Welcome, good friends. Whether this is your first time or not, let me congratulate you on finding yourself in this part of the cycle. We hardly know where we'll be when it comes to the Ceaseless Wheel, and thus it is hard to determine what we should be until we come into existence. Even the gods are not immune to this, for every beginning has an end, and every end brings new beginnings.

Not everyone accepts their role. Not everyone can deny it, either.

But you? You're in a unique position. To both accept whatever fate you choose for yourself and to deny the fate of others. You alone, within Samsara. You have the power of the Mantra to thank for that.

YOU HAVE +1000CP TO BE USED FOR YOUR STAY HERE



STORY:

Welcome to the world of Asura's Wrath! Strap yourselves in, because it's a bit of a wild ride, this one.

This lush world of Gaea has two sides to it. On the surface, you have nomadic tribes and simple folk roaming the land, doing what they can and giving thanks to their gods all the while. Nothing so glamorous, but they are honest. Temples are raised and entire generations can go by with nary an issue.

Then you have the city of the gods, Shinkoku Trastrium, capital of the Trastrium Civilization. This city is populated by the Demigods, an upper class that fused science and religion to create truly advanced machinery and leaps in genetic modification. These near-immortal Demigods have taken it upon themselves to protect the world below, in exchange for ruling it and a steady supply of Mantra from the populace.

Mantra itself is quite powerful, being a cosmic energy formed from emotions and prayers. The difference between those who can access it and those who can't is the difference between gold and dirt. The Mantra, gained from the worship the humans heap upon the Demigods, is the building block of the entire Trastrium Civilization. It allows them to achieve grand feats, and manipulating the flux of Mantra paved the way for scientific advancements that seem like magic.

But in their greed, the Demigods uncovered a more bountiful way to acquire Mantra: To convince the humans to sacrifice themselves, and then refine those souls into Mantra. This act enraged the planet Gaea, and in her anger, the Gohma were born. Thus began the War of Creation: An endless conflict that would reach a crescendo every few thousand years with the rise of Vlitra.

This war has continued for a period of time that makes millennia seem like months.

Have fun.



TIME PERIOD:

As one might suspect, working on such cosmic scales means that mere, mortal timespans aren't going to let you see a whole lot. It's a long period of daily occurrences, before a flash in the pan and things really get wild. Once that event is over, things tend to return to normal for a period of time before it starts once again.

Funny, how everything appears to be cyclical in nature.

You'll see what happens when the spinning of the Wheel is circumvented, so perhaps it's best not to invoke it further. Things will be hectic enough as-is. So, we'll do something a little special.

You'll find yourself in the period of time when the Eight Guardian Generals, under the guidance of Emperor Strada, 128th Shinkoku Emperor are fighting off a surge of Gohma and the rise of Vlitra. From that event, to the betrayal against Asura, all the way to the eventual end of all their anguish and rage, is when you'll be able to leave. That's a good 12,500 years, give or take. In the event things get off-script, that's a period of time you can expect to be in this world regardless.

At least, assuming you don't perish in this grand epic and can't claw your way out of the grave.



ORIGIN & LOCATION:

You have an idea of what kind of world you're in now and how the wheel has turned. You know of the Mantra and how everything revolves around it. But what's yet to be determined is your place within it. Not everyone gets the kind of chance to determine their lot in life like you do, so do think carefully on which lot you're going to choose. You may pick a single origin for yourself:

Will of the Planet:

+Your connection with nature is unquestioned
+The power of a planet is at your disposal
-Demigods will try to kill you on sight
-Your origin is not as simple as you think it is
You are what the Demigods would call a Gohma, a living manifestation of Gaea's emotion. An easy way to describe you would be saying you're part of the planet's immune system, but your own power and intuition makes you much more. Your starting location will be Gaea, and already you have a legion of your siblings ready to fight with you.

Demigod:

+As a member of Shinkoku, you are of a superior breed
+All manners of technology and Mantra manipulation are yours
-Politics are a nightmare unto itself
-If Mantra goes, so do you
How resplendent you are. How glorious. Praise be to the Mantra, for its power is within all things. As a being cybernetically augmented and genetically refined, you are as close to a perfect being as possible. You have power and skill mortals cannot dream of thanks to possessing a basic Vajra form as a default body, and you will be worshipped for it. Your starting location will be in Shinkoku, and the latest fight will soon begin.

Celestial Denizen:

+Something of an outside context problem for this world
+Your understanding of Mantra is unmatched
-Don't expect to have allies
-You're not immune to your own power
These *little* people. Their petty conflicts. There's no point to it. There's no meaning to it, not like *you* have meaning. You exist on a level beyond them. Only one stands at the top, and your existence is one that doesn't suffer pretenders who claim to be equals. Your starting location is in Naraka, the underworld of this realm, and you happen to have a nice way out.

PERKS & ABILITIES:

You know of what calamity will befall this world, and how the cycle will continue so long as those who thirst for power continue to spin it for selfish reasons. Will you make your way through this ceaseless wheel, or will you break it for what it has become? Are you a creator, a protector, or are you a destructor?

-Harmonious Choir [Free]: This world does little to hide what it is: A grand epic, spun together by legendary events and figures that are quite literally larger than life. More often than not, the musical pieces that accompany them are equally as grand, setting the stage for the emotions roiling among the characters. You too now share this trait, having all the music of this world with you that can play appropriate tracks at the right time to add gravitas to your story. Whether you're the only one who hears this or others hear it too is your decision.

-Perspective of Divinity [Free]: This world is strange, with a style and appearance likely not found in other worlds. But should you desire it, why not see other worlds as you would this one? You see the world in a whole new manner, being able to choose to see the world how it looked during the story, whether during the main sequence or during the intermission. Suffer not the views of lesser beings.

-Power of the Mantra [Free]: The world has been in constant cycles of conflict over Mantra. All life relies upon it to a degree, and all life generates it to a degree. It can even determine how quickly a civilization advances, should one have access to it. Mantra is a cosmic energy that allows so much, and to manipulate it is a sign of divinity in some respect. You can now wield and manipulate the Mantra, as proof that you are not mortal. For now, it is an awareness and ability to interact, with further ability to use it being unlocked with other purchases. This is the first, and arguably most important step to becoming an Absolute Being. It should be noted that each background has a specific aspect, though this may be changed with later purchases:

> -Will of the Planet: Yours is the Affinity of Wrath, for you are a manifestation of it. Wrath and anger fuel you, and as such, Mantra aspected to this Mantra will empower you much more than normal. You may still benefit from unaspected Mantra such as prayers, but Mantra of other Affinities is outside your wheelhouse.
>
> -Demigod: Currently, you are able to only benefit from unaspected Mantra. The prayers and processed souls of others are your lifeblood, thus giving you a much broader range to draw from than the Gohma. It is possible, however, for one to modify themselves and gain an Affinity to attain tremendous power.
>
> -Celestial Denizen: Your physiology is incredibly different, and it shows. All forms of Mantra, including Affinities, are sources you can benefit from. Yet this benefit comes with a price, and you won't quite benefit as well as one who is aspected to an Affinity. But surely you can make up for it with such a wide selection to choose from.

-Gilded Longevity [Free]: The centuries are like water to one who stands among the cosmos. Why fret about the time of great works, when you will live long enough to see generations of humans come and go while you continue to remain in your prime? Due to one reason or another, your lifespan is so long you could be said to be immortal, tens of thousands of years passing without even aging a day. Your mind is equally immortal, your memory being perfect with no fear of being overwhelmed with the weight of ages. May your light shine forever.

-Cosmic Timing [Free…?]: Demigods. Manifestation of a planet's rage. The fate of trillions of souls. This world doesn't do anything small, but that doesn't mean the details are to be blown off. Quite the opposite, in fact. In your vision, you'll find that during battle or emotional moments, there will be small 'prompts' that you can execute in order to increase the effect of your actions. Hit with greater strength, or dodge with extra speed, or other similar things. They'll arrive quickly and disappear just as quickly though… akin to a quick-time event. Keep your wits about you. **You may keep this perk for free while you are here, but it will cost 100CP to take with you.**

> -[Press 'B' to Extend Arm] [+100CP] [Must purchase 'Cosmic Timing']: There are times when you must take a stance beyond mere words. Times when every action and motion your body makes speak louder than your voice when you say **"I Refuse."** Doing things in such a dramatic manner will do more than make yourself known; it can alter the tone and flow of the entire scene. Throwing the opposition off their game is the least it can do, with the added momentum potentially giving you a great advantage in the altercation to come.



-Innate Balance [Exclusive: Will of the Planet]: The Gohma. If you wanted to break them down to a descriptor any could understand, you may think of them as Gaea's immune system. They rise up to strike at any who are causing catastrophic imbalance, whether metaphysical or environmental. You share this sense, having an instinctive awareness of when the proper balance of an entire world is threatened, as well as who is responsible and how strong they are compared to you. They will never be able to hide from you, your awareness of them only ending in two ways: Reparation or extermination.

-Nature's Ally [100CP] [Free: Will of the Planet]: As an integral part of the planet's ecosystem, it only makes sense that you would be recognized as such. Your presence is not without purpose, and all who are part of the world will see you for what you are. Animals will pay you no mind and be comfortable around you unless you attack them, and the flora will give you no trouble as you move across the land. Enemies will have no confusion as to what you represent, and realize the world itself has risen to take their life.

-Nature's Wrath [100CP] [Free: Will of the Planet]: There are those who think their weapons of steel and industry will protect them. Who think the weapons of nature matter little to the weapons of higher beings. You will show them the folly of their ways. You may also choose to alter your body one time with the weapons of nature. Teeth, claws, scales, hoofs, poison, anything that nature can evolve is available to you. Such traits are far stronger for you as well, such as slicing through layers of steel or shrugging off volleys of missiles.

-Geographic Indifference [200CP] [50% Off: Will of the Planet]: It matters little where a person runs to on the planet. If they have contributed to the imbalance and danger of the world, then they will forever be hunted with nowhere to hide. You may manifest yourself anywhere on the planet with the intent of chasing and killing those who threaten the balance, so long as they are guilty. Walls, wards, none of it matters. The rage of nature will ensure you arrive close enough to bring death to them.

-Earthen Hatred [200CP] [50% Off: Will of the Planet]: The Gohma are creatures of rock and magma, empowered by Mantra to lash out at the Demigods. Blasts of red spiritual energy are utilized by them, to annihilate those who would defile the planet. As one of them, you share this same trait. A being of lava and stone, immune to all heat and flame with notably increased durability in order to wage war against your foe. All while you possess the same energy ability to lay waste to whatever civilization would use to destroy the world. You are a force unto yourself.

-Karmic Lands [400CP] [50% Off: Will of the Planet]: As stewards that are one with the planet, it only makes sense that you hold sway over it to some extent. Like the Gohma, exercising Mantra can alter and change the landscape, terraforming it to your desire. One example would be painting the skies in crimson storms and making the land burn with the flames of wrath. But there's nothing saying you can't alter the Mantra to make your land a bountiful paradise with obscene yields either. Healing must come after the harm, after all.

