

RWBY Jump

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Welcome Jumper, to the World of Remnant!

An odd name for a Planet don't you think? Well there is a reason for it. Long ago, during the first Era of humanity, the one known as Salem raged against the Gods after being denied to be reunited with her late husband Ozma. The Gods, the Brothers of Light and Darkness, cared little for her pleas and when she brought an army of man to take revenge, the Gods wiped the first humanity out, leaving the immortal to suffer on a dead world, while leaving the Planet behind as a 'Remnant' of what it once was, shattering the Moon as they did. However the God of Light had chosen to send Ozma back along with 4 Relics of Creation, Destruction, Choice and Knowledge and the Mission to unite humanity in peace. When all Relics are combined the Gods would be called back and humanity judged, on threat of being wiped out should the Gods not be satisfied with them. Ozma accepted this mission and would reunite with Salem. For a while they were happy. However Salem, in a desire to finally die, jumped into the cursed pool of Grimm, creating a being with eternal life and desire for pure destruction. Eventually this madness seemed to consume her as she and Ozma found themselves on different sides.

Now is the time of a new Era. The Creatures of Grimm, Monsters created by the God of Darkness, haunt the World. The ones who stand against them are the Huntsman and Huntresses of the Four Kingdoms, Vale, Vacuo, Atlas and Mistral. Trained in the Academies of Beacon, Shade, Atlas and Haven, these brave man and woman protect the people from all that seek them harm. Alongside humanity live the Faunus, people looking nearly identical to humans if it wouldn't be for them possessing certain animal traits. Discrimination against the Faunus has been prevalent for a while now and as such an Organization named the White Fang fought against it... in the process going from an Activist group to terrorists. The main source of energy is Dust, a crystal like substance possessing great powers and mined by several groups, like the Schnee Dust Company.

Beneath the shattered Moon, Remnant is for now enjoying a time of Peace. Peace that will be tested and broken in the coming times as the two immortals, last 'Remnants' from the first humanity, set their plans in motion. A team of young Huntresses, Ruby Rose, Weiss Schnee, Blake Belladonna and Yang Xiao Long will play a role in all this, all to save the World from Destruction.

Now enjoy your stay in this World of Monsters, Girls and Guns.

You have 1000 CP to spend. Use them wisely.

Time and Location



Your Jump will start on the day Ruby Rose faces a Criminal known as Roman Torchwick after the later tries to rob a Dust shop. You may pick one of the below as a location to start your adventure in. Alternatively roll a 1d6 for +100 CP. You may pick anywhere in your Location that would be accessible by a normal human so no starting in Ozpin's private chambers for example.

1 Vale: The first of the 4 Kingdoms, Vale lies in on the north-eastern end of Remnant's largest continent, Sanus. It is bordered to the northwest by shallow waters and to the southeast by steep mountains and a relatively safe place from the Grimm. Its Academy is Beacon, hiding away the Relic of Choice and its Headmaster is Ozpin... the latest incarnation of Ozma himself and it is the place where Team RWBY will be born.

2 Mistral: Located on the continent of Anima, the second-largest landmass in Remnant there is Mistral. It controls the most territory of all four Kingdoms, encompassing a wide range of ecosystems and many diverse cultures. Beneath Haven Academy lies the Relic of Knowledge and its Headmaster is Lionheart... the traitorous coward who sided with Salem a long time ago.

3 Atlas: In the Icy north of Solitas there is Atlas. Once known as Mantle, Atlas is the most technologically advanced Kingdom and has a vast military. It also is the main home of the Schnee Family and the Schnee Dust Company. Faunus have a much harder time here than in other Kingdoms and should treat carefully if choosing to stay here. Its Capital is the floating City of Atlas, flying above the common folk by the blessing of the Relic it guides, the Relic of Creation. The Headmaster of Atlas is General James Ironwood, whose desire to be the Hero of Atlas might doom them all.

4 Vacuo: The last of the Kingdoms, Vacuo stands on the western end of the continent of Sanus. Surrounded by harsh deserts, Vacuo and its people flocked around Oasis in days long past where their population flourished. After years of warfare, mining, and ecological disasters however its resources were exhausted and it is now one of the harshest places to live on Remnant. An Organization known as the Crown has long wished to restore the original Monarchy of the Kingdom and will give no ends of trouble for Team CFVY. Shade Academy hides away the Relic of Destruction and its Headmaster Theodore is a very cautious individual who cares deeply for his Students and for whom the existence of Salem causes no end of dread.

5 Menagerie: Far away from the Kingdoms there is Menagerie. Located south of Anima, it is the smallest Continent of Remnant and its largest Settlement is Kuo Kuana. After the Great War the Faunus were given Menagerie as a reward for their participation, in conjunction with equal rights. While some Humans saw these rewards as fair and just, many Faunus saw it as a slap to the face, as two-thirds of Menagerie is a desert that is uninhabitable due to dangerous wildlife. Though they managed to come together on the more hospitable parts. White Fang presence is strong and humans should think twice about staying here, as it is considered the safe haven of Faunuskind. The Chieftain Ghira Belladonna is a kind man who stepped down from leading the White Fang after Sienna Khan took over but the ambitions and Spite of one Adam Taurus will prove a danger to his life and all of the White Fang.

6 Free Choice: Seems you got lucky. You may choose to appear in any of the above mentioned locations you wish.

Species

Remnant is home to a rather diverse amount of individuals. So many colourful people, as much as their name implies. You may choose to be one of the below species.

Human (Free): The humans are the second oldest race on Remnant. Having been wiped out once before by the Gods they betrayed, they managed to, after much time, come back forth to rule over Remnant in 4 Kingdoms. Perhaps less 'exotic' than the other choices but you can't argue with the classics.

Faunus (Free): When humanity came back from nothing, they weren't alone. Somehow the species known as the Faunus had come with them. At its core, Faunus are the same as humans, only difference between them being the presence of one animal trait. What that trait is can vary vastly. It could be a pair of Cat Ears, a set of Bull Horns, a Monkey Tail, Rabbit Ears, skin that can camouflage like a Chameleon etc. You may choose what trait you have that makes up your Faunus heritage. Depending on what you pick it may prove rather advantageous like being able to shoot web as a Spider Faunus or having a poisonous stinger as a Scorpion Faunus. Also Faunus generally have better eye sight and can see in the dark. Be warned though, there are cases of discrimination spread throughout the Kingdom... even if the most hate nowadays seems to come from a Terrorist Cell known as the White Fang.

After this Jump your Faunus body becomes an Alt form.

Grimm (Free): And then there are the Grimm. Older than even humanity itself, created by the God of Darkness to destroy all life, the Grimm are creatures of pure destruction. They lack a soul, making it impossible for them to use Aura and are drawn to feelings of negativity. Envy, sadness, despair, loneliness, all these things can cause Grimm to gather en masse if enough of it were to be present. Incredibly large amounts of Aura also seem to attract Grimm but less so than pure negativity.

Grimm come in all shapes and forms and are usually mindless beasts of destruction and malevolence. However your mind will stay in tact. You wouldn't even have to follow your current Mistress Salem...

After this Jump your Grimm form becomes an Alt form.

P.E.N.N.Y. (400): Oh? Well this is curious. You are neither Human, nor Faunus, nor Grimm. You are an Android. Created by a Mastermind of an Atlesian Scientist, you are a machine with the sentience of a human and even the soul of one, allowing you to use Aura. This has given you many gifts. First of, your strength and durability matches and even exceeds that of seasoned Huntsman, being capable of even pushing Amity Tower. You can fly with a set of Rocket Thrusters on your feet, have night and infrared vision and can survive injuries as severe as dismemberment and even decapitation, so long as your cores storing your personality and memory remain intact. Should you do die however, you may be resurrected by your Creator, a process which drains their Aura however so its unlikely you will be able to come back more than once. Your body can keep on being upgraded, potentially making you even more powerful with a bright mind to help you. As a Weapon you can wield a set of 10 small Swords, linked to you by thin cables and allowing you to manipulate them in combat, even making it possible to channel a beam of energy powerful enough to pulverize many kinds of Grimm. Lastly you possess a self destruct mode... perhaps you will find some use for it someday? Lets hope not.

There are some downsides to this however. Being an Android you are susceptible to being hacked by outside forces. Amplifying your Aura and an extraordinary amount of willpower would help keep these hacking attempts at bay but the risk is there. You might want to amp up your firewalls.

As a Drop-In this will surely make you stand out but should you opt to have a history in this World, you will be the sibling of one Penny Polendina, the only other of your kind. Like Grimm and Faunus, this body becomes an Alt Form.

Origins

You may freely choose your Gender no matter the Origin. Any of the below Origins can be taken as Drop-In of wished. Perks and Items associated with their Origin are discounted by half. 100 CP Perks are free when Discounted.

Student (Free): You are one of the many boys and girls who dreamed of becoming Heroes. Now all this work paid off as you're on your way to one of the prestigious Huntsman Academies. Take this world by storm Jumper! Your age is between 15 to 18.

Civilian (Free): Your not affiliated much with Grimm or Huntsman. Your just one of the people of Remnant, probably not bound to see much fighting as you don't seek it out. That being said there is no reason for you to be ordinary. You surely have a few Gifts of your own that will make you stand out. Your age is anywhere between 15 to 80.

Huntsman/Huntress (Free): You already passed the trials of the Academies and achieved one of the most admired professions in the World. You are a Huntsman, standing proudly against the hordes of Grimm, with much experience to draw on. Your age is anywhere between 25 and 80.

Villain (Free): You are not in this for the good of man and faunus oh no. Your in this for yourself. You might be a small time criminal, a terrorist with delusions or serve the wicked witch herself. One way or another, your not on the Heroes side and will cause no end of trouble. Your age is anywhere between 15 and 80.

General Perks

You gain a 500 CP Stipend to be used on General Perks only.

Beautiful Remnant (Free): WHY is everyone so attractive!? Seriously it's impossible to look at one character in this world and not be in awe at their looks. Now naturally the same extends to you. You are a quite attractive individual, easily a 10/10 if not better. Be it cute, dignified, mysterious or just smoking hot, you are sure to make heads turn.

Colour Scheme (Free): Colours are a bit of a Theme in this World. They are meant to represent the vast variety among the people of Remnant, in particular when contrasted with the Grimm. As a result people tend to have a theme with colours associated to them. Be it red, white, black, yellow or a different colour, you may now have a similar theme for a colour of your choice, guaranteed to look great with it. This also concerns to colours of your body if you want natural green hair or purple eyes for example. The only thing you can't do is make your skin some non-human colour like blue but other than that... show them your True Colours Jumper.

Red Like Roses (Free): One thing just about everyone can agree on is that the Music of Remnants Heroes and Villains is AWESOME! As such it would be a crime if you wouldn't be able to get it for yourself. You have your own theme song, cut in such a way the best parts come during the most exciting moments and your guaranteed to like it. You also gain access to all the RWBY Music and themes from 'Red Like Roses' to 'Indomitable' to every other Song they have.

Aura (Free but may not be taken by Grimm): Every living thing, from humans to Faunus and even animals, have a Soul. Only the Creatures of Grimm are soulless and as such can't make use of this power. For you though? You are now, thanks to the physics of this world, able to use your soul as a powerful tool called Aura. This has a variety of uses.

To begin with Aura at default works as a sort of energy shield against attacks and damage. You won't suffer direct harm while it's active, but you will still feel sensations like pain and heat while your Aura is up. It requires training to always subconsciously have a cloak of Aura on. It can even protect you from climate conditions, like walking through a snow storm, though particular extreme conditions will damage Aura like combat damage would.

Aura can also be used to amplify your abilities, like your defence and strength making you essentially superhuman. IN addition to that just possessing Aura gives you a minor automatic healing, able to fix small wounds like scratches in seconds.

All tools and equipment's are capable of being used as conduits for Aura, allowing a user to be capable of sending out crescent shaped energy slashes from their blade for example. Furthermore it can be used to enhance these things, allowing you to, for example, even use a loaf of bread as a effective weapon. Dust usages is also enabled by Aura.

Those already possessing Auras may also unlock someone else's Aura. Doing so however takes a toll on the user, potentially weakening their own Aura for a while.

Users with particular advanced experience in utilizing Aura may also be capable of other 'higher-tier' techniques. Examples would be to use Aura consciously as a shield, create shockwave like attacks, gain extrasensory perception and even sensing and identifying other people's Auras.

That being said Aura alone does not make you invincible. Continued damage or attacks far outweighing your Aura's capabilities will be able to eventually break it. Using your Aura repeatedly also puts it at risk of decaying, to the point where the user can be left weakened and without Aura until they are able to rest. Aura being completely depleted is visually represented as a coloured

sheen glowing along the length of a person's body or with coloured particles flying off the body, indicating that they can now be physically injured. Aura flickering means it is close to being depleted.

Still it is a versatile tool that has helped humans and faunus alike over the years and now you as well. If you like... there are ways to enhance your Auras capabilities with the below options.

***Amplified Aura (300):** Well look at that. Your Aura reserves are a fair bit stronger than they are ought to be. Like Jaune and Hazel, you have a lot of Aura at your disposal, three times as much as your average Huntsman and equally as fast regeneration even when inside combat. Just by the sheer amount of your Aura you would make for an excellent fighter once you figure out how to use it properly. This regeneration and increase also affects any other soul based power pools you may have.

