to get them back from a substitute. There's even a theorized idea on injecting hollow particles into humans to make them, but that's the only mention of it. Also lists every active fullbringer in the world in the back.

800 cp - Stuff You Need To Know About Asauchi (Discount Shinigami)

Written by Oetsu Nimaiya, this Notebook describes the process, techniques, and materials used in his creation of the first few Asauchi. For starters, you need a blacksmith's forge, a menos class hollow, some ridiculously hot flames, and a small ocean of water to cool it off afterwards. Mind you, this book only details the first few Asauchi, whom Oetsu declared failures. Making a 'proper' Asauchi will require time and experimentation.

600 cp - Ran'Tao's Notes - The Origin Of The Bount

These notes contain the records and details of each experiment done by the scientist Ran'Tao, including the failed Bount Experiment. This even includes a few of her own personal thoughts and ideas. Maybe these can be of some use to you. In addition, the prototype of the doll summoning ritual can be found inside. Naturally just the notes would probably be useless to you, so if you purchase them here you are guaranteed, with time, study, and effort, to at least be capable of recreating her work. With even more time, and considerable genius on your part, you might even be able to improve on it.

DRAWBACKS

Ah so you're not satisfied with just 1000 CP? That's understandable but remember power comes at a cost.

+100 **Bleach Fan-Verses** - The canon of Bleach that you know has been replaced with one from a work of fanfiction. Don't expect anything about the plot to be accurate in any way. It's very poorly written, full of plot holes and god-like OCs, and harems are aplenty. Practically every character has a ginormous stick up their ass and this can't be helped by you. Every damn character is beyond retarded regardless. You shall endure pain everlasting.

-100 CP - If you pay 100cp, effectively making the Fan-Verse drawback a +0cp Drawback, you may choose a particular fan-verse instead, and the characters all act like they should according to it. You may not choose a crossover fic or anything that increases the world's power level dramatically. You can't use this to get around the limitations presented elsewhere in this jump either.

+100 **Dislike** - Maybe you pissed off the wrong person like Kenpachi, or maybe you did something wrong to a loved one. Either way a very special person here just does not like you period. If they spot you they'll follow you around for awhile seeing if you do something they really don't like - for example badmouthing a certain black cat. If they see you doing these when they're around they will most definitely attack you. Maybe with enough time you can convince them otherwise or at the very least to tolerate your presence.

+100 - **Recursive Genetics** - Ichigo is mostly part everything in his universe. It's gotten to the point it became a meme and a fact. But due to sadistic Jumper-Chan shenanigans, if you use any out-of-jump powers that use a biological base then Ichigo will proceed to manifest them as well. Ichigo with Haki, a few devil fruit powers, Nen, and chakra with shadow clones while hilarious is a bit overpowered. But it's not like he isn't already.

+100 - **Massive Damage**

You have a piece of a bone mask located somewhere on your face that if struck causes you to take more damage than normal and will make you experience greater pain. Expect to get weird looks if you aren't a Hollow.

+100 - **The Curse Of Anime Hair**

For the duration of the jump, your hair color will randomly change once per week. It could become blue, or green, or orange, or pink with green stripes. And obviously, you will be mocked by the people with 'normal' hair for your weird hair color. Events will conspire to ensure you can't hide it, be it with a hat or by going bald.

+200 - **No Time For Strategizing**

You are the kind of person who only believes in full frontal assaults. Anything else is a waste of time. When getting into a fight, things like holding back, ganging up, or even listening to an explanation of why you should do these things is beyond you.

+200 - North Is Up, Right?

You have absolutely no sense of direction. At all. Even walking a path every day for a year isn't enough for you to remember it. Not that you're ever going to use the same path more than once. Expect to be running late for all your meetings and appointments, and to not get any slack for it.

+200 - Hunted

Maybe it's due to you possessing powers you just shouldn't have since they're illegal or maybe it's due to you interfering in some people's long lasting plans. Either way one of the major players such as Soul Society, Aizen, or even Yhwach really want to see your disembodied head on top of the fireplace. Expect to routinely have them send out parties made out of mooks and other such people every few months to kill you. Unlike the actual Visored you will never forge a pseudo-truce with them.

+200 - Unstable Existence

You are like a Zanpakuto or Bount in the sense that you cannot create your own energy source. You will have to find another means to sustain yourself or else you will die. Bounts must consume souls from either Quincy, Humans, Shinigami, or Hollows to sustain themselves. Zanpakuto's on the other hand attach themselves to a Shinigami to sustain themselves. You're not actually a Bount or Zanpakuto of course, those were just examples.

+200 - Self Control Issues

You have issues relating to your self control. Maybe it's having your temper fly off the lid every time someone insults you, and crying at even the smallest mistake. Maybe it's having a voice in the back of your head listing all the ways you could murder the people around you. Maybe it's just not being able to control your Reiatsu. Like, at all, to the point where any and all kido or similar techniques will blow up in your face 99% of the time. Or hell, for more points, maybe it's more than one of those things.

+300 - Walk Of Shame

You show up in North Rukongai 80, Zarak, birthplace of Kenpachi Zarak. All your perks are disabled until such time as you manage to walk your way back to district one. You will get one perk back per district that you reach. If you have more than 80 perks, this means that the extras are given back once you get there. If you have less than 80, this means that you won't get some back right away, and it might not be until your twelfth district that you get one back. You don't get to choose what perks come back, they're random, and you never get back any perks that would let you reach your destination quicker until after you've finished walking all the way to district one. Districts are not small. Prep yourself for at least a few years of walking.

+300 Extinction

If you thought Hunted was bad you haven't seen anything yet. Instead of random parties made of mooks being sent after you, the Captains and Lieutenants themselves are coming after you. They will attack in greater frequency and will manage to pinpoint your exact location even if you're desperately hiding from everyone. This isn't necessarily the Captains and Lieutenants of the Shinigami, rather it's the people that would be their counterparts in the organization you pissed off. Unless of course you pissed off Soul Society, in which case it *is* in fact the Shinigami Captains and Lieutenants.

+300 Berserker

People are mad at you for some reason. Even your companions and loved ones are starting to get miffed at being constantly beaten whenever you meet them in a friendly way. It can't be that they don't enjoy you utterly beating the crap out of literally every person you meet. Don't they know that's how you say hello or show that you care about them? Sure you repeatedly beat the crap out of people you've already met multiple times but it's to show that you remember them. You will never be capable of understanding, during this jump, why people might be mad at you for doing this sort of thing. You even made sure to drag them over to the healer afterwards!

+400 Genocide

I did say the captains and lieutenants were coming after you in the Extinction drawback correct? Well I was wrong about that part. You managed to piss off the organization so much the head boss is coming after you. This may be Old Man Genocide Yamamoto, Yhwach, Aizen, or even two members of the zero division. Did I mention this drawback can be taken multiple times? Well if you do take it multiple times expect members to work together in perfect sync. If you take this the maximum number of times expect a tag team of Aizen, Yhwach, Yamamoto, and the entire Zero Division coming after your ass. They'll show up halfway into the jump, regardless of the fact that Aizen should be in muken or that Yhwach should still be in a coma.

+400 Is It Edible?

In a similar manner to lower level hollows, you have a void in your stomach that can never be satisfied. Whether you try to fill it with food or the souls of the very recently deceased is up to you, but you will never be full. You can't ignore it. You must fill the void. You. *must*. **Eat**.

+400 - Turn Back The Pendulum

You've been transported 100 years into the past, the Visored incident is just one day away, and to top it all off you've seen Aizen's Shikai. He knows your newly bought perks, and will begin to plan for you immediately, though he won't act until canon starts. Good Luck.

+400 - Just A Man And His Sword

For the duration of your stay here, any and all out of jump powers are disabled. No flash levels of superspeed, no trying to make an unlimited bankai works, no pranking ichigo by climbing out of the toilet. Beyond your bodymod and warehouse, you have no powers other than the ones you purchased from perks. If Bleach is your first or second jump, you cannot take this.

