

Mondaiji-tachi ga Isekai kara Kuru Sou Desu yo?

At the end of your last jump, you find a white letter sitting inside your warehouse. It offers you a chance to go to the Little Garden, a mythical place of games and battles.
Do you accept?
Yes?
Well then here's **1000 CP** and welcome to The Little Garden.
This world is a bit different from the usual. You are not entering the normal world, but instead a world created by the gods to observe all of human history across all of the many universes. It is truly gargantuan in size.
You will start off near the Little Garden. A diverse city within a world filled with Gods, Demons and everything in-between. The land appears visually to be quite small, with the Little Garden seeming to be the size of a normal city, but the world is under an illusion cast to make everything appear closer than it actually is, with the city itself actually being the same size as a star.

Location:

Roll 1d5 to decide your starting location.

1: North Gate. You will start at the northern Gate of the Little Garden. An opposite to the quiet East Gate, this is a crowded city looked over by the floor master Sandora, a young Lesser Dragon of great power.
2: East Gate. You will start at the eastern Gate of the Little Garden. This is home to the No Name community, among others. Situated near the edge of the world, this area is full of open woods and scattered rivers.
3: South Gate. You begin at the southern Gate of the Little Garden. This is home to an 8000 year old giant Water Tree. Built around and beneath the great tree is a bustling city.
4: Edge of the World. You appear in a forest near the Edge of the World, a large hole into the endless abyss. In the distance you can vaguely see what looks to be a large city.
5: Your choice. Choose where you start in this vast world, but be prepared for the consequences of where you end up.

Origin:

Choose your gender for free. For origins other than Demon Lord you start off aged 1d6+15, Demon Lords start aged (1d8+2)*10

Drop In
You have no history in this world, appearing out of nowhere. With no history comes no ties to anybody or any place. Feel free to wander this new world you have entered.

Problem Child
You were someone in the outside world who never fit in with the rest of society. You had some kind of supernatural ability that set you apart from everyone else, and as such your attitude became that of a problem child; someone who does what they like when they feel like it.

Judge Master [100]
These are the Judges of Gift Games, able to tell if the game is rigged or not instinctively or if any cheating is going on. They may put games on pause while the World checks for unfair play. If they see that it is, an appropriate punishment is issued to the offending party. Judge Masters are the non-divine equivalent to Host Masters.

Demon Lord [200]
These are not actually demons, but beings who have the ability of a Host Master. These beings in the Little Garden have the ability to force others to play a Gift game, using rules they created. Due to the rampant abuse of this ability which has destroyed countless communities, the beings who misuse their power were labelled as Demon Lords. Their original purpose was to limit the power of true Demon Lords, by forcing them into Gift games where their power is lowered.

Race:

Human
Humans, beings thought to have some of the lowest potential in the Little Garden. They are few and far between that can reach the rank of even 5th digit.

Mythical Beasts
These are beasts or spirits who through luck, destiny or genetics have received a gift and moved above other simple creatures. In the Little Garden it would not be strange to encounter Unicorns, Gryphons, or Spirits.

Moon Rabbit [200]
Blessed with strong legs and great ears, they are a rare sight in the Little Garden now, having been nearly wiped out 200 years ago. They are of Noble birth in the Little Garden, descendants of the first Moon Rabbit that sacrificed itself for Indra, who then blessed their line with some of his power. As such they receive a discount on one of Indra's Gifts

True Blooded [400]
You have the blood of a Pure blooded race flowing through your veins. As the blood has been diluted over countless generations you are of a weaker race, such as a Lesser Dragon or a minor god. But even with this comes a great deal of spiritual power.

Perks:

Drop In

Without A Map [100]
Sometimes you will find yourself in the middle of nowhere, with no idea as to how you ended up there. But that's ok, because now you have a natural knack for navