


Welcome, possibly for the second time, to the colour world of Disboard! This vibrant land is the world ruled over by the God of Games, Tet. Following the events of a great and terrible war that threatened the planet itself, Tet managed to ascend to the seat of One True God. To end the war, he put in place 10 Covenants. These rules are engraved into reality itself, changing the very concepts of the World. Any kind of violence or bodily harm has been banned outright, made impossible on the most fundamental level. Instead, all conflicts are instead resolved by games. The Covenants are as such:

- ★ 1: In this world, all murder, war, and robbery is forbidden.
- ★ 2: All conflict in this world will be resolved through victory and defeat in games.
- ★ 3: Games shall be played for wagers that each agrees are of equal value.
- ★ 4: Insofar as it does not conflict with “3”, any game or wager is permitted.
- ★ 5: The party challenged shall have the right to determine the game.
- ★ 6: Wagers sworn by the Covenants are absolutely binding.
- ★ 7: For conflicts between groups, an agent plenipotentiary shall be established.
- ★ 8: If cheating is discovered in a game, it shall be counted as a loss.
- ★ 9: The above shall be absolute and immutable rules, in the name of the True God.
  10: Let's all have fun together!

With these rules, anything can be wagered and all bets must be honoured. Whether it be your belongings, your memories, your love, your freedom, or your very existence, all can be wagered if you wish. These Covenants apply specifically to the Ixseed races, the 16 different sentient races that live on Disboard. Additionally, each race has been bestowed with a chess piece known as a Race Piece, which holds the rights of the entire species. To bet your race piece would be to wager your entire race.

It has been 6000 years since these Covenants were created and Immanity (the human race) has been steadily losing ground following the seemingly senseless actions of their latest king. Where before they used to control almost all of the continent of Lucia, now they are reduced to only a single city. Just before his passing, this king announced a species-wide game for his successor. Each human can challenge another, and whoever is the very last one standing without a loss shall be crowned king. And this is where the two protagonists enter the picture: “ ” otherwise known as [Blank].

On earth, this pair of social-reject NEETs consist of the 18 year old Sora and the 11 year old Shiro. Each a genius in their own way, when paired together this duo have never lost a single game in their life. Tet challenged them to a game of chess and even he could not beat them. As the undefeated God of Games Tet could not simply allow this loss to stand. Rematch! He invited the pair to the world of Disboard and, when they accepted, followed through. And now the two gamers who are one, who have never lost a game in their life, have found themselves in a world where everything can be solved with games. This is the story of how they unite the 16 Ixseed races and beat the game that Tet has set for this world. A simple, global game, that the Ixseed races in their hatred and ego have made far more complicated than need be.

You will be entering into this world around the same time as this pair, and leaving exactly 10 years after. You have **1000CP** to spend on the document below to get you started. And remember the 10th Covenant: Have fun!

**Origin:** *With the races of this world being so varied in both appearance and lifespan, you may choose your gender and apparent age for free. Any origin can optionally be taken as a drop-in if you wish.*

*Wanderer* - You are a traveler. A wanderer. You don't live in any specific city or under any specific nation. You simply travel from place to place as the fancy takes you. The world is a wide, wide place, with many different sights to see. As a necessary skill that comes with this sort of life, you've also gotten rather good at avoiding accidentally finding yourself playing a game with someone else.

*Gamer* - In the world of Disboard being a gamer isn't a fact that is considered shameful, but rather an important life skill for those with ambitions for more in their life. There are hundreds of thousands of different games in the world, with thousands of different ways to play. As a Gamer, you've spent most of your life learning how to play them. While it is impossible to say you are proficient at all games, you at least know enough to generally get the gist of whatever might be thrown your way.

*Scholar* - Just because games rule the world doesn't mean that every other aspect falls to the wayside. Civilisation still requires progress and people are always pushing towards greater heights. You will be starting as a scholar, a learned person who has devoted their life to study. This could be in the field of science, magic, or some other discipline. Gaming is less a necessity to you so much as means to an end. Namely acquiring more books or knowledge.

*Noble* - Every race has its own government, and most of those governments have their own societal classes. You will be entering into this jump as part of one of these Noble families. Depending on which race you start as will determine how much that actually matters. But whatever the case you will generally be starting from a place of moderate wealth and influence.

**Ixseed Race:** *The Ixseed is a list of sentient races capable within Disboard. A species' ranking on this list is a measure of how well they can utilise Spirits, the power of magic. The top six species of Ixseed are known as 'Life' or 'Living Beings' while the bottom ten are known as 'Creatures' or 'Living Things'. This is because ranks sixteen to seven are those who possess physical bodies, while ranks six and up are more akin to energies or concepts that have acquired their own will. You may choose which Ixseed race you will be starting as.*

***Notice**: If you've already visited the Great War, whichever race you chose in that jump can be picked here for free.*

Rank 16 - Immanity [+100]
Bottom of the list of the Ixseed and the most helpless of all the races. Immanity, named after immunity. They were dubbed as such by the True God, Tet, for their decisive role in ending the Great War and saving the world. He considers them the world's immune system. While by no means suffering as much as they once had during the war, Immanity is not in a good spot currently. They are the only race wholly unable to see or use Spirits in any way. They are magicless beasts in a world filled with the supernatural. Among the other disadvantages this has, it notably means that Immanity will always struggle to identify any method of cheating that involves magic, putting them at a severe disadvantage in any games between races. They might as well be crippled and blind compared to most other races.

Rank 15 - Siren [+100]
Ranking only one place above Immanity, the Sirens are little better than humans in the minds of some races, and actively worse in the minds of others. They are an all-female race of mermaids who's only talent is a magical charm inherent to their body. The more powerful the Siren, the more attractive they become in the eyes of others. However Sirens cannot actively use magic of any kind. Additionally, they cannot even leave water for very long without dying. The race itself thus lives in a large city at the bottom of the ocean. But what the Sirens are perhaps most infamous for is just how dumb and carefree they are. They are so dumb that they don't even care about their own impending extinction, a fact itself caused by their own idiocy.

Sirens, being a wholly female race, reproduce by consuming the soul essence of other species, which is almost always fatal. But this is something that is explicitly forbidden under the 10 Covenants. Only the Siren Queen could do this non-fatally, but she has put herself in an millennia long artificial coma that can only be lifted if she falls in love within a special dream world. Unfortunately her ideal love is 'an unattainable love', I.E someone who would never love her. Which, given her status as the strongest Siren with a correspondingly potent charm, is all but impossible. The remaining Sirens by sheer dumb luck managed to gain ownership of the Dhampir race and were thus able to circumvent the 10 Covenants restriction on breeding with them. It bears repeating that the Sirens are idiots, and have consequently driven the Dhampirs to near extinction by 'consuming' every male Dhampir but one, uncaring that this will also doom themselves.

## Rank 14 - Werebeast

The werebeasts are a species of animal people, humanoids with animal features such as ears and tails. Like several of the lowest ranked Ixseeds, Werebeasts cannot use Spirits to do magic. However Werebeasts instead have bodies that reach the very limit of what physical laws allow. They are as strong, fast, and durable as is physically and biologically possible, with senses to match. These senses are so great that some believe Werebeasts are capable of reading minds due to their ability to tell intention from body language and heart rate. A rare few can even enter a form known as Blood Break, where even their ceiling level bodies break through all limits to become several times faster and stronger again. Unfortunately their muscle and bone density makes swimming impossible. They sink like rocks.

The Werebeasts used to live upon a series of island nations, living tribally in clans divided by race. After the war, these clans turned to in-fighting for millennia, locked in a constant cycle of peace and civil war. Only in recent decades were they united by the Shrine Maiden, a kitsune with a direct connection to an Old Deus, and formed into the powerhouse they now are. Technologically the Werebeasts are the most advanced in this world, with pseudo-technology on the level of full body virtual reality. Following a series of games with Immanity's late king, they have taken over much of Immanity's former territory across the Lucia continent.

## Rank 13 - Lunamana

Relatively little is known about the Lunamana, owing to the fact that the species at large hasn't lived on the planet of Disboard for innumerable millennia. After creating the Red Moon in the sky, the Old Deus that made the Lunamana took the entire species to live on it before the Great War started. There they have lived ever since. The side of the moon facing Disboard was long since rendered uninhabitable from stray shots during the Great War, and thus one cannot see the thriving civilization living on the far side of the moon. What is currently known about them is that they seem to take on the form of humans with bunny ears, a small horn in the center of their head, and red eyes. They also appear to be able to shapeshift at will. Everything else, from culture to mindset, is yet unknown.

## Rank 12 - Dhampir

Of the many races that make up the Ixseed, few are in as unfortunate a spot as the Dhampir. Like the Sirens, the 10 Covenants placed a deadly shackle on the Dhampir. Dhampirs, much like stereotypical vampires, feed off of the essence (flesh, blood, or sweat) of other races. How can a race that feeds off of other species survive in a world where they fundamentally aren't allowed to harm others? They also cannot stand exposure to the sun and those they bite will gain this weakness too, albeit without becoming a Dhampir. Their strength lies in the fact that they gain strength from the essence they consume, proportional to the strength of their victim, as well as their ability to create illusions so real that not even a Flügel could see through it.

Hoping to solve the issue of their feeding, long ago they proposed to play a game with the Sirens, aiming to end in a draw that would leave both in a mutually beneficial arrangement that would solve the issues of both sides. The Sirens, being as dumb as they are, didn't understand this intent and completely crushed the Dhampirs in that game, gaining ownership of the race. With the only Siren capable of non-fatally reproducing in a self-imposed coma and not caring about their own impending extinction, the Dhampirs have been reduced to such a point that there is only one male left in the entire species.

## Rank 11 - Demonia

The Demonia are an oddity of a race. While they are created beings, much like most of the races of Disboard, they are the only race that was not created by the Old Deus. Instead, they were created by a Phantasma; the Devil. The Demonia is not one specific or discrete race, but rather can be understood as 'the forces of the demon lord'. Ogres, trolls, slimes, skeletons, and countless more, all fall under the umbrella of Demonia. Some are strong, some are weak, some are dumb, some are less dumb. The Demonia is the race with the greatest variety of form and mind. Most of them live in or around the tower that is the Devil's body.

Serving under the Devil and formed from all the negative emotions in the world, the Demonia have one overarching goal: the destruction of the world. Just by existing, the Devil emits an ever expanding domain that drains all hope and positive emotions from those within, usually resulting in suicide. No-one has found a way around this. Not that it mattered much during the Great War, since any time the Devil appeared, he and the surrounding location would be carpet bombed from existence. But now is the era of the 10 Covenants. The Devil cannot be killed any more. But for some unknown reason, his field of despair still works despite the Covenants. Now, for the first time, the Demonia have the ability to grow into the true threat they always wished to become. You can choose what specific form you wish to take.

## Rank 10 - Ex Machina [200]

It would be hard to call this race a species. Not because they are machines rather than organics, but because there are barely any of them left. There are only a dozen Ex Machina left in all of Disboard. Not a single new member has been born or created since the end of the Great War 6000 years ago, and most were destroyed in the final battle as is. The average designated service life of an Ex Machina is only around 1000 years, for context. When they were given the gift of a heart by Schwi and gained human emotions, their ability to love and reproduce were locked to their Spieler; Riku. A human who has long since passed away. Each remaining member is just slightly crazy due to age and wear.

In terms of ability, the average Ex Machina makes supercomputers seem as slow as a particularly dumb plank of wood. As a machine race created by the God of Doubt, their ability to learn, simulate, and reproduce data is unmatched by any. During the war, no species was willing to provoke them. No tactic would work on them twice. Any attack used on them was analysed and copied within picoseconds of manifesting. Their learning didn't stop with the end of the war either, and if it were to resume they would likely rival the Flügel now in strength on an individual basis.

## Rank 9 - Fairy

Fairies are a species of small humanoids no taller than a toddler with bright rainbow wings of light sprouting from their backs. They are likened to that of flowers, needing only sunlight, water, and soil to survive. They are at the same time both a very strong race and also a very weak race. They are as physically weak as their small forms would imply. Their strength comes from their ability to create spatial phase boundaries known as Spratuls using their souls. A Spratul is a virtual realm in which the fairy can create anything, even living beings, and in which only they can use magic. The only limitation to this is the soul required to create this realm. In essence, the realm is a Program and their soul is the maximum amount of Data that can be allocated to it. Fairies can offset this cost by linking together in a massive network, a pseudo internet, allowing members to share the cost of creation.

Created by the God of Love, Fairies replenish the souls lost to their Spratuls by feeding on the love of other creatures. These restored souls can be converted into lifespan. Despite being ranked 9th on the Ixseed list, Fairies are ranked in the top 7 most dangerous races for their abilities. Fairies typically live in small villages hidden from the world. Due to their flower-like nature, they are naturally compatible with the elves. Around 60% of the entire race lives with the elves in their capital, willingly enslaved to them. The elves provide them the emotions they require to survive, and in turn the fairies allow the elves to use their Spratuls like a pseudo internet.

## Rank 8 - Dwarf

Existing as life-long rivals with the elves are the dwarves. Like the Demonia, the dwarves can be described as a race wishing for the destruction of the world. But where the Demonia seek mindless destruction, the dwarves instead follow the creed that everything in the world is meant to be forged; from the dirt under their feet to their foes in battle. Born of the God of the Forge, everything they do revolves around it. Even their leader and representative is simply the dwarf most skilled in crafting. To this end, there are few races quicker and more dexterous with their hands. They can move their hands quite literally faster than the eye can see.

Most dwarves are rather hairy, with bronze skin, and the women are no exception to this. Being creatures of the forge, their hair is made of mithril and their eyes of orichalcum. These materials naturally amplify magic, which actually prevents dwarves from using magic. Their hair would amply any spell they cast to such a degree that in the worst case they would simply explode. To this end, they instead use magical tools that they forge to cast spells for them. Dwarven forging itself is a kind of magic innate to them. All they have to do is imagine the end product, hammer the raw materials a few times, and out will pop the desired product with a 100% success rate. A dwarf will always be able to forge what they imagine, but conversely they will never be able to forge that which they can't imagine. Failure breeds innovation, but their very talent stifles it.

## Rank 7 - Elf

If one were to ask which race came out the best following the introduction of the 10 Covenants, the answer would probably be the elves. As it stands, Elven Gard is currently the largest and most affluent nation in the world, dominating 3 different continents and over 50 states. Culturally elves are known as protectors of nature, living in massive sculpted forests, with floral designs in every part. Theoretically the elves have a democratic senate for government, however in practice nearly all members of this senate pass down among old nobilities. These old families also don't shy away from practising slavery, with many having generational families of slaves to their name. Elves near unanimously hate dwarves.

As a race, elves are pointy-eared humanoids with fair skin and four-pointed star patterned irises. They tend towards a more slender figure and actively mock those elves with pronounced curves. While elves may not be the most powerful race, nor the longest lived, they are without question the race most skilled in the use of magic. One's standing in elven culture is often tied closely with how skilled one is. Indeed elves are the only race innately able to cast multiple spells at the same time. The more skilled they are, the more they can cast at once. The greatest known spellcaster of ancient history was capable of casting eight different spells at once.

## Rank 6 - Flügel [200]

The first thing that might come to mind when seeing a Flügel is that this is an angel. With great beauty, glorious white wings, and a majestic halo, the impression is understandable. But all it takes is for you to meet their eyes, to see the boundless killing intent and apathy, to realise: this is a devil. The Flügel are Godkillers; a divine spell made flesh and molded with clear purpose. They are warriors created by the God of War to kill other Gods. They have strength enough to vaporise mountain ranges and are able to withstand nuclear explosions point blank without so much as a scratch. Their lifespan is infinite, and basic necessities like food, water, and air are dispensable to them.

If there was one race that could be said to have been living carefree and happy during the apocalyptic war millennia ago, it would be the Flügel. Consequently, when that war ended and their creator was slain, the Flügel were left adrift, struggling to find their purpose in life. Many fell into such depression that life itself didn't seem worth living. Finally, to snap them out of their funk, the leader of the Flügel, Azril, ordered them to find meaning in life. Where before they hoarded skulls, now they hoard books and knowledge. The library upon Avant Heim is likely the largest and most extensive in the entire world. Yet all this remains a mere veil to hide their fragility. Still they search for a Lord they can follow. Still they search desperately for purpose.

## Rank 4 - Dragonia [400]

In a world with elves, dwarves, and magic, it would be strange not to also have dragons. After the Covenants were established, the Dragonia retreated from public view for the most part. They adopted something of a non-interference attitude with regards to the world at large. One might see a dragon flying in the distance, but it is always just that; at a distance. If a species is heading for certain destruction they may be willing to step in, but otherwise they are likely to avoid showing themselves.

Despite their current peace, the Dragonia are not a species to be underestimated. Born of the corpses of Old Dei, the Dragonia are multi-temporal creatures. They live in the present and span infinitely into the past and future. To look at a Dragonia would give one the impression akin to that of a mountain range, something that has always been there and always will be there. Their atypical temporal nature gives them several innate advantages. Any damage done upon them is nearly instantly 'corrected' by their simultaneous existence in the past and future. Additionally, their great power reverberates through time to converge in the present, giving them a theoretically infinite amount of magic. Finally, their existence outside of normal time allows them glimpses into possible futures that could occur.

A Dragonia's scale is harder than any material in the world, and contains more Spirits in each individual one than in the entirety of a Flügel's body. They have millions of scales in total, built layer upon layer. Their bones are known to be completely indestructible, and are the only part of their body that will remain upon their death. If one could pierce through their innumerable scales and past their invincible skeleton, one could find their one weakness; the shell of space-time that is the core of their being. If this core is ever so much as scratched then that damage will be reflected across time, amplifying infinitely until they simply disintegrate. It would normally take upwards of 50 Flügel working together to accomplish just that much. The final ability of note known to the Dragonia is their Ruler's Edict, their ability to speak the language of creation. They speak and the world itself obeys.