***Aura Expert (300):** In case you don't feel like training too much on how to use your Aura to begin with, you can purchase this option to instantly get Mastery over your Aura abilities, putting you on the level of expertise of Lie Ren and Fox Alistair and with time even above them. This kind of expertise also translates to other soul based powers and energies.

Base Proficiency (Free): Things are about to get heated around here Jumper, with Kingdom spanning conflict on the Horizon. It's for the best if you could actually hold your own in a fight. As such here a bit of a start to make it easier to keep yourself alive. With this Perk alone you're roughly equal as capable in combat as Jaune Arc at the end of Volume 1, alongside knowing how to use your own Weapon and the basis for your own unique style. Training will of course see you improve but you at least won't be a burden at the start. If you want to start with a bit more experience, there are some options to upgrade this Perk.

***Little Red (200):** You are roughly equal to Ruby Rose during Volume 1 in combat abilities. This is a fair bit above the normal Student, not quite the peak, but a good way towards it. The acrobatic fighting style of Huntsman and Huntresses won't be so out of reach for you, as is your own way of combat.

***Invincible Girl (400):** Why hello there you rising star! You are frankly put a prodigy in the arts of combat. Like a certain Nikos, you seem to be made for this profession. On top of fighting being easy for you, you're already a fair bit above your fellow students, starting out on the same level of skill as her, capable of giving a Maiden a good fight with your technique alone. You're definitely going to be the powerhouse of your Team and most likely perfected your own brand of combat style.

~~Bubble~~ A Force stronger than Magic (100): Love... such a beautiful thing isn't it? The two immortals who started all of this used to share it as well. Their love was so great even after untold years passed, they recognized each other at mere sight and even founded a family after all this time. This certainty is now yours as well to have. It might not be in this World, but you will find someone you truly love and this love will never waver. It might be as they free you from a tower, or you meet during the destruction of your home, or during your first day at a new Academy. If there is already someone (or someones) then the same with that. Lastly... you will find each other again. It doesn't matter the circumstances, whether you were torn apart by divine intervention or the other left because they feared they were a burden to you, you will eventually find your way back to each other, your feelings only stronger for being reunited.

No Lies, No Half Truths (100): I can understand it might be frustrating to be treated like a Chess Piece on a Board in a match between two immortal beings. Your out there, risking death and injury while the true leaders hide in their castles and towers. It seems just unfair doesn't it? Well if your superiors could actually be honest with you it might make it a bit more bearable. That's what this Perk is for.

Your superiors and allies, simply won't lie to you. They will tell you the truth behind their intentions and what it is they want to achieve, always. Keep in mind however this doesn't mean you are immediately granted high security access to everything you want. The opposite party can and will refuse to give you information if they aren't comfortable to share it or have some other motive. However you can take solace in the fact that you won't be manipulated by false promises.

Lets just Live (100): Not everything is grim and hopeless Jumper. Despite the danger and threats that plague the world, it is still one of beauty and joy. Friends can be made, adventures lived through and live... LIVED. It is precious and must be protected but above all else enjoyed. This Perk helps with that. In between the Trials you face, you always have the opportunity for fun and new experiences. It won't make the World any less dangerous and won't make the hard times any less difficult to overcome, but it will guarantee the presence and enjoyment of easier days, where life still feels like a Fairytale.

Smarter not Faster (200): It's easy to end up as the underdog. You could go from fighting mindless Monsters to trained Assassins, magical sorceresses and similar beings that are more than able to prove their power. In these cases fighting smart is what keeps you alive. You have an uncanny knack, not for finding weaknesses, but instead for seeing your opponents' strengths and ways to exploit them against them. Facing someone who uses a sword to block attacks and release them as powerful Moon_slices? You'll come up with a plan that leaves you able to take that sword from him by gauging him to attack you and grab his sword in the right time. Up against a Brawler whose fists can destroy military robots? You know how to use her momentum against her to knock her out. Fighting a Cyborg in a Arena full with hazards? You could find a way to use the terrain against him. This will only give you a plan to take advantage of it though, it's up to you to see it through.

From Shadows (200): Sometimes the best way to enter a confrontation is quietly. On the silent paws of a Cat Faunus. This Perk gives you just the means to do that. A Talent for Stealth and Infiltration is now yours. You could sneak on Trains, into Communication Towers and move swiftly through the Woods without being spotted by a single soul or Grimm.

I turned them into Birds (200): You made a deal with a Wizard and as a result he gifted something to you. You are capable of taking on the form of a small bird of your choice. Existing examples would be a Crow or a Raven but you may also choose to transform into other birds like a Dove, Hawk, Eagle, Canary or some other type of bird. This transformation is at your complete control and takes no longer than a second. Bird themed name is optional.

If asked, perhaps you should clarify that you chose this and no one forced this on you. Just to make sure there are no misunderstandings.

Gift From a Wizard (400): Ozma has handed out his fair share of gifts over the lifetimes. The Four Maidens, woman with the power to control magic, were made by him, same with the Branwen twins and their power to transform into birds. You are capable of something similar now, and may choose to gift someone any power you yourself possess. This does come at a price however, as you won't be able to use this power while it is given away, though you may rescind them at any time unlike Ozma.

Natural Leadership (400): Every Team lives and falls by their leadership. It is good that you have a natural knack for guiding and leading your fellow warriors. You quickly grasp the tactical situations you're in, are equally swift in forming plans to work according to your advantages and counter possible threats. You're equally aware of the capabilities of his team and are able to properly coordinate them into achieving feats that can give them the upper hand during an encounter.

Humans didn't do this (400): In a World full with strife, being able to use Words should not be underestimated. It is one you now have. When you talk people listen. Your arguments ring in their heads as you speak with wisdom of someone determined to change the world, like someone with the name Belladonna. Even those who wish to hide away as Remnant burns, like the Faunus of Menagerie, might be animated by your words to do what's right and oppose their extremist brethren. Perhaps the White Fang won't have to rely on their brutal methods with you spearheading a new revolution.

Grimm Enhancement (500, can not be taken by Grimm or P.E.N.N.Y.): Disturbingly... it is possible for a person with a soul to become a Grimm or at least fused to it. Examples would be Salem, Cinder and one poor fellow who made up the Hound. You don't seem to be that disturbed by this fact however, as with this option you have replaced one of your limbs with the cursed flesh of a Grimm. It may or may not have a sentient of its own, but it is completely docile to you and acts like an arm should for you. This has given you much opportunity and **access to the Grimm section, with 500 GP to spend and the possibility to convert CP into GP as a non-Grimm, though you may only purchase from the Misc. section.** However the part of your body that is made of Grimm may not be protected by Aura, as it is soulless. Post-Jump you can choose to switch to have your Grimm limb or not at any time.

Student

Keep Moving Forward (100): Live in Remnant can be rough. Within the span of a day people could die, limbs lost, bonds shattered. All that Trauma isn't good for teenagers who really just wanted to go out and adventure while helping people. This Perk isn't immunity to Trauma. Instead its something different... a guarantee. You WILL get past any Trauma, disability and similar things Jumper. It might take time but you will overcome it, having grown stronger as a person for living through it. Just keep moving Forward. HE would have wanted you to as well.

They are still children (100): So why not let them act the part? You might be on your way to defend this world from global threats, but for now your still a child enjoying life. As such, as long as you meant well and it didn't cause too much damage, authorities and similar figures will let more things than usual slide if your concerned. Destroyed a highway? As long as you tried to stop a Villain no one will hold it against you.

Weapon Engineer (200): This is a World where everyone seems to have a Weapon of some kind. I mean... a 15 year old with a Gun Scythe? Equal parts awesome and insane. In case you want to be able to do the same, this is the Perk for you. You are able to develop special weapons that run on RWBY logic, capable of transforming within a second into different forms. Everything from Shot Gun Gauntlets to Dust Rapiers or even something like a Skateboard that is ALSO A GUN can be made by you, alongside the knowhow to do maintenance on them. This also extends to things like Prosthetics.

Team Attacks (200): WHITE ROSE! BUMBLEBEE! FREEZEBURN! LADYBUG! FLOWER POWER!... Okay the last one doesn't work so well as a name for this stuff but they cant all be gold. Huntsman Teams at Beacon are usually in groups of 4. With so many people working as one Teamwork is of the essence and its vital to be able to cooperate flawlessly. Luckily this is no problem for you. Any team your on and actively train, fight with or support seems to always work at their absolute best. Unique possibilities to combine your strengths come to you with ease, making it laughably easy to come up with special techniques. Also you have a good sense for how to name these techniques that make it impossible for your enemy to predict, unless they have seen it before, what you do next. Try to come up with something better than 'Jumper x Companions' though. Be a little creative will ya?

Those Pesky Kids (400): No one ever expects a group of Teenagers to ruin your day. And yet, here we are, the greatest defence of the World being said Teenagers. Your presence could seriously mess up your enemies plans. If there are plots and schemes in motion that risk the safety of the world, or even just your loved ones, you could come across them. Finding out about these schemes comes surprisingly easy to you, knowing just where to go for more information. Really your very presence alone can mess up even long standing plots, to the point where you could even at the very final phase find some way to mess it up, like blasting the Villain with an unexpected power, or taking the long sought Relic for yourself. Its nigh impossible for the Chess master to plot when your part of the board.

The First Step (400): The Journey of a Thousand Miles begins with the first step. Even the greatest of Legends needed to start somewhere to get where they are now. As a Student of a Huntsman Academy, you are working steadily towards exactly that goal. Why not have a bit of an easier time? Any progress and training you do comes much easier for you, making any sort of training much more effective and seeing you get better gains. Regression and degradation is also reduced proportionally.

Silver Eyes (600): You... have silver eyes. Well isn't that an interesting development. You are now one of the Silver Eyed Warriors. These figures are Warriors of Legends and are incredibly rare, a certain

girl by the name of Ruby Rose being the only truly 'active' Warrior in these times. Not much is known about them except their origin seemingly being from the God of Light. They are the desire to preserve life and as such are in opposition to Destruction which is embodied by the Grimm.

With them you are able to emit great blasts of silver light, capable of pulverizing and/or turning Grimm to stone. They react to the desire to preserve and protect life, as such positive emotions will probably help you in Mastering them. To begin your eyes will be difficult to use and draining but with enough practice all Grimm shall fear you.

This Power only works on Grimm and those who are bound to them like Cinder. After this Jump you will be able to use them on any being similar to Grimm in nature as beings of malevolence and Destruction.

Be warned... just by having them you are a threat to Salem and she will not take that so lightly.

Indomitable (600): It seems very easy to give up doesn't it? An army of monster lead by an Immortal Witch, the ones we thought as Heroes turning out to be liars and Dictators, the wounds on yourself piling up and starting to make you kneel... But you must endure. Despite its Darkness, this is a World about HOPE. About not losing faith and the will to go on. You Jumper... you have that will.

You could lose your arm, your loved one, your Team could shatter and be scattered across the Planet, you could FALL THROUGH DIMENSIONS... but you will not surrender. Your indomitable Jumper, your Will unbreakable as you fight to be the Hero the World needs, bowing to neither fear, despair or wicked Witches. It is so strong it seems to empower you, not directly but by making it much harder to kill you than it ought to be, almost always finding a way to fight another day and an adversary your enemies would have to spend more effort on than nearly any other. You will see soon enough, such a thing can be contagious, as you inspire others to keep on going when all seems lost. Let this light that shines so brightly be your Power.

Civilian

Are you robbing me? (100): Being a normal guy surrounded by superpowered, gunblade wielding, warriors might leave you in... precarious positions. Like directly in the sight of a criminal robbing your store. Fortunately for you, these people won't actually care about you on an individual manner. As long as you don't do anything to oppose them, Criminals and Villains are more than happy to treat you... 'nicely' and your guaranteed to not be in any real danger as long as you keep your head down and do as they ask. Only the most deranged of genocidal maniacs would break the effect of this Perk, but as long as they aren't out to destroy all life and your not fighting them, they are likely to spare you.

Old Man Shopkeep (100): Sure being a Huntsman is great and all but they are constantly in a work environment that... lets say isn't all that safe. Managing a bar, or a shop or a company may not seem all that heroic but it pays the bills and doesn't put you at risk of getting eaten by a Monster of Destruction incarnate. You are able to manage and succeed in any 'normal' job related to business and management at a minimum 'required' level of efficiency and profit. Why not enjoy the profits of a hard working normal life?

Cavalry is here (200): So maybe your not one to fight of hordes of Monsters one by one. But there are those who can. Heroes and prodigies who fight to make this world a better place for people like you. They make it their duty to protect the world and people like you and as such you can always count on them. If you are in danger one, if not more, of these brave warriors will come to your aid. They may not be the best, they may not guarantee your survival, but they will do their utmost to see you save. That's what a Huntsman is supposed to do after all.

Need a Lift? (200): Remnant is a large place. You can't just walk everywhere. It is good that there are many highly developed means of transportations, ranging from something as simple as a Bike, to more exotic like a Hoverbike or an aerial vehicle like a Bullhead. You know how to use all these methods of transportations with proficiency, to safely and comfortably arrive at your destination. Should the situation call for it however, you know how to utilize your driving/flying skills for combat situations as well.

Dust Working (400): Dust isn't just to be used to fight and combat the darkness of the World. It has so much more potential than that. It is able to power machines, yes entire Kingdoms by itself and can have so much more utility outside even that. And you know how to do that. You know how to work with Dust in optimal ways. This includes imbuing it into machines and using it for other technological advancements. However should the situation call for it, you can also imbue weapons with it and even weave it into clothing. It is still pretty useful for blowing stuff up after all. Post-Jump this translates to any other sort of fantastical energy source or magical material.