Ending Choices

Give it Back - You've had it and want to go back to your original home now. Your loose ends here shall be tied up and you shall keep everything you've had on your jumps that you've had so far.

I'm Staying - Something about this place just mesmerizes you like no other and you wish to stay here. Your jumpchain days shall end but you keep everything that you've had on your journeys so far. Your business back home shall be taken care.

Move Forward And Never Stop - Same old Same old. You've done this song and dance many times before and it's time to move on to the next adventure with no regrets.

Notes

If you take the 'Turn Back The Pendulum' drawback, 'Am I Under An Illusion?' will be unable to break through Aizens shikai. You can still tell if he is actively manipulating you or not.

If you take the 'Turn Back The Pendulum' drawback, then the canon cast of characters will remain in place unless you actively try to butterfly them. Assume the spirit king is 'just as planning'.

If you take the 'Genocide' Drawback, you cannot take the 'Disliked' or 'Hunted' drawback.

If you take the 'Genocide' or 'Extinction' drawbacks, you are incapable of befriending the individual - shonen logic remains in place for their subordinates.

The 'Dislike' drawback makes any one canon character dislike you. You will not be able to shonen logic your way past that. You may take it multiple times, but only for 'important' characters. Third seat or above, or similar. Be on your best behavior, or they will find an excuse to beat the crap out of you.

Vizards can take 'Call My Name' and 'Final Release' twice, and use them at the same time for a massive power boost. Assuming they have enough willpower.

Quincies do not need to purchase 'Call My Name' in order to buy 'Final Release', due to the fact that Vollständig does not require Le Stiltz in order to be used - in fact, it was invented to invalidate Le Stiltz as a technique.

Fullbringers don't have any real use for the 'Final Release' Perk. They do have super modes, however these are usually the result of an overflow of energy, or combining/stealing other fullbringers. On the other hand, you could buy 'Final Release' to jump immediately into it and stay there.

I'm not even going to try and translate the Zanpakuto names. You do it.

You can only buy one of the origin 800's. Spiritual Pressure, while in the same category as the origin capstones (ie, based on the special war potentials), does not count, as it is a general perk.

If you do not buy the 'Final Release' perk, you cannot obtain a Vollständig. Bankai will be obtained after 100 years of training, and Secunda Epta after 1000. Shinigami can also buy the 'Tenshintai' Item to obtain Bankai manually, though it's not guaranteed to work.

The 'Genocide' drawback, if take twice for zero division, will send all five members after you.

Notes, Cont.

The Vollständig N, Null, can be defeated via concept hax. Something like Huge Wisdom would be enough. Or, after nerfing it, lasers.

Upgrading your Fullbring works like a cross between the 'Power Transference' and 'Om Nom Nom' perks.

Victor Eyes can come with Yhwach's or the Spirit Kings funky eye pattern if you want it.

Partner To The End reduces the time needed to be spent on learning Bankai from 100 years to 50.

Partner To The End temporarily gives your Zanpakuto spirit all of the perks you had prior to this jump, and in this jump. Not after. From that pool, you may choose to exclude perks. This also applies to anything else living inside your mind/soul.

Personable Prodigy Enhances your learning speed to ten times as fast.

Zanpakuto Spirits unilaterally hate using a False Release.

Zanpakuto : (Vengeful) Maiden Of Water

Soul World : A small tropical island, with a thick mist covering everywhere. Attempting to swim more than 50 feet away from the island will return you to the opposite side, a total of 100 feet swum. On the island, there exist few trees, one of which the zanpakuto spirit can be found reclining against.

Spirit : A young woman wearing ragged clothes. When visited, she will often thank you for rescuing her, and when pressed will tell you that it is boredom you are saving her from. In her shikai form, her clothes become of seemingly finer quality, but become even more ragged. In addition, she will resist being sealed again, in order to escape her boredom. In her bankai form, she de-ages to a young child, wearing incredibly high quality clothing that have become nothing but rags. Her personality becomes slightly obsessive, welcoming even the smallest of distractions.