-Ceaseless Legion [400CP] [50% Off: Will of the Planet]: The Gohma are without number, for they have never fully ceased during the War of Creation. Even when Vlitra was beaten back and needed to recover, Gohma continued to spread and strike at those who defiled the planet. By calling upon the Mantra and the bounty of the planet, you too can summon Gohma for this task. They can take the form of animals and be remarkably large, or even mix and matching to create horrifying creatures. But all are magma and stone, and all will only stop their mission when killed. All that's required is the energy the planet can spare without disrupting itself. It should be noted that armies upon armies of Howlers and Stingers are child's play, but summoning fleets of Lashers and Carriers will take some prep work.

-Devouring Savior [600CP] [50% Off: Will of the Planet]: The Gohma do more than fight down those who threaten the balance of the planet and the cycle of reincarnation. They take back what belongs to the planet, even if it appears horrid at first glance. With this, you and any Gohma you manifest can devour the souls of your kills, returning them to the planet and beginning the process of healing. Each soul reclaimed this way, even as it passes through you and back to the world, leaves behind much of its energy and Mantra, permanently infusing your body with even the most minute grain of power. Balance by *any means*.

-Vlitra [600CP] [50% Off: Will of the Planet]: You were never a mere Gohma to begin with, but this makes you an apocalyptic threat capable of scouring the planet of all civilized life… and even the space around the planet. You are another Ghoma Vlitra, the avatar of the planet's wrath and hatred towards all who defile it. Your Mantra levels are so great that even the Eight Guardian Generals would consider fleeing the planet than face your wrath. Beams of energy that could decimate entire fleets of spaceships in the system while effortlessly shrugging off their attacks, manifesting proxy vessels larger than the moon to show your hatred, and more. Manage this power carefully, and your war will never fail.

-Special*: If you take 1200CP worth of perks from this tree (600CP if your origin is 'Will of the Planet', not including freebies), you will also gain a unique bonus. See Notes for details.



-Spiritual Presence [Exclusive: Demigod]: The Mantra is divine in nature, and so those who wield it are in turn divine beings by right. All living beings generate it, but only higher beings can use it to its full potential. As one who is called a Demigod, you innately invoke a religious significance in those you meet that are lesser than you in power. While ensuring a constant stream of Mantra to use, multiple meetings among the greater populace could build up to more as you leave greater impressions. May your name be heralded for eternity.

-Divine Resplendence [100CP] [Free: Demigod]: Those who enjoy the light of Shinkoku understand that if one is to protect something, they must embrace it. If one wishes to protect the beauty of their world, they must be an example of that beauty. Your body has been sculpted, a seamless combination of flesh and metal to make you statuesque, divine in stature. It ill matters what your form is, for it will be remembered for the impression you desire: Beauty to make any human look like a hag, cuteness to put any adorable critter to shame, or any such thing. Lest you doubt this, remember that even Wyzen has his fans.

-Faithful Determination [100CP] [Free: Demigod]: The will of a divine being is nothing to scoff at, for it is they who must push on when mortal hearts would fail. Centuries of living among the religious and practices of the mind have given you a determination that could see you persevere thousands of years towards the same goal or ideals that you determine for yourself, regardless of the odds stacked against you. Yours is a peak example of a divine mind versus an easily swayed, mortal one.

-Golden Technique [200CP] [50% off: Demigod]: The Demigods are worshiped for their wisdom and ability to wield the Mantra, but they are feared for their power. They can wield and utilize techniques that are impossible for mortals to use, much less defend against. Techniques such as firing off punches so rapidly a machine gun would fail to keep up, or concentrating power in a manner that allows one to strike with magnified force. As one of their number and an absolute master of hand-to-hand combat, you can develop and use these techniques with almost casual ease.

-Heavenly Durability [200CP] [50% off: Demigod]: The Demigods have taken upon themselves a divine position in the world, and they will not let themselves be barred from the responsibility that comes with it. As one of their number, with Mantra bolstering your defenses, this translates into a frustratingly stubborn refusal to die. Losing both your arms merely lets you change your tactic with no risk of bleeding out. Having your lower body torn off only slows you down, but does not kill you. Only the absolute destruction of your entire body will finally put you down, and that will be an extremely daunting task in of itself. It will not be by your hand that you leave this world.

-Saintly Charm [400CP] [50% off: Demigod]: Glorious is your splendor. Glorious are your words. None of the Demigods have much of an issue conveying their will, and they suffer no shortage of those willing to follow them. Some are tailored more than most to be persuasive and cunning in their words, to have even the most minute of movement contribute to their presence. Even the Mantra contributes, increasing their presence so their words have weight. You have this augmented Charisma now, that even the mighty Deus would be impressed at the eloquence and might of their social prowess.

-Ways of the Vajra [400CP] [50% off: Demigod]: The Mantra is a cosmic energy that blesses all it touches with unfathomable power. Yet there is only so much a person can take on their own before the power is wasted, only letting them hit things harder or merely firing off bigger blasts of energy. But the Mantra provides. When channeling a tremendous amount of Mantra, you may spend a significant chunk of it to activate a transformation that alters your body and greatly enhances your natural abilities while potentially granting you new ones. Enemies you had trouble with could end up beaten almost effortlessly, so long as your supply of Mantra meets the considerable demand to fuel it. More often than not such forms are called 'Vajra', such as Asura's six-armed form, but unique transformations are possible depending on the emotions felt and the power available.

-Eternal Empire [600CP] [50% off: Demigod]: To raise a civilization that inhabits the very heavens would take quite a bit of planning, more than any one country could possibly manage. To keep such a civilization going for hundreds of thousands of years, with a civilization of immortals, without collapsing despite an eternal War of Creation? Such a mind for logistics and planning would be unearthly. But your mind can do just that, having all the skill and mental capacity to run an immortal civilization. The organization of an army of millions is trivial, and your understanding of who can perform which tasks to the best of your goals is as easy as knowing yourself. With you at the helm, any group you lead could very well last forever.

-Guardian General [600CP] [50% off: Demigod]: Even the Demigods have those among their number who stand above them as they stand above humans. With this, you are one of those who stand above, a Guardian General of Shinkoku. Armies of Gohma cannot compare to you, as one who's punches could destroy fleets of battleships and energy blasts could destroy enemies from orbit. Flight, the ability to withstand vacuum, and the ability to absorb the souls of those you kill to keep your energy levels high are all easily things you possess. You also possess one of the eight Affinities of Mantra, from which that specific emotion empowers you more than most while your own emotions can add to the pile… so long as your will can withstand feeling such intensity.

-Special*: If you take 1200CP worth of perks from this tree (600CP if your origin is 'Demigod', not including freebies), you will also gain a unique bonus. See Notes for details.



-Thread of Aeons [Exclusive: Celestial Denizen]: They believe themselves free. They believe that their power comes without strings, that they are not puppets. But the strings exist, and they serve to form the web that grants you true awareness. Those who share in your power or benefit from power you have granted will be made susceptible to clairvoyant abilities along with projecting a general state of being, so long as they continue to use said power. The stronger they are from your power, the stronger this ability becomes. This can mean a general awareness of things for the standard rabble, but the cream of the crop being rather easy to spy on. All may benefit, but there is only one master.

-Along Came A Spider [100CP] [Free: Celestial Denizen]: Though you are of Creation, it would not do well to show thyself as a fundamental aspect all the time. After all, those within the Wheel of Samsara cannot comprehend someone outside of it. This is why you can choose a form which to interact with mortals or those lesser than you, appearing however you wish while concealing as much of your power as you desire. It will be near impossible for others to realize who you truly are, even when being something as simple as a mechanical spider. All the easier for you to nudge others.

-Silken Words [100CP] [Free: Celestial Denizen]: Ah, to see all the pieces moving as they should. It is a wondrous thing when all moves upon your strings in accordance to the design you have imparted upon the world. But every so often, one of those pieces may need a bit of a nudge. You've fortunately gotten a knack with that, knowing what to say and having a feel of what direction to take to send someone off with your intent in mind. Your words have something of an influential aspect as well, making it more likely that they'll take your 'advice'. At least, assuming you don't give them a reason to reject it.

-Possessor of Power [200CP] [50% Off: Celestial Denizen]: Being one who is outside the Wheel, it is easy to brush off those who crawl beneath your feet as they truly are: Not worth your time. But Creation is a cauldron, and sometimes you may see someone with traits that are desirable even to you. It is only natural to partake in what you are responsible for. With this, you would have the ability to possess someone and manifest yourself through them, attaining their power to potentially augment your own to greater heights. Their own personal power compared to yours would determine how well you could hold onto it, but succeed and you may achieve results even you were surprised at.

-Mind of Akasha [200CP] [50% Off: Celestial Denizen]: As years turn to centuries, and centuries turn to eons, a lesser being would have quite a degree of trouble trying to keep all the details of a plan together. But you are not a lesser being, and your plans are greater than that. You will never lose track of your own schemes, no matter how long they stretch or how many additions are made to them. Regardless of the number of schemes you have, they'll never trip over each other… and you'll find it likewise easy to adapt the plans of others to your own. In the end, there is only room for one.

-Empyrean Viewpoint [400CP] [50% Off: Celestial Denizen]: It is not enough to be above others, to know what to say or how to make others perform as Creation intended. You must have a mind capable of comprehending Creation, and as one who stands above, you fulfill that requirement. Your intellect, thanks to Mantra, is so vast that even combining the intellect of everyone in the Shinkoku civilization wouldn't even compare to a tenth of your powerful mind. Understanding even the most complex predicaments is child's play to you, and figuring out new functions of your powers is second nature. Understanding people is easier, with only a few seemingly unrelated facts letting you map a person's being with frightening accuracy. So long as you avoid getting tunnel visioned, your knowledge will be as infinite as the stars.

-Celestial Mandate [400CP] [50% Off: Celestial Denizen]: Even a God has their angels and subordinates to do their work, or in your case, a civilization to look over. The chaos of life and unpredictability of nature can cut things surprisingly short, unless they have an edge. Mantra can grant that edge. Using your own personal reserves, you can allow Mantra to worm their way into someone with extreme efficiency. Doing this can make them far more receptive to Mantra, with using it to be second nature. Their own natural abilities are augmented quite a bit as a result, creating a being that has the potential to become stronger than most ever could on Mantra. Whether it is to create an heir or a worthy associate, you alone hold the key.

-Heavenly Space [600CP] [50% Off: Celestial Denizen]: No matter how vast Creation is, no matter how much distance there is to cross, nothing is beyond your reach. None shall tell a true God that they cannot go somewhere. One such as yourself has access to tremendous spatial abilities thanks to Mantra, all thanks to the Mantra suffusing you. Teleporting celestial distances, going between various dimensions, even creating your own pocket dimensions are within the realm of possibility for you. Nothing stops you from weaponizing it either, throwing around small black holes or trapping others in spatial bubbles as only a couple of examples of your resplendent might.

