

Buso Renkin Jump (Remake)
V1.7
By Rebornanon
OH OH DA DA DA DA DA DA
OH OH DA DA DA DA DA DA OMAE TO
A long time ago a group of scientists were dedicated to the creation of a mythical stone of legend, capable of turning iron into gold and granting eternal life. While this research never reached fruition, two other things were created from the research. The first one is the Homunculi, beings of great strength and eternal life, while the second was the Kakugane, small hexagonal devices capable of utilizing human spirit to transform into terrifying weapons and armor. You begin in this world near the end of a major set of events involving a third experimental being being released.
+1000cp
Origins

- **Drop-In:** The classic. No new memories, but no new connections either.
- **Alchemic Warrior:** You are a member of a secret society that had its origins in medieval times, dating back to the attempted creation of the philosopher's stone. While that never occured, you do have a signature weapon called a Buso Renkin.
- **Homunculus:** The other product of philosopher stone research, your body had been enhanced with a homunculus embryo, making you go above and beyond what is human. While this is great, a common side effect is that you constantly crave human flesh...
- **Victor 500cp:**It seems as though there were more than 3 Black Kakuganes created, with one of them being implanted into your body to serve as a replacement organ for the one you had lost. As a result you have gone through the victorization process, leaving you much stronger, faster, dexterous, and all around greater than any other human. This process came with two side effects however; the first one is that your skin has taken an olive brown tone, with your hair taking on a light green color, and your eyes a crimson red. The second effect is that your body will regenerate almost instantly from any injury and will constantly drain the life-force of those nearby, which will put your allies in danger. Also you can somehow fly now.

No matter what your origin is, roll 1d8+15 for your apparent age. Gender and age can be changed for 50cp

Everyone starts in Ginsei City, a rather average city in Japan, save for the sudden increase in kidnappings...
Origin discounts are 50%, with the 100cp perks/items being free.

Perks

Drop-In

- **100 Go With The Flow:** Even if your world has been turned upside down, you can still keep along as the new changes were a natural part of your life.
- **200 Smarter:** While this doesn't grant you with any knowledge per say, what this does do is increase your cognitive ability, allowing you to learn much faster than before.
- **400 The Power of Friendship:** The most powerful of all abilities is that of friendship. By defeating an enemy, they will see you as at the very least their equal, and if you persist then almost anyone would be your friend in time.
- **600 Backup:** At some point in time you were dying, and your brain deteriorating. Because of this you resorted to cloning yourself to help alleviate the damage. That damage has somehow healed now, and you have a preserved brain in a jar left over from this period in life. If you were to somehow perish before a jump is over, your conscious will be continued on in this secondary brain in a jar where your body will regenerate. This only works once per jump, and can only be purchased once.

Alchemic Warrior

- **100 Charisma:** More than just giving long-winded speeches or screaming, a certain part of your behavior makes you much more endearing to others, making them more inclined to follow you, or at the very least hear them out.
- **200 Combo Kakugane:** A special skill that only the most intertwined allies can pull off, you can temporarily combine both your, and your ally's kakugane, enabling you both to pull off an incredibly powerful combination attack.
- **400 Battle Intellect:** A sort of battle intuition that you possess, you seem to notice ticks and trends of your opponent. The longer the battle goes, the more you know, and if the battle is long enough then you could even manage to dodge attacks before they're thrown!
- **600 Bravo's 13 Secret Techniques:** Captain Bravo is perfection in human form. His punches flow rapidly, he can break steel with his fists, and he has an amazing sense of intuition. While not only gaining these strengths and his 13 secret techniques, you also gain the ability to create shockwaves from your attacks, making even a simple jab be capable of leaving small craters in the earth. Bravo!

Homunculus

- **100 Pa-pi-llon~:** Do you have a catchphrase that you love, but no one else seems to get? This makes it so that any catchphrase that you do have has the effect you intended of it.
- **200 Urban Legend:** Even though you're a monster, no one seems to mind, in fact it as if your form is a sort of event for others to be grateful to see. This makes it that whichever alt-forms you have, no matter their form will attract people. Additionally when you enter

any extremely monstrous form people will be rushing up to you for photographs rather than running away. It goes without saying that this won't work while you're killing someone.

- **400 Alchemic R&D:** You went down this path of your own free will, and since no one would willingly grant you with such amazing powers without a price you had to learn everything yourself. Because of this you know everything there is to know about making homunculus, down to the best place to insert the embryos. That being said, you can't do any of this without a laboratory and whatever DNA you plan on incorporating.
- **600 Beyond Human:** Almost all homunculi devour humans in an attempt to "regain" their lost humanity, save for one. This person had such malevolence to his old life that he welcomed his inhuman transformation as a gift; you too possessed this attitude in life, and as a result your racial-based powers will no longer suffer from defects similar to those present in homunculi, meaning that you would no longer have the cravings, or the need to consume human flesh to use your powers. Additionally, if you do indulge in these things it will only aid you, serving as a temporary boost to these powers.

Victor

- **100 Handsome:** It doesn't matter that you're a being that brings death to wherever you go, since you look so good doing it! This makes your body gain attributes that make you more attractive, like parts of your hair just happen to stand up in a way that makes it look like you have antennae and the like.
- **200 Boredom Immunity:** Spending an eternity alone on a place as desolate as the moon does some things to your sanity, you know? This grants your mental state a peculiar property that prevents you from boredom, and the harm associate with it.
- **400 Anger:** Rage fuels your machine Jumper. The longer you fight and the angrier you get, the stronger you and your abilities get and the more pain you can manage to shrug off. While this won't create miracles by being angry, it will could potentially put you on an equal level with a far more powerful foe.
- **600 Drain+:** The inherent physiology of a Victor is to drain life, and this is something (if you are a Victor) that you have no control over. However, this perk both allows you to control this drain, in both amount (the maximum drain rate increases with time, this means you can lower the drain from 'full power' to 'off), the targets (so you can choose who this does, and does not affect if they are within range, and scope, allowing you to drain other sorts of energy (stamina, magic, etc.) to a lesser degree as well.

Items

Drop-In

- **100 Take-Out:** Grants you your own fast food chain that hands out toys resembling you, your companions, and anyone else you want to include.
- **200 Restoration tank:** Designed by the genius Dr. Butterfly, this massive flask-shaped container has the ability to regenerate beings from even the most grievous of conditions placed in it to full condition, given enough time and energy.
- **400 Zoo of Extraordinary Creatures:** Ok so there's nothing in here that you couldn't find in a normal zoo, but what it does have is the ability to expand as new creatures are added, allowing you an ever present supply of DNA to either conduct your own experiments with, or just to make a quick buck charging admission tickets. Can either be attached to the warehouse or as another property.
- **600 Philosopher's Stone:** What was never made because of several deadly setbacks, this device is capable of both turning common metals into gold, and granting agelessness to any beings you choose.

Alchemic Warrior

- **100 Human Self-Defense Weapons:** While these are not effective against homunculi, maybe you don't want the general public to see you wielding a giant flaming sword. This can be any kind of ballistic weapon that exists in modern times that an infantryman can reasonably carry. Never seems to run out of ammo either.
- **200 Training Ground:** If you have a particularly volatile Buso Renkin, training in an abandoned building will cause far more collateral damage then, let's say an open field of dirt. Whether it's attached to your warehouse, or as its own property, this 10 acre plot of land can withstand you power at full throttle without damaging itself or anything outside of it.
- **400 Chem Lab:** Where kakuganes are made, this large facility has all the means of producing kakugane, complete with blueprints and materials. While there are no instructions for the White or Black kakugane, if you're smart enough you could probably figure something out.
- **600 White Kakugane:** The result of 'purifying' a black kakugane, this kakugane makes its buso renkin especially effective against 'unnatural' and 'unholy' beings, preventing regeneration and possibly even lifting some powerful curses. This could instead grant your existing buso renkin with these properties instead. Either way the white kakugane grants a bonus 1000kp as well. This could instead be planted into a Victor to permanently strip them of their power.

Homunculus

- **100 Fabulous Outfit:** Lacy trim? Check. Beautiful mask? Check. One of the most important things to have if you want to be the center of attention is a fitting costume. This designs incorporates both your powers and personality in a way that only someone as fabulous as Papillion could create. If damaged the costume slowly repairs itself.
- **200 Mamma's Special:** Maybe you lack the self control to prevent yourself from eating flesh, or you just want excess for some grotesque reason. Either way this now adds a

specialty cabinet to your warehouse that is always stocked full of human meat, from its raw form to cooked.