## Rank 2 - Phantasma [400]

Ranked one above Spirits but one below the gods, the Phantasma can be considered similar in idea to the Old Dei. A Phantasma is a disaster or phenomena that has gained its own will, acting out its role again and again for eternity. Because of this, each Phantasma is almost entirely unique in appearance and power. One Phantasma takes the form of a gigantic floating island that the Flügel call home. Another was a deadly fog. The most infamous Phantasma is the Devil, taking the form of the Demon Lord's Tower, which gave birth to the Demonia race. You may choose what specific disaster or phenomena you represent.

A Phantasma can be considered to be made up of two parts: the core and the phenomena. The core is the center of their being and will. The phenomena is an effect based on whatever disaster they are, such as the Devil's field that drains all positive emotions and thoughts. In fact each Phantasma can be considered their own self-contained world separate from reality. This fact gives rise to their trump card, Arma Qualia, which messes with dimensions and perceived reality. As expected of the Rank 2 race, each Phantasma boasts an incredible affinity for magic, each a threat on the level of a Dragonia King. By their very nature, the Phantasma have no true governance or unity. Each acts independently of each other. In fact, no new Phantasma have appeared since the Great War ended.

## Rank 1 - Old Deus [600]

The Old Dei are not creatures, nor are they gods. They are concepts. The underlying concepts of the world itself which have attained sapience and will. For every concept that exists, there is a possibility of an Old Dei being born of it. In this way there are a theoretically infinite number of Old Dei. However, each Old Deus has their own activation condition, meaning there are only a handful of them active at any one time. The Old Dei are the creators of the various Ixseed races that populate the world and their in-fighting was the root cause of the Great War. Even in this world that has turned into a giant chessboard, they still like to consider themselves the players and everyone else the pieces.

The strength of an Old Deus is entirely dependent on the prevalence of the concept that is their core in the world. During the Great War, the god of war was stronger than every faction combined. When the Covenants were established, he could no longer even 'activate'. The average Old Deus is more than stronger enough to create entire heavenly bodies at a whim. They can take any form they wish, and treat space and dimensions like playthings. They cannot even be killed, strictly speaking. As long as their concept exists, so will they. They can merely be made to fall into a kind of slumber. A deactivation if you will. Outside of other Old Dei, only two races have the feat of 'killing an Old Deus: The Ex Machina and the Flügel.

**Location:** *Now it is time for you to decide where you will be starting in this world. This may be of equal importance as the race you chose.*

Lucia - Lucia is one of several continents that exist in the world of Disboard, the world that this story takes place in. This is the continent that Sora and Shiro end up appearing in when Tet summons them to this world. There are three main powers here: Immanity, Werebeasts, and Elves. The vast majority of this continent used to be controlled by Immanity, but in recent years most of that land has been lost to the Werebeasts, who have made short work of expanding and developing into those areas. You can choose which general area you will appear in. Just keep in mind who would welcome you and who wouldn't.

Elkia - The capital city of Immanity and indeed its only remaining city at all. This is the last bastion of Immanity after they lost almost all of their territory. It is a sprawling city of modest size that serves as a city state. With so much land lost to them, much of Immanity has migrated to this small refuge and consequently left it somewhat packed. It is here that Immanity is currently engaging in a nation-wide championship to decide its next ruler. Many of the more wealthy and influential members of society have already been made into spies by the different races. Immanity as a society is practically on its deathbed.

Eastern Union - It was only a few short decades ago that the Werebeasts were still a bunch of separate tribes that fought each other over any small issue. Under the guidance of the Shrine Maiden, the Werebeasts formed into the Eastern Union, the third largest nation in the world. The Eastern Union itself is predominantly based on a series of island nations off the main coast of the continent, connected to the mainland by various coastal cities. The capital of this great nation is Kannagari City, though only Werebeasts are welcome there.

Oceand - Located far away from the seashore and several hundred meters below the surface of the water is the Siren capital city of Oceand. This is where most of the Siren and quite a few Dhampirs reside. Bioluminescent plant-life and pearlescent walls illuminates an expansive and open city of tall towers where fish frolic. Multitude of enchanting Sirens dance and sing to their hearts content in every direction. There are no magical air bubbles down here, so any land-based creatures will need to figure out their own ways to breathe. Don't expect a huge number of amenities or libraries here. Your very presence in the city likely raises the average IQ by a few points.

Avant Heim - Floating high above the world, a strange world of technicolour cubes that jut out at every angle, flies the ethereal island of the angels. Avant Heim is the legendary home of the Flügel race. The entire island itself is a giant Phantasma that once served under the God Of War during the Great War. It is a manifestation of a great disaster that once saw a significant chunk of land ascend into the sky and crumble. Here the Flügel live, laugh, and play to their heart's content. At the core of this island, you might find a small human boy that serves as the manifestation of the Phantasma's core. This core is closely linked to the mind of Azril, with the two often communicating with each other. Don't expect your presence to go unnoticed.

Hardenfell - Capital city of the dwarves and the second largest and richest city in the world. This massive metropolis lies nearly ten thousand meters below the surface of the earth. In every direction you look, up and down, left and right, front, and back, is a sprawling factory cityscape in complete defiance of gravity or laws of physics. Sora likened the city to Midgar, complete with giant discount Mako reactors. This city is connected by tunnels and branches to countless other smaller dwarven settlements. Despite this, the primary way into and out of the city is via dwarven machines. The residents would rather you not use a Heaven's Smite to tunnel right to it.

Melvoille - The nation of the elves is the largest in the entire world, stretching across three continents and 52 different states. Melvoille is the capital city of this great nation, designated as such after the previous ones were destroyed (by Jibril). This thriving city is covered in vibrant white forest and is known as the birthplace of the elves. Within this great city lives the elves, many of the fairies, and quite a few slaves from different races. This city is also home to The Garden, a giant white tree which serves as the elves' most prestigious and famous magic school. Almost any elvish scholar or magician of note will trace their origins back to this institute. At the very heart of elvish civilisation, trying to reach other nations from here would be a challenge for all but the likes of the Flügel.

Red Moon - Shining down from on high is the Red Moon of Disboard. This isn't the only moon in the sky, but unlike the others, this moon is artificial. Long ago, before the Great War had started, the red moon was created by an Old Deus as a home for them and their creations. They and the Lunamana, rank 13 of the Ixseed, have consequently been entirely uninvolved in the Great War and indeed almost no-one even knows what they look like. The side of the moon facing Disboard has long since been rendered dead; a cratered ruin devoid of spirits and life due to stray shots from Disboard colliding with its surface. On the far side, however lies a metropolis of the Lunamana and abundant life.

**Perks:** *Perks are discounted to half price for their origin. Discounted 100CP perks are free.*

*General Perks*

Magic Tattoo [100]
One interesting phenomenon that spans multiple species is the odd glowing tattoos that adorn the skin of different races. The Werebeasts gain them during blood break, the Flügel have them on their arms and shoulders, the Elves have some on their forehead and forearms, and so on. If you wish, you can also have similar types of glowing tattoos somewhere on your body. They can be located where you want and in the shape of whatever you wish, whether that be stylish nonsense or specific symbology.

Aschente! [200]
The 10 Covenants are rules that are written into the underlying logic of the world by the True God, Tet. They aren't just rules, they are facts. The very concepts of the world re-written. As a member of Disboard, you can thus enforce this reality onto others, albeit in a much reduced manner. By calling on your authority as a denizen of Disboard, you can actualise the 10 Covenants in a limited area around yourself. All war or bodily harm is forbidden, and all disputes must be resolved with a game. Unfortunately, unless you have control over the fundamental nature of the world, you cannot forcibly use this on beings far more powerful than yourself. However, backed by the full power of Tet, you may lift this restriction once per jump, to challenge absolutely any being to a game in which anything can be bet, no matter how powerful they may be.

*Wanderer Perks*

Finding Hope [100]
When you've lived for millennia, seen gods and demons alike fall, it can be hard to figure out the meaning of life. What is your purpose in life? Why do you exist? This existential question has haunted the Flügel ever since their lord was slain. For 6000 years they have wallowed in despair. It is only now, with the presence of Sora and Shiro, have they started to discover joy in life once more. This impermanent question can confound some for an eternity yet be the most obvious thing in the world to others. You are well on the way to discovering the answer for yourself. You aren't there yet though. This is a deep question that requires self reflection, not something to just be given by others. But no matter how dark your days are, the guiding light of this question will see you through until you can find that answer.