-The Creator [600CP] [50% Off: Celestial Denizen]: Fools are those who see Mantra as only a weapon to use… fools who pretend at playing God. You shall show them the true ability of Mantra, and wield it in a way they could never envision. Creating a massive amount of objects or entire species of life from only Mantra alone is fairly easy, being capable of terraforming an entire world on your own to make it bountiful and teeming with Mantra. You also have an intricate control over Death, being able to visit those you know in the afterlife and have notable influence over the process of Rebirth within the world. Others care to fight for the Wheel, but you are the one who turns it.

-Special*: If you take 1200CP, worth of perks from this tree (600CP if your origin is 'Celestial Denizen', not including freebies), you will also gain a unique bonus. See Notes for details.



-Aesthetics of the Heavens [50CP]: When you belong to the world of immortals, why would you ever settle for looking like one of the unwashed masses? Why bring yourself so low, when divinity is given the most respect upon being displayed? Should you purchase this, the Mantra will ensure you look as powerful as you feel. Any clothing or personal equipment such as weapons or armor can, with a touch of Mantra, be transformed into a version that reflects how you feel divinity should look. Whether it's gilded and flowing robes, or sleek and futuristic edges on a sword, it will be a reflection of your innermost soul. As a benefit, you can also apply these aesthetics (or others you happen to possess) to other people and their belongings, ensuring that you suffer no imperfections in your blessed, beautiful world. There is no excuse to look your best around the Divine.

-Worthy Meetings [50CP]: When you are a person of strength, it is only natural to meet those who either seek your strength for their own or to find those who could see you become even stronger. Only through challenge and testing oneself can we truly break the cycle, and as a result, such a path is littered with those of the same soul. Should you purchase this, you will always manage to find those who can challenge you or encourage the improvement of your being. Whether it be enemies to overcome, or tutors to aid you, or even just meeting friends whose rivalry or friendship can invoke you to go further, you will not want for reasons to grow.

-Shinkoku Science [200CP]: Ironic, how the study of faith and emotion as an energy source led to all manners of advancement in science and technology for the Shinkoku Trastrium. For a purchase, you too have learned the various sciences and technological designs behind the civilization. Whether it's figuring out how to broadcast the Mantra across stellar distances, storing it, using it as a power source for the various flying warships you can design, processing human souls for a tremendous yield if you're that callous, and other marvels. Such things can even augment other branches of science, seeing leaps and bounds in progress once Mantra is added to the mix.

> -Golden Transcendence [100CP] [Required: 'Shinkoku Science']: But technology and infrastructure can only go so far if the user is not equally transcendent. Mantra is a part of all living beings, and so to use it on oneself is naturally achieving a closer oneness with Creation. Cybernetics that heal like flesh and allow one to handle cosmic energies, genetic engineering that augments both flesh and spirit to be more than mortal, and all the improvements that separate mortal from Demigod is now yours, with additional knowledge to dramatically improve other such procedures you know with the power of Mantra. Shinkoku will have a true heir with a scion such as you.

-One with the Mantra [300CP]: The War of Creation started with the processing of souls for greater advancement and power, but the assassination of Strada, 128th Emperor of Shinkoku and the casting down of Asura all began with one single girl named Mithra. Her ability was unique, in that she could not only manipulate Mantra to an exceptional level but could also amplify the power of Mantra to a similar degree. Her ability was so potent that it changed the fate of everyone, and even the Creator sought her power for his ends. Yet somehow, you now also possess this ability to manipulate and amplify Mantra to such incredible levels. Little needs to be said on how powerful this would make you as a combatant, among other roles.

-Endless Emotion [300CP]: Mantra is formed from prayers and emotion, and so it stands to reason that the greater emotions mean a greater power. But there is only so much emotion a mortal can feel before they go utterly mad. Fortunately, you are not mortal and so can handle much more than they ever could. Upon purchase, you will feel emotions with much greater intensity, letting you generate amounts of Mantra that many would deem impressive… or concerning. You'll also find this works as a way to increase the growth curve for powers that rely on Mantra and emotions in general, resulting in greater power over time compared to your peers. You will not just burn, but shine like a star.

-Arisen from Naraka [300CP]: For many, Death is the end. It's game over, the ticket's punched, whatever phrase one wishes to use in a culture. But what if it's not the end? Upon being killed, you will find yourself in a strange limbo of pillars with darkness below them, each pillar etched with intricate structures and tortured faces. Should you have the strength of will, you can crawl your way up and return to the realm of the living, returning to life with all injuries removed. In this realm, it will be difficult, as it took even Asura 12,000 years and 500 years respectively for each try. But in other realms, this will allow you to crawl out and return to the living once every ten years.

COMPANIONS:

It requires a great deal of power or influence to not just survive in this world, but to thrive. All the potential power you could ask for has been laid out before you, but there is something that could tip the scales still: Allies. The power of many working as one is potent indeed, and can turn a rough battle into an easy victory. Whether you choose to create, protect, or destroy, you will have the options for comradery here:

-Import [50CP+]: Is it ascension for your allies that you seek? Or is it simply seeing if they have what it takes to handle the life of an immortal? Either way, you'll have the option to import companions for 50CP each, or 200CP for eight in total. Each companion will obtain a background of their choice, along with a new body should their origin require it. They will also obtain 600CP to spend on skills and abilities.

> -Mass Import [300CP]: It's not enough, to walk this Golden Path with a scant few. What good is Mantra, if it is not spread throughout more souls in joyful unison? For a grand total of 300CP, you can instead do a mass import of as many companions as you wish to bring in. Each one will still be given the same bonuses as the normal import option, so they won't be left to rot in mortal bodies. May the Mantra serve you well.

-Acolyte of Pain [100CP]: An unusual Gohma that looks between a human and a primate, it wouldn't be out of the question to assume that Vlitra tried to copy a Guardian General with this one. Yet they have taken an ascetic path, believing that rage is most effective when it is channeled properly. Technique and choosing opponents worthy of anger are paramount to the Acolyte, for what value is the fury of a thousand storms if it is the master and not you? The 'Acolyte of Pain' comes with the freebies of the 'Will of the Planet' background as well as 'Geographical Indifference', 'Earthen Hatred', 'Karmic Lands', 'Faithful Determination', 'Golden Technique', and 'Silken Words'.

-Ragebringer Devashu [100CP]: Fury. Madness. Hatred. These are blessed and pure things, granted by Vlitra to perform their will and annihilate all who would sully the world with their filthy footsteps. Looking like a truck-sized mix between a goose and a hippo, their sole purpose is to find whoever would dare harm nature and attack with such primal ferocity that even a Guardian General would shriek in fear. So long as you're a friend of the natural world, you will find a friend in this creature. 'Ragebringer Devashu' comes with the freebies of the 'Will of the Planet' background as well as 'Earthen Hatred', 'Ceaseless Legion', 'Heavenly Durability', and 'Endless Emotion'.

-Scion of Seven Wheels [100CP]: For many of the Shinkoku Trastrium, it is the fight against the Gohma and the advancement of their civilization that concerns them primarily, for the culture as a whole continues to seek greater heights through the harvesting of Mantra. Not the Scion, for he believes that true strength comes from enriching your own Mantra and achieving a oneness with Creation itself. Should you seek it, he will aid you in this path and show the immense power he has achieved from it. 'Scion of Seven Wheels' comes with the freebies of the 'Demigod' background as well as 'Ways of the Vajra', 'Guardian General (Pride)', and 'Endless Emotion'.

-Lightbearer Raga [100CP]: A statue of society, in more ways than one. Platinum hair, eight and a half feet of height and a figure that's as voluptuous as it is sculpted, Raga's appearance can convince entire civilizations of her divinity. Yet she is no fighter, as she prefers to organize and guide said civilizations with a mind of peace and order. The idea of seeing you elevated to a divinity worthy of whole cultures praising your name on the other hand… that entices her, and she is willing to see your light brought forth. 'Lightbearer Raga' comes with the freebies of the 'Demigod' background as well as 'Saintly Charm', 'Eternal Empire', 'Silken Words' and 'Mind of Akasha'.

-Seraph of the Stars [100CP]: Patience and penance. For millennia, this enigmatic, spherical entity has traveled the cosmos, gifting Mantra to any planet it feels is worthy of such gifts. It hardly uses such powers for itself, beyond defense and imbuing others. Its refusal of using its powers for self-centered needs appears to be stemmed from some kind of trauma in the past, and thus it has taken this path. Perhaps it will learn to forgive itself in the future, but for now… patience and penance. 'Seraph of the Stars' comes with the freebies of the 'Celestial Denizen' background as well as 'Celestial Mandate', 'The Creator', and 'One with the Mantra'.

-Stargazer Karuna [100CP]: How strange, this figure. His hair glitters like starlight, their skin like porcelain. Draped in robes of Mantra, his desire is to observe and witness the myriad of ways life can develop and grow past what they were given at birth. To see potential bloom and make itself manifest is the epitome of intrigue and contentment for him, as the farther life goes, the more likely it will escape the Wheel. Don't mind their extremely effeminate face or rather wide hips, Karuna assures you that it does not change who they are. 'Stargazer Karuna' comes with the freebies of the 'Celestial Denizen' background as well as 'Divine Resplendence', Empyrean Viewpoint', 'Celestial Mandate', 'Shinkoku Science', and 'Golden Transcendence'.

-Canon Companion [200CP]: You're going to be here for a long, long time. It's the chance to make some history for yourself, though the desire to connect to one who has history is understandable. Thus, this turn of the wheel will offer something new. Each purchase of this option will grant you a unique encounter with a character within the setting of your choice that will make it easy to convince them to accompany you on your journey. **Wishing to choose Chakravartin will carry an additional +100CP surcharge.** May the Mantra favor you, friend.



ITEMS & EQUIPMENT:

It may seem somewhat silly that immortals and divines are using items and technology like any other common mortal, but it is only through understanding something that one can embrace it. It is how one can acquire true resplendence, and walk among the stars as a being greater than any mortal civilization would dare to dream of becoming. It is how they can wage war, scouring a planet with the effort it takes to swat a fly. Would you deny such divine works, or will you embrace them as the Shinkoku civilization has?

This time around will be a little bit different in terms of acquisition, otherwise it would simply be unfair to certain parties. **You may apply a 50% discount to two items within a tier, with discounts being applied to 50CP or 100CP options being made free.**

You will also receive a +300CP stipend for this section alone.