- **400 Bio Lab:** Homunculi don't really breed, so their reproduction is instead linked to creating more of their own. What this purchase does is add a respectable sized laboratory to either your property, or the warehouse, which contains all that you need (including instructions) on how to create basic humanoid and animalistic homunculi.
- **600 Revised Humanoid Homunculi:** The final work of Dr. Butterfly, this version of homunculi are much larger, more powerful than any previous version, and capable of fusing together to gain additional strength, but they also lack the ability to think, only capable of following orders. Purchasing this grants you with 8 of these beings, and the instructions and material to make them. If the original 8 die, then they respawn in a weeks time.

Victor

- **100 Midriff Madness:** For some reason or another, both Victors wind up wearing clothing that both cuts off at least near the stomach, which coincidentally matches their primal look perfectly. You too gain a set of clothing that matches your full powered form (that has a midriff/no shirt in it too!
- **200 Memento:** Maybe of someone lost, or someone who has lost you to time, regardless of its origins this small charm greatly aides your ability to think rationally when you're upset.
- **400 Secret Society:** As the L.X.E were dedicated to reviving Victor, you too gain a fairly competent sect of individuals dedicating to serving you. This group is composed of 7 homunculi, with each one possessing 700hp to spend on their form.
- **600 The Moon:** Just as it says, this purchase grants you with a moon, either to serve as the 'world' for your warehouse, or to be in orbit of a celestial body. You can enhance it as you wish, but remember that there's no atmosphere on it starting out.

Undiscounted

- **200 Extra power:** Maybe you're a homunculi who wants a kakugane, or something else entirely. This grants you with either a kakugane, or a homunculus form, with 700hp/kp to spend on it. This goes without saying you can't purchase a kakugane as an alchemic warrior, or a second homunculi as a homunculus (use the cp conversion for those).
- **400 Black Kakugane:** this serves as a normal kakugane, until implanted into a sentient being. This converts them into a Victor, and they have 1000kp to spend to customize their kakugane. This could also be used to replace your starting Kakugane if you chose Alchemic Warrior, making the starting pool total to 2000kp.

Companion Import:

- **(100/400) General Import:** By paying 100cp or 400cp you can import 1 or 8 of your companions with 500cp to spend on perks and items, and can take up to 200cp worth of drawbacks.
- **Canon Companion (100cp/300cp):** If you hit it off with anyone, and get along you can choose to bring them in future jumps as a companion. If you want Victor then you need to pay a little extra to compensate for his power.

Kakugane Supplement: The most commonly used weapon in this series, the Kakugane is a piece of alchemical engineering that adapts to the user, meaning that each person, no matter the kakugane used has a unique weapon. When it is deactivated it is in the form of a small hexagon that can fit in the palm of your hand. You can convert cp to kp at a 1:2 ratio. Alchemic Warrior origin get 1000kp to spend on this section, while Victor gets 1200kp to spend.
First up, what is the major form of your Kakugane? (pick one)

- Melee Weapon: One of the more common forms of a Kakugane, this can take the form of one large weapon, or two smaller ones. Take either Multiple Blades, Razor Wire, or Material Import for free.
- Armor: Worn armor, while its primary purpose is to protect you, it can have additional properties as well. (Material Import, Silver Skin, Wings)
- Mecha: Something bigger now, this mecha can be controlled by you directly, or you can control its actions telepathically. Cannot be taller than a 4 story building. You also gain one of the following as freebies (Chaff, Thrusters, Trap, Bombs).
- Ranged Weapon: Bows, guns, etc. Has an infinite supply of bullets, and never needs to be reloaded. Yes, even bows get this treatment. Take either Dakka, Elemental, or Expansion for free.
- Utility: An odd one, lacking any sort of properties to link them other than their indirect use in battle. Get either Telekinetic Control, Hypnosis, Injury Transfer, Teleportation, or Recon for free.
- Bionic Enhancement: Rather than being a separate entity, your buso renkin serves to replace a lost limb. While the function is overall the same, save for increased control, you no longer have to worry about being disarmed (figuratively). Take one of these a a freebie (Minion, Expansion, Recon, Razor Wire).
- Import: Already have something you love? No problem, just import your existing item to be the released form of your kakugane. This imported item can fit into one of the above categories for purpose of freebies.