Combat : Upon activating Shikai, the blade will slowly dissolve into a massive cloud of mist over the course of a minute, until only the hilt is left. The mist can be used to construct a number of 'not quite there' weapons, but is not capable of dealing direct damage. The mists true purpose is to utterly surround the opponent in mist until they drown on dry land. In Bankai, the volume of the mist increases dramatically, and its interior becomes a pocket dimension. In a similar manner to the soul world, attempting to exit the mist will only warp you to the other side. Finally, the hilt of the sword becomes a heavy oar. Treating the oar like a fan will whip the mist into a frenzy, and create ice crystals, which then are thrown at the opponent. You yourself are immune to any damage from the mist or from the ice.

False Release : Her fake shikai is 'frozen maiden'. Instead of dissolving into water, the blade appears to frost over. It is in actuality, now made of ice, and is currently at a temperature very far below zero. A glancing hit will inflict frostbite, and a direct hit will freeze the target solid. Resealing the blade will remove any created ice.

Zanpakuto : (Joyful) Dancing Spider

Soul World : A large cave with next to no lighting, and cobwebs lining the walls. There are two sources of light, something which is presumably sunlight in one direction, and a number of candles in the other. It is impossible to reach the sunlight. Walking towards the candles for five minutes will reveal a small table with snack food on it.

Spirit : Dancing Spider resembles a young child (9-11 years old) with only one variation from the human norm, in that she has four arms. Personality wise, she will insist on having a tea party with you whenever you visit (which should be at least once a week), though she will occasionally attempt karaoke or dancing. She claims to have cooked the food herself, though no method of doing so is evident. Eating said food causes your reiatsu to regenerate slightly faster. In her Shikai form, she ages slightly (16-18) and becomes less enthusiastic about your participation, but more competent at her hobbies. In Bankai, she ages a second time (21-24) and becomes an expert singer/dancer. Due to the rarity of using Bankai, in this state she often makes references to being lonely.

Combat : In her Shikai, the blade drips with venom. Cutting the opponent will insert this venom into their bloodstream. The venom is not particularly strong, but can cause a number of side effect, from standard medical ones, to causing difficulty in using reiatsu. It is also capable of slowing a hollow's regeneration, however only one effect may be active at a time on the sword. landing multiple hits with a different effect each time is allowed. In Bankai, the sword does not appear to visibly change, but if looked at under a microscope, the blade now sports hundreds of miniature hypodermic needles along all surfaces but the hilt. In addition, the venom's effects become acidic, and significantly more powerful. The venom from Shikai will not disappear if the sword is sealed. The venom from Bankai will.

False Release : Her fake shikai is 'singing spider', which is primarily sound based. Striking the blade onto anything will cause the sword to begin humming, much like a tuning fork or similar. Every strike will cause a different frequency to emit, causing a number of effects. If yesterday was a day you visited her, the sounds will have no effect on you. If it was not, i suggest not using this mode.

Zanpakuto : (Sky) Crushing Axe

Soul World : A forest, with a campfire in the middle. Has a tribal theme. Lots of skull-rope-chains hanging everywhere. Sigils in a language that does not exist are written in blood in the trees. A single hut with two leaf beds stands a short distance away from the campfire.

Spirit : A young man, tall and lanky, with dark skin. Wears a leaf skirt, a necklace of teeth, and nothing else. Speaks in a slow manner, as though he is not used to doing so. Dislikes being touched. In shikai form, he gains a few inches in height, and becomes significantly more muscular. His black hair, formerly merely spiky, is now significantly spikeyer. His personality does a 180, and he seems glad to see you. In bankai, he is a grown man, and has the build of a brick wall, though his intelligence is top notch. He will often offer advice on hunting, or how to escape being hunted.

Combat : His shikai form is a large blunted axe, with the head of the axe being about the same size as the user's torso. Every strike of the axe is accompanied with a small shockwave. Striking the ground will crack it, but not shatter. In Bankai, the size of the axe doubles, and its appearance changes from metal to some form of stone. The handle, formerly made of smooth wood, and about half as tall as you, doubles in length, and becomes an old and wizened piece of wood. Every strike of the axe creates a shockwave, the strength of which varies from a five to a seven on the richter scale.