-Fountain of the Immortals [Free]: There is a particular quirk to those who have evolved to use Mantra so intrinsically, the way many movers and shakers of this world have. That is to say, if the source of the Mantra vanishes then those who rely upon it to an immense degree (such as those who take on Shinkoku cybernetics) will also fade away. That would be troubling for you, considering how events in this world would normally play out. To ensure that doesn't happen, you'll be given this fountain of Mantra. A device that's as much celestial as it is technological, this will provide *just* enough Mantra to individuals of your choice to sustain their existence. With this, you and yours can at least survive in worlds without Mantra by bringing your own. **You cannot use item discounts on this item or its tiers.**

> -Vigilance [200CP] [Required: 'Fountain of the Immortals']: Sometimes it's not enough to survive. Sometimes you want to *live*, with all the feelings and strength an immortal such as yourself would possess. This version of the Fountain (at **200CP overall cost**) is stronger, giving out a notable amount of Mantra surplus to those you deem fit. This translates to being able to use more powerful forms for notably longer periods of time, or having your training of Mantra use increased significantly in both quality and potency. You'll certainly be feeling stronger than you normally would with this, as will others who you choose to bless.
>
> -Ascendance [300CP] [Required: Vigilance]: For a notably larger cost (at **500CP overall cost**), your Fountain can be overclocked to produce a truly absurd amount of Mantra for yourself and those you share this with. Strength and duration of Mantra-related powers are magnified to a tremendous degree, and training those powers are likewise magnified in quality and effectiveness. This is the sort of thing that can win a fight between immortals, and even other Gods will tremble if you happen to have a Mantra Reactor on top of this.

-Gohma Pet [50CP]: It's… a possum? A strange little possum (or a different, small creature of your choice) made out of lava and rock, huddled up in a box and looking adorably at you. By purchasing this, you can adopt an immortal pet formed much like the Gohma have, only lacking the pure rage and hatred normally reserved by their kind. It will be friendly to you, and will be quite affectionate with you… especially if you happen to give it attention or treats. Eternity can be a burden without anyone to spend it with, so why not go with a low-maintenance friend?

-Clothing of the Gods [50CP]: If you're going to be existing for a minimum of tens of thousands of years (or even hundreds of thousands), then there is little reason to not dress in a manner that fills you with confidence during that time. You are a being above mortals, and there is no shame in acting like it. With this, you will have a very large amount of clothing of various styles, with tasteful gold trimming and designs that you would personally approve of. Their comfort can quite accurately be described as 'divine', and you need not worry about them running out. Feel as good as you look, oh great one.

-Wrath Reskinning [50CP]: The resplendence of the Shinkoku civilization that retains its monk-like aesthetics. The lava-coated appearance of the Gohma. The alien design of the Creator and his Event Horizon. These are all things that are memorable in their own right, so it is only fair that you be allowed to indulge in such aesthetics. With this, you will have the means to add the aesthetics of this world and its denizens not only to your warehouse, but to any item or property within your possession as well. It's only right that your surroundings should look as powerful as you feel.

-Infinite Vices [50CP]: What is the point of being immortal and powerful, without being able to imbibe in the things that make you feel good? What is the purpose of being a beacon of might and stability, if you are not able to enjoy the bounty of such things? That's why you will have a full and unending supply of some substance or recreational item one imbibes for your pleasure. Is it fine alcohol? Sugary delights? Specifically prepared fish? So long as it's able to be consumed and is mundane in nature, you can pick one and have as much as you wish.

-Books of Enlightenment [50CP]: Ah, to preach the following. Along with giving a nice stroking of the ego, it also serves the practical purpose of converting others to a faith that directs prayers to you. From there, the prayers can be turned into Mantra, and your power can continue to grow. But attaining such a following and supply of prayers will be easier with this supply of books and scrolls. A complete guide of all things you deem to be core to a following, with your teachings and decrees on what one should or should not do. Any who preach your word using these books will find it easier to give sermons as well.

-Speed Bike [100CP]: You *could* simply walk around and take the scenic route of the world you inhabit, but that does nothing if you need to get somewhere in a hurry. Nor does it help if you seek to explore the very stars above you. That is why you can pick this option, and acquire a very fast and aesthetically pleasing hover biker (or a car, should it better suit you) that will let you get to where you wish at a rather rapid pace. Not only does it have infinite fuel, but it can even go fast enough to reach space in a few minutes. Sure, it might not have weapons, but isn't the speed and style what's really important here?

-Private Resort [100CP]: It is not enough to live like a noble, or even a king. As an immortal, it is only right to live like you would a *god*. To have only the finest of refreshments, to bathe in the greatest of waters and to be waited upon hand and foot by those whose beauty graces the divine. That is precisely what this option is, being a large resort area with its own hot springs and incredibly attractive staff that will bring you whatever you desire. You could always open it up to mere mortals and earn both wealth and reputation from it… but really, would you want to share such a thing to them?

-Energy Analysis Laboratory [100CP]: When Mantra was first gifted to the human race, it allowed those capable of manipulating it to technologically advance much more rapidly than those who could not. It was so quick that they were able to achieve spaceflight and robotics before other human groups could even think of combustion or bacteria. But even then, the Demigods were constantly poking and prodding. This laboratory aids in such things, having harmonic scanners and devices that can analyze both Mantra and the effects on the human body and soul. It is how they were able to figure out the myriad effects of Mantra, and perhaps it will help you analyze other forms of energy to figure out their properties as well.

-Natural Paradise [100CP]: Many assume that the Gohma are just mindless monsters out to destroy progress. Enemies of civilization and all of the Shinkoku, who would stop at nothing to ensure their annihilation and devour their souls. A convenient tale that ignores the truth. This stretch of incredibly fertile land runs counter to that tale. Lush forests, rivers and lakes of the purest waters, and more. Vegetation grow faster and are notably more bountiful, and even the wildlife seem bigger and provide more should one harvest them. This is what the Gohma truly seek, and with this you can have a taste of the restoration they desire.

-Personal Mansion [100CP]: The Shinkoku Trastrium's dwellings are second to none, and even the civilians among the Demigod race live in great luxury thanks to the advanced technology they have. Servants to aid them and help clean the place, nutritious food that humans couldn't even dream of having, comfortable rooms that would make others rightfully assume they reached paradise. Entertainment suites, amenities, and all with the gilded detailing one would expect of the Demigods. This purchase will grant you such a home as well as mechanical servants to help tend to the house, so you can focus on your divine duties.

-Meditation Chambers [200CP]: Mantra, for all its comparisons to fuel sources and the cruel things man will do to get more of it, is present in all things. So long as a being is capable of emotion or the knowledge to pray, it is capable of producing Mantra. Yet as a cosmic force, by extension there must be places where Mantra collects. Places steeped in emotion, affected by people and events to be suffused in Mantra. You have found one such place for yourself, charged with an emotion of your choice (or even unaspected Mantra). In meditating here, you will find it easier to understand the Mantra and how it interacts with life… and by extension, how to wield it for power. It is a good way to learn, or train yourself to become stronger over time.

-Purification Equipment [200CP]: One cannot fight immortals with mundane equipment, for it is the same as trying to fell a mountain with wind. Whether it is the Gohma or the Demigods, the tools of war are necessary to kill what mere mortals cannot. This purchase is a large supply of such weapons, ranging from the various polearms and shields of the low-ranked Doji to the heavy melee and ranged weapons of the massive Taison. It should also be noted that the orbs of the Kagebosh and the heavy weapons of the Rasho are within this stockpile, and there are schematics to allow one to replicate every weapon provided. Let your power be felt even when you are not present.

-Training Tower [200CP]: The ability for an immortal to hone and sharpen themselves tends to be quite limited, as there are few things that can compete with their power. Of those, many are not eager to limit it to merely sparring, for one reason or another. It is why this tower was devised, consisting of a white void by default that can manifest simulacrum enemies or environments with which to test yourself. Oppressive environments requiring constant effort, shackling aspects of one's power, or even doing rematches against simulated enemies of the past are all on the table, for the path of immortality must account for all things. Should you be at risk of taking enough damage to perish, the simulation will immediately shut down as a safety feature.

-Private Spaceship [200CP]: Despite the massive arms race to overcome the Gohma as well as the emphasis of transcendence, the Shinkoku Civilization were never so single-minded as to forgo the simpler things in life. Even an immortal cannot be dedicated to the war effort for a hundred percent of their time. Enter this personalized, space-faring vessel that is roughly the size of a small yacht and capable of moving from system to system in a matter of days. Styled in a design of your choice, it comes with any amenity you could want on such a vessel and a small crew that will tend to your every needs. Explore the stars, and enjoy life as an immortal should.

-Resource Collection Site [200CP]: The glass that can contain the energy of Mantra. The Mantra-conductive golden metals used in the cybernetics and weapons of the Demigods. Pure stone that reflects the eternity of an immortal. All of these things are in clear abundance if one were to look at the Shinkoku Civilization, but there's a reason the saying is "You can't take it with you." Let that be a thing of the past, for this purchase will grant you a slowly regenerating supply of such materials for building homes or weapons. A few tons of each item that will regenerate each week; it may seem like a little but time is on the side of everlasting divinity. Should that not be enough, you may pay double the price to increase the yield to a hundred tons a week.

-Fabrication Plant [400CP]: Massive fleets of ships, cybernetics that channel cosmic forces, and all manner of technological weapons. For a single floating city above a planet that looks to be in a pre-medieval civilization, it's quite an impressive feat. Yet it is because the Shinkoku civilization's science is advanced enough to cross over with religious practice that they are able to keep up with demand. A massive facility that's equal parts factory and temple, it takes in raw material and Mantra to reshape them into the desired equipment through use of skill and prayer. In a sense, it is both ritual and artisanal work that can craft things from microscopic items to pieces of starship components to complete whatever project you wish. Though do be mindful that the bigger the project, the longer it will take.

-Faithful Flock [400CP]: Mantra is a cosmic force that is present in all living things, thanks to it being an energy of emotions and prayer. Thus, for most beings to benefit from a surplus of Mantra they must have those willing to give their energy. While it should be easy for an immortal to gain the worship of others (as is their right as a superior being), it's also understandable that an immortal wouldn't wish to share their source. With this purchase, you'll have yourself a hidden city in a remote location, whether in the mountains or an island or something similar. There will be ancient ruins and temples with your iconography, and tens of thousands who are quite faithful to you and your creed. Do try to be kind to those who see you as their god, mm?

-Mantra Transmission Network [400CP]: All that Mantra generated by the masses. All those emotions and prayer, ready to fuel their divine masters and grant them power to see them through any trial, be it Gohma or other immortals. It would be quite the time waster if you had to go around and collect the Mantra manually, so why not invest in something to fix that? Upon purchase, you will have transmitters of various sizes in any territory or property that you can reliably prove as yours that will collect the Mantra from prayers and emotions of any sapient being within your borders, sending them to a place of your choice to use directly or store it for later purposes. You can also tune it to collect souls of the deceased, but be wary of potential consequences should you do that…

-Mastercraft Weapon [400CP]: Even among the Demigods, there are weapons so feared that even unsheathing them is a sign that things are going to go incredibly poorly for the enemy. One that stands out the most is the Wailing Dark; Augus' personal sword that could extend to pierce a planet from one side to the other in mere seconds and slice up its moon with a single stroke. Yet, Deus also had one such weapon in the form of Sakra; nunchucks that could strike with the force of concentrated storms and augment his lightning even further. With this purchase, you will attain a unique weapon of your choice with similar power and ability to channel your Mantra. Carve your own legend into the world.