Next on the list, what features does it have?
A quick note is that when you purchase any of these, you can instead make them work via an attachment for the kakugane. For example, having a melee kakugane with energy projection could have a ‘tail’ that comes from the hilt of it that has said property.

- Rotation (100kp): Some part of your kakugane gains a mechanical axis that allows it to rapidly rotate, similar to a chainsaw or a wheel.
- Manipulators (100kp): Rather than having to hold whatever weapon you possess, you can instead mount it somewhere to your body, attached to a limb. This offers greater reach than a normal human arm can, while sacrificing none of the dexterity. If you take this option with a mecha then it will instead add an extra limb to it.
- Bombs (100kp): Your kakugane is capable of releasing highly potent bombs that can detonate either on touch or on timer.
    - Import (300kp): Already have an explosive you’re fond of? By paying the price your kakugane can limitlessly (but not rapidly) produce those explosives instead.

- Multiple Blades (100kp): If you have the default form of a melee weapon, then this grants your kakugane with a separate weapon that functions the same as the first, if not then whatever you did choose gains a melee functionality.
- Floating (100kp): Parts of your kakugane are able to split off itself, and float in the air aimlessly.
- Reverse (100kp/ free with Silver Skin): Flips inward and outward properties of your kakugane.
- Material Import (200kp): If this isn't your first jump, then you likely have a stash of other materials that are non-native to this world. If you'd like you can import them to be incorporated into the construction of your kakugane, granting it with whatever properties it possesses.
- Razor Wire (200kp): Like a whip, but edgier. Your buso renkin has a compartment it that can launch razor sharp wire from it, which is capable of cutting through most matter.
    - Nostalgia Blade (100kp): Maybe you have a weapon that holds a special place in your heart, or maybe you just don't like the look of razor wire. You can import a melee weapon to replace the 'tips' of your razor wire, granting both it and the kakugane as a whole with whatever property it may possess.
- Recon (200kp): Captures battlefield data and transmits it off the kakugane, granting you with an always up-to-date map of whatever battlefield you're on.
- Scrubber (200kp): Filters out harmful battlefield elements (toxins, etc) in a 30ft radius around the user. Can also be used to survive in space without any special protections.
- Thrusters (200kp): Either as an attachment to your kakugane, or to fuse to yourself like a pair of rocket boots, this allows you and/or your buso renkin to fly through the air at incredibly high speeds. Or you could just use it to make you able give others a rocket punch.
- Dakka (200kp): Maybe you wanted the ability to shoot bullets, or just arrows instead of rushing head first into battle. This grants your kakugane the ability to shoot out projectiles, carrying any properties that you bought here.
- Wings (200kp): This add-on makes the kakugane attach to your back, and forms a set of metallic wings on it. While the flight here is slower than thrusters, this allows for gliding, and the ability to shoot 'feathers' off of the wings like knives.
- Elemental (200kp (100kp on first purchase)): Whatever element you choose, you'll be able to release it in the form of a wave from your kakugane. Gas, Earth, Wind, Fire, Water, Explosive, Electricity, Gunpowder and the like are acceptable elements, friendship is not.
    - Elemental form (200kp): Rather than being emitted from your kakugane and dissipating, this fuses you with your chosen element, allowing you much greater power and control over said element
    - Elemental Construct (200kp): This allows you to control the way the element works when it is emitted from your kakugane. Does it hold a certain form? Can you retract it at will? Things like that are entirely up to you.
    - Range Extension (200kp): While normally the elemental effect will drop off after a couple of feet, this allows the range to greatly extend beyond that.