False Release : His fake shikai is 'slicing axe', and takes the form of a double sided axe. Rather than emit shockwaves, the head of the axe has an aura that will slice things before the axe actually touches them. The aura starts out only covering a small amount, but will grow every time it is used until it covers the entirety of both heads of the axe. After that, the aura will start to shape itself into a longsword, using the axe as a hilt. Once it finishes, it automatically reseals itself.

Vollstandig : N, Null

Schrift : The Null power is that of erasing the existence of things. Upon contact with your skin, physical attacks will be annulled. If someone were to try and cut your arms off, any of the metal to touch you would simply vanish. The secret here is that you are effectively a walking black hole. Anything that crosses your event horizon will be sucked in.

Vollstandig : When fully released, the Null power grants wings, as all Vollstandigs do. These wings resemble a crescent moon, with a small white sphere in the at the far end. In this state, the limiter upon your powers is lifted, turning you into an actual black hole, at your discretion. There is no limit to how much mass you can absorb, but doing so will slow you down proportionately. Finally, the two spheres in the center of your wings can eject any consumed matter, acting as cannons of sorts.

Vollstandig : K, Killer

Schrift : The Killer is the power to kill absolutely. If any course of available actions can lead to the death of the target, the user will be made aware of the necessary course of action. However, the Killer has limits. The target must be in sight, and the Killer will only account for weapons on your person. If you do not possess a weapon, the Killer will attempt to have you enter into CQC. It may also tell you to allow someone else to fight in your stead.

Vollstandig : The wings created by the Killer resemble two avian wings, made out of every weapon imaginable. These weapons may be torn off the wings and wielded, but poses no special properties other than being made of reishi. In addition, the Killer will now account for things within 50 yards of you, instead of just on your person. This may include stealing an opponent's weapon, or causing a stray attack from another fight to hit you opponent. In this state, even 'immortal' things may be killed.

Vollstandig : V, Vanishing Point

Schrift : The Vanishing Point is not a power that truly exists. Ironic, seeing as its power is to erase one's self from existence. This power has three states. The first is invisibility, leaving you imperceptible to any force. The second is intangibility, allowing you to pass through walls and have attacks passed through you. During these stages, there is exactly one way for you to be detected, via your Killing Intent.

Vollstandig : In Vollstandig mode, the Vanishing Point grows a pair of wings, as all Vollstandigs do. Unlike other Vollstandigs, they do not exist as a massive form of white energy, but as two large crack patterns, which slowly seem to fade into nothing. In this state, you gain access to a third stage of your schrift. The third is non-existence, erasing all memory of you from the minds of others. additionally, you may choose to enforce your Schrift upon others - the first three times, the first and second once, or the third once. However, if you use all three 'points', All of your Quincy powers will vanish with them, for the remainder of the jump.

Fullbring : Jaws of Sand

Normal Form : A heavy navy coat, dark blue in color.

Active Form : The coat grows a large hat which shadows the face. in addition, the left eye glows red. the sleeves become armored and ragged, and claws grow out around the hands.

Active Effect : The coat acts as high grade armor, completely nullifying light blows and lessening strong ones. the claws are decently sharp, and are somehow fully manipulable as though they were fingers. Finally, the coat creates a slipstream effect around the wearer, allowing them to move at blinding speeds. The pockets contain a few handfuls of sand, to be thrown at high speeds.

Super Form : the sides of the coats front grow teeth like structures, that can be fired like missiles and regrow quickly. the arms gain some as well, but do not fire. the tail of the coat becomes an actual tail, with a single scythe like blade on it.

Super Effect : The coat generates sand from its pockets, which overflow and scatters as you run. at any point, you may call all or some of the sand back to you. it will move towards you at your maximum speed, and return to your pocket. You cannot take damage from your own sand.

Fullbring : The Black Archive

Normal Form : A small book on martial arts. Exact kind is not important.

Active Form : The book grows in size until it is a little larger than a textbook, and changes in appearance to an old fashioned leather bound book.

Active Effect : Each page of the book has an illustration of a fighter utilizing a move on one side, and the physical and spiritual requirements for using the move. If the requirements are met, and the page has been 'studied' within the last 48 hours, the move may be utilized freely even when The Black Archive is not active. There is a certain margin by which a move can be used even if the requirements are not met, which is approximately 90%, but using it in this manner requires excessive studying and is extremely exhausting to actually use.

Super Form : Various designs inlaid in gold appear on the cover and back, and a thin bronze chain grows out of the bottom of the spine and wraps around the wrist.

Super Effect : The first few pages of the book are replaced by a list of 100 moves that may be used at any time. The margin is reduced to 80%, and the list may be rewritten at will, but it must be done manually.

Fullbring : Live Dissection

Normal Form : A scalpel. In a pinch, any kind of knife will do.

Active Form : A glove over the dominant hand with a single scalpel extending from each finger. The scalpels have a single joint approximately 3/4 of the way down their length, which moves in synch to prevent you from staying yourself.

Active Effect : Bits and pieces of a person may be cut away without causing any pain to the subject. said parts can then be grafted onto the user, with varying effects from a skin suit to replacing broken bones with fixed ones. Deactivating Live Dissection causes all damage to the subjects body to come into effect, which is usually fatal to the subject, though the user suffers no negative side effects.

Super Form : A arm like structure that is braced over the dominate arms shoulder. Can move freely, as though the user actually had three arms. In addition, both hands become coated in a silver substance, which taper off into slight points. All three hands may be used for dissection.

Super Effect : In addition to previous powers, parts may be overlaid onto the user's body. For example, three people's worth of muscle mass may be grafted onto the user, without visibly changing appearance. Parts of the brain may also be grafted to obtain memories, but this function requires actual medical knowledge, or you may accidentally give yourself multiple personality disorder. This can purposefully be done to others. Deactivating Live Dissection is selectively fatal(depending on level of damage), at the user's whim.

Resurreccion : Dark Serpent Fang

Normal : The lower half of your body changes to become that of a snake's, approximately 30 feet long. You also gain claws on all of your fingers that secrete poison that inhibits reiatsu usage. In a pinch you can burrow underground, though this is uncomfortable to do. Your speed, reflexes, and dexterity all increase by about a factor of five.

Super : Your lower half changes from smooth scales to sharp and pointy ones. These scales are just as venomous as your claws. You also gain draconic wings and flight capabilities. The power of your poison also increases dramatically, completely shutting down anyone below lieutenant, and severely weakening anyone above.

Resurreccion : Fire Demon

Normal : Your muscle mass increases dramatically, and you gain two large spiral horns. The tip of each horn is on fire. The skin gains a reddish tint, and automatically uses hierro at all times. The sword becomes a large spear, the tip of which is on fire. Any pressure on the tip of the spear will result in the fire exploding outwards.

Super : The number of horns increases dramatically, to the point that they resemble a very spiky crown. Your muscle mass visibly decreases, but your actual strength increases tenfold. The flames you generate are comparable with nuclear fire, and you have resistance to that level of fire as well. Additionally, any technique involving fire has its energy cost decreased by 75%.

Resurreccion : Elegant Scorpion

Normal : You gain large amounts of bone armor, including a dress from the waist down, heels, and a single overly large pauldron. Additionally, you gain two 'ponytails' behind your head which end in hand like structures, each holding a large claymore. The false arms are longer than you are tall. In this form, you have ludicrous levels of durability and strength.

Super : The hands behind your head go from large and unwieldy to thin and precise. The two claymores are absorbed into the hands, creating bladed claws. Additionally, you can now create strings of energy from the tip of each finger. These strings are invisible to all but the most sensitive of fighters, and are razor sharp. Despite their thinness, they are as sturdy as you are, allowing you to fake flying using them as legs. You may also create slightly inferior versions from your natural hands.