Idle Idol Goddess [100]
Take a goddess with no purpose in life, add in a dash of magic, then stir in two bored Japanese NEETs. What do you get? Idols! The celebrity kind to be specific. Idols may not yet be a thing in Disboard but damned if Sora and Shiro aren't going to try making them a reality. Why not give them a bit of competition? Unlike the soon-to-be idol goddess Holou, you've already gone through all the training that idols would usually do to become what they are. You've got a talent for singing, dancing, and working a crowd, not to mention an eye for fashion and flair.

Faker [200]
Sometimes, in games of deceit, the trickery starts well before any game is played. Someone can play very differently if they have the wrong idea about your goal. Much like Plum, the last male Dhampir, you are incredibly skilled at putting on a front, a persona to hide your true intentions. Even outside the use of magic, you know how to use simple clothes and makeup to appear as someone else. You could, in a simple breath, change in disposition from a sunny but downtrodden girl to a scheming, cold boy. The face people see is merely the face you choose to show them. Only you know what truly lies within your heart.

A True Man’s Spirit [200]
Some people have to rely on sweet words and clever plays in order to find a lover. Other's simply have an aura about them that screams 'this is a manly man, the pinnacle of men!'. These are the people that draw in potential partners simply by existing, like moths to a flame. Ino, for instance, has over 30 wives and is purported to have slept with every woman in his tribe. Whatever you might say about his methods, he undeniably got results. You, like Ino, have an indescribable halo around yourself that conveys your pure emotions in such a way that can’t help but touch the hearts of those that see it. This isn’t magic, but sheer manly (or womanly) aura.

Fairytale Love [200]
Sit down kid, and let a pro tell you all about the fields of love! Born of the God of Love and sustaining themselves off of the love others have for each other, no-one understands love better than the Fairies. One of said fairies appears to have gotten tired of seeing people fumble their way through relationships and so has gone out of their way to mentor you in just about everything they know when it comes to love and making people feel it. Maybe with an expert in play they'll get to see some more juicy action. Just keep in mind that knowledge doesn't always translate into ability and that people are complicated. At least you'd be much better prepared for trying to manage a harem.

Pioneering Spirits [400]
Each race has their own system of magic specific to their race, with their own unique basis and specialities. Going from one system to the other is no easy feat. The seal rites of the elves are but a desperate downgraded attempt to copy dwarven spirit arms, same with the seals on their arms and foreheads. Yet there are those who persevere and pioneer. A single oddity of a dwarf, lacking any hair but on the top of her head, unable to forge spirit arms of her own, turned to studying elven seal rites and the shift magic of the Flügel. She was successful in replicating them. Like Til, you are a pioneer of magic. You are able to quickly and easily digest and integrate entirely different and unfamiliar magic systems into one another in a cohesive whole, and have a penchant for pioneering into the unknown.

Genius Of Failure [400]
Shiro may be a genius among geniuses, but that doesn't preclude the existence of regular geniuses. Despite being nowhere near her level, Sora still manages to be her partner and equal. This is because Sora is a failure. His past is littered with a mountain of mistakes. But you can learn from your mistakes. You can make sure not to make them again. And when every wrong answer has been eliminated, all that is left is the right one. Like Sora, you have an unprecedented talent for practical learning, and learning from your mistakes. Every mistake you realise is one you won't make in the future. The more you do, the better you get. There are many paths a genius can take, and this is the path of a genius of failure.

Gift Of Memories [600]
It is said that anything can be wagered in a game, and with the use of magic this includes memories. Sora played a game against Chlammy after he challenged the Werebeasts and the outcome of that game was both participants gaining each other's memories. With access to Sora's memories, Chlammy went from an average player to someone who could play the big leagues. Given that memories are a currency that can be exchanged, perhaps you'd like to purchase some for yourself. You can choose which character's memories you gain, whether that be Sora's or someone else's. Do you wish for the encyclopedic knowledge of Jibril? The gaming knowledge of Blank? These memories will be separate enough from your own that it won't particularly intrude on your own sense of self. Just keep in mind this only goes so far. The memories of a god who has lived for millions of years may be just too much for a mortal mind to handle.

## *Gamer Perks*

Underneath The Underneath [100]
The Ixseed races cheat. In different ways and in different places, but they all cheat. They play to their strengths, converting old ways of fighting to new ways of cheating. If you want to go far in this world, you'll need to know how to identify that. Not just know that they are cheating, but know what specifically they are cheating at. With the eye of an old war hawk, you are adept at spotting deceit and lies. You almost have a sixth sense for when something underhanded is afoot and can quickly figure out when fairplay has been thrown out the window.

Broad Linguist [100]
While there are common tongues among the languages spoken on Disboard, truthfully each Ixseed race has their own language, one which they generally prefer to speak. Hence for communication among the different races, the ability to speak multiple different languages is quite important. Sora and Shiro would also tell you that knowing at least a dozen different languages is a necessity if you want to dominate the gaming scene. Like many of the cast, you will find yourself proficient in at least a dozen different languages. In addition, learning entire new languages is naught but a matter of a couple days of hard study.

Charmless [200]
The fabled charm ability of the Sirens is a potent ability that affects any creature, up to and including the Flügel. But when faced against two shut-in social-rejects, it failed completely and utterly. This cannot be even attributed to their otherworldly or Spiritless nature. Much like these two oddities of humanity, charm magic slides off you like water off a duck. It is not that you resist it or manage to throw off its influence, but rather that it fundamentally fails to find purchase in the first place. To you, someone is only as attractive as they actually are. No more, no less. Sadly this doesn't prevent straight up manipulation of emotions but, at least as far as charm magic is concerned, you are an untouchable fortress.

Hand-Eye Coordination [200]
Despite what some people may believe, becoming the undefeated kings of gaming isn't something that can be obtained by those of poor physical ability. Knowing the exact angle required to deflect a bullet is one thing, but who has the accuracy, speed, and aim to actually do it in real time? Shiro. Who has the agility to dodge speeding Flügels mid-air at the exact correct angle? Sora. A genius gamer needs to be able to move their body in response to their mind. You have attained a frankly ridiculous level of hand-eye coordination, controlling your body down the smallest twitch. You may not be faster or stronger than other people, but in the realms of minute control and careful aim? Few people could have you beat.

Two That Are One [200]
For all that people would vaunt Blanks many strengths, the pair themself would tell you that their true strength lies in something other than intellect. It stems from their bond that transcends limits. They aren't friends, relatives, or even lovers. They are the two that are one. Two people but one whole. They understand each other better than most people understand themselves. No words or gestures are needed, they simply know what the other is thinking or would think in any given circumstances. Even communication can be carried out by the slightest squeezing of the hand. If you wish, you can choose a certain someone to form this level of bond with. It isn't an instant thing, but the more time you spend with them the better the two of you will understand each other.

Four Parallel Universes Ahead [400]
A human can never hope to outmatch any of the other races whether it be in physical or magical ability. Lacking this ability, they must stack their deck in their favour. If fortune will never favour them, they must instead plan events such that their victory is assured. The world is chaotic, but everything happens for a reason. You have polished your wits to such an extent that you can predict patterns and behaviour so well that others might think you could see the future. You are often not just one step ahead of the competition but already at the finish line from the very start.

King Of Games [400]
In a world where everything is determined by a game, the most valuable skill for an honest player to have is the ability to play well. Blank was said to have never lost a single game except against each other, whether that be video games, card games, board games, or others. You may not quite have that unbroken record but you are still unreasonably skilled in just about every type of conventional game. You have more than earned the title of top tier gamer. If only an esports league existed in this world; you'd make a pretty penny.

Biological Supercomputer [600]
They say the brain is a biological computer. But, much like computers, some brains are simply built different. Built better. Comparing the likes of Shiro to the average person would be like comparing a supercomputer to a pocket calculator. What others might spend hours calculating with the help of complex machinery, Shiro would be able to figure out in seconds. The most advanced AI created by mankind is little more than a slightly smarter human to her. It is like someone stuffed the processing capacity of an Ex Machina into a human. If Shiro is a miracle of human potential, then you are the second coming, her equal in every way. And that is only if you are human. The world might not be ready for an Ex Machina as far above other Ex Machina as Shiro is above other humans. Then again, at a certain point even orders of magnitude start to blur together.

## *Scholar Perks*

Magic Massage Master [100]
Magic is fantastical. Magic is powerful. Magic is *itchy*. More specifically, the spirit circuits in the body can end up causing discomfort. This in particular manifests in the bodies of the Werebeasts. Massaging the right spots can serve the dual purpose of bringing relief and pleasure, and also help with soothing the mana-flow within the body. Where exactly you picked up these skills is probably best left unsaid, but you have gained extension skill in the field of massages. Not only can you easily turn other people to putty in your hands, but you are also adept at helping sort out any magic circulation issues they might be having. Let word of your 'skills' slip and you'd find Werebeasts lining up outside your house from miles around to try your services.

Divine Minded [100]
Many of the races of Disboard have long lives. A millennia of life is the standard and only goes up from there. Yet the organic brain is finite. It can only hold so many memories, so many thoughts. But that is where divine magic steps in. It blurs the line between what is possible and what isn't. Your mind has been similarly blessed. This may not make you think faster or smarter, but what it does do is enhance your brain in such a way so that it is fully capable of storing a theoretically endless amount of information. In other words: memories. You could live for 6000 years and still remember what happened when you were twenty as if it were yesterday. This blessing naturally includes ensuring that your mind is also ready to handle that kind of information storage. No constant bombardment of all your memories 24/7.

Isekai Summoner [200]
Despite the central premise of this story, summoning living beings from other worlds, even temporarily, is prohibitively mana intensive. Non-living things, however, are fair game. Jibril herself is the owner of several books from different worlds. You are relatively proficient in this rarely used magic, enough so that you can generally summon the kind of thing you are desiring to, even if not necessarily the specific item, if you have the power reserves for it.

Memories Are Stored In The Soul [200]
The body is merely the vessel in which your soul inhabits. With the right know-how and magical ability, it is ultimately disposable. This is a fact that BLANK would learn in their game with the Old Deus, Holou. Like was found by this pair, you will discover that attempting to alter your mind or memories by manipulating your body doesn't work. Your true memories remain stored in a proverbial data-bank within your soul. As long as that exists, your memories are an untouchable fortress, not something to be twisted on a whim.

Cold Reading [200]
One of the most basic skills when gambling is to be able to read your opponent. Few creatures have such good control over their body that every twitch is under their control. Known as cold reading, one can use a person's body language, clothes, movement, and emotions to accurately guess their thoughts and personality, even if they have never personally interacted with them. This is a skill that the Werebeasts, with their mastery of the body, are particularly adept at. Not just them, Blank is also proficient in this skill, enough that they can use it to fool those using it on them. If you want to reach the top, this is a skill you are going to need too. A word of warning though; be mindful as to whether the signs you are reading are actually real.

Flames Of Passion [400]
Sometimes the only driving force for a project is pure passion. You work on something for no reason other than the fact that you are genuinely invested in it. These are the projects that you truly care about whether they pass or fail. The highs are higher and the lows are lower. Such passion deserves some reward, don't you think? Maybe the world truly does have some level of fairness underlying it, because that passion really is rewarded. When you work on something that you are genuinely passionate about, you will find that you make more progress on it than you otherwise might have. Your hard work is more likely to pay off, you are more likely to have that breakthrough epiphany. Part of why Veig and Loni before him could reach the level of divine forging is because of how passionate they were to create their masterpieces.

Monstrous Magical Affinity [400]
You have a truly monstrous affinity for a certain type of spirit. Magic simply loves you. This doesn’t grant you increased magical reserves nor the ability to use magic. Instead, magic just… favours you. Even some spells cast by other people might actively avoid harming you, not because you are protected by anything but simply because *it doesn’t want to harm you*. Laila, Queen of the Sirens, had such a monstrous affinity for water affinity spirits that water obeyed her desires without any magic required on her part. It parted at her steps, flowed at her desire, and refused to harm a hair on her head. You may choose which specific type of spirits you have an affinity for.

Magical Encyclopaedia [600]
The advantage of the great lifespans of most of the Ixseed races is this allows them plenty of time to learn anything they wish. Of all the races, none have as great a thirst for knowledge as the Flügel. One might even call it desperation. Consequently, after thousands of years of hoarding, nearly every single Flügel has practically become a walking encyclopaedia of magical knowledge. Possibly gained via a game or just by simple studying, you too have acquired a truly staggering amount of magical knowledge. There are very few topics that you aren't at least partially proficient in and even fewer that you aren't at least knowledgeable on. This vast ocean of knowledge to draw upon naturally makes learning new magics even easier, letting you draw parallels and find connections by inference more easily.

*Noble Perks*

Charming [100]
Despite being pretty average themselves, Sora and Shiro constantly find themselves surrounded by numerous great beauties of each race. Pretty much every one of their associates could be compared to a model in their previous world. All but the Siren Queen, ironically. If you want, you can join these supermodel ranks. By taking this, you will find your body ever so subtly (or not so subtly) altered. You will still look like you, but simply... better. More attractive. Whether that includes greater curves, bigger muscles, a more shapely face, etc is up to you.

Social Butterfly [100]
Just as there are those that struggle with any and all forms of social interaction, social-reject NEETs who fail in society, there are also those who are just the opposite. People of unfathomable strength who are able talk to strangers, socialise for hours, and go outside without issue! These kinds of people have a strange supernatural power that allows them to be friends with people they've only met a couple of hours ago. Terrifying. If you hadn't guessed by now, you are a bit of a social butterfly. Social interactions are your bread and butter, not something to be feared. You'd probably get on great with Steph.

Steph The Useful [200]
For all that Sora and Shiro like to talk down about Steph and make her out to be useless, she is actually a surprisingly skilled politician and bureaucrat in her own right. Whilst BLANK is busy unifying every race under one banner, Steph is the one behind the scenes actually handling the heavy lifting of these mergers. When she was indisposed, it took six people to just cover what she does. Outside of any interference from other forces, she likely would have made for a great queen. But the education Steph received was far from unique, and thus you will find yourself with a similar breadth of knowledge in regards to leading a nation and all that that entails. You may not be slaying gods, but your country is likely to flourish under you.

Holding Hands Makes You Pregnant [200]
Half-breeds don't exist in this world, but that isn't to say that the various races can't have babies with each other. You have borrowed a bit of magic from the Flügel and Sirens, leaving you with a rather strange ability. You are able to create a child with another being at a touch. By combining fragments of essence or soul of yourself and the person you touch, you can directly incubate a child of your union. It skips all the muss and fuss of a long pregnancy, only taking a few days for the child to be born. This act can be done with any sentient species. Keep in mind that the child born can only be a pure-blood of one of the species in the union.

Cheater Cheater [200]
It is important to note that in this world, cheating itself isn't explicitly disallowed. Getting caught cheating results in a loss. In other words, rather than being punished for cheating, you are punished for cheating *badly*. Naturally that means that those that cheat do it well. Years in this world of games has taught you every trick in the book; every sleight of hand, every misdirection, every mindgame. Cheating is an art and you are an artisan. The average player would be helpless against your seemingly never ending array of tricks and traps.

Agent Plenipotentiary [400]
Whether by fluke, choice, or happenstance, you have been designated the Agent Plenipotentiary of your species. This does not make you the king, empress, or leader of your race, but rather places you as the de-facto representative of your race in matters that concern the race at large. You are more akin to an envoy or ambassador, one imbued with the divine right to speak on behalf of your race, negotiate on its behalf, and enter into treaties on its behalf. In effect, you are the go-to and representative for all matters regarding interspecies relationships.

Shrine Maiden [400]
Gods have their followers, and while the gods of Disboard may be different from Earth, there are still those that seek a connection with a God. The Shrine Maiden, or Miko, lives up to her namesake, bearing a direct connection to the Old Deus, Holou. It is this connection that allowed her to unite the scattered Werebeast clans. Like Shrine Maiden, you similarly have a connection to one of the Gods of Disboard. Your body acts to house their ether core. As a consequence of this, you can directly communicate with them whenever you wish. Additionally, under certain circumstances you can act as their vessel, letting them channel their power through you to manifest in the world. You may choose which god you have a connection with. If you wish, in future jumps you can choose to serve as the miko for one of the local gods or keep your current connection.

A Veig Hunch [600]
People get hunches about things. This is natural. Everyone has them. What is less natural is just how scarily accurate your hunches tend to be. A strange phenomenon born of the same basic principles that give rise to the dwarvish reality breaking sensibilities has given you the remarkable knack for having extremely reliable hunches with little to no information to rely on. The Chieftain of the Dwarves, Veig Drauvnir, had a hunch about the exact location of Blank after they went into hiding, despite never having met them. He had a hunch about the exact minute and hour that they would appear in Hardenfell, and the exact people who would come with them. And that was all that they were: hunches. No magic, no science. Just intuition and dwarven sensibilities.

**Items:** *You may choose to discount one item of each price tier to half price. 100CP items are free on discount.*

Materialisation Shiritori [100]
With games being the law of the world, a rather curious game quickly rose to become the favourite of Flügels when playing with others: Shiritori (Word Chain), where people say a word that begins with the same letter that the last word ended on. For the Flügel, it is a way for them to show off their vast knowledge. But being the ridiculous race that they are, they wouldn't leave it so simple. And so this orb was created. It creates a whole simulated world in which the game can be played. However on top of the base rules, it adds some new ones. If the thing the word represents is present, that thing will vanish. If it isn't present, it will appear. Nothing is an exception and only the contestants are protected from these effects. If someone 'dies' or is unable to answer for 30 seconds, the game ends.

Barongrass Extract [100]
The wish of young maidens all across the world. A beautiful dream that whispers of great bounty and safety. This potion promises to give that which is unattainable to many. Created from the extract of Barongrass, a quite spiritually active herb, this solution can inflate the drinker's bosom with air until it reaches truly impressive sizes. Even the flattest of chests can be made into an ample bosom. Sadly reality will always crush fantasy, and this potion only lasts a day or two per serving. That just means people have to keep buying the product then. You have gained several crates of this special potion as well as the seedlings for a whole crop of Barongrass to grow your own. What you do with that is up to you.

Hardenfell Ale [100]
If there are two things that the dwarves love, it is forging and alcohol. While innately skilled at one, they've also gotten quite good at making the other. This is some top-quality ale straight from the finest distillery in all of Hardenfell, capital city of the dwarves. So good are these two barrels of ale that even an elf might begrudgingly complement them! One of the barrels is alcoholic while the other is non-alcoholic. There is enough drink here to last several parties, or for one person to drink conservatively for months.

Monument To Gaming [100]
The most iconic landmarks of the world of Disboard are the gargantuan sized crystal chess pieces that tower over the mountains and clouds. Each of these giant structures tower dozens of kilometers above sea level, easily visible from space. They don’t really have any function other than looking cool, though Tet does like to hang out on the King Piece while viewing the world. You have gained ownership (as much as you can own one of these things) of one such Chess Piece, which can be placed where you wish. Post-jump this monument to gaming can take a different shape if you wish.

Subterrane [200]
Among the various things that dwarves are known for, one of their creations is perhaps the most visible: their airships. But as a counterpart to those behemoths that soar through the skies is the subterrane. This vehicle is the dwarven vehicle designed for moving through the ground. Typically much smaller in size than the gigantic airships, the subterranes dig, mine, and excavate any kind of mineral in their path, forming long looping tunnels that stretch on forever. With a top speed of 1000 kmph through solid rock, as far as ways to travel underground go, there are few faster and safer than this.

Royal Baths [200]
Several races of Disboard have no real need for bathing. Magic is more than sufficient to take care of any cleanliness needs. But you don't always take a bath just to get clean. This is a spacious bathhouse fit for royalty. It's practically the size of an olympic swimming pool, full of steamy hot water. Various spirit rites ensure that the water is perpetually clean and the perfect temperature. It has changing rooms for clothes, a shower section stocked with an array of hair and skin products, and plenty of soft towels. Plenty of saucy times to had in here, depending on your company.

Idol Stage [200]
An idol needs the appropriate venue for them to perform at! An idol who performs without a performance is naught but a pretty face! A high quality idol needs a high quality venue. This stage was created by the combined efforts of Immanity, Werebeasts, and Ex Machina. It is the ultimate idol stadium, filled to the brim with high tech lights, cameras, screens, and an impressive array of special practical effects used to accomplish just about anything you could desire while putting on a show. In other words, this stadium is perfect for an idol to perform on.

Scarf Wings [200]
In the game that Sora and Shiro played against the Flügel, they had to avoid the touch of dozens of Flügels while flying around Avant Heim. They were flown around by a Dhampir posing as a scarf. This isn't that Dhampir, but it is a similar looking scarf with a similar function. Wearing this scarf will allow you to fly as fast as you are able to run. It may not be super fast in a straight line, but it does allow a much greater degree of freedom of movement. Like the Dhampir, this scarf also happens to power itself by licking the sweat off your body. Needless to say this can feel quite disconcerting.

Silver Treasures [400]
The only source of Mithril and Orichalcum in the world comes from Dwarven bodies. During the Great War, these were easy enough to acquire. Yet the 10 Covenants now prevent such conveniences. This particular vault is a left-over from that millennia old war. An entire vault filled to the brim with bars of Mithril and Orichalcum harvested from the countless fallen. Such is their magic amplifying effects that just being near the vault makes one's hairs frizz from mana-born static. The contents of this vault are far more than worth their weight in gold. It is not an exaggeration to say that the value within might be enough to buy a country.

VR Stadium [400]
It has already been mentioned how the Werebeasts are the most technologically advanced species on Disboard, and this is the culmination of those advances. A fully realised full body virtual reality gaming device. A person need only lie down in one of the pods and they will be automatically inserted into a false reality. This is a 100% realistic world, which means it can replicate everything about the player, down to their supernatural abilities. It comes pre-loaded with a variety of popular Werebeast games, and the powerful AI that runs the machine can translate other video games into a VR format with only a bit of time. This machine by default comes with enough pods for a dozen people to use at once. The VR machine comes part and parcel with a large stadium for crowds to watch, though the pods themselves can be moved easily enough.

Dwarvish Spaceship [400]
One of a kind and the first of its kind. Created by Veig to find the Planet Big Boobs, in order to speak to his niece again, this ship is the very first space-capable machine on Disboard. As is fitting for a creation of Veig, it is also ridiculously well put together and powerful for a first attempt. Powered entirely by magic, some extra improvements have made the life-support self-sustaining for long trips. Its drive is engraved with rites that allow it to perform shifting magic, letting it teleport anywhere programmed for a steep mana cost. Outside of Shifting, the thrusters are capable of pushing the ship to high sub-light speeds.

Land, Sea, And Sky [400]
This house stands as a testament to the potential the Ixseed races can have if they all work together. Originally created to serve as something akin to an embassy for any race, it has been designed with the purpose of being able to house and home just about any kind of creature imaginable. Complex dwarven spirit arms built to Werebeast specification act as the many general appliances around the house. Intricate spirit rites work to provide clean water and power throughout. Potent Flügel magic allows the entire building to change structures between underwater tower, wooden house, and a floating island. Light filters can optionally cut out all sunlight to protect any Dhampir. Finally, the entire building has been expanded with the same magic that the Fairies use to make Spractals, meaning it is notably bigger on the inside than the outside. This truly is an all-purpose house.

Flame Of Okein [600]
Deep in the very heart of Hardenfell is the Great Forge of Hardenfell. This is the sacred place of the dwarves where it is said that the true ether of Okein, creator of the dwarves, resides. You may not have that specific forge, but you do have an ember of the fire that lies at its heart. This fragment of divinity is said to be able to melt down any material in existence. It is the only known flame capable of melting down mithril and orichalcum. Surrounding this flame is a rather impressive forge in its own right. This is the kind of forge that, if utilised by the proper smith, could allow the creation of truly divine constructions normally unobtainable to mortal hands.

Divine Armament [600]
When the 10 Covenants were established, all weapons and traps were automatically disarmed. This is the posthumous work of Loni after the war had already ended and later improved by Veig. A gigantic fifteen meter tall mecha of dwarven design. It comes armed with a massive sword for combat, and mounted on its shoulder is the most ridiculous device of all: The greatest dwarven creation in history, a device capable of re-writing the underlying concepts of whatever it targets. This machine stands as the very pinnacle of dwarven engineering. This conceptual rewriting device is powered by the essence of a god, and will enforce whatever concept is embedded in that essence on its target. The essence this comes armed with by default happens to contain the concept of Big Boobs. It seems to be the only concept that provides a strong enough motivation for a dwarf to reach this level of craft.

Magical Library [600]
Azril ruling that the Flügel needed to share their books in one place, keeping only one copy of each, was ultimately what drove Jibril to leave Avant Heim and set up base in Elkia, bringing her hoard of books with her. Asking a Flügel to part with their books is an outrage! This is a copy of Jibril's fantastical library, containing magic tomes from multiple different races, dating back thousands of years, and numbering more than most of the libraries on Earth. Reading through all of these would take hundreds of years at minimum. When you travel to other jumps, this trove of knowledge will grow to include most of the magical tomes of these new worlds, from basic knowledge to rarer or forbidden grimoires.

Deactivated Ether [600]
What is an ether? That is a question that has plagued countless people since time immemorial. It seems only the gods truly understand what an ether is, for the core of each god is one. In a way, ether is a condensed crystallisation of a concept. That is why it contains so much power beyond the realms of common sense. This is an inert ether. Imagine it akin to the embryo of a god. The dwarves used these to create their E-Bombs in the past. What you do with this ether is up to you. There are many possible uses for the solidification of a fundamental concept of the world, if you can figure out how to utilise it. You may choose which concept specifically this ether formed from.

## **Companions:** *Time to decide the company you'll be keeping from and/or bringing to this jump.*

Double Trouble [Free]
Blank didn't enter into this world solo and neither should you! Sora had Shiro and Shiro had Sora. Who do you have? As a special treat, you may choose to import one existing companion into this jump for free! They get 600CP to spend on the options above and will be entering with you.

Import [50-200]
The first import was a freebie, but having extra is going to cost you like normal. You can choose to companion up to eight more companions into this jump if you wish. Starting with one import for 50CP, every extra 50CP you spend will double how many you can import into this jump. One for 50CP, two for 100CP, four for 150CP, and eight for 200CP. Like above, they will gain 600CP to spend on the options above.