    - Special Elements (300kp) (requires elemental)
        - Gravity: Purchasing this allows your kakugane to manipulate the local gravity around it. While this could be used to create a black hole, it does not provide any protection against it.
        - Time: This allows your kakugane either accelerate, slow down, or even create time loops in a short range around the user
        - Energy: By directly sapping your own life force, you can project it as a way to attack, defend, or to even gain thrust.
- Minion (300kp): Created out of the same material as your kakugane, this little guy can fly around and assist you in battle by posing as a distraction, or even attacking the target. Can obey complex orders and communicate with you.
    - Plural (200kp): Instead of only having one minion, you have two! Each purchase doubles the amount of minions you can create.
    - Full incorporation (300kp): Rather than your minion only getting the material of the kakugane, this allows it to have all properties of your weapon as well, at ½ the strength. If purchased with Plural then the strength of the weapon (if it has any imported properties) is divided among the minions created.
    - Bigger (300kp): While the original minion was at most 1ft tall, this expands the height of your minion(s) to match your own, with a proportional gain to strength as it grows.
- Expansion (300kp): enlarges both the mass and volume of your kakugane. The limit for this is up to 15x expansion.
- Hypnosis (300kp): Using high-frequency soundwaves your kakugane is able to make anyone in the surrounding area much more susceptible to any hypnotic suggestions.
- Chaff (300kp): Releases a large amount of metal powder in the form of a very thick fog over a wide area that disrupts electronics and causes visual hallucinations.
- Injury Transfer (300kp): transfers injuries from target to you, dealing you damage while healing them.
- Faster Reformation (300kp): While your kakugane would normally recover from any damage over time, this allows it to recover even faster, allowing the recovery to serve as a battlefield advantage in some way.
- Energy Transference (300kp): This allows you to have a siphon off your health, stamina, etc. refueling an ally's reserves while depleting your own. This can be used to restore limbs.
- Silver Skin (300kp): Transforms your armor into a harder metal before contact, preventing damage. Highly resistant to Atomic, Chemical, and Biological weaponry
- Trap (300kp): Poisonous gas, sticky traps, you name it. Your kakugane is able to lay out any one kind of trap indefinitely.
- Evolution (300kp): While normally your item has a hard cap over time, this allows it to keep on growing so long as you train with it. While initial results are very noticeable, over time the results don't come as fast.

- Labrinth (300kp): Rather than being a physical object, this instead creates a ‘tether’ and a ‘world’ possessing properties of your kakugane. Anyone can enter your ‘world’ through the tether, and destroying a tether simply ejects the contents.
- Teleportation (400kp): Allows the wielder to teleport both themselves, and anything they can feasibly carry. The range of this is determined by your own stamina.
- Telekinetic Control (400kp): Allows you to mentally control all aspects of your kakugane from a distance.
- Heal Other (400kp): Almost as if your kakugane lives to serve others, this grants it with a property that heals other’s wounds. This can be done by sending out a wave of energy, stabbing them, or even as an implant that works as needed (though you are limited to producing two at a time for this). Only works if the target is still alive though.
- Energy Absorption (400kp): This allows your kakugane to absorb some of the energy from an attack, allowing you to either use, release, or redirect it.
- Healing (500kp): Whether its a hole in the stomach, or a lopped off leg, your kakugane will rapidly regenerate your flesh once it is severed.
- Mirror World (500kp): An odd ability this effect has, as long as you (or someone holding a part of your DNA) is holding your kakugane they can temporarily enter the mirror world, which is wherever you are minus people essentially. While in this world you cannot attack, but you also cannot be attacked. While there are no actual people in this world, you can see the location of where someone would be in the real world.
- Replication (700kp): Replicating both you and your kakugane, this takes up a very large amount of stamina per clone. Each clone is essentially the same as you, save for any aesthetic feature changes you would like to make. While you cannot mind-control them, you can mentally communicate with them, and they will always have the same goal in mind as you, will not betray you, and will decay after a month. While there is no upper-limit to the amount of clones you can produce, each clone serves as a ‘cap’ for your stamina, preventing you from recovering to your maximum amount while it is active.

Homunculus Supplement: By default, if you're a homunculus then you start off with the inhuman form, and can switch between it and a form that resembles a human at will. Each form upgrade increases the characteristics relative to what is 'normal' for a species and a normal human (so while a normal homunculus has super strength, an ape homunculus is much, much stronger than others). You can convert cp to hp in a 1:2 ratio. Homunculus origin gets 1000hp to customize their form. Pick the Inhuman tree for free, or pay the fee to be able to be a humanoid homunculus.