How Can You Forgive Me? (400): Maybe you have retired from fighting. Maybe you put your weapon down and lowered your fists to enjoy a quiet life. But there are those who don't. Those who struggle in their Journeys they have yet to Master and may find themselves in lows so deep they see no way out. It is fortunate that you are able to help them. With just a few words you can lift someones mood. A few conversations and they open up to you about deep and dark traumas that haunt their life. With enough time, these traumas will be laid to rest as you help them move on, healed from their burden at long last.

Atlesian Genius (600): With Dust truly marvels of technology are possible but it would all be pointless junk if no one ever came up with the idea on what to do. Now you are one of the

individuals in Remnant, gifted with an incredibly intellect like Arthur Watts and Pietro Polendina. You could hack yourself into advanced Kingdoms, come up with machines of War like the Paladins or perhaps even the process of transferring Aura to humanoid robots and give them such developed AI they are impossible to tell apart from a normal person. The wonders of science and technology this world offers are open to you Jumper.

Lie, Steal, Cheat and... (600): Survive! You would want to be able to finish that sentence right? Now the one who this quote is known for, wasn't exactly the most upstanding individual. However he also isn't known for having survived either. You on the other hand? You have a way of making yourself live to fight... or just live another day. You have an immediate understanding of how dangerous a situation you're in, as well as the intuition to see the nearest way out and seem to have a bit of a boost to your luck when you make a run for it. Be warned though, should you find yourself in a situation truly unavoidable... well we all have to go sometime, at least you will have a heads up.

Huntsman/Huntress

Hes Always Drunk (100): Huntsman and Huntress come from all corners of the World. As such its very likely not all adhere to a standard of heroism. They may have certain flaws like addiction or other issues which would be disapproved of by their superiors. Good than you wont have to worry about that stuff. As long as you get results and do your work, the guys in charge will not mind any quirks associated with you.

A True Huntsman has entered the Fray (100): When your Jump description is literally 'Protect the World from the Creatures of Destruction' people tend to take you seriously. As such you have a certain air of importance around you. It wont make people bend the knee but it will be enough for them to know you are a person who is important and could help them when things unravel. Also your enemies will prioritize you as a high priority target and would in combat neglect any allies present. The last part of this Perk can be toggled on and off.

Monster Hunter (200): You hunt Monsters for a living. That's what you do and your good at it. You have an innate talent for dealing with Monsters like the Grimm in combat and even after leaving this World, you will always be able to make a job out of hunting humanities monstrous enemies.

The Defenders of the World (200): Lets be honest... you cant do this job forever. Sooner or later you will have to retire. It is good than that there are many young aspiring heroes around to fill your place once you wont do it anymore. If you like you can have a direct part in their training. It will become easy for you to train any young heroes, passing on your (learnable) skills and knowledge to the next generation of Defenders. In time, even a certain Jaune Arc could go from a hopeless case to a capable fighter.

Dust Implanting (400): No Huntsman would ever underestimate the raw power of Dust. In the right hands these crystals are a force to be reckoned with. Some go as far as directly implanting them into their body, to use the power inside directly, like one Hazel Reinhardt, which does come with some risks and a lot of pain. You now share a certain talent for Dust usage. Dust and similar kinds of power sources are almost laughably easy for you to use in combat, making it childs play for you to utilize these powers to their fullest potential. Should you choose to do so, you can even make them directly part of your body, enhancing yourself with these forces with no risk to yourself.

Against All Odds (400): Standing against the never-ending hordes of Grimm would be a death sentence for normal man. Good thing you aren't. You are a Huntsman, the very embodiment of Quality beats Quantity. Sure the Grimm may come wave after wave but that doesn't have to stop you. No matter how many enemies you are fighting, if you are capable of defeating each of them individually, they will have no more luck teaming up on you.

Seasonal Maiden (600): Remnant is home to many myths and fairy tales. Some of which aren't as fictitious as one may think. Have you ever heard the Tale of the Maidens for example? 4 Woman who were blessed by a Wizard with incredible magical power. Now you are a Maiden as well, by default one of the most powerful beings in the World. You may choose to either be a 5th maiden or replace an existing one. If you choose the later this will undoubtedly have repercussions on the Plot and earn you the ire of Cinder, but you will also be capable of opening the Vault associated with your Season (Spring-Mistral, Summer-Vacuo, Fall-Vale, Winter-Atlas), something you wouldn't be able to do when the power comes ex nihilo. Normally the powers of a Maiden are restricted to... well a woman, but if you pay with CP we can handwave that issue. Good luck explaining that though.

Maiden powers are remnants of true magic that was gifted by the God of Darkness to humanity. This type of Magic is in its purest form only present in two people and in shattered parts in 4 woman. They seem to have taken a mind of their own after being given away by the Wizard. When used to their full potential your eyes burn with flames the colour of your iris. The true limitations are not completely known but at your disposal are things like Flight, manipulation of the elements like Fire, Wind, Lightning and Ice and even controlling the Weather with casual ease.

One more thing, in the event of your death the Maiden power would go on to the person that was last in your thoughts at the time of death. So make sure not to think of your killer okay?

The Grimm Reaper (600): You aren't just any Huntsman or Huntress, oh no. You are THE Huntsman or Huntress. Your skill is legendary and aspiring Hunters all over the World want to be just like you. Your experience in combat is vast, several decades so. This boost to experience translates to all your combat related skills post Jump, even upon acquiring a new Perk.

Ozpins Curse (600, Undiscounted): For lifetimes now, the Fate of Remnant has been in the Hands of two opposing forces, two Immortals and last people to remember the first Era of humanity. Ozma, now Ozpin, is one of them, given a means of immortality to allow him to guide humanity throughout the ages. Alas... I am sure the Old Man regrets his decision by now. You have a similar means of resurrection.

Once per Jump, in the event of your death, you will be able to reincarnate into the body of a random character inside your current world. Bit by bit, your souls will merge, leaving you as the dominant force. At first your only a voice in their head but will soon be able to take control from them and bit by bit, your old powers will return. The more you use your powers the quicker this process becomes and the sooner you two will merge. Post-Jump, they may be given their own body back and you are free to take them with you as a companion. The Character you incarnate into will never be a 'major' or even 'known' character of the World. With you in their head, they are bound to get involved in the greater events though.

Should you be... disturbed by the implications, you may choose to instead reincarnate into an empty, sentient less body that will be created ex nihilo. However you will still have to work your way up to get used to your powers again.

Villain

Serving the same Mistress (100): You both serve Salem. So why should you fear the presence of the Grimm? From now on, mindless creatures of destruction and evil like demons, zombies and... well Grimm see you as an ally. They will not attack you. Unless you were to attack them first that is, in which case the protection of this Perk will be for naught.

The Eye is Blinded (100): You are one hell of an actor Jumper. With a little bit of subterfuge and acting skill even you, a follower of Salem, could sneak under Ozpin's nose to enter a Academy. Alongside this come some other useful skills to keep yourself under the radar like forging of papers. No one will know you won't fit in that easily.

Smooth Criminal (200): You may not be a powerful witch, a malevolent maiden or a Terrorist in charge of a small cell, but that doesn't mean you don't have your uses. Like a certain Roman Torchwick, Neopolitan and Emerald, you're a pretty good Thief. It becomes easy to pickpocket bystanders and with some planning, you could even liberate military prototypes developed by the Atlesian Military.

Make IT Dread YOU (200): Fear is a powerful tool. Spread it far enough and people will eventually destroy themselves. This is but one of the many reasons the White Fang dawned the Masks of Grimm after all, and why so many have turned against Ozma in the past. You can be terrifying if you want to Jumper, easily frightening many 'weaklings' with your reputation alone and fear based techniques even working on mindless beasts like Grimm. Heroes and those strong of will are more resilient but any action you take will be amplified in terms of 'terror factor' perhaps making even those staunch defenders one day afraid of the next time they met you again. Be wary though... this does not mean they won't fight you ever again and those of particular will might still oppose you. Even then you might be able to gain an advantage by capitalizing on their dread. Moment of Truth... are they faster than they were at Beacon?

Lusus Naturae (400): If you really think about it the Grimm are an exceptional species aren't they? Despite humans and Faunus technological superiority and gift of Aura, the Grimm keep appearing as threats to all life, making it impossible for either to truly claim the title of Apex Predator. But what if they could be better? You have an uncanny talent for improving mindless creatures or beasts. You know exactly how to make them tougher, stronger, all the while even more docile to your commands and orders. With enough time even the Dreaded Death Stalker could be mutated and enhanced to be far above its natural kin, at your command at that. This extends to any other Beasts or mindless creatures post Jump.

Justice to Passion to Spite (400): It's amazing what kind of power words can have. The right statement at the right time and people could be pushed to the brink and over it. This Perk allows for that and much more. You become an adept manipulator and spokesperson. Your words can corrupt and radicalize others to see you as their leader. This loyalty will be great, even powerful enough for them to overthrow their superiors. Only if you directly betray your new followers publicly would they see you as someone to dispose of. And only someone with particular string will and morals would turn their back on you. Take what you deserve...

Just... don't say that out loud. Wouldn't wanna Jinx it now do we?

Divide (600): Humanities greatest Strength has always been their ability to unite. Salem knows this all too well and as such has dedicated herself to the sowing of Chaos, fear and mistrust. Under the motto of 'beat your enemies not by being stronger but by taking what strength they have' you seem

to have learned well from her, for you know much about human nature and society and how to commit the same feats she has honed in lifetimes. At mere glance you can analyse a power structure of a Society, Kingdom or Organization and spot its weaknesses, knowing exactly how to dismantle them and shatter hope their warriors may have. The bonds of trust between friends and allies are similarly affected, allowing you to break such bonds with time and strategy. As the flame of hope is extinguished, watch them all dissolve in terror as hatred sprouts, friendships get denied, and their allegiances die.

Watch them Burn.

Destiny (600): Do You Believe in Destiny? Well it seems to believe in you Jumper. Your plots and schemes seem to be protected, improved in such a way that makes it much more harder to prevent them, and even in the face of opposition, a minor win might still remain. It is a bit more difficult to take you down than it should be. Somehow you keep living and being a pain to your opponents. Frozen and dumped into a lake inside a cave? You thaw and can punch your way out. Taking you down for good will take a good amount of effort, more than most will be capable of bringing up. Keep in mind though, this does not by any means make you invincible. You can still fail and suffer. Its only gotten more difficult to kill you for good and your enemies will have to make sure you actually bit the Dust.

Salems Curse (1000, Undiscounted): And on the other hand there is the Immortal Witch. The one in eternal opposition to all life. Salem was cursed with Immortality after trying to trick the Gods into giving her back her husband. The same kind of Immortality is now yours.

You will no longer age and any damage taken by you will eventually regenerate, at most taking a few hours to come back from the most severe of wounds. You could take complete obliteration with raw kinetic energy collected over lifetimes and even be the sole survivor of a wave that wiped out all life on the Planet your on. There is simply no killing you... as of now it's a mystery if there is even something in this World capable of putting an end to you, even Jinn stating you can't be destroyed when asked.

...Are you sure you want this? I have to warn you the two immortals that are currently on Remnant really don't enjoy having it.

Items

All Origins get a 500 CP Stipend to be used EXCLUSIVELY on Items.

Where applicable you can Import Items you already own, like a phone into a Scroll.

General Items

What is your favorite Fairytale? (Free): This Item encompassed the complete collection of all official RWBY Material, ranging from merchandise, to released games, manga and comics and of course the actual show itself. These come in both the original telling, as well as one that is made after your impact on the World. I hope you will be able to look back on these adventures fondly Jumper.

Scroll (Free): And here we have the local equivalent of a Smartphone, only more advanced. A Scroll is a handheld device for communication, information and entertainment. You can use it to link into the CCTS and the Remnant version of the Internet, message and call others, serve as a sort of ID, play games and music, pay your bills, lock and open certain registered locks and more typical phone functions but it can also monitor the Aura levels of yourself and others.

Cookies (Free): After a day of fighting Grimm, why not enjoy a sweet treat? You get a full package of dozens delicious Cookies, which will restore daily. Perfect to give to hungry silver eyed warriors.

Outfits (Free): Your own collection of cool, badass and stylish outfits. Choose a colour scheme, general style and other specifications and you get enough of these Outfits to wear on every day of the week.

Dust Restock (Free): Dust... isn't all that common outside of Remnant. So in the event you don't want to run out of ammunition for all your stuff here is the offer for you. You get a daily supply of any ammunition or Dust based resource you purchased here. Unless you do something truly ridiculous, you should never run out.

Keepsake (100): A Red Hood. A Blue Flag. A picture of you and your Team. A Symbol of a Clover. The hat of a late loved one. This Item can be many things and while it has never any use for combat there is one thing that it is incredibly good at. It's always comforting for you. Merely having it with you makes you feel calmer for having it. There is something to be said about peace of mind.

Dust Shipments (200/400/600): With all the utility of Dust, why limit yourself to 'only' the free daily restock of any you purchased here? For the price of a few CP you gain a weekly replenishing supply of any existing Dust you could want. Fire, Ice, Water, Earth, Gravity, Electricity you name it. For 200 CP you get a chest of each type. For 400 CP this is increased to a Bullhead shipment and for 600 CP you get a full warehouse of all the Dust you need. I wonder what you could come up with.

Magical Artifact (400): Remnant is a place of many wonders. The 4 Relics aren't the only objects of power. Bygone civilizations have forged and created objects capable of magical feats. How many of them are existing is unknown but over time some have appeared like a Necklace which allowed the user to seize control over the Creatures of Grimm, a cloak that displaces light around the wearer, a gauntlet that can fire blasts of energy, a black, bead-shaped artifact that can be used as a bomb repeatedly, an amulet that has the ability to hide it's user from the Grimm and an ancient form of Dust that has the ability to recharge it's user's Aura but is very unstable. While they are nowhere near the level of the sealed away Relics, it cant be denied that they have interesting usages. One such Artifact possessing one of these or other power wise similar capabilities may be bought by you.

Vault of the Jumper (400): These Vaults beneath the Academies are an interesting thing. Hiding away relics of incredible power, Ozma created something pretty incredible, by means that aren't known so far. If you want you can get a Vault of your own. This Vault will lead into an extradimensional space, which interior can be designed by you to resemble any wished landscape, whether that is a desert or a flower field doesn't matter. It can activate to any specific power you wish for, ONLY opening and closing for someone who has the needed power. You can link it to the Warehouse but also put them somewhere on future Worlds. This also comes with a set of instructions on how to make more by Ozma himself.

Relic of the Gods (600): When the God of Light sent Ozma on his quest, he left behind 4 Relics of great power. When combined they would call back the Brothers upon which Judgement day would come. To ensure no one would call them here for them to destroy Remnant when they see the state it's in they were hidden in Vaults beneath the Huntsman Academies. Alas a copy of one of these Relics can be given to you for the price of CP. The Crown of Choice grants its user visions of the future. These visions are random and cannot be controlled. The Lamp of Knowledge houses the being known as Jinn, who can answer any three questions per century except pertaining to the future. For you these three questions will instead refill every Jump. It can change its size for transportation and when used stops time for everyone but the summoner and Jinn. The Staff of Creation houses Ambrosius who is capable of creating anything, but requires details to do so. He can only be used for one task at a time, causing the previous Creation to disappear when a new one is made and he is forbidden to resurrect. Much like with Jinn it can change size and stops time when used. The details regarding the Sword of Destruction are unknown so far.

Student

Welcome to Beacon (100): After all the training you did, its finally time. You got yourself an acceptance letter to a Huntsman Academy of your choice. This document allows you to enter and count as a fully legal student of any educational institutions you want, no matter if its for fighting Monsters or simply studying. No more needing to forge these.

Bumblebee (200): Perhaps not literally the same bike that is driven by a certain Brawler but it is still yours. You have a motorcycle to call your own, by your own designs and running on constantly replenishing supply of Dust. It will never need maintenance but doesn't resist you working on it or any advancements made to it.

Inheritance (400): You come from Money Jumper. Money and very supportive Parents who are more than happy to support you. As such a vast amount of Money is for you stored on a Card that never seems to run dry of the currently most prominent currency. Its not completely limitless, but unless your buying Islands as a pastime its more than you could ever spend in your life. This will restore to the original amount every time you enter a new Jump.

Amity Arena (600): Amity Colosseum is a marvel of technology, flying proudly as a symbol of the 4 Kingdoms unity and created to hold the battles for the Vytal Festival. Crafted with resources from all of Remnant, it is a humongous Arena, capable of holding hundreds of spectators with ease.

The fighting itself takes place in a large octagonal which is capable of changing its environment into several different "biomes", including grasslands, forest, fire and ice, geyser fields, stormy mountains, desert, an ocean and beach with a wooden ship, and a few others. The arena also has artificial weather effects, such as thunderstorms and an artificial sun, as well as being able to raise platforms with gravity dust functions. The central part remains the same regardless of the biome. Any spectators are protected by a force field of hard light dust from stray shots (or visiting Nevermores). You gain your own version of this Arena, to train and perhaps hold your own Festivals. Any training you do in this Arena will be more effective than it otherwise would be and you can even launch 'simulations' of opponents you encountered in your Journey to practice against. Dying wont be an issue either as long as no party actually wants the other to die, or its only against a simulation.

Civilian

Pile of Lien (100): Good ol money. Grimm may not care for it but for humans and faunus alike it makes the world go round. You get 100.000 Lien or the equivalent of it in any future worlds, upon which the amount will be restored. Can be purchased multiple times but for Civilians only the first is Discounted.

Bullhead (200): The Bullhead is a VTOL (Vertical Take-Off and Landing) tiltjet aircraft, meaning that it is an aircraft that can hover, take off and land vertically. It is a reliable and rather common vehicle in Remnant, allowing for swift transportation in the hands of an experienced operator. Heroes and Villains alike have used its services... why not you?

Jumpers Club (400): Ever wanted to be the owner of a Club? Well here is your chance. If you want you are now the new Boss of an exquisite establishment. It will give you a nice profit as your huge dancefloor and long bar tend to draw people in for a night out. It also comes with a bunch of loyal henchman as followers and while they aren't particularly strong its always nice to have a helping hand. It can also serve as a hub for information if you want to go into that branch.

Jumper Dust Company (600): The Schnee Dust Company is one of the richest companies on the face of Remnant... but it looks like they got new competition. You are now the proud owner of your very own company. It will specify in a field of your choice, that at default being mining of resources, available in the world your in and will give you a hefty profit on top of much resources. It is also staffed by loyal underlings that are happy to manage it when your away.

Huntsman/Huntress

Supply Bag (100): Cant go out saving the World unprepared right? This little bag of supplies constantly replenishes with enough food and water to support 4 people as well as having other useful tools for surviving in the most remote corners of Remnant. This alone should help you go from Vale to Mistral on foot with ease.

A Handy Book (200): Found this on a Farm? This little book can give you details about all sorts of Monsters you may meet on your Journey. For every new beats you encounter, a page is added and should you find yourself in... odd circumstances I advise you to take a look at the newest page. You might be under the influence of a newly discovered type of Willpower draining Grimm without knowing. The Book will know however and detail you exactly what the beasts abilities are.

A Cottage (400): Its nice to have a place to come home to after a long day of work. This Cottage is just that for you. Lying remotely and surrounded by peaceful woods, your unlikely to be disturbed by all but the most tenacious of trackers. Simply being here gives you a peace of mind and may allow you to work through some issues you have. Please just take a rest, we all need one from time to time.

Huntsman Academy (600): What is all these decades of experience worth if you cant pass it on to the next generation? You now have your very own Huntsman Academy to be the Headmaster of. Roughly the size of Beacon, within your guaranteed to be able to find students interested in any profession you wish to teach and any that do learn here will do so at a quicker rate and keep the information for a long time. If you yourself give them a hand, you might very well shape the next generation by yourself.

Villain

Grimm Mask (100): Part of the reason the White Fang is where it is today is because a certain Bull Faunus had the idea to make all done these Masks. Looking like the face of a Grimm, these Masks hide your eyes and have a way of being iconic to you and your reputation, as well as boosting any attempts of intimidation or fear based tactics.

Watts Rings (200): These 10 Rings were developed with much effort by the (supposedly deceased) Arthur Watts. They allow a brilliant mind to access and hack into any technology as well as use them remotely. They are also able to create hard light dust shields, which can be misused into making a trap of sorts which can completely destroy someones arm if they were to pull the trapped limb out.

Dust Bomb (400): This cylindrical shaped Bomb was developed by top Atlesian Scientists. It has distinct similarities with the ones used by the Whiet Fang but is much bigger and MUCH more destructive. Its interface is made of Hard-Light Dust, similar to that of a Scroll, in which the bomb could be set for release, but can also be detonated remotely. It has a large and devastating blast radius, being capable of destroying all of Mantle in one go. You get one Bomb and after being used, you gain a new one in the next Jump.

Evernight Castle (600): Mirroring the Castle in the Land of Darkness, where the wicked witch herself resides, this Fortress is awe inspiring as it is terrifying to behold. Decorated by purple glowing crystals and candles that never seem to burn out, this Castle will serve you faithfully as a base of operations. Finding it is nigh impossible for your enemies, while also being a place of luxury for you and any subordinates or allies. Seer patrol the hallways, warning you of any trespassers and a pool of Grimm Liquid is located around it, spawning Grimm, as many as you please. Without any means of controlling them, it might be best to leave these Pools alone though.

Atlas Armory

Being the technologically most advanced Kingdom, Atlas has a lot of the finest machines Remnant has to offer in combat against the Grimm. While there are no discounts for this section, it might not hurt to take a look.

Those who purchased the 'Atlesian Genius' Perk get a 300 CP Stipend to be used only for this section.

Atlesian Knight-130 (100): The Atlesian Knight-130 are black and red coloured androids. They are a foot soldier model which possess wrist-mounted blades that also have red lines along their length. They have since then become outdated due to their 200 counterpart but may prove useful in spite of that. You gain 10 of them per purchase.

Atlesian Knight-135 (100): Similar to the 130 variant, the 135 has the addition of a Riot shield for increased defence. You gain 10 of them per purchase.

Atlesian Knight-200 (200): The updated and superior version of the Atlesian Knight. Stronger, faster, more durable and more intelligent than their predecessors. They use handheld rifles of the same and while they are not terribly accurate with these weapons, they can be a threat in large groups by saturating targets with fire. Aside from rifles, the AK-200s possessed straight built-in blades along their forearms which they can use in melee combat. You get 10 of them per purchase.

Ada/Accessibility Dialogue Assistant (200): Used by Fox Alistair, the Accessibility Dialogue Assistant, or simply, "Ada", is a device intended to aid people with disabilities, specifically those with blindness. The device takes the form an almost invisible piece that is used as an earbud and is designed to send sonar pulses to scan the nearby environment, to give users 'artificial sight.' An Ada device is activated through voice control, which takes the form of a female voice. Additionally, the system is set to adapt to the user of the device and features a compass.

An Ada also features a battle mode called the Cyrano Protocol, which scans the area for nearby weapons, and assesses both the weapons and the user's fighting style. It is shown to be able to scan at least one kilometer ahead of the user and can be used as a research device, which Fox uses to discover Xanthe Rumpole's first name.

Arachna Mines (200): By using the technology of the Accessibility Dialogue Assistant (Ada) for target acquisition and threat detection, these bombs were created, with the ability to scuttle towards enemies on the ground and detonate. You get 3 per purchase.

Atlesian Beam Turrets (200): Sitting atop walls, these defence centred Turrets fire lasers at incoming threats. You get 2 per purchase.

Atlesian Burrow Gun (200): Another turret built to defend the Kingdom of Atlas, with the ability to conceal itself unless a nearby threat was present. The idea was to put the threat of war outside the citizens mind but... well its up to you if you think that's enough when there is also a massive Flagship flying around. You get 2 per purchase.

Spider Droid (400): With four legs on its abdomen, two arms and an upright oriented body, the Spider Droid also possessed four cannons, one at the end of each arm, and two larger ones mounted on its shoulders. Each cannon can fire independently, but they can also merge to form one large cannon which produced and fired much stronger salvos. It is very durable while also having surprising amounts of agility, being able to be used for ambushed by hanging mid air.

Atlesian Paladin-290 (400): Created by the Atlesian Military in collaboration with the Atlas Military, stands the Paladin. Tall enough to take up an entire highway, mobile enough to outrun cars and jump over highways, it features a cockpit that houses and secures one pilot, with several holographic displays available to monitor the status of the Paladin and survey the surrounding environment. Its weaponry includes two arm-mounted energy guns, rear-mounted rocket launchers which can home in on their target, mechanical fists for close combat, and double-barreled guns attached to the aforementioned energy guns. While it can't take repeated blows and is susceptible to being destroyed by stronger attacks (like ones from a certain blonde when her semblance is on) its armour is still rather tough and resistant to attacks. In addition, the mech was armed with multiple laser sights: one was mounted under the cockpit, two were mounted on the upper corners of the cockpit and at least two (one on each side) more laser sights were mounted on the back shoulders of the mech. A rather incredibly machine, that also contains an Autopilot. However be wary of any hacking attacks.

Colossus (600): The colossus is considered the greatest anti giant-Grimm weapon ever created in Remnant. A gigantic Combat Robot, standing tall even when compared to a Leviathan and more than capable of doing combat against creatures of such size. It has a cannon in place of its right arm with several rotary slots, each one containing a type of Dust for the cannon to fire, excluding one which opens up to fire missiles. The mech can also generate a shield of Hard-Light Dust from a shield generator on the back. Lastly it can transform its hand into a drill for close combat. A truly useful Weapon in the fight against Grimm.

Just... don't waste it on petty squabbles with teenagers okay? That's not what this thing was build for to begin with.

Flagship (600): The mighty Flagship of the Atlesian Military. Much like other Airships it can be used to transport people, but this version is more tailored towards transporting soldiers and military forces. It is massive and durable, but very slow moving and its control centre can be used to monitor and control other Atlesian mechs and robots. It has several workstations as well as forward-facing laser batteries that are powerful enough to easily shoot down other airships of its class.

Project P.E.N.N.Y. (600): Interesting. Do you want to step into the foot prints of the Genius Polendinda? This might be a good way to go. This USB-Stick holds all knowledge and plans on the procedure that made Penny and of the manipulation of Aura into synthetic, sentient beings, alongside notes of Pietro himself on the creation of his daughter. Perhaps in time, you will be able to replicate this feat, of giving souls to the soulless.