-Private Moon [400CP]: When Augus and Asura perform their duel upon the moon that revolves around Gaia, it serves as the perfect location thanks to the tremendous damage their combat brings to the environment. Such a thing is inevitable when the powers of the cosmos are used to throw hands rather than anything productive. Anyway, this option will give you a copy of such a planetary body to be called your own. Whether you treat it as a private playground, or turn it into a base, or even just blow it up for fun… it's your choice. It is, after all, your own moon now.

-Heart of the Planet [600CP]: Every world has a core that could be considered its beating heart, and Gaea is no exception. A place where all of its energy flows, and where one could gauge the overall health and balance of the planet's ecosystem. There is a cavern deep within Gaea's core that can be considered such a place, which you may have access to upon purchase. Powers regarding a world, whether manipulating its ground or seeing its flow of souls are all greatly magnified here to allow its caretaker to act with haste. It is also a wellspring of Mantra, allowing for meditation and growth to occur at a rapid pace here. The planet's health is your health… take care of each other.

-Event Horizon [600CP]: The power of the Divine is beyond what mere mortals can comprehend, even though they claim to have quite the imagination. They cannot understand what it means to see Creation for what it is, or even to take part in it by weaving their own private plane of existence. But with this, you can be among those who have achieved that feat. A pocket dimension that's as large as a country, with you having a great deal of control over the laws of reality such as teleportation and illusory control. It can even serve as an afterlife for those who worship you, drawing their souls in to be tended by their greatest deity. As a bonus, should you possess any properties or anomalous pocket worlds you may merge them in here as well. Every God has their Heaven.

-Purification Fleet [600CP]: Many forms of the Gohma (and indeed, most immortals) can be interacted with by those of roughly human size, and as a result there is a standing army to handle such things. But there are Gohma which can be said to be living ships in their own right; bio-carriers dispensing hundreds of monsters or leviathans meant for total destruction. Even then, not all immortals are built the same, so there is the Purification Fleet. Hundreds upon hundreds of smaller Vinaya fighter craft, along with Nirvana support frigates accompanying them. But a fleet is best with a capital ship, and so a handful of Septentrion warships will also accompany the fleet. Bristling with multiple weapons and even coming with an Absolution Cannon that's a smaller scale version of the Brahmastra cannon, they're perfect rallying points and status symbols for your grand might.

-Floating Capital [600CP]: Shinto, the heart of the Shinkoku Trastrium, is a massive floating city that rests in the high altitudes of Gaea and is home to the chosen and nobles of the Demigod race. As large as a small country, it is well-equipped for any attack by possessing its own standing army of weaponized Demigods along with large defensive weapons, to say nothing of its resplendence granting even the lowest of nobles a life of luxury befitting a king. In the center, the Imperial Hall rests with even greater luxuries, and everything necessary for a ruling body of immortals to live and decree as true Divine. For a fee, a copy of such a city for your own pleasure can be made available. When mortals look up in the sky to see the Heavens, let them know it is you that occupies it.

-Karma Fortress [600CP]: The crowning jewel of the Shinkoku civilization, depending on who you asked. A large space station roughly the size of a planet and taking the form of a man's upper half, this facility is both Savior and Destructor. Able to house seven trillion souls as fuel for its mighty Brahmastra Cannon while acting as a hub for entire fleets of warships, such a station also carries great luxuries and control rooms designed to encourage one's feelings of divinity while in command. Let your people look upwards into the sky, and see who truly controls the fate of their world.

CYBERNETICS/FORM MODIFICATION:

Mantra may be the energy of emotions and souls, but it ultimately comes from living beings. Therefore, it may be considered somewhat ironic that the Shinkoku civilization have carved away a significant portion of their bodies to replace it with machines capable of handling this energy. Some may call them gods of death, who feed upon the energies of life like an insatiable animal. Others would simply claim that they are new forms of life, better tuned to Mantra than they ever were without their upgrades. Whatever your opinion on the matter, it's nearly impossible to deny the power such machines grant.

It is why you are being given the chance to alter your form with these cybernetics. To become greater, and reach new heights. **All backgrounds gain 1000MP for use in this section.**

-Mantra Actualization [50CP]: But if this isn't enough, you can always stack the deck a little more for a price. After all, few would dare to claim the divine would cheat… at least, not to their face. By using this option, you may convert CP to MP at a 1:1 conversion rate. Truly, little will stand in the way of your perfection.



Mantra Reactor Type:
Just as no Demigod is truly equal when faced with each other, so too does this extend to the Mantra Reactor. An ingenious device that's installed inside the chest cavity, its main purpose is to amplify Mantra in order to create and store a tremendous amount of energy. This also allows those who normally can't use Mantra to wield it and achieve immense superhuman feats. Of course, when implanted into those who could already wield or amplify Mantra, it will augment those abilities even further than what would normally be possible.

If one decides to be cruel, it can also allow you to absorb the souls of those recently slain around you. The Reactor will process and refine those souls into Mantra for you to use, utterly destroying them as a result. Should you gladly believe your own life is greater than those mortals, it's a good way to fuel yourself even when fighting an army.

There are three types of Mantra Reactors for you to choose from:

-Standard [100MP]: The default model the Seven Deities were equipped with, it is meant to align with a specific Affinity which will empower the wielder. The stronger the emotion, the greater the results. Souls saturated with the Affinity will also yield greater finds.

For 'Demigod', their Affinity will depend on what they chose by choosing the 'Guardian General' option, otherwise they and 'Celestial Citizen' must choose between one of the Eight: Pride, Lust, Greed, Sloth, Vanity, Violence, Melancholy, and Wrath. Those whose background is 'Will of the Planet' will be locked into Wrath.

-Custom [200MP]: Of course, it would be foolish for an Immortal to limit themselves to narrow choices when the ability to broaden one's horizons is within their reach. By collecting the Mantra that comes from the prayers of thousands and manipulating it to the wavelength of your soul, you'll be able to choose an emotional response beyond the Eight to empower you. Whether you desire to have Ambition empower you or to full the full might of Spite, or some other emotion is now your choice.

This option may also be used to 'break out' of your background's Affinity, such as the requirement placed upon 'Will of the Planet'.

-Karma-class Custom [400MP]: …but you're an immortal. A divine being looking for perfection, to stand above all others for one reason or another. Why *settle* when you could have it all? Whether this is the original prototype installed aboard the Karma Fortress, or sequestered from a prior world destroyed by the Spider's experiments, it matters not. What matters is you possessing this Reactor, keyed to all emotions you experience and all forms of prayer directed to you with a far greater magnification than most Reactors. Any soul, no matter their strength, can be used so long as you have the means to collect them.

There is no greater Mantra Reactor than this. If one were to try and become an Absolute Being, then this device is paramount to success.

Chassis Modification:
The form of an immortal should always be greater than that of one who is threatened by meager age, and so the Shinkoku civilization has done much to ensure their bodies are the pinnacle of science. Here is where you will be able to determine the physical aspects of your cybernetic body, whether form or function.

-Gilded Form [Free]: With the power one can attain from the divine science of Shinkoku, you would be a god to the mortals. There is no reason for you to not look the part, and so you may redesign your base form from the ground up. Hair color, skin color, engravings, metals as part of your skin, even one's internal anatomy and voice is up for grabs. Mythology is rife with stories of deities changing themselves, after all.

-Vishnu Chassis [50MP]: One may notice that the vast majority of the Shinkoku civilization follows the dynamic of the human form. Bipedal, two arms, a torso and a single head, height and beauty notwithstanding. But one must consider the possibility of eccentrics existing, and so this option is for them. Wish to appear more like a centaur or naga? Want to possess six arms permanently rather than it being restricted to a superpowered form? Eyes all over the body? Be twenty feet tall and covered in gold? Such strong shifts from the human form are what this option is for, a single purchase letting you give yourself an extreme redesign that completely changes your shape and become truly alien.

-Brahman Protocol [50MP]: As odd as it sounds, sometimes there's a good reason to hide oneself amongst mortals and pretend to be one of them. Most of the Shinkoku Civilization wouldn't know how, but these systems will allow you to transform into a state that looks like a non-augmented human with an appearance of your choosing. You'll also be able to 'transform' to your immortal appearance on a whim, should you let the enemy know what kind of mistake they just made.

-Hanuman Sinew [100MP]: For all the wonderful power Mantra can provide, with its innate ability to tap into the fabric of the cosmos, it can be satisfying to simply beat someone to death with your bare hands. It would be simple enough given your divine state. But why not let the crushing power of their own sins slam them down instead? Specialized fibers made of pure Mantra are woven into the musculature of your cybernetic body. This significantly increases your physical strength to the point you could fight equally with a being dozens of times your own mass, if you could not do so before. You may take this option multiple times for even greater strength.

-Bhumi Alloy [100MP]: Simply being an immortal means being able to survive things that mere mortals could only dream of escaping. But that's not to say one could ever be too durable. Quite the contrary, having increased defenses can be a boon when fighting another immortal. By incorporating Mantra-treated metals into your chassis, you can significantly increase your toughness beyond what you are already capable of. It would mean the difference between surviving a battleship firing on you and the whole fleet joining in the action. You may take this option multiple times for even greater durability.

-Savitr Nerves [100MP]: In a way, speed is another form of offense and defense. The enemy can't counter if you're too fast, never mind landing a punch themselves. As a divine being, your speed is already greater than most mortals, but nothing wrong with improving things further. By coating your nerves in superconducting material and adding microscopic power amplifiers to your locomotive systems, you'll gain a significant boost in speed and reaction time. Simply dodging punches or sword swings quickly transitions into the ability to slip past energy blasts and attacking several times in the space most would throw a single punch. You may take this option multiple times for even greater alacrity.

-Crystals of Saraswati [100MP]: Stories abound starring immortals as entities of great power with strength beyond comparing. There are also tales of those same immortals being turned into fools by lesser beings due to trickery and guile. To ensure you do not fall to the same fate, crystalline structures will be imbedded in your brain. Additionally, Mantra-based microcomputers will be installed along your spine. Together they will significantly boost your cognitive functions. You will become capable of thinking through your plans more quickly, properly analyzing facts presenting to you, as well as being a much better problem solver. With your wits, solving logic problems such as these will be made simpler. You may take this option multiple times for even greater cognition.

-Suryan Optics [100MP]: To fight the enemy, one must perceive the enemy. A divine being certainly has senses superior to any mortal, but even they have been known to miss that which was right in front of them at times. This will simply not do; one of your stature deserves better. By installing Mantra-treated lenses into your eyes, as well as special polymers at key locations around your body, all five senses will be significantly improved. You will be able to keep track of a single leaf among all those blown around by a storm. Or pick out a single conversation in a crowded ballroom. Even combat will no longer be as chaotic as it once was. You may take this option multiple times for even greater perception.