- Inhuman (default): Great strength, but lost humanity. Your size can be anywhere from 1ft small to 10ft tall, unless you choose a creature that is already larger than that, allowing you to increase their size by 1.5x what they could reach.
    - Basic Biology (200cp/ First purchase free): Plant/Animal/Amphibian/Insectoid/Aquatic. Pick a single extant species of either animal or plant to serve as your homunculus form. This grants you with associated properties that they possess (strength, sensory adaptations, flight, etc). Additional purchases make you a hybrid of whichever species are chosen.
    - Sensory Adaptation (100hp): Maybe you're a bull that wishes to see in infrared, or a wolf with the eyes of a hawk. This allows you to purchase any single sensory adaptation naturally present in animals without having to purchase an associated form.
    - Spikes (100hp): Whether the pointy spines of a porcupine, or jagged like teeth, your body is covered in these sharp things that could tear through any flesh that attempts to get too close to you.
    - Keratin-Coated (200hp): Or rather, coating the keratin. You can import a single metal to coat both your bones, and any sort of hard structure such as nails or teeth that exist outside your body.
    - Extra Limb (200hp): Things like a set of extra arms, a tail, or a set of fins. This grants you with a single extra limb than your form would otherwise possess.
    - Tough Hide (200hp): Whether it's your iron-hard nails, or your barricade of a back, your body has a supernaturally hard body part.

    - Speedy (200hp): While homunculi are already supernaturally fast, this increases your speed to near absurd levels.
    - Poison Coat/Venom (200hp): Maybe your form is of a frog, and you want anyone who contacts your slimy flesh to meet their end, or maybe you're a snake who wants venom. This adds a very potent toxin that you are able to excrete from your body in a certain way.
    - Weaponized Molt (200hp): Allows you to rapidly shoot spines, thorns, feathers, teeth, or whatever similar features you possess at the enemy as a form of ranged weaponry.
    - Evolution (300hp): Normally Homunculi do not ever seem to improve with age, but purchasing this allows your form to grow in both stature and strength as time progresses, while additionally allowing your form to access traits that they are only associated with, instead of possess (such as leadership for a lion, or a hedgehog running at super speeds).
    - Elemental Properties (200hp): Fire breath? Current generation? You get to pick a single element and a way to either coat yourself with it or to expel it from your body for a ranged attack.
        - Special Elemental Properties (200hp) (One per purchase)
            - Gravity
            - Time
            - Energy
    - Size Matters (300hp): Rather than settling on a 10ft tall maximum, go for more! This allows you to increase your size to over 100 ft tall, with a boost in strength to match.
    - Extinct Species (300hp): Titanoboas, Gigantopithecus, etc. While not only being much larger than their living relative forms, they are also much stronger than their living relatives.
    - Exotic Species (500hp): Dragons, Unicorns, Anjanaths, and more. You can have your homunculus form to be based off of one of these.
- Humanoid (300hp): While not only greatly increasing your strength, stamina, and speed over that of a inhuman homunculus, by being a humanoid homunculus you retain your human instinct, which is necessary if you wish to wield a buso renkin.
    - Hybrid Type (100hp): Grants properties to you that would otherwise only be available as an inhuman homunculus. (allows purchasing of inhuman features).
    - Advanced Consumption (200hp): Rather than eating humans outright, this allows you to generate powerful vacuums from your body, quickly sucking in entire humans to fuel your being.
        - Vacuum (300hp): Rather than merely sucking in single beings at a time from a part of your body, instead you're able to place structures that appear to be as mini black-holes, sucking in anything that comes in too close, while giving you the energy from the biomass consumed.
    - Material Type (300hp): You can, instead of looking like a normal human, import any material that you possess to serve as a major constituent of your body,

granting you with whatever properties that it might have possessed, additionally allowing you to reform your body as long as as you have said material on hand.
    - Revised Humanoid Homunculus (500hp, Companions only): The final invention of Dr. Butterfly, these homunculi are incredibly strong giants that can quickly regenerate from damage. But that isn't their greatest property, that is their ability to permanently fuse to other revised Humanoid Homunculus for a massive boost in their strengths.

Drawbacks: A max of 1000cp can be earned here.