Weapon Creation



Weapons aren't just a tool to fight with around here. They are an extension of yourself. They are your closest ally you can rely on. Around these parts Weapons have the tendency to be exceptionally unique. They represent who you are and what you will become. So lets get into giving you your very own Grimm slaying new best friend.

You have 200 WP (Weapon Points) to spend. The below options all cost 50 WP each. You can convert CP into WP by a ratio of 1:1 but not the other way around.

Grimm wouldn't be able to use them (nor do they need them) so Grimm may not get a Weapon.

Weapon Type

This section deals with what kind of Weapon you actually have. The options are divided into several categories for you to pick from. You may choose one for free.

You can choose to have a weapon be more than just one of the below however. Combination Weapons like Qrows Harbinger are capable of transforming from sword to scythe for example. And of course there is Ruby and Crescent Rose, which can be a Scythe and also a high impact sniper rifle. Your Weapon also cant be more than 4 different Weapon Types in one. Gotta draw the line somewhere. Choosing any new Weapon Types to combine into your Weapon costs 50 WP.

Melee: Scythes, Swords, Knifes, Axes, Lances, Spears, Hammers, Chainsaws, Nun chucks and everything in between.

Armor: Gauntlets, Boots, Shields, Helmets and anything else that is directly on your body and protecting it.

Ranged: Guns of all kinds. Pistols, revolvers, rifles, sniper rifles, grenade and rocket launchers, machine guns, bows, crossbows and anything else that fires a projectile.

Other: Skateboards? Purses? Umbrellas? Trumpets? Prosthetics? Everything can be a Weapon around here Jumper, why limit yourself to the classics?

Extra Features

All of the below features cost 50 WP. Any purchase you mke that your Weapon already should have by type (like say buying explosives with a Grenade Launcher) makes the Weapon twice as effective in that regard.

Collapsible: Your Weapon can compact itself into a more easier to carry form. Depending on your weapon this could be as small as a wallet or as large as a briefcase.

Dual Wield: You either have a second weapon to fight with (like say a sword and a shield) or a identical copy of your weapon (like Shot gun Gauntlets). Any extra feature you buy can be applied to or separated between both weapons.

Dust Forged: When your Weapon was created, Dust was involved in the forging process. This has made your Weapon gain properties aligned with the Dust in question. Fire Dust for example lets it set on fire. You can choose between Fire, Ice, Electricity, Wind, Hard Light, Gravity, Plant, Earth and Steam. You can only choose your Weapon to be Dust Forged out of one Dust type. If you bought dual wield you may buy this option twice, in this case deciding which weapon is forged out of which Dust type like your right Gauntlet Fire and your left Gauntlet Electricity Dust.

Dust Slot: Your Weapon has a slot for Dust type to be included, like Weiss and her Myrtenaster. This allows you to use the Dust in question in combat, but will eventually be used up and in need of replacement. How exactly the Dust is used can be up to you. Maybe its in the form of a special ice bullet or a way to make a electric current run through your sword. You can buy this option multiple times for multiple Dust slots.

***Dust Combination:** Usually you would have to select between different types of Dust before using them. By purchasing this option however, you can use any and all Dust at once you have at the same time. This doesn't allow you to combine Dusts mid battle however.

Its Also A Gun: By default your weapon will be able to transform into its different Weapon types you purchased for it. With this option however your Weapon can use all its functions in one form. Shoot someone with a Gauntlet.

Perfectly Balanced: Your weapons weight is perfectly balanced, making it easy to use in combat with precise control. It also makes it excellent for throwing.

Durable: Your Weapon is made out of much more durable material, nigh unbreakable even when being blasted with energy or under the strength of a Maiden.

Mobility Boost: Your Weapon can enhance your mobility in some way. Maybe it is actually a Skateboard or it can fire special shoots which catapult you forward.

Recall: When thrown, you can easily recall your weapon. It always comes back to your hand. This might be due to a Gravity Dust process, magnets, ricochet or maybe just rule of cool.

The Following options require a Ranged Weapon Type:

Explosive Ammunition: Your weapon fires explosives of some kind.

Silenced Ammunition: Your weapon is able to fire much more quietly.

High Impact: Your Weapon can fire larger or more destructive rounds. This can be purchased multiple times. The first purchase is equivalent to high calibre rounds that can lay a Beowolf low in one shot. The second is equal to a sniper rifle which can one shot an Alpha Beowolf. A third and final purchase gives you special armour piercing rounds which can even penetrate a Goliath.

Long Range: Your weapon is more accurate at long ranges.

Short Range: Your weapons ammunition can spray in a radius. This makes it less effective on long range but devastating in short range.

Automatic: Your weapon is automatic. You just need to hold the trigger and bullet after bullet is unleashed on your enemy. Much like with High Impact this can be purchased up to three times, each time doubling the firing rate.

Semblance Creation



Humans, Faunus and P.E.N.N.Y. get 400 SP to customize their Semblance. Grimm are unable to take this option.

CP can be converted into SP by a rate of 1:1 but its not possible to convert SP to CP.

The below options allow you to customize your Semblance. There are 4 categories, Power, Versatility, Ease and Range. They each have 5 Tiers.

For every 500 SP purchase, the following 500 SP purchase cost another extra 200 SP.

Semblance (Free): A Semblance is the manifestation of one's innate and personal power as an ability unique to each individual, with the effects varying greatly from user to user. With the sheer number of people unlocking their Semblances, it can lead to unrelated people gaining similar abilities. The nature of one's Semblance is noted as representing an aspect of their character. It is a tangible projection of ones Aura and Auras 'fuel' Semblances. Running out of Aura usually means your Semblance is gone as well till you can recharge it.

Usually people don't get to choose what their semblance is. However given your circumstances you get to. Lucky you huh?

Semblances come in all kinds of variations. It is impossible to truly classify all of them but with the below options you can clarify what your Semblance can and cant do.

Semblances can evolve over time as they are like muscles and are able to grow. Sometimes they might even develop new abilities altogether. Yours is no exception and the below options merely clarify what you start out with.

Power

How Strong your Semblance is at what it does and of what magnitude its effects are.

1 Weak (Free): Your Semblance as a very small effect power wise. It might only give a minor enhancement or allow for a minor effect and have not much use without some creativity. It might deliver force equivalent to your own punches, block the same, give a minor speed increase, make you silent or heal minor injuries or give short telepathic messages. Marias reflexes would count or Robins Lie Detection.

2 Beneficial (100 SP): Your semblance has a minor but useful ability that can nicely supplement your skills. It might deliver attacks equal to several gunshots or block the same, double your speed, give imperfect camouflage or minor telekinesis. Suns Via Sun and Blakes Shadow apply.

3 Useful (200 SP): Your Semblance is strong at what it does, giving a huge boost when applied in some way. Attacks on the level of explosives and blocking the same, allowing for flight invisibility or full telepathic links could be in the cards. Rubys Petal Burst can serve as an example at the start of the series.

4 Defining (300 SP): Your Semblance is very strong, strong enough you could build your whole style around it. Offensive attacks could deliver massive damage, mobility to move at massively Mach speeds or make portals and support semblances to enhance someone massively or create illusions or major buffs. Yangs Burn, Weiss Glyphs and Jaunes Aura Amp are around this section.

5 Mighty (500 SP): Your Semblance is incredibly powerful, maybe being able to affect multiple people at once or doing one effect very well. Attacks that equal military fire or defences that are nigh impenetrable count. As do near instant teleportation or mind control. Tock and her Invulnerability are this for example.

Versatility

How versatile and useful your Semblance is when active. These can range from Offense, Defence, Mobility, Support (as in buff or stealth) or other Utilitarian properties outside of combat.

1 Specific (Free): Your Semblance can do one thing and one thing only. It might be a single buff or a single effect like Rens Tranquility at the start of the series only hiding against Grimm.

2 Niche (100 SP): Your Semblance isn't very versatile but creative applications can see it be useful in more ways than one. Noras High Voltage is a Semblance that offers both an Offense buff as well as Defence against Electric attacks.

3 Broad (200 SP): Your Semblance can cover a broad range of uses. It might work for offense, defence and other means like support. Jaunes Aura Amp would fit as enhancing Aura for offense, healing and enhancement of Semblances as a whole.

4 Utilitarian (300 SP): Your Semblance has proven itself very useful in many situations, like offering offensive, defensive, mobility and support options. Pyrrhas Polarity ranges somewhere in between this and All Encompassing.

5 All Encompassing (500 SP): Your Semblance is useful in just about every situation. Its easy for you to come up with news ways to use it in combat or otherwise. The Schnee Family Glyphs are one example.

Ease

1 Trigger (Free): Your Semblance needs a Trigger to activate properly. It might be something like taking damage, getting contact with Dust, hit by lightning or electricity, being exposed to the Light of the Sun or something completely different. This makes it more difficult for your semblance to be used actively and a clever opponent might be able to work around it.

2 Difficult (100 SP): Your Semblance is very difficult to use by yourself, requiring perhaps a lot of Aura, concentration or time. Weiss summons at the beginning of the series count.

3 Effort (200 SP): Your Semblance requires a good deal of effort to use but isn't too difficult. Weiss summons towards the end of Volume 6 apply.

4 Easy (300 SP): Your Semblance is incredibly easy to use, barely draining your Aura and allowing you to keep it active for extended periods. Rubys Petal Burst counts as an example.

5 Always on (500 SP): Your Semblance is always active and requires no effort of your own to remain active, much like Qrows Misfortune for example.

Range:

1 Self (Free): Your semblance can only affect yourself or those you touch. Semblances of this type tend to be Boosters like Yangs Burn or Intelligence based like Ironwoods Mettle.

2 Close (100 SP): Your semblance can work at small distances but not farther away than a few meters. Adams Moonlice applies as a Close Ranged Semblance.

3 Mid (200 SP): Your Semblance doesn't need you to get to close but not far away either. You may be able to keep an enemy at distance with some sort of kinesis but cant for example use telekinesis on someone whose farther away than what would be reachable with a handgun. Pyrrhas Polarity can serve as an example.

4 Far (300 SP): Your Semblance can affect something in ranges of several miles. Probably airborne enemies that are miles away. It serves as a middle ground between Planetary Range and Mid Range levels. There is no true visible example in a canon semblance otherwise.

5 Planetary (500 SP): Range is a non issue for your semblance. It can work nearly everywhere over distances that cover an entire Planet, like Ravens Kindred Link.

Misc.

This section covers options not already covered by the 'main' sections and may serve to flesh your Semblance out.

Aesthetic (Free): No Semblance is ever truly the same. Sure with all these different individuals there are bound to be similarities but your Semblance, like your Soul, is your own. As such you may decide certain Aesthetics to be a mark of your Semblance. Maybe your hair is set on fire while your pupils change colour, you leave Rose petals in your wake or your body glows ominously when you charge. Be creative and show us what your souls true shape is.

Hereditary (100 SP): Interesting. Much like the Schnee Family Semblance, your Semblance too is hereditary by some unknown means. Any offspring you have are able to wield it, though you may choose whether or not they can inherit it instead of relying on chance like Whitley and Weiss.

Dust Including (100 SP): Your Semblance is capable of being enhanced by Dust. Like Blake's Shadow Clones, you could for example enhance it with Ice Dust to cause freezing effects or Fire Dust for explosions. While the potential is present for most semblances, yours has a particular ease in including Dust for enhancements.

Semblance Categories

In case you have trouble figuring out what capabilities your Semblance may have, there are some options for you to consider if you want to go for a theme. It's nearly impossible to truly sort all Semblances into clear categories considering how different they are but there are some commonalities between how Semblances function. Of course there can be Semblances that apply for more than one category.

Offense: Offense Semblances have a clear usage for combat situations and usually not much else. They simply have some means of adding to the user's attack potential and while many semblances could serve this function, some Semblances are only good at combat and not much else. Yang's Burn, Adam's Moon Slice, Tyrian's Aura Disruption are all examples of such.

Defence: In contrast to offense, defence semblances are focused on defending the user or the one it is used on more effectively. Tock's Invulnerability and Maria's Reflexes are good examples.

Movement: Movement Semblances can in some way improve the user's mobility. Ruby's Petal Burst and Harriet's Super-Speed count, but also Raven's Kindred Link which is a Movement ability of Planetary Range.

Probability: These semblances can alter the effects of chance and probability in some way. Qrow's Misfortune and Clover's Good Fortune respectively, as examples of indirect usage that is always on, but Pyke's Rite and his Fates Hand are one example of using Probability semblances consciously.

Enhancement: These Semblances are simple in the fact that they are merely able to enhance some aspect of the user, be it their speed, strength etc. Yang's Burn is a good example of an Enhancement that serves as a Strength boost. On the other hand you could argue that Clover's Semblance is an Enhancement of luck. Clark Kent's (yes that one) Yellow Sun Empowerment is a means of him being enhanced by a Trigger of some sort.

Creation: A Creation Semblance simply allows to, as the name implies, create. Users of such can create something to aid them. Examples would be the Schnee family Semblance creation of Glyphs and summons, Vine Zerkow's Aura Vines, Elm Ederne and her Aura Roots and Neopolitan's Overactive Imagination. Diana Prince's (yes also that one) is a means of creating objects to help her, the three weapons with magical abilities.

Intelligence: Intelligence Semblances are centred around affecting the mind of the user or a target in some way, alternatively dealing with other mental effects. Examples would be Emerald's Hallucinations as a means of affecting someone else, like Fox's telepathy and Yatsuhashi's Memory Wiping. Ironwood's Mettle is an example of Intelligence affecting oneself while Robin's lie detection is a case of Intelligence Semblance as a means to analyse someone's mind. Bruce Wayne's (just roll with it) Detective Mode is another variation of the user's mind being influenced, much like Velvet's Photographic Memory.

Clone: Clone Semblances focus on simply duplicating the user. Blakes Shadow, Suns Via Sun and Flynns Killer Quartet are examples.

Absorb: Semblances of this type are categorized by their ability to absorb something to be used in some way. Examples would be Yangs and Adams Burn and Moonslice ability to Absorb damage by either taking it or blocking it with a weapon or Noras High Voltage ability to absorb electricity to boost her strength. There is usually a 'limit' to how much can be absorbed, before either their Aura breaks or they suffer damage themselves, like in Nora's case when she absorbed too much electricity.

Effect: An Effect Semblance is able to in some way influence the user or something around them. Marrows Stay is a freezing effect, where as Hazels Numbing Agent is a effect on himself and Jaunes Aura Amp an effect on other people and their Auras. Marcus Blacks unnamed Semblance (of which not much is known, only that he can steal semblances and possibly return them, with no implication so far if he could use them himself) which he used to steal Mercurys can be seen as an Effect on other Semblances.

Stealth: Stealth Semblances can help the user stay hidden. Mays Invisibility Field and Rens Tranquility both work as examples.

Spacial: Spacial Semblances allows the user to affect Space in some way. Raven and her Portals via Kindred Link would count as would Fiona and her Pocket Dimensions.

Control: Control Semblances can let the user take 'control' of something using it, like a form of kinesis. Glyndas Telekinesis, Pyrrhas Polarity as well as Cinders scorching caress are all ways of controlling some force with their semblance.

Example Semblances:

The below Semblances are fanmade and meant to serve as examples of what kind of Semblances can be made aside from the canon ones. Of course they are only examples and your free to be as creative as you want and come up with something entirely different. Alternatively your free to buy one of the below or use them as 'templates'.

Flame Eater (P 4 V 2 E 1 R 1) (Absorb, Enhancement) (400 SP): Flame Eater allows the user the absorb flames around them. The stored flames can then be used by the user to Enhance their strength. This gives the user a boost in strength proportional to how much flames they absorb and a defence against fire attacks.

Tattletale (P 4 V 2 E 2 R 1) (Intelligence) (500 SP): Tattletale allows the user to extrapolate an incredible wealth of inference from the smallest trace of data. The user needs to have some information about the target to begin with, and their enhanced intuition fills in the gaps in knowledge, allowing for cracking computer passwords, profile and cold read people, and make predictions about the most likely outcome of a given situation, among other things. This can be very accurate, although not infallible. The user has to consciously direct her power for what they focuses on, refocusing and starting again if they get useless information. It is not really usable for a combat situation but can give the user important information and serves as pericog.

Gravity Rush (P 3 V 3 E 4 R 1) (Effect, Control) (700 SP): Gravity Rush gives the user control over their own Gravity. It is remarkably easy to use and the user can with control over their own gravity, fly small into others and with practice, avoid attacks.

Blast (P 4 V 1 E 2 R 4) (Effect, Offense) (700 SP): Blast is a straightforward combat Semblance which enables the user to harness their Aura into orbs of energy which can be fired at high speeds, hit like a truck and travel over several miles. With the use of this ability comes a quick drain in the users Aura however, leaving them without should they use Blast too often to repeatedly.

Explosion (P 3 V 3 E 3 R 2) (Creation, Offense) (700 SP): Explosion allows the user to create small, damaging explosions from their hands. These explosions can be used in a variety of ways from damaging an opponent, to increasing the users movement. The range is rather short, the explosions only going a few meters in distance.

Shield (P 4 V 1 E 3 R 3, Dust Including) (Defence, Creation) (800 SP): Shield allows the user to harness their Aura into large shields to protect themselves and allies. Their range is varied, going several meters around the user and they are rather durable, capable of taking great punishment. They cant do anything else but make immobile shields and barriers however these Barriers may be enhanced by Dust, making a 'normal' Aura shield capable of freezing someone who strikes it if used with Ice Dust for example.

Roar of the King (P 4 V 3 E 2 R 2, Hereditary) (Effect) (800 SP): Roar of the King is a Semblance that can be passed down through the bloodline of the user. It enables the user to give a powerful, short range sonic-scream attack which can do great damage, enhance the users mobility or blow away obstacles. It is challenging to use and repeated Roars will drain the user of Aura.

Grimm Creation



Restricted to Grimm. Grimm may gain 1000 GP (Grimm Points) to customize their form.

CP can be converted into GP by a rate of 1:1 but its not possible to convert GP to CP.

Humans or Faunus who bought Grimm Enhancement get 500 GP instead but may also convert CP to GP.

Grimm Biology (Free and Required): The Grimm are creatures of pure darkness and destruction. As such it should come as no surprise that their biology, and yours now too, is very different from any other life. To begin with, your Grimm form is made entirely out of the black Grimm liquid and pools your kind all come from. For humans these pools are deadly whereas you wont have the fear anything from them. In fact you will be right at home in them.

You are as a Grimm without a soul, making soul based techniques useless on you. In fact, you actively drain Aura if someone where to transfer it to you. But it also makes it impossible for yourself to make use of such powers. Grimm come in all manners of forms but a uniting factor is their black colour with white bone like armour. The longer a Grimm lives, the larger, stronger and more intelligent it becomes. A Grimm accumulated experience over hundreds of years can make them much more deadly in the single pursuit of ending life. Furthermore you are attracted to negative feelings such as sadness, hostility, anger and fear, which you can supress but will nonetheless feel comfortable around. You also have the instinctive drive to hunt the people of Remnant and destroy any artificial creations may by their hands, though that instinct can be toggled on and off for you, in the event there is a time where you WANT to be such a beast.

Grimm don't bleed like people do, instead they evaporate an odd black smoke when injured. Killed Grimm disintegrate all together, making biological studies impossible, and have the tendency to die in captivity.

Lastly, as a Grimm you can over a long time adapt to your surroundings and threats. The Grimm of Solitas for example a long time ago, couldn't survive in the harsh cold but have since than adapted against it and are now considered the strongest type of Grimm. With all the places you go... I wonder what this will leave you as.

Shape

Grimm are very biodiverse and can appear as all sorts of things. What kind of shape does your take?

Humanoid: Your Grimm form is humanoid in nature. If it wouldn't be for... everything regarding your looks, you might be mistaken for a human.

Aquatic: Your Grimm form takes the shape of fish and other aquatic life. This option is also for all sea habitat Grimm like the Sea Feilong.

Insect: Your Grimm form takes the shape of an insect like the Lancer.

Reptilian: Your Grimm form is reptilian in design like a Teryx.

Mammals: Your Grimm form takes the shape of a Mammal. Many kinds of Grimm can be sorted in this option from the Beowolf and Ursa to the Beringel and Goliaths.

Avian: Your Grimm form is a bird of some kind like the Nevermore. This option also can include any other flying Grimm.

Non-Animal: Not all Grimm have animal counterparts. Very much the opposite. This option is for all the non-real nimal Grimm like the Creeps or Griffons or yes even the Wyvern.

Mix (100 GP): There are so many weird looking Grimm out there. One more unusual example won't stand out too much. You're free to mix and match any of the Shapes and forms a Grimm may have or something they don't. Want to be a Minotaur Grimm or a Skeleton with tentacles? Why not.

Canon: Or instead of creating your own distinct species you could also always just copy the Shape of a canon example. Keep in mind this won't give you all the power that species have just the looks. For example choosing to look like the Wyvern won't make you automatically able to spawn Grimm.

Size

Now that we clarified the shape of your Grimm form, let's move on to what size you are. This directly affects your strength and durability.

Tiny (+200 GP): These Grimm are tiny, the size of large insects at best and a far cry from the real threats to humanity and faunuskind. This leaves you physically weak and easily squashed.

Small (+100 GP): Grimm of these size are larger but more comparable to children. They aren't too big of a threat and even civilians could take them out with some difficulty.

Medium (Free): The average size for Grimm. At these size you're comparable to a human in size, roughly between Salem and larger Beowolf height. Physically you are a match for the common Huntsman.

Large (200 GP): Now we are approaching the bigger Guns. Grimm of these size are at the strongest of their tier without going into ridiculous sizes, like the Beringel or Nevermore. Physically you are more than a match for a seasoned Huntsman and can give them a good fight and even come out on top.

Gigantic (300 GP): At these sizes a Grimm starts to go from Monster to Kaiju levels. Examples would be anything between the Wyvern and the Leviathan. Naturally with such size your physical power is increased marginally, capable of throwing down with the Colossus, albeit you would fail in the long run.

Enormous (500 GP): The largest size for Grimm, their size blocking out the Sun and more like city sized abominations. There has only been one Grimm of this size so far and that was Monstra, the same Grimm that served Salem as her mount while attacking Atlas. Your more of a force of nature than a mere Monster, requiring a City levelling Bomb to take you out.

Misc.

This section encompasses the abilities your Grimm form or enhancement possesses. You get discounts for the various price tiers. 3 discounts for 100 and 1 for the others (200, 400, 600). Where applicable an option can be bought multiple times. For example you can buy Restraints and Natural Weapons multiple times but not Alpha or Apathy.

Poison (100 GP): You are able to inject a poison into your enemies. This poison can be either debilitating or deadly and most huntsman would die in hours if not given care.

Acid (100 GP): You can excrete a violent corrosive green acid to attack your enemies which can eat through rock and steel.

Wings (100 GP): Gain Wings to fly through the air. Your air speed is equal to your speed on land and you can endure comfortably in high altitudes. Anything short of approaching orbit.

Digging (100 GP): You can move quickly through earth itself, digging expertly crafted tunnels to move through, at the same speed of running..

Swimming (100 GP): You are able to swim as fast as you can move on land and survive comfortably underwater, including deep sea pressure and the ability to breathe underwater.

Restraint (100 GP/200 GP): You have a means of restraining an opponent. This either takes the shape of being able to shoot a black, slug like substance to stick them or some sort of webbing. For 200 GP it instead can be done by Grimm Hands that can be summoned by you at will to be used in combat.

Natural Weapons (Free/100 GP): Your Grimm form has natural Weapons. This can be anything from a set of claws, particular sharp teeth, stingers or tentacles even. You get two for free and may buy more for 100 GP each.

Elongating (100 GP): You can stretch parts of your body over vast distances, several dozen meters giving you a neat ranged option. What this part may be is up to you, it could be your arms or maybe just your tongue.

Projectiles (200 GP): Your capable of shooting projectiles from your Grimm form. This may take the form of feathers shoot by an Avian or perhaps a bone like shrapnel to be fired from your hand.

Charge (200 GP): You are able to roll into a ball and after some charge time instantly accelerate at high speeds into your target. You will not be hurt by the impact.

Sonic Screech (200 GP): You are able to give loud, disorienting roars and screeches which can confuse and distract your enemies.

Breath Attack (200 GP): You have a breath attack of some sort, capable of shooting from your maw in violent beams. This breath attack can be made of electricity or fire and can be very destructive when used.

Illusions (200 GP): Grimm are beings that represent destructions and are drawn to negativity like fear. Imagine what one could do with the means to cause such emotions. You can cause targets to hallucinate a reflection of their thoughts and fears, though these illusions can not physically interact with the target. As if Spiders needed any more to be scary...

Telecommunication (200 GP): Information is key. Why else do you think the World pretty much went to hell when Beacon Tower fell? Like the Seers you are able to communicate and transmit information over vast distances, spanning entire Kingdoms. Seers usually do it via connecting to one another but you could choose to get a dark orb to transmit information to. Or perhaps you can create multiple bodies of yourself to send information through? I am sure you figure something out with this.

Levitate (200 GP): You are able to levitate and hover in the Air like a Seer. You can move without touching the ground and without requiring wings.

Possession (200 GP): Like the Geist you are able to possess inanimate objects. This has a variety of uses in combat, allowing you to use objects as if they were a part of your body and to 'heal' yourself by simply possessing a new inorganic matter like stone. Your face is still there however, no matter what you possess and will be vulnerable to damage.

Sulfur Fish (200 GP): You have barbs on your body which you can superheat to cause intense burns.

Spawn Grimm (400 GP): You are capable of producing the black tar like Grimm Liquid which all Grimm come from. This allows you to spawn Grimm to fight by your side. They are not guaranteed to obey your orders however so be mindful about that. The amount of liquid you can produce at once is dependant on your size, making you produce small pools at medium to entire lakes worth at the size of Monstra levels. These Grimm can be standard versions of common types like Beowolfs and Creepers but with practice and experience you could pass on some of your own Grimm traits onto them.

Alpha (400 GP): You're an Alpha Grimm. You're the best of the best of your species of Grimm, standing far above the common variants as the peak of the species. This makes you faster, stronger and more durable by a good margin. An Alpha Beowolf for example can put up a good, albeit brief, fight against Ironwood whereas the normal Beowolf would get shredded in groups by even novice Huntsman. Additionally Grimm will come to respect you and most leave you alone as they know your not one to be messed with.

Mutant (400 GP): How interesting. Did you perhaps had a run in with Dr. Merlot? You are a mutated sort of Grimm, differentiating from the common Grimm via being imbued with a glowing green substance, giving you certain green markings on your body and/or green glowing crystals. It has also given you a set of new powers like creating waves of crystal-like bone spikes and the means to self destruct in an explosion of green energy upon defeat... maybe you have a use for the later. Alongside that came an overall minor increase in physical capabilities.

Dual (400 GP): King Taijutus are an interesting breed. Two minds connected in one body in the form of a two headed Snake. You have a similar condition, two sentience of your own in one body. You can act in perfect tandem to one another. Remember two heads are better than one.

Grimm Fusion (400 GP): Another possession type ability. You are able to possess Grimm and organic matter. Using this power you can fuse with other types of Grimm, like several King Taijitu, to create a new much stronger form. You will be in charge of this form but the other Grimm sapience will be there and you will have to suppress them.

Tempest (400 GP): You have the power to generate electrical currents that form storms in the air and are powerful enough to singlehandedly destroy Atlesian Airships. Using this you can also levitate in the air without any wings, like the Seer.

Regeneration (600 GP): Like the Hound your Grimm form can regenerate from damage at a steady rate. Minor wounds heal nigh instantly, after a few seconds while major wounds like say, being blasted with energy and a part of your body blown off, can take up to a minute to heal.

Chill (600 GP): The last known kind of possession type Grimm. You are able to possess Humans and Faunus alike, capable of hopping from host to host through touch. When possessing people you are indistinguishable from another person, however you cannot speak, at most only repeating the victim's last word over and over again. You cannot control a body for more than a few minutes. After possession most victims of the Chill die once the Grimm leaves their body. However, victims can be saved in the moment with certain specialized Huntsmen tools.

Apathy (600 GP): A truly terror inducing ability. Like the Apathy you are capable of releasing a scream that weakens those hearing it by draining their Willpower. Repeated screams en masse can make even powerful Huntresses grow so weak that they cant even bring themselves to lift a Weapon, becoming all the more tired to the point they could even fall asleep in the midst of combat. To get to that point a single Apathy would have much more trouble than a pack of them however. This effect also works... in... remote... proximity at a... much... slower... rate... but that can... be toggled on... and... off...

Ugh I need a nap. Anyway you can choose who is affected by these screams.

Resistance (600 GP): The Silver Eyes are akin to Anathema for Grim. Just one blast was able to turn the Wyvern into Stone sitting on Beacon Tower. However there are cases of Grim resisting these for them deadly blasts of silver light like the Leviathan and Hound. Where this Resistance comes from is up to speculation but you share this aspect of them. Powers meant to harm you wont do so as much as they should, around half as well only. This is NOT Immunity however and several powerful consecutive blasts could still take you out. This does translate other weaknesses you may have like say holy weapons should you be a Demon.

Grimm Control (600 GP): The same power that allows Salem command over the Grimm is now yours as well. You can give direct commands to Grimm, them following your every order like the mindless beasts they are. Even more frightening, your capable of manipulating the flesh of Grimm, being capable of feats like giving a Beringel Wings. I shudder at the possibilities.

Dust Imbuement (600 GP): Why should Dust only be usable by humanity and Faunus? Not when you could increase your grotesque form with it as well in capability. You are able to include Dust into your body, depending on the kind of Dust used this would allow for various options. Purple Gravity Dust was what kept Salems Whale Monstra floating for example.

Adaptation (600 GP): While all Grimm have a certain level of Adaptability, yours has them all beat as you do not need years of exposure, but can adapt your body to the surroundings and situation as needed. You can rearrange limbs, sprout bat like wings, stretch your limbs at great distances or even grow additional parts of your body.

Power Transfer (600 GP): You seem to share the unique capabilities of a certain Beetle that Salem gave to Cinder. Your capable excreting a webbing when summoned that binds itself to a target or alternatively are able to activate this power via physical contact. When that happens it allows for you to drain any innate powers they may have to keep for yourself, like say Maiden Powers, a process which takes roughly 10 seconds to complete. The process can leave the target severely weakened,

'freed' from whatever you drained from them and in a coma or near/already dead (whatever suits you better). Keep in mind there are some difficulties with that. The connection can be broken if your target has help or isn't sufficiently restrained and weakened, leaving you with only a portion of the power at best should that happen. Originally the Grimm that was capable of this could only transfer it from one person to another though due to your unique circumstances you may opt to keep the power for yourself.

Companions

JMPR (Free/50): Our Heroes don't face the Darkness alone so why should you? You may import or create (there are more than enough OCs for this show so why stop adding) up to 3 companions for free. Further companions can be imported for 50 CP each. They get 1000 CP as well as any Stipends they apply for alongside a free Origin and Species but may use CP to purchase a costly Species choice.

Friends you haven't met yet (Free/50): Wanna take someone from this world with you? If you can convince them they may accompany you for free. Or if you would like to skip that step, you can pay 50 CP to guarantee someone wants to come with you. You can not pick the Brother Gods, Salem or Ozma.

Drawbacks

No limit on drawbacks. Take as many as you think you can handle.

The World of Remnant (Free): The World of Remnant is home to many stories and it is at your choice which one will be part of yours. Do you want to help take down Doctor Merlot from the Game Grimm Eclipse? Or get to know the Remnant version of the Justice League? You may consider this a Toggle for any canon and non-canon official RWBY media to be a part of your Jump. Fanfics or similar Fan Works are not included however.

Without Semblance (+100/0 and Mandatory for Grimm): It seems you do not possess a Semblance. The one you created will only be available for you after this Jump is concluded. This isn't TOO bad of a thing. Many capable combatants like Roman don't have a semblance either.

***Without Aura (+200/0 and Mandatory for Grimm):** This is a bit more severe. You do not possess Aura and can't use it in combat. This is rather crippling. Though Soulless Grimm can do without, and must of course.

By my Shoulder (+100, can not be taken by Grimm): Okay so your not without Aura, but will not be able to use it right away. You need someone to unlock it for you.

Malfunction (+100, can not be taken by Grimm): For some reasons Weapons just... fail in your hands. They might shift forms not properly or need more maintenance. If you're the type to fight without weapons or only with 'classics' this may not be too much of an issue.

Another one bites the Dust (+100): Did you know that Dust doesn't work outside of Remnants atmosphere? It seems to dislike your otherworldly nature as well. It is impossible for you to utilize Dust in any way. This is quite the hurdle when Natures Wrath incarnate is such an abundant resource for everyone else.

Grimm Attraction (+100): For some reason, Grimm really don't like you. Perhaps your just more of a priority target to them? They will attack you before most other allies. Should you be Grimm yourself they will still not like you and you might want to prepare for fights over territory with your beastly kin.

Druncle Qrow (+200): You have an addiction of some sort. It might be alcohol or something else but it actively causes you problems. With much effort this can be overcome but you will have to go through withdrawal. Try to cope in a better way.

Disarmed (+200): You have a disability of some kind. Your choices are between losing both eyes (which will make ocular based powers impossible to use for the duration of the Jump), muteness, losing an arm and losing a leg. There are a lot of prosthetics, even ones applicable for Combat in Remnant which you may use but taking this drawback makes it impossible to get what you lost back by out of Jump means. You can take this drawback up to 4 times.

White Fang Target (+200): Someone in the White Fang seems to have a grudge against you. Be it Sienna Khan or Adam Taurus, a kill order has been placed on you by a Terror Organization which is known to stage attacks all over Remnant. They have Cells in nearly every Kingdom and some of their members are rather powerful. Maybe you would be able to make a truce with the leadership... or just eradicate them.

Who Are You Again? (+200): This drawback wipes any and all knowledge you have of Remnant, RWBY or other meta knowledge available to you. Good luck with that handicap because there are some BIG twists coming your way.

Encased in Mettle (+200, can not be taken by Villains): You might have good intentions Jumper, perhaps your even fighting a calamity made flesh. However... you are simply too stubborn about it. You only accept YOUR way of going about it and any deviation will be seen by you as treason and make you see your allies as enemies. As far as you are concerned you're the only Hero this world has and anyone who isn't with you is against you. Maybe you can work through this... but someone else affected by this couldn't and lost his heart this way.

Lionize (+200, can only be taken by Villains): Messiah complex thy name is thee. You believe yourself to be the one true hero and nothing will make you change your mind. Everyone else is just a weakling who is supposed to shower you with praise and worship while following you or be cut down. Whatever intention you may have had at the beginning are eroded and your greed for more and your impulsiveness might be your undoing.

Not Lionhearted (+200): You are a Coward. Massively so. At the slightest risk of your own life, you would be willing to do ANYTHING to guarantee your own survival above all else. It doesn't matter if it means leaving your daughter or working with monsters.

Traitor (+300): Someone in your own ranks is secretly a spy and working towards your enemies. If you side with Salem this will mean one of their circle and should you be in opposition to her it's one of the heroes of Remnant. You will not be able to find out who it is until they have put their knife in your back which is bound to be at least a major inconvenience. So don't be surprised if all of a sudden Tyrian stops you from killing Ruby, or Ruby decides to try and decapitate you on a mission. You will forget you took this drawback.

Strength does not bring Victory (+400): This is the Mantra that Salem lives by, in spite of her own incredible power. It's one that affects you as well now. Any out of Jump perks and Items are barred from you. You can only rely on your Bodymod and your purchases from this Jump.

Bad Luck Charm (+400): Spend a lot of time around a certain Crow? Frankly... you're just unlucky. Attacks might miss, enemies get a sudden advantage, you get a disadvantage in combats and in general it's as if you ran through ladders while smashing mirrors and crossing black cats. Unlike Qrow's Misfortune this bad luck only affects you and not your enemies.

I will destroy everything you love (+400): There is someone out there Jumper. Someone from your past perhaps? From a World before this one? Someone you considered a friend? Or maybe they just appeared ex nihilo. Anyway they completely and utterly despise you and/or want you for themselves. Even worse they are not above harming any loved ones, like a certain blonde, to get to you or hurt you. Unfortunately they are more than capable of delivering on these threats as they match your own power.

The Tinman (+400): General James Ironwood is as paranoid as they come. As the Headmaster of Atlas he has great influence over Remnant and in his belief to be the Hero of the World will stop at NOTHING to take out threats to Remnant and by extension himself. He has now marked you as a threat and will watch you like a Hawk, working against you the very second you would show yourself as an enemy, which could very well include simply being of different opinion than him. He has armies of Robots and Warriors at his disposal, alongside fleets of Warmachines and is a competent fighter and strategist... if only his Mettle wouldn't blind him. Watch out for the Heartless man of Iron.

The Second Great War (+400): Before there were the Huntsman Academies, the Great War between the forces of Atlas and Mistral against Vale and Vacuo caused the attacks of the Grimm to skyrocket and no end of trouble for the civilians of all Kingdoms. The Amity Tournament was meant to represent unity between those former enemies after the King of Vale ended the War upon entering

the fray himself. Now it seems that the strife between them has returned. Kingdoms are at War once more, the peace being broken as armies march forward once more. It might be Ironwood snapping sooner than expected, or Ozpin going off the rails or a completely different reason but a War is coming, dividing humanity all the more... and the only winner will be the Grimm.

That's just RWDE (+400): This is a pain in the ass. You are constantly followed by a small group of people that only you can see and interact with. Also, they hate you. Massively so. You could be fighting an actual Dictator, killing a psychopathic terrorist in self defence and opposing pure evil, and they would STILL hate you, going on about how your enemies were 'done dirty' and 'the writing sucks'. Furthermore any suffering you go through will be seen by them as deserved, to the point they would deem you losing an arm as a cause for celebration, and they will constantly scream about how you are a hypocrite, a Mary Sue, a bad character or anything else along those lines. No power you have can get rid of them or convince them otherwise, no mind control, no charisma, no all killing weapon, no nothing. Even Willpower Perks wont stop you from being frustrated and infuriated by them.

Don't they have better things to do?

The Grimm Darkness of Remnant (+400, can not be taken by Villains): The Grimm are already Creatures inspiring much danger, but they can mostly be dealt with. Not anymore. Even a single Beowolf can give a Huntsman a vicious 'Kill or be Killed' fight and an Alpha Beowolf would require an entire Team. Beasts like the Wyvern are nigh Apocalyptic, more like forces of nature and singlehandedly threats to entire Kingdoms, that you count yourself lucky to die quickly to. Things look badly for our Heroes, as times of peace are more rapidly fading than otherwise and the wicked and criminal always seem to show up for their own brand of cruelty.

Noble and Bright Silver Light (+400, can only be taken by Villains): The Heroes of Remnant rise to the occasion against the threat of the World. A Single Huntsman can lay waste to hordes of Grimm and a beast like the Wyvern would be laid low by a team of Huntresses with little to no difficulty. Silver Eyed Warriors also seem more common, capable of taking on Armies of the Grimm. Salem is much less dangerous than in canon and all those supporting her will have a much harder time, as will any criminals looking to commit their evil deeds.

The Witch (+600, can not be taken by Villains): Salem is the Immortal Mistress of all Grimm with Magical might that eclipses nearly anything seen on the Planet. With control over all Grimm, she strategically weakens entire Kingdoms, attacking supply lines and settlements, before going in for the kill. That is without counting her inner circle which post their own threat in destabilizing Kingdom wide networks and security. Salem is done holding back and Ozma is powerless against her. Humanity will fall by her hand if nothing is done... and she knows you are a threat to her.