-Rasho Functions [200MP]: Middle-ranking members of the Shinkoku Army, the Rasho are fierce warriors who specialize in direct combat while instilling fear in those they fight. This is partly due to their special form of Mantra manipulation, channeling the energy into their weapons to increase cutting and piercing power while hurling flying slashes of Mantra towards their enemies. Your body has been augmented with special emitters and synchronization ports to mimic this ability, making your ability to channel Mantra into your augmetics and personal equipment significantly easier and paving the way to make it more potent.

> Operator-class Functions [100MP] [Requirement: 'Rasho Functions']: However, there is no reason for you to restrict yourself to personal weaponry. After all, there's still siege weapons and battleships to work with. By purchasing this upgrade, you may also extend this channeling and augmentation method to battleship-grade weaponry and other similarly sized (or larger) weapons, provided you have the Mantra to support it.

-Kagebosh Polymers [200MP]: Known as operator-type soldiers, the Kagebosh are most known for assisting in the piloting of the flying warships the Shinkoku Army is fond of utilizing as well as the Karma Fortress. Yet it would be foolish to assume they were defenseless, for they hold a special trait to attack foes. Comprised of an elastic polymer, they're able to stretch their limbs to astonishing lengths along with having a degree of flexibility that could make one think of putty. It is a strange sight to see them flail in combat, but perhaps you could find a way to benefit from this somehow.

-Kartikeya Systems [200MP]: An immortal is defined not only by their ability to ignore the concept of aging, but also weathering damage that would have seen armies of mortals turned into red mist on the field of battle. But some immortals would rather adapt than assume they can take anything, and with this upgrade you'll be among them. Streamlined systems and adaptive coding will allow your body to become much more 'modular', letting you remove systems and limbs for variants built ahead of time. As a bonus, you'll find you heal faster than normal as a result of your body's ability to adapt.

-Nandaka Grafting [200MP]: There are times when an immortal favors a weapon to the point it becomes synonymous with them. To speak of the weapon is to speak of its wielder, for it is forever a part of their identity. Should you decide, you can make such a connection more… intimate. Shinkoku science and Mantra conversion techniques allow you to merge a weapon or physical shield into your body, forever making it a part of you. Any properties it possesses would become properties you possess and you may manifest the item at will. Of course, such an item would also become extremely receptive to Mantra Channeling, augmenting its power quite a bit beyond normal levels of channeling. You may choose this option multiple times to add different weapons or shields within your being.



Internal Modifications:
You've determined the shape you will use to wander this world and potentially the stars beyond. A form deemed immaculate, worthy of an Absolute Being. But now there is the interior of your body to consider, and the functions it provides. Some might consider it to be cheating, but when do the rules of mortals matter for someone such as yourself?

-Gilded Assimilation [Free]: As one who benefits from the augmetics of Shinkoku, there are inherent boons an immortal like you can expect to possess. A potent one is the assimilation of other augmetics, as Mantra suffuses them and likewise empowers them like augmetics of this world. You will also be able to apply the same process to more easily adapt other augmetics to your divine form as you find them. For instance, installing an arm you found would be as simple as letting your body take it in and utilize its functions for yourself.

-Shintala Protocol [50MP]: The very idea that an immortal can bleed seems absurd. To bleed is to risk death and an immortal has no need for such a concept. Alas, bleeding and dismemberment are still possible, hence this group of cybernetics. A copy of your blueprints are stored within your circuits and Mantra receptors are laced all over your body, which continually run diagnostics. By expending Mantra, your body can repair damage and even maintain your cybernetic systems. Expend enough Mantra and you can even restore severed limbs!

-Combat Programs [50MP]: The body of an immortal is a marvel, making the line between flesh and machine an extremely blurry concept. It should be no surprise then that an immortal can shortcut the path to becoming a warrior. By using Mantra to upload data into an immortal's dream, you may choose to become incredibly proficient at a style of combat. Whether it's being good at swordplay or footwork, it will be enough that you could take on armies of mortals with this skill. It is, however, encouraged that you continue to practice and hone yourself from here if you want to be the best even by immortal standards. You may choose this option multiple times for multiple forms of fighting.

-Soul Capacitors [100MP]: Although it may seem like a callous thing to mortals, ultimately a soul has great value to an immortal as sustenance. Their connection to Mantra means a supply is vital for progression and strength, and such a supply can be gathered from the prayers of a living being or ripping out a soul and using it wholesale. This upgrade makes that fact more evident, installing multiple crystalline capacitors lining your body to greatly increase your ability to store Mantra. Which route you go is up to you; an ant does not dictate the actions of a god, after all.

-Drone Control Unit [100MP]: Different immortals hold alternative views of how to spend eternity. It should be no surprise that they would hold differing views of how to fight as well. The Kagebosh are an excellent example, utilizing multiple orb drones that can zip around and fire Mantra blasts at their opponents. This upgrade will install the same control circuitry as well as the Mantra-based processing stacks needed to handle the datastream of controlling multiple drones at the same time. Never go into the battlefield alone again.

-Energy Projectors [100MP]: An immortal is simply better than a mortal in every way. Strength, speed, wisdom… it goes on. It should be no surprise that an immortal would wish to have ways to kill others without sullying their hands with dirty blood. Installing these emitters in your limbs will let you focus your Mantra and fire them off in a variety of energy blasts, whether large or small. It could be multiple strikes or a large beam, depending on how you were feeling. Let your power do the work for you.

-Tvashta Fabricators [100MP]: There are stories abound of immortals being great warriors or tricksters, using their divine tools to shape the world as they see fit. But who makes these tools? Who is capable of forging equipment for the divine? If you take this upgrade to have Mantra-conducting alloys throughout your arms and pico-scale emitters lining your hands, it will be you who is capable. You'll be able to channel Mantra in sophisticated ways to shape materials, drastically reducing time and effort required, and seed the final product with Mantra at every step for increased effectiveness and conductivity. Even the Wailing Dark had to be forged by someone, after all.

-Vayu Wings [100MP]: Many see the sky, and by extension the cosmos, as the domain of immortals. These places represent freedom and proof that the divine literally lords above those who are unfortunate enough as to age. It is only right that you should be offered the chance to soar and prove your divinity. Micro-crystals formed from Mantra condensation line your body in order to let you spend Mantra as fuel, flying forth in a way you deem satisfactory. Propel your punches with boosts from your elbows or even manifest a Halo to use as an impromptu jet pack!

-Touch of Brahma [200MP]: It can be easy to fall into the trap of being as grandiose as possible. An immortal has little to gain from showing off, right? Yet subtlety can be a power in of itself, showing other immortals who is truly in control. Installing small converters in your Mantra systems allows you to turn Mantra into raw telekinetic power, utilizing this invisible force in all sorts of imaginative ways. Even better, you can use this telekinesis to attack with your Mantra affinity at the same time, much like how Deus could attack others with lightning using his telekinetic power.

-Sakra Protocol [200MP]: All members of the Shinkoku civilization have some degree of technological savvy, thanks to the line between machine and flesh being quite blurry. It is because of this blurry line that some have taken it further than others, and you may be among them if you wish. Integration nodes lining your body can allow you to merge your functions with a machine as large as a battleship. You'll be able to control it as if it were your own body and marge your respective strengths together. You don't have to physically become the machine, but some do it for dramatic flair.

> -Ganesha Circuits [100MP] [Requirement: 'Sakra Protocol']: But there's no need to limit yourself to scales so… *small*. An immortal must think big, and so you must be ready to act on a much larger scale. This upgrade allows your Mantra to work across distances much larger than before, letting you merge with machines and structures that could dwarf a planet the size of Earth. A function like this can turn the tide of an eternal war, should you wield it properly.

-Indra Circuits [200MP]: Although the Shinkoku Civilization would lead mortals to believe that they see and know all, the truth is that they are still researching and figuring out ways to utilize Mantra. As more methods are found, they are inevitably bent to warfare like this upgrade. Intensive 3D scanners and understanding of quantum entanglement come together to form these circuits, letting you use Mantra to fuel teleportation from place to place. These circuits are precise enough that you could use it in combat, giving you a remarkable edge by attacking from angles the enemy would not expect.

-Kameswari Lenses [200MP]: Mantra provides many benefits to an immortal, enough to be seen as gods to those without it. But even among immortals there are those who take to the cosmic energy better than others. With this upgrade you can be counted amongst their ranks. Foci lenses of pure Mantra are installed within your chest cavity, allowing you to manifest the true state of your emotional affinity as an elemental attack. Deus could wield Lightning as a being of Pride, and Olga could wield Ice as a being of Lust, but these are merely a guideline. What element resonates deep with in you, oh great one?



DRAWBACKS:

I suppose even immortals can be greedy, if the opportunities you have been given are not enough to quench your thirst. Whether it is the glimmer of gold or the stars, you have decided you want more. Certainly, more can be given to you… for a price. **There is no limitations to the number of drawbacks you can take, unless specified in the drawback itself.**

Just remember, even gold can kill someone if given too much of it. Let's see how much you can stomach.

-Walking These Streets [+0CP]: Approximately 870 million years later, when the cycles of reincarnation have spun over and over and the world is an entirely different place with no hint of the Shinkoku civilization or the Gohma, familiar faces show up. They have no memory of their former selves, but they return nonetheless. Strangely enough, there are implications that the world becomes what is known as 'Street Fighter'. Should you choose this option, you will find your very next world (assuming you continue on) is the Street Fighter world, your actions… well it may not be true continuity, but some echo or faded aspect of your actions will appear in some manner.



-Disarmed [+100CP]: An immortal will find themselves able to shrug off blows that would send lesser beings to their deaths a hundred times over. Yet you've found yourself somewhat cursed, and your battles have a tendency to see you lose a limb or two on the regular. For most of your time here, you'll end up having only one arm (or no arms if you're unlucky), and attempts to replace them will see them destroyed soon afterwards in the very next battle. Let us hope you're capable of improvising.

-Divine Arrogance [+100CP]: To be an immortal is to be an existence greater than that of the common man. To be strong, while they are weak. While there is a degree of pride to be found in such a status, to choose this is to maybe have said pride be a detriment. Bragging about one's power, or not taking fights seriously if you perceive the enemy to be weak, so on and so forth. While it won't make you throw any fights, prepare to have a rude awakening every so often. Of course, for an additional +100CP you can instead be as arrogant as Wyzen… who practically could not keep a secret and often gave his enemies everything in his arrogant speeches. Let us hope the fall is not too cruel.

-The Slow Path [+100CP]: This might be a bit embarrassing for one as grand as you, who wields the cosmic energies of Mantra. But I suppose even immortals can possess flaws of some nature. For you, driving or piloting vehicles is simply impossible. Call it trauma or a mental block, but you will find yourself either traveling by your own body's abilities or needing to hitch a ride with someone else. It may not be too troubling, but certainly embarrassing. Hopefully, none of your allies will make fun of you *too* much for this particular handicap of yours.