- **Alternate Type (0cp):** Whether a cringe fanfiction or an abridged series, you can warp the 'true' world into any of the alternatives.
- **Welcome to Papillon Park! (100cp):** This extends the length of your stay to 30 years, so that you may experience the events of the Buso Renkin video game firsthand.
- **Flamboyance (100cp):** Even if you're outgunned and reinforcements aren't coming, you just can't help but to monologue all of the details of your plan.
- **USDA-Grade Ham (200cp):** Rather than being able to pose with the best of them, you're cast down to the ability of the rest of them. In addition to being unable to pose, you are also much more clumsy in combat. Have fun!
- **Bling-Bling (200cp)(Cannot be taken unless you are a homunculus or have a kakugane):** While normally your kakugane/homunculus form would be composed of a much more dull, yet incredibly durable alloy, now that element will be replaced by gold instead! If you don't already know this, gold is an incredibly malleable substance, making it ill-suited towards any sort of defense/weaponry.
- **Butterflies in My Stomach (200cp):** Both Chouno and Dr. Butterfly have noticed you, and think you're fabulous. Because of this they want to find out what makes you tick. While they don't necessarily hate you, they will still attempt to dissect you unless you can provide them with something more interesting than you.
- **Hatred (300cp):** While previously your origin would somehow have no effect, now with whatever origin you chose the respective opposition has marked you as a very important target that they must take out. Homunculus and Victor get the Alchemic Warriors as enemies, while Alchemic Warriors and Drop-Ins get the Homunculus as enemies.
- **Competence (300cp):** Rather than spewing monologues and telegraphing attacks, enemies from both factions will now attempt to kill you as quickly as possible if provoked in combat.
- **Mini (300cp):** You're reduced to a 2ft tall version of yourself, while not only giving you a high pitched-nasally voice you are also much more weak than you would be otherwise.

- **Powered Victor Powered (500cp):** Rather than just regenerating Victor, Dr. Butterfly instead chose to augment him with a special homunculus. This not only grants him with a greatly increased strength, speed, and reflexes, it also made him mad, turning him into an unstoppable berserker. While he can still be destroyed, it will take much more effort.
- **To the Moon and Back (500cp):** While otherwise Victor would eventually leave the earth, and stay on the moon, now he had a sudden change of heart near the end and decided to use his gravity manipulation to send the moon crashing down to earth. I shouldn't have to tell you what happens if the earth becomes destroyed.
- **Watcher (900cp):** Jumper. Watcher of the city, hero of the night. Not really, but you are tasked with protecting the city from the homunculi that reside here. If a single human dies to the hands of homunculi that are not you or your companions you fail the jump.

Notes

- If you take Bling-Bling, after this jump you can have your kakugane appear to be made of gold/precious metals without the weaknesses associated with it.
- From some reason or another, both Victors and Homunculi are completely immune to being in space, as in you could go out without a spacesuit with no ill effects.
- Captain Bravo's techniques are essentially named attacks that most suitably strong characters can do (punch fast, break someone's back above your head, etc.) but purchasing the perk grants you with superhuman abilities, putting you a little ahead of a homunculus in terms of stats.
- Since homunculi aren't natural beings, a Victor is unable to drain their energy. The likewise can be said of anything that is undead, unless you possess a property that allows you to absorb energy.
- After this jump you can toggle off whether or not the Victor drain affects allies, and can turn this effect off, additionally if you are a homunculus then you lose the urge to consume human flesh.
- The secret society does not count as a companion, unless you can import in which case they are counted as a single companion in later jumps.
- Beyond Human would make you no longer need to consume blood as a vampire, but would not remove the seastone weakness from devil fruits.
- Evolution can give you some pretty cool abilities over time, but will not grant you with light speed running as a hedgehog or anything broken like that.
- Using a Black Kakugane to convert someone into a Victor does not confer the same benefits and protections as it would if it had been purchased as an origin here. Most notably while they are in this form, they will have a constant life-drain effect on them, that will affect anyone who is living (save for artificial beings like a Victor and Homunculi).
- I shouldn't have to say this, but if you take a drawback that makes a certain person hate you, it's going to be impossible to take them with you. Sorry about that.

- If you take the Victor origin and implant yourself with a Black Kakugane, then you become a double Victor or something.
- If you take Evolution and Mecha, then your mecha can grow in size over time.

Changelog

- Fixed an error in typing
- Added bionic enhancement to kakugane
- Clarified Beyond Human
- V1.3
- Buffed capstone perks
- V1.35
- Nerfed Beyond Human
- Modified formatting
- V1.4
- Changed the homunculi and kakugane sections
- V1.5
- Changed Victor 600cp perk to 400cp, and created a new 600cp perk
- Added a new kakugane customization
- Made Alchemic Warrior and Homunculus origins free
- V1.6
- Swapped Alchemic R&D and Urban Legend
- Buffed White Kakugane and Extra Power
- Added Special Elemental Properties
- V1.65
- Buffed Black Kakugane
- V1.66
- Clarified how the Extra Power works
- V1.7
- Added Kakugane freebies.