The Wizard (+600, can only be taken by Villains): Ozma has been a Hero in times way before the current Era. His Magic has not waned even a single bit in all these years, even after giving out the Maiden powers and other magical gifts to his most trusted allies. He is a puppet master that holds the strings of all Kingdoms and is ruthlessly efficient in keeping them all strong and prepared against the Grimm threat. His intellect, charisma and magical might are only matched by his ability to train the younger generations of Heroes into legends, also happily mentoring silver eyed warriors, who he has ensured will continue to exist and multiply rapidly. The only reason he hasn't called the Gods back is because he is a perfectionist and even in these times doesn't see them as ready. He knows you are a threat and will not show you any mercy.

To Wander All Alone (+0 but Salems Curse is Free): There are world where immortality is considered a gift. Not in this one. It's a curse given by the Gods on those that have defied them. It seems you too

displeased the Gods, much like Salem did because you now share their punishment. Your starting time and location are changed to be the moment humanity died by the hand of the Brothers. You will be in the same situation that Salem was, alone on a dead world unable to die, but also unable to prevent the canon events from occurring. You need to wander the World, without your companions, for as long as it takes for humanity and faunus to evolve, till the canon time is reached. Only then will your 10 years start and you will be reunited with your companions. Any Perks that help against this level of isolation will be deactivated until that day comes.

...I strongly suggest you to reconsider.

Scenario

You may take as many Scenarios as you like and apply for. Failing a Scenario before your time is up will count as a failure for your chain.

Fang and Hand (+300): The White Fang have fallen far from their noble cause after Ghira Belladonna was forced to step down. Nowadays they are a group of terror and hate, donning the Masks of Grimm to gain respect via fear. This all would pave the way for one of their more... extreme members to overthrow Sienna and to make a deal with the force of evil that is Salem. Enter you Jumper.

You must either reform, or destroy the White Fang for good. Their more extreme members must either be purged or replaced with more peaceful methods. Then comes of course the difficult challenge of making people realize their wrong. Equality between man and faunus must be done by your hand, both species peacefully coexisting with one another. The public opinion must at least be neutral. Easy to do in Vale and Vacuo... but good luck in Atlas and some parts of Mistral. Once peaceful relations are solidified and racism declared illegal in all Kingdoms, this scenario will be considered complete.

Reward: After making Faunus and Humans coexist on the face of Remnant, you may choose for this jolly coexistence to be extended on other Worlds on your Journey. From now on, every World you enter may possess Faunus. The percentage and if certain noteworthy characters are Faunus can be determined by you but you can be assured there will be no discrimination against Faunus now and forever.

Furthermore you have an intuitive sense for dealing and resolving societal problems based on prejudice. You freed one World from racism, why stop here?

Seasons United (+300): The Powers of the 4 Maidens truly is amazing. The last remaining pieces of true magic, not counting two individuals, has imbued many young woman with incredible powers. But all this power just scattered throughout the World. Wouldn't it be better if they were to be united again? You will be the one to do so, combine the powers of all Maidens into yourself. Become the Maiden of all Seasons.

This will not be an easy task. The Maidens are some of the most powerful beings on the Planet, each possessing great power. That's not even going into any rivals you have and opposition you will face like a certain Cinder Fall. Then comes the challenge of actually acquiring them. If you are a young woman you would be able to gain them by simple being in the Maidens last thoughts. If not... well there are options to make a more forceful transfer. Cinder managed to steal the Fall Maidens power, half of it anyway, via a Special sort of Grimm and Ironwood managed to develop pods that could transfer the Maidens power. I am sure you can come up with something.

Reward: If you collected all the Seasons powers into your own the reward shall be what you collected. You have become the Maiden of all seasons. The Power no longer searches a new host, bound to you permanently. All the Seasons combined have also boosted their power by four, making you an equal to Ozma in his prime in raw magical power. With ease you could set cities on fire and bury villages in blizzards. Any other magical power you obtain from now on also benefits from this increase, granting you a 4 times boost to such powers.

Witch Hunt (+400, extra +100 CP should the Drawback 'The Witch' be taken and another +100 if 'The Grimm Darkness of Remnant' is taken, can not be taken by Villains): For too long has Salem stood opposed to humanity. Countless man and woman died due to her machinations. This can no longer continue. Salem needs to be stopped if the World is to find peace. You will be the one to do so.

This is not an easy task. Salems might over magic and Grimm alike is horror inducing and no force in Remnant seems to be capable of destroying her, unknown even to Jinn. However considering your... set of skills perhaps you have a way? You don't need to destroy all Grimm, not even kill Salem, if that is even possible. But you must ensure she is neutralized as a threat one way or another.

Reward: You stopped Salem and with that, the sure eradication of humanity. This reputation shall now follow you on your Journey. From now on, in every future World you will be known as the bane of evil, a simple soul that can be trusted with the defence of all that is good in the World. Make sure this Fairy Tale of yours has a happy end Jumper. Furthermore, Ozma, grateful for your help in fixing his mistakes, may be taken as a companion. And I do mean Ozma, not one of the bodies he has inhabited over these lifetimes but the original, restored to his prime. He was a great hero back then, and is sure to be a steadfast ally.

Shattering the Mirror (+400, extra +100 CP should the Drawback 'The Wizard' be taken and another +100 if 'Noble and Bright Silver Light' is taken, can only be taken by Villains): Ozma is one of the greatest threat to her highness Salem. But above all else, his dedication to try and protect life is an eyesore. Tear it down. Find a way to get rid of Ozma for good, and destroy all that he has built. The Academies, the Kingdoms, they must either be slain or conquered, while the Wizard watches in horror as his mission fails forevermore.

Reward: You dealt the killing blow to humanity and faunuskind. Your name is as dreadful as Salem herself. The reputation of a nightmare made manifest shall follow you on your Jumps, everyone far and wide knowing that you are the bane of all good, fear clutching their hearts at the mere mention of you.

Furthermore... you might have noticed that Salem can in fact show human emotions. She did after all have a family before. If you managed to convince her that there is better things to do than crave death, you may take her with you as a companion. With her immortality and magical might, all Worlds beyond shall know that there is no victory in strength.

Judgement Day (+800): Lets be honest... Salem wasn't exactly in the wrong to oppose the Gods. Anyone who would wipe out an entire sentient species over the mistake of a few hundreds really shouldn't be trusted with Godhood. That's without mentioning that their way to deal with a grieving woman was to curse her with immortality instead of just... killing her if she wanted to be with her husband so badly. Alas her attempt was fruitless... and was the start of much misery.

But you? You who use powers not from this World... perhaps you would fair better?

What do you say Jumper... are you willing to face the Brother Gods? To rob them of their divinity and slay them like they did to millions?

If you choose to do so... that will not be an easy task.

First you will have to collect all Relics. The Sword of Destruction in Vacuo, The Staff of Creation in Atlas, The Lamp of Knowledge in Mistral and the Crown of Choice in Vale. If used wisely each of these alone could change the World. They are hidden in Vaults beneath the Huntsman Academies and only the powers of a Maiden can open them (Summer for Vacuo, Winter for Atlas, Spring for Mistral and Fall for Vale). That is not counting unknown means of sealing away that Ozpin seems to have added to Vale. So you will have to either team up or take the powers of all Maidens for yourself to aid you at the very least.

Then when all relics are combined, the Brother Gods will come to pass Judgement on humanity. Their might is incredible, able to fling mortals into the afterlife at a whim and wipe out a Planet with casual ease, same as shattering a Moon by simply leaving. Their selves are made of pure energy and are able to take on the form of a dark European and a golden Asian dragon respectively. Not even an army of magic users was able to so much as bother one. It would need truly enormous power at your disposal to defeat them.

Or perhaps you don't want to defeat them? Perhaps you wish to fulfill Ozma's mission in his stead? In that case before you assemble the relics, you must make Remnant into a paradise. A World without strife, where people are united and not warring among one another, be they human or faunus. Of course Salem and all who are in leagues with her are a hurdle to take into account as well.

Should you be able to create such a world, the Gods will look at you favourably and reward you handsomely.

Alternatively... you could also create a Utopian Remnant and then proceed to slay the Gods anyway, just to rub it in that this World doesn't need them.

Reward: If you managed to make it through Remnants Judgement Day, the rewards would be equal to the task at hand.

If the Gods are slain by your hand, you will find a power unlike any other of this world to be your own. As the Gods fell, their mighty essence sought out a new host, flowing directly into you.

As the God of Light and Darkness your power is terrible indeed. With a wave of your hand you could destroy all life on a Planet. At will your form can take the shape of sentient energy, coloured purple or gold as well as being able to shapeshift into a humanoid or draconic form to your liking. Mighty magic, far beyond Salems and Ozmas own, will be at your disposal, to shape the elements, create embodiments of concepts like the Relics, yes even create life and Worlds like Remnant. Whether that means you fill it with creatures of Grimm like you gained from the Dark Brother, or humans with the power of silver eyes like you learned from the Light Brother is up to you. Perhaps both? Why not. You also get your own Realm to call your own on each World you create, a amalgamation of the Domain of Light and the Land of Darkness, able to create pools of obedient Grimm as well as grant immortality in the clear waters.

If you instead have chosen to summon the Gods and show them your work on Remnant, they will be impressed and offer you the gift of divinity. Instead of taking both of the brothers powers, you may however only gain one. The Brother whose power you have chosen will imbue you with them, making you like them in strength. Furthermore the Gods, having learned of your Jumper nature, are very intrigued by your adventures and would offer to accompany you as companions, both counting as a single one, to observe and make more 'experiments' in other Worlds.

Ending

Well Jumper your time here has come to an end. What now?

Time to Say Goodbye: You've had enough for now. Maybe the weirdness of this World has made you finally exhausted of travelling or your getting homesick. I understand. You may return home with all that you have gained. It was a pleasure to go on this Journey with you.

Home: This World does have its beauty. Sure there are many dangers but its also one where a Jumper can find many joys in. You chose to stay here and your Jumping days come to an end. Your affairs will be put in order. Here take a last 1000 CP to spend on this Jump. Thank you for your time. It was an... I guess the Brothers would say, 'Fascinating Experiment'.

Rising: Your Fairy Tale is far from over. Continue to the next Jump as usual.

Notes:

-My Thanks to Azrael Elderblood of whom the original RWBY Jump helped inspire this one.

-Descriptions of some Items, Semblances and other options are taken from the RWBY wiki. If you have any questions for how some things work in canon, feel free to go there.

-Silver Eyes can be removed by taking out the eye of the Silver Eyed Warrior. Should you possess a healing factor of some kind it should be more than possible to regrow the eye however and be able to use it again when it is fully healed. Don't ask me what happens when only one eye is lost, but its likely that they would be half as powerful.

-Silver Eyes Post Jump work as a sort of 'Anti being of Evil' Weapon. To elaborate on what they can affect... ask yourself 'is this creature a being of destruction?' That is what they were meant to fight. They would work greatly against things like DOOM Demons or Chaos Daemons from Warhammer 40K but they would NOT work on Living Saints.

In cases of beings of Destruction that aren't pure evil or Powers associated to Destruction in a positive way like say Beerus from DBS... I honestly have no idea. Fan Wank responsibly.

-On Destiny vs Indomitable: Both can give you a minor version of Plot Armour. Destiny is centred around protecting any plots you have and making it more difficult for you to die in a way that means unless your opponents really check you are done for you will survive (like Cinder who just doesn't seem to die even after getting beaten up by Raven). Indomitable meanwhile ensures that if your enemies want to beat you they will have to bring their A-Game instead of thinking you just die as easily as any other opponent. Both protect you from 'minor' deaths like falling down stairs.

-There is the implication that RWBY Magic is hereditary as Salems and Ozmas children were able to wield it. However by the time of this Jump being created this isn't 100 % cleared, considering other children of magical character (Yang and Raven) haven't displayed the ability to wield magic. You could argue that its because both Ozma and Salem were magic users that their children got magic because of that. Keep that in mind if you get your hands on magic and decide to have children.

-Semblances and RWBY Weapons are cool but trying to categorize them in a purchasable point system is harder than killing Salem. I tried coming up with something different but eventually I just went with the RWBY Jump Version 1.06 by Azrael Elderblood take on Semblance creation which, in my opinion, is the best version of that Jump. I also took parts of that Jumps Weapon creation. I tried to alter them somewhat in spite of that.

-Some of the Grimm abilities are from non-canon considered material like the Manga Anthologies. Same with things like the Magical Artifacts being from the Grimm Campaign. However they are still officially released RWBY Material and the later was stated to deliver canon facts for Worldbuilding so I say its save to include them.

-Yes I made a whole Drawback regarding the very vocal RWBY Hatedom. Why? Because I am fucking sick of it. Is the show perfect? No. It has its fair share of flaws but, lets be honest, no piece of media is truly perfect. Not Dragonball, not MHA, nothing is 100 % perfect and its not wrong to point it out. RWBY is no exception but its still a good show that people take enjoyment out of despite its flaws and one shouldn't have to justify liking it. Neither should any media be trashed in a Jump dedicated to it. You don't like it? That's fine things like opinions exist but be so good and NOT ruin others enjoyment of it by screaming incoherently about it okay? And in the case you don't like the show... why exactly are you reading this?

Also, Please don't ACTUALLY take the drawback. I wouldn't wish having to deal with that on anyone.

-Speaking of drawbacks, we don't know an exact timespan for Salems Isolation when the Gods left Remnant but considering that she reunited with Ozma after thousands of years before canon and two SPECIES managed to evolve... it had to have been a LONG time. As in 'time it took for humanity on Earth to evolve' levels of long. Please think carefully about taking this.

Special thanks to Monty Oum. Thank you for creating something great, we can all count ourselves lucky to be a part of. You will always be missed.