-Poor Timing [+100CP]: There's this *thing* that happens every so often. Something that can throw you off your game, disrupt your rhythm. While it may feel like there's moments where you can time your actions to create more effective results, there will be times where your timing is off, causing less power in your strikes or for the outcome to not be what you wish it. It may not be a make-or-break situation, but it'll cause a fair amount of pain that forces you to put in more effort. Perhaps more frustratingly, you'll *know* you missed this 'timing'. Every. Single. Time.

-Lunacy [+200CP]: They say that in order to test a person's true character, you must give them power. You happen to have a lot of it, and something in the foundation of your mind has cracked as a result. You have some kind of mental disorder which influences your personality to a degree many would call detrimental, whether it is sadism or paranoia or some kind of obsessive complex or anything else. It will also color your style of combat, which may well leave openings to be exploited by your enemies. Good luck with this one.

-Memory Problems [+200CP]: You know who you are! You're… wait, who exactly are you again? It's so hard to remember. Alas, that's the issue with this choice: Upon picking it, you'll find you have absolutely no knowledge of who or what you were before arriving here. As far as you know, your background memories are the only ones you possess. Hopefully this is not too much of a burden on you, for being a deity or an immortal being of some kind is hardly the worst thing in the world. But it will also mean much of the dangers yet to come will blindside you as well.

-Even Field [+200CP]: Many times, when one seeks to grow stronger it is so others who once gave them difficulty and trouble would cease to cause such things anymore. It can be a thrilling feeling, to know you have overcome a trial and are now a greater being. Alas, that feeling will forever be denied to you now. As you become stronger and more capable a combatant, then so will the various enemies of this world. Those small Shinkoku soldiers or Gohma creatures will always be a burden to you, meaning greater creatures and Demigods will continue to keep you fighting for your life. Your skill will have to be mighty to succeed here.

-When It Pours [+200CP]: Normally, one would think that a powerful immortal would have few enemies due to their considerable might. To be left alone can be considered a testament of one's might, but for you that testament will be denied. During inopportune times, you'll find either a swarm of Gohma or Shinkoku foot soldiers swarming your location with the intent on making your life miserable. They may not necessarily be too much of a problem individually, but there will be a *lot* of them and they'll often have a commander or two aiding them. Worse, they won't have any issues butting into any battle you're currently in. At the very minimum, their timing is going to be quite annoying.

-Precious Progeny [+300CP]: What kind of parent do you think you'd be, if you had a child? Do you worry whether you would do enough for them? Your questions will be answered with this option, your memories and reality rewritten to possess a son or a daughter. How is this bad? Because you'd not only try to be the best for them in a wholly wholesome and innocent manner, but you would also be willing to do ***anything*** to protect them… and it just so happens that one of the major power players of this world wants them for one reason or another. Your mental state may take a dip if something happens to them, and the consequences of your attempts to get them back may be dire for you as well.

-Loss [+300CP]: Rage. Grief. Melancholy. Isolation. These, and other negative emotions are all possible outcomes for when someone experiences the death of someone they well and truly care for. Someone who completed them, and made the world feel brighter. You'll have to get accustomed to these emotions, for now you will experience them firsthand. Whether it is the loss of one of your companions, or someone from this world you were accustomed to, their lack of presence (and inability to get them back while you are here) will be a pain that you will never be able to heal. It is a nightmarish emotional weakness, and will paint your actions to one degree or another. The heart of an immortal, once it loses something precious, will remember for all of time.

-Unholy Traitor [+300CP]: Fiend. Heretic. Corruptor. Traitor. When the Demigods think of these words, they will think of you. Maybe you stole some kind of sacred artifact of theirs, or maybe you're some kind of nightmare Gohma that cannot be tolerated. Maybe you were framed. The answer isn't limited to these causes, but for one reason or another, the Shinkoku Army has decided that you *must* die for the creation of their new world to become a reality. You will be attacked almost constantly, with both ground soldiers and warships trying to turn you into dust within the fires of purification. You will never know rest, so long as the Shinkoku Trastium exist… and even should you destroy them, some remnant will continue to hound you, Whatever it takes.

-Hatred of the Planet [+300CP]: Sinner. Defiler. Desecrator. Thief. If you could hear the Planet, these would be the words you'd be hearing as hordes of lava monsters rose from the ground for the sole purpose of burying you in it. Maybe you harvested hundreds of millions of souls over the years, intending to use them as fuel. Maybe it senses your desire to strip it of all its remaining resources like some sapient locust. Maybe it's just wrong about you and it can't be dissuaded. The answer isn't limited to these causes, but for one reason or another, Gohma Vlitra had decided that your death is a priority if the planet is to heal from the damage dealt. You will be attacked almost constantly, with monsters both small and massive trying to send you to Naraka with all due haste. Even should Vlitra itself be destroyed, some force seems to keep spawning them. All as if by some grand design.

-Emotional Overflow [+600CP]: Those who are envious of immortality make up many lies to comfort themselves on their own mortality, the most blatant being the claim that immortals lose attachment to everything and don't feel much. If only that were true, for you have the exact opposite problem: You're *too* emotional, to the point where your Mantra Affinity will threaten to consume your very mind at every waking moment and turn you into a single-minded monster. Your feelings could flood entire oceans… and make no mistake, it will *drown you* if you lose control. It will dictate your actions and your thoughts, and color every single decision you take to a fault. One might question how this is a bad thing with some Affinities, but just remember a lot of bad actions were done 'in the heat of the moment'. You'll have a lot of those.

-God-Emperor [+600CP]: There are two kinds of immortals, when it comes to the views of the world. Some do not wish to interfere with mortal affairs, while others believe it is their right to shepherd those who cannot see the bigger picture. You are in the latter category, and that is not supposed to be a compliment in this instance. Your ego and desire to take over everything is practically absolute, as you have decided you and *only* you can lead this universe into a perfect era. It's not just this world; *all of existence* must follow your infallible will, including the afterlife which all souls go to. It goes without saying that you're going to make an enemy of just about everyone here, and it's going to confuse you to no end that people do not see your vision as the most logical conclusion.

-Living Battery [+600CP]: Hopefully there were no plans to explore the world or involve yourself with the events of this story, should you choose this. Rather than being a free agent, you will instead start your journey here trapped inside a glass pod. Wrapped in golden silk, this pod serves one purpose: To drain you of your abilities, and amplify the powers of the Seven Deities, leader of the Shinkoku Trastium after the coup. You will be completely unable to escape, or call out for aid while you are in here, and should you still be trapped by the end of your time here, then your journey will come to an end. On the bright side, your companions and all those who came with you to this world are aware of where you are thanks to someone bragging about it, but will they be able to overcome immortals augmented by your powers? Hopefully you've been kind to your allies.

-Plans of the Spider [+600CP]: The adage of 'played like a fiddle' can be invoked, when an immortal manipulates a mortal with the wisdom of eons. Yet that doesn't quite describe what's going on with you, for fiddles can be difficult to play. No, the most ancient being of this universe has decided to play you like the *cheap kazoo that you are*. You're on a set path now, with one singular goal in store: The revelation of a Perfect Being, which can take over the ruling of Gaea so that he may leave it for another world. Normally this being is Asura, who rises at the cost of every other Demigod being slain with all the Gohma gone and the Shinkoku civilization all but destroyed, and currently he is the Spider's favorite. You will have to work intensely to simply survive being manipulated into seeing this outcome made manifest, much less arrive at an outcome that does not see Gaea destroyed.

-Crying Daughter [+1000CP]: *What the fuck have you done*. For whatever reason, Asura is utterly convinced that you are the one responsible for his daughter's woes. The Demigods? Chakravartin? Mere pawns to you in his eyes; only your complete and utter destruction will sate his rage. Death is only a setback he'll return from, and his rage will allow him to overcome ***any*** obstacle in time. Attempt to hide, and he will annihilate any hiding place you could go to. Run, and he'll eventually catch up. Your only possible salvation is to possibly run out the clock before he gets his hands around your throat, but do you have what it takes to overcome the wrath of a father scorned?



END CHOICE:

At the end of it all, when you've walked the path this world has to offer… were you content? Did you achieve what you were hoping to, or were there more hurdles to your journey than anticipated? Hopefully you survived, at any rate. Should the Mantra have graced you, then you'll find all physical and mental trauma acquired from this world healed (at your discretion, for some prefer to wear their scars with pride). You will also be given one final choice to make:

-Stay Here:

This world speaks to you on some level. Maybe it's the cycle of life, or the culture that has formed over the thousands of years. Maybe you just want to become the God of this world. Whatever your reasoning, you've opted to settle down in this place. Your journey ends and your affairs back on your original world will be settled in a manner you deem fitting. All you have accumulated up to this point will stay with you.

As a parting gift, you'll also be given an additional **+1000CP** to spend, with discounts applying to every purchase. I hope your new life of immortality is a fruitful one.

-Go Home:

Perhaps this world has given you all the power you could ever desire, or maybe you've decided you need to share this power with those you personally knew. Maybe you just want to show them what a God *truly* looks like? Regardless, you've opted to end your journey and return to the world of your origin. Everything you have accumulated up to this point will return with you.

As a parting gift, you'll also be given an additional **+1000CP** to spend, with discounts applying to every purchase. Your world will be forever changed with the your arrival, for your appearance will mark the coming of Divinity Manifest.

-Next Adventure:

To the shock of most, becoming an immortal being with an intrinsic connection to a cosmic force isn't enough. What heights are you seeking that this is but a stepping stone? What knowledge or power do you seek that could not be found here? Or is it something else? Whichever it is, you'll get the chance to attain it. You will move on to the next world, keeping everything you've accumulated thus far.

See you in the next turn of the Wheel.

NOTES:

-Original jump by Muyo; additional help from NuBee, Konota/Agua and Yorokonde

*Special: In taking 1200CP worth of perks from a tree (or 600CP if it is the perk tree of your origin), you will find all purchases from that tree both greatly magnified in power (whether that means teleportation distance, physical strength, durability, strength of energy blasts, etc) with any energy costs greatly reduced at the same time. At the same time, each tree will come with a unique bonus should you match the required buy-in:

*Will of the Planet: You have become far more attuned to the flow of souls and the cycle of reincarnation, and the planets you walk upon have given you leave to use this privilege for the purpose of setting wrongs right. Whether you channel the rage of departed souls to tremendously augment your attacks with great accuracy, or use the knowledge of dead victims to better plan an attack in the name of justice, or even temporarily give their souls Gohma bodies to guide and direct the armies you manifest… their strength shall be yours. Seek balance and justice, and the flow of souls shall grant you what they can.

*Demigod: The secrets of the Mantra, after so much time using it and letting it flow through your veins has almost fully opened up to you. The very power of the cosmos, and now you are almost a part of it yourself. You are capable of manipulating facets of the soul, finding ways to empower it or suffuse it into equipment so it is an extension of oneself, augmenting whatever power the item had along with your own… even direct the soul to grow and change in directions to help your continued ascension. No doubt you'll find other ways to use a soul and its intrinsic connection to Mantra for all manners of other things.