Canon Companion [50]
The cast of this world are colourful, diverse, and interesting. With 10 years to spend here, it would be a surprise if you didn't make good friends with at least one of them. Maybe you are more than just friends? Either way, by taking this, you are guaranteed to be set in the path of one of the existing characters of this world. When the jump ends, if they are willing they will be able to follow you to future jumps as your companion. More than a few characters would be ecstatic at the idea of going to a world without the Covenants and where they can let out their more aggressive urges.

Custom Companion [100/200]
Just as there are many existing characters to meet in this world, so too is there a diverse and expansive number of different species. The story only touches on a couple dozen notable characters, but far more exist out in this world. This is also a world that is no stranger to the idea of creating new creatures from scratch. To this end, you have the option to customise your very own companion. You can customise them all the way from their personality, to their looks, to their species. Whether they previously 'existed' in this world or appeared wholesale alongside you is up to you. You gain 600CP to create them with the above perks and items. Their race is not included in this price stipend. Instead, this option costs 100CP if your companion is any race other than Phantasma or Old Deus, in which case they cost 200CP to create.

Tinker. Tailor. Soldier... [100]
This young girl is completely unremarkable in every way. She is not so pretty as to draw any looks, nor so unattractive as to do the same. She is not excessively taller, nor notably small. Her hair and eyes are average and her voice is wholly forgettable. It is these traits that made her so desirable to the Werebeasts, who recruited her as a spy. And then so did the elves a few years later. And then the dwarves later still. And then the Demonia. And so on. At this point it is no longer quite clear who she is spying on for whom. After a certain point, she started to have fun with this in her own way. She made something of a game of it, feeding different bits of information to different races to see how they would react. She found great joy in making these great races, so sure of their power, dance to her puppet strings while thinking they were pulling hers. The subtle seeds of chaos she sowed found their worth in the joy they brought to her. More than one of her fellow spies found their cover mysteriously blown in what seemed like just bad luck. If there is such a thing as a spymaster among Immanity, she is it.

Party Gal [100]
The current stand-in queen for the Siren race is pretty smart by Siren standards. Average for humans but that's pretty much a genius for the Sirens. This party-hard gal? She's the other end of the spectrum. The IQ that balances that average back down. She's an empty-headed airhead even by Siren standards. You can look into those sapphire eyes and see that there are no lights on in that head. The hamster has left its wheel. But what's the point of thinking when you could be partying?! She just wants to party all day every day, 24/7, 365 days a year. She's even specially commissioned a large glass jar to carry her around on the surface, in order to facilitate more partying! She's certainly fun to be around and nothing ever gets her down. Though whether that is because she just doesn't recognise rudeness or danger is up in the air. Somehow she is now under the impression she's a fairy tale princess. All the little fishies follow her around when she sings! Therefore she must be a fairy tale princess! Attempts to tell her that she's actually pretty bad at singing and that it's just her innate Siren charm at work have been less than successful. As have attempts to get her to stop singing at all.

Black And White [100]
Born at a time when most of the Werebeast tribes were still fighting each other, these twins were ostracized at birth. This is because their existence symbolised a taboo, the union of two different clans. Their mother was from the kitsune clan and their father was from the arctic wolf clan. Rather than having the traits of both, each twin took after a different parent. The elder sister inherited the traits of the arctic wolf, with spiky white hair and thick tail. She is fiercely protective of her younger sister, who inherited the traits of her mother, with nine tails as black as coal, and is much more shy. Their rough upbringing has led to each being incredibly dependent on the other, to the point of sticking together no matter the situation. This pair of tsundere and dandere twins share everything, and yes that does mean everything. They are very much a package deal if you can break through the walls around their hearts. The clans may have united but some wounds don't heal easily.

Count Draculina [100]
Circumstances have forced this Dhampir to be better at games than most. That's what happens when you are enslaved to a race of complete idiots and need to compensate for their idiocy. Draculina doesn't see much hope for her race as a whole, with only one male left, so she decided to make the best of her own life. First order of business was getting out from under the thumb of the Sirens. She knew she couldn't free her race from their servitude, but there are ways around that. In this case, while she was going to be enslaved either way, at least she could serve someone with more than two brain cells. That is why she deliberately sought out and lost a game against you, to enter under your service.

She'd like to act as an advisor, but in her opinion just about anything is better than her previous lot in life. For some reason she has decided that the best way to avoid sunlight is to wear a comically large floppy witch hat. She really leans into the witch aesthetic as a whole, truthfully. She may not be able to turn anyone into a newt, but she can make them think they have with her illusions! As an aside, if you start waking up damp, she may have started licking you in your sleep. A girl's gotta eat.

Demon Queen Scarlet [100]
The Devil enjoyed making new types of demonia during the Great War. The fact they got vaporised so quickly and easily merely meant more needed to be made! Scarlet is one of those Demon Nightmares that he made. She was created with the theme of a Demon Queen: long red hair, impressively large horns and an incredibly well endowed body stuffed into a tight, form-fitting black dress with fur trim collar. All that plus a strong affinity for fire magic. Like many Demonia, she has a quirky personality. She greatly enjoys playing the role of demon queen and loves to ham it up. If there is a castle in the area, she can and will go out of her way to commandeer it to serve as her 'Fortress of Evil' from which she will 'crush the forces of light under heel'. As an aside, she is contractually obliged to have an evil laugh.

Scarlet idolises the so-called 'wisest demonia', Schira Ha, and studied under her as an 'Evil' apprentice for some time. During this time, she picked up one of Schira's more infamous habits. That of cowardice. She is always the second person to flee at the first sign of danger. The first person being her mentor. It is this behaviour that makes it hard for those that know her to keep a straight face when she sits on her 'Evil' throne monologuing about how powerful she is. Just don't point this out to her face. She *will* cry.

Fluff Ball [100]
Everything in the world exists to be forged. Even the flesh. That naturally extends to a dwarf's own body. Taking heavy inspiration from the Ex Machina, this dwarf has willingly replaced his own left arm with a complex and modular spirit arm. An intricate lattice of mithril veins runs throughout the device, and the 'hand' can be swapped out for any number of tools for whatever job they want. He was originally intending to be the dwarfish equivalent of a doctor, but never received many patients owing to his habit of using any excuse to try replacing limbs with mechanical prosthetics, no matter how minor the injury. To be fair to him, he had made good progress on just how life-like he could make the prosthetics. There is only one part of the body he doesn't touch, and that is the beard, which he believes should be as big and bushy as possible. Hence his own beard covering more than half his incredibly muscular chest. He will begrudgingly forge other devices, but makes no secret his real passion.

High Elf [100]
Ever met a complete trainwreck of a woman? Well now you have. In the pub. Because that's where she lives, perpetually holding a mug of beer in her hands as she giggles incoherently into the table surface. Not exactly an image you would typically associate with the haughty elves, but then she isn't exactly an ordinary elf. Once of an ancient noble house, she was effectively disowned by her family when it was found that she was only capable of duo-casting spells in her exams. Members of her family are expected to be quad-casters at minimum. In actuality a darker plot by a rival family had led to her exam being sabotaged. That fact didn't matter to her family, merely being a different kind of failure to them.

Surprisingly, she found a great degree of freedom in her ousting from the family. Without any shackles on her, she could do whatever she wanted! And then she found an even greater source of freedom among Immanity: alcohol! Lots of alcohol! And drugs! Her elvish physiology means that the recreational poisons don't last long nor do they have lasting effects. Which just means she has to guzzle tons of it to maintain her buzz. It was in her drinking that she discovered that she seemed to be even better at casting spells while inebriated. While sober she can just about manage quad-casting. When drunk? She reaches the fabled realms of hex-casters. Not that she has many uses for casting six spells at once while sprawled hap-hazardly over a barstool. Those that know her say she's great at parties though.

Angel Of Death [100]
It is said that no creature is more free than a bird. Perhaps this is why the Flügel are so free-spirited. Like all Flügel, this one has their signature radiant halo and colourful tattoos. Two gloriously large wings stretch out from her lower back, immaculate and divine. She stands slightly on the short side, only a little bit more than five feet tall. Maybe that is why she prefers to hover off the ground. When she gets annoyed, she puffs up her chest and pouts quite cutely. Distracting from her ire is easy enough though. She has all the attention span of an eager puppy. You can practically see her tail wagging non-stop.

But don't let the cute and excitable exterior of this Flügel fool you; at heart, she is just as much a warrior as any other Flügel, one older than human civilisation. Enough blood has been spilled by her hand to dye the sea red. The Great War ended long ago and that side of her has since faded to the background, but there it remains. Ready to resurface at any time. A divine warrior capable of obliterating countries like one would stomp an ant. Admittedly it can be hard to reconcile that side with her, while watching her flit around like a hummingbird on five cups of caffeine.

Hearth And Home [200]
The Old Dei are concepts made manifest. There are as many Old Dei as there are ideas in the world. But even among the Old Dei, this one is special. She only manifested a few thousand years ago, drawing faith from worlds distant but connected to Disboard. Those that know her, know her as the Goddess of the Hearth. Some call her Hestia. Others call her Vesta. She is Kojin, Zao Shen, and countless other names across innumerable worlds and nations. She is not just "The Hearth". She is the manifestation of the concept of "The Goddess Of The Hearth" itself.