*Celestial Denizen: There are those who think themselves the true masters of Mantra. That they know the secrets of the universe. Fools, all of them. It is you who truly embodies Mantra, for you are Creation and Creation is you. You practically *radiate* Mantra, and through that Mantra you can decide which course Life will take. Will they possess a desire to advance technology? Will they evolve into a certain form, its shape deigned to be perfect by you? How susceptible will they be to Mantra? A timely thing yes, but as you explore and test this power you will find other ways you can influence such beings. A true God has the time, after all.

-It should be noted that the properties of Mantra are somewhat nebulous, as a cosmic energy that takes the forms of emotions and prayers. In its natural state it resembles vibrations similar to sound waves, but through manipulation it takes the form of a green mist or aura. In this state, it is capable of powering machinery, healing wounds, and elevating those who imbibe it to god-like levels. Mantra is also capable of influencing how rapidly a species can technologically advance, through unknown means. As it bears similar characteristics to electricity, this also means it can be transmitted and stored like you would electricity as well. Do what you will with this knowledge.
-External Mantra can be harvested in one of two ways: Through prayers directed to you (whether you personally or a group people know you belong to), or by capturing and processing the entire soul for a much greater yield. The latter is also a one-time trick as it completely removes the soul from the cycle of reincarnation, which might piss off the local psychopomps like the Shinkoku did with Gaea. Your choice on which one you do.
-For those with a Mantra Affinity, how much inherent Mantra you have/how much power you can pump out relies on how much you're feeling the emotion tied with that Affinity. Using Deus as an example, he got stronger as he got progressively more and more prideful, but he lost power when his pride started getting knocked down. The perk 'Endless Emotion' will gleefully help with this, but one thing to note is you'll be feeling these emotions. Why is this brought up? Feeling something super strongly can cloud judgement, so just be mindful of that.
-Mantra is also weird in the ways it can manifest in a person. For instance, some Demigods have elemental affinities (Deus having Lightning, Olga having Ice, etc.), while some get access to weird things like teleportation. The augmented 'Vajra' forms are similar in this sense, with Asura gaining four extra arms and Wyzen becoming much bigger. As a cosmic force aligned with emotions, it stands to reason that a person's nature will have an influence on what form it takes. Training and practice can also have an impact, with Augus channeling Mantra through Wailing Dark much more effectively than say, the Rasho can.
-For those of significant power (or possessing a Mantra Reactor), a Halo can manifest behind them as a sign of showing one is exerting a *lot* of Mantra or is running on full power in combat. The size and complexity of this can range from a small and simple one hovering behind a person's head to an ornate and detailed Halo that's almost as tall as the person themselves. It also seems to require either concentration or upkeep as someone getting rocked in battle could make the Halo disappear and few bothered to restore it in the heat of battle. How your Halo manifests is on you.
-There is technically no limit to how much Mantra one can wield. While prayer and reaping souls can provide an external source for an immortal to utilize, it is how intense their own emotions are that can really gas someone up. For example, Deus was extremely prideful and it sent his Mantra up pretty high. Yasha became stronger the more depressed and melancholic he felt, and everyone knows how powerful Asura became as he became more and more enraged by events around him. So why don't we see everyone do it? Because the more intense your emotions, the more clouded your judgement and the chances of losing yourself start climbing. Asura completely lost himself to his wrath at one point and became a feral berserker, you can imagine what the other emotions would do. You technically don't need a Mantra Reactor to be able to handle the power of trillions of souls or greater, but it'd help your stability tremendously.

-For clarification, 'Perspective of Divinity' makes it so the world is in the Asura's Wrath style. Yes, you can choose to turn this on and off as needed.
-'Nature's Wrath' basically gives you whatever natural weapons or animalistic adaptations you want as a one-time offer. Have fun figuring out whatever chimeric freak of nature gets you going.
-For 'Geographical Indifference', it's for the planet you're standing on. If you're in a dimension that isn't with planets (such as heavenly bodies or some pocket world), this perk lets you manifest anywhere for it.
-'Golden Technique' lets you use any body part; Yasha threw energy blasts with kicks after all. Find a way to justify it and it'll work.
-'Endless Emotion' works like a way to more easily gain power spikes like Asura and Yasha did; with stronger emotions comes stronger Mantra output.

-The 'Fountain of the Immortals' can either take a physical form somewhere in the world, or take some manner of ethereal form which only you have access to. If you choose to make it physical, you can choose to place it either in the Warehouse somewhere or in a specific property of your choice, remaining a part of it.
-The 'Vigilance' level of the Fountain will put you on par with Asura's Six-Armed Vajra Form, when he was fending off Wyzen. The 'Ascension' level of the Fountain will put you on par when Asura was capable of going up against Augus on the moon, which is no small feat whatsoever.
-There's nothing stopping you from bottling up the Mantra from the 'Fountain of the Immortals' and storing it up for later.

-Many of the properties in the item section can be instead be made a Warehouse attachment, or be attached to something you are used in place of it if you desire. They will also retain any modifications done to them.
-All equipment, if damaged or destroyed, will reconstitute themselves in roughly a week's time.
-You can buy 'Meditation Chamber' multiple times if you wish, either increasing its potency or mixing other emotional spectrums within.
-'Purification Equipment' contains the following, specifically:
  *The shields and polearms of the Doji (little gremlin guys)
  *The huge melee weapons, gatling guns and cannons of the Taison (huge golden guys)
  *The large golden greatswords and lances of the Rasho (the grey Knight-like units)
  *The floating shooty orbs of the Kagebosh (the operators on ships/red clothed figures)
  *The Lotus Pods used to drop troops in or float above to shoot lasers at people
  *Various halberds, longswords, and other Mantra-suffused melee weapons
-Both 'Purification Equipment' and 'Mastercraft Weapon' can have Mantra channeled into them, but 'Mastercraft Weapon' will augment the power to a much greater degree if Augus is anything to go by.
-the 'Fabrication Plant' can be modified to use energy other than Mantra, should you desire it.
-The 'Faithful Flock' can be a place for your followers to stick around if you wish, and the city can be expanded should you choose to modify it.
-'Private Moon' can either be the actual moon that revolves around Earth most of the time, or a second moon that appears for some reason.

-'Heart of the Planet', for clarification, works on all Earth/Nature and Soul-based powers. Make earthquakes? It works. Manipulate the Lifestream? You're at its heart, go nuts. Can summon a small army of Gohma? You can summon legions of them.
-'Event Horizon' can grow larger or grant you great control over its rules as you invest more Mantra in it, but the cost will be rather high (millions or even billions of souls worth)
-'Event Horizon', for clarification, can merge any property or pocket realm you have within this item, including the Warehouse or its attachments. You can arrange the layout within as you wish.
-The 'Purification Fleet' comes with its own crews and support staff to maintain, field, and repair the vessels as needed. The Vinaya craft have your standard lasers and missiles, as do the Nirvana support craft. The Nirvana craft have energy cargo holds and transmitters meant for capturing and transporting souls, however.
-The 'Karma Fortress' can have the appearance of any figure you wish, with its default form appearing like a Buddha statue.

-Yes, you can access the Cybernetics table if you're a Gohma or Celestial Denizen. Stuff gets weird. Fanwank why that's the reason.
-Yes, companions can access it too.
-Should you have abilities where anyone you kill has their soul absorbed and stored somewhere, the Mantra Reactor can utilize that instead of destroying it to give you the bonuses. Of course you don't have to do that; you can always let them be destroyed instead. Its your finger on the trigger. Either way, the Reactor will similarly amplify those kinds of abilities too.
-For clarification, while you don't need 'Guardian General' to benefit from a Mantra Reactor, having it would make a Standard-grade Reactor more potent.
-'Will of the Planet' are locked into Wrath unless they grab the Custom-grade or Karma-grade Reactor instead.
-You can buy multiple versions of a Mantra Reactor (such as a Karma-class Mantra Reactor along with a Standard or Custom Reactor) to double up on benefits if you wish; it will mean the standard buffs along with an extra boost from the affinity of your choice.

-'Gilded Form' can be used for sex changes, or even mixing and matching sexual characteristics. I'm not gonna judge, you do you.
-For 'Will of the Planet' and 'Celestial Denizen', you may choose to have the cybernetics more in line with your origin (for instance, 'Will of the Planet' having augmetics that look like lava and burning rock), or you may choose to keep to the aesthetic of gold and bling. Of course, 'Gilded Form' and 'Vashnu Chassis' can make these cybernetics as ostentatious or subtle as you desire.
-The abilities that improve strength/durability/cognition will improve what you came with; if you could already hurl entire skyscrapers, these abilities will make you even stronger.
-To summarize 'Kartikeya Systems', it makes you modular and able to more easily alter yourself. Remove your melee arms for ranged arms? Sure. Find a way to give yourself a second heart? Easier to do now.

-'An example of how 'Gilded Assimilation' works is you could take an arm from another jump, and your body will incorporate it to add its strengths to whichever arm you wanted to add it to while letting it benefit from Mantra. It doesn't let you turn into a nanoswarm, just add things to what your physiology already is, like how Asura could take in two Mantra Reactors into his chest with no tools or equipment around. So things like putting cyberbrain parts into your brain or gun barrels into your fingers work out. If you are a nanoswarm or some weird dimensional thing, then fanwank because all bets are off.
-If you have 'Kartikeya Systems' as well, it will synergize with 'Gilded Assimilation' to let you do things like rip off a person's arm and attach it to your severed stump, flood it with Mantra, and immediately adopt it for yourself.
-'Drone Control Unit' allows you to control eight drones starting out, but practice and other methods (such as having parallel processing) can be used to increase the number you can control. It can also be used on vehicles, like how Yasha could call his bike.
-It should be obvious, but 'Energy Projectors' will improve any offensive Mantra usage you gain from other kinds of perks. Practice and you could figure out other ways to use it.
-In time, 'Tvashta Fabricators' can be used with other forms of energy as well.
-You can still use tools with 'Tvashta Fabricators', but yes you can use it to literally punch ore into weapons and tools or mold them like clay.
-The 'Vayu Wings' can lead to some anime-esque antics. Boosters coming from your elbows as you do a flying punch? Energy coming out of your feet as you fly like a robot? Actual energy wings as you go around like an angel? All possible.
-For the 'Sakra Protocol', you can choose to have the merged machine take on aesthetics or traits synonymous with you if you feel like being artistic or dramatic like anime.
-The 'Kameswari Lenses' are meant for natural elements such as wind, fire, electricity, water, ice, that sort of thing. Stick to the generic fantasy elements if you want a guideline.

-If you take the 'Living Battery' drawback, then any other drawbacks taken will instead be pushed onto your companions and allies as they try to free you. Burden their rescue attempts at your own peril.

-Should you wish it, you may keep the child from the 'Precious Progeny' drawback after your time here is done. Enjoy parenthood.