While the specific form she takes varies, there are some commonalities. She is always youthful, she always has a kind face, and she always has colours associated with fire. Sometimes her hair is a calming auburn. Other times her eyes glow like burning embers. Often her skin is a golden olive. Occasionally it is a delicate white. Appearances aside, she lives up to the title of Goddess of the Hearth, and exudes a constant aura of homeliness. She is the mother you come home to after a long day at school, the childhood friend who is always there for you, the comfort of safety in dark times. The home is her domain and she defends it from anything that would seek to disrupt it. With so many variations of her concept in existence, she is quite powerful as far as Old Dei go. She may be no Artosh or Holou, but she can stand her ground among peers.

## **Drawbacks:** *If you want a little extra budget, you can take some of the drawbacks below.*

Continuity [+000]
The events of No Game No Life don't just start with the appearance of Sora and Shiro. You will frequently hear about the ancient Great War while here. Several of the characters lived through it. If you have already visited that era using the Great War jump, you can choose to make this jump an extension of your time there. What that means is that any changes you made during that period will have carried over into this jump. Unless you'd done anything too drastic, most of the shorter-lived characters will still have been born as appropriate, but the lives they have lived might be quite different.

Choose Your Player [+000]
Any game with multiple main characters needs one specific QoL feature: Player Selection. Before you start the game, you gotta choose who you'll be playing as. If you wish, and your options chosen above fit the mold, you can choose to insert as an existing member of the cast, gaining their appearance and place in the world. If it helps you feel better, you can choose to imagine it not as replacing them so much as them being mere puppets acting out a script before you have a chance to take control. If you've taken Gift of Memories, you can truly choose to insert as them, inside and out.

Verbal Tic [+000]
One thing you may notice during your time here is that many of the characters in this world have their own unique verbal tics. This mostly manifests as adding a certain word or phrase at the end of most sentences. Til ends many sentences with "It is", Izuna ends them with "please", Azril is always saying "nyah", and even Jibril manages to verbalise hearts at the end of her sentences. Like them, you will have a small verbal tic when speaking. Enough people have similar tics that it is likely no-one will even comment on this.

A Lacking Speciality [+100]
Each race has one thing they are best at, one thing they are renowned for. But sometimes that goes wrong. As said by Nýi Tilvilg; "An Immanity who cannot think, a Werebeast who has no senses, a Flügel who doesn't know how to fight, a Siren who is not attractive at all, an Ex-Machina unit who fails to learn...". Whichever race that you have chosen, you will find yourself startlingly lacking in the one thing that can be called their strength. Since the war has ended, this is hardly a fatal weakness, but it will make your day to day life noticeably harder.

Stuch! [+100]
God you're such a Stuch. So useless. Other mean words. For all their great gaming prowess, it is also undeniable that Blank can be a pair of quite mean bullies if given the chance. Unfortunately they also aren't alone in this trait and you have been made the subject of such mocking. People seem to go out of their way to make fun of you whenever they have the chance, giving you little nicknames and mocking any of your weaknesses. It can get pretty aggravating, all things told.

Empty-Headed Academic [+100]
As Sora once referred to Jibril, you are a bit of an empty-headed academic. That isn't to say that you are stupid. Far from it, you could be a very intelligent person overall. But the issue comes that you tend to live in an idealised world inside of your head. What you expect to happen and what actually happens in the real world don't often coincide. Consequently some of the decisions you make seem poorly thought out from an outsider's perspective just because you are operating under false assumptions.

Quirky? Creepy! [+100]
Having a verbal tic is a small quirk that many of the cast have. This is slightly more major than that kind of small quirk though. In fact you have a rather strange and possibly borderline creepy quirk of personality. This could be something like Laila's masochistic tendencies or Veig's obsessive fixation on big boobs. It's the kind of thing that makes people cringe away, and the kind of thing that is hard to keep secret for very long.

Unlucky [+200]
Blank believes that there is no such thing as luck. There is known and unknown. You don't have the luxury of that belief, because the world seems to go out of its way to ensure that you are misfortunate. It's nothing major like constantly breaking your limbs or getting struck by lightning, but you are just generally quite unlucky when it comes to random chance. This wouldn't be such a big issue, if not for the fact that the world you are in is almost entirely defined by games. You'll have to sharpen your skill, because fate is not smiling on you.

Generational Hate [+200]
The hate between dwarves and elves cannot be understated. It is a hate that is old as their respective species. A hate so strong that the dwarves are able to avoid societal unrest purely out of the spiteful mentality that doing so would in any way benefit the elves. Like these two species, you will find that a faction or race of people hate you for something you or your ancestors did in the past. And the feeling is definitely mutual. The two of you will never willingly get along. Even if circumstances force you together briefly, there will be no end of traded barbs and backstabbing.

Not The Sun! [+200]
Socialising? That's scary. Really scary. Probably the scariest thing in the world! Scarier even than going outside into the sun! Something must have happened in the past because you have found yourself with the same severe social phobia as experienced by Sora and Shiro. Just being outside makes you uncomfortable and actually interacting with other people feels alien. Only when you view it through the lens of something else like gaming or separated by a great distance would you feel more at ease interacting with others. A casual relaxed chat with a group of strangers is liable to have you frozen solid in fear.

Best Laid Plans [+300]
Murphy's Law: Anything that can go wrong, will go wrong. No plan survives contact with the enemy. You get the point. No-one can truly know the future and no destiny is set in stone. However much you plan, things can and will go wrong. The number of times Blank's plans suddenly had to be scrapped and reworked probably outnumber how many times they worked. Unfortunately for you, you have a similar, if not even worse success rate with your planning attempts. Almost every plan you make seems to go awry in some way that you would have had almost no way of foreseeing. Sometimes its a teammate entirely misunderstanding their role. Sometimes is learning a key bit of information previously unknown. Sometimes it's as simple as an act of god (not the Tet kind). Be prepared to think on your feet a lot, because preparations aren't going to serve you well here.

Ownership [+300]
Anything can be bet in a game, and that includes ownership of a person or race as a whole. In fact such bets are quite common in certain parts of the world. It seems like with death off the table, slavery was the next best option to some people. Because of a game of the past you are technically owned like a pet by a member of a different race. They are generally nice to you, certainly not outright abusive, but do insist on you wearing dog ears and scratching your tummy. When they command, you have to obey. It could be worse. It could be a Siren. At least you'll be able to commiserate with Steph. At least one potential outcome of her meeting Jibril was becoming her pet.

## The End

*Your allotted time in this world has come to a close. Hopefully you followed that 10th Covenant! Now it is time for you to decide what you want to do from here on out.*

**Next Game:** *The games must go on! One game is over but now it's time to boot up the next one. You will move on to your next jump, ready to continue your journey with a few new additions.*

**Unpause:** *You found you quite like it in this world. You've found your place here. You will end your chain and stay in this world, keeping anything you might have gained during the chain.*

**Quit To Menu:** *For whatever reason, you're ready to call it quits. You've had your fun here and now it's time to head back home. You'll be ending your chain and heading back to your original world, keeping everything you've gained while on it.*

**Jump by Lone Valkyrie. Hope you had fun!**

**Notes:**

*10 Covenants Protection* - The 10 Covenants protect from any kind of intentional harm, but by the same token they also do NOT protect against accidental harm. Additionally, their protection does not extend to those that are not of the 16 Ixseed races such as wild animals.

*Rank 3 and Rank 5 Ixseed Races* - The Rank 5 race is the Gigants, who we currently know nothing about. The Rank 3 race is the Elementals/Spirits, who serve as the basis for using magic in this world. Neither race has been explored in any real depth. Until such a time as they are explored in more (or any) depth, they will remain out of the jump.

*Gift Of Memories/Choose Your Player* - To pre-empt the question: No Tet is not a viable target for these options. Another Old Deus like Holou? Sure.

*Informational: Re;Demonia and the Devil* - One fact that could be important for anyone entering as a Demonia is knowledge of exactly what the Devil is. He is the Phantasma that gave birth to the Demonia. His stated goal is the destruction of the world, which the Demonia follow. Yet the game he makes is *theoretically winnable.* For you see, the Devil isn't the manifestation of the end of the world. He is the manifestation of the World's Evils. He is not despair because despair is an absence. He is hope. He is the evil and selfish hope born of countless beings during the great war for "everyone else to just die already". He is every hope and desire that people are too ashamed to admit they've had because they choose to think of themselves as good people. Ultimately he is the equivalent of Angra Mainyu; a figure that all the world's evils would be attributed to and then summarily killed so everyone can feel better about themselves. That is why he calls hero parties to challenge him and why he never proactively causes large scale destruction. *Because he truly wishes to be killed*. That is the purpose of his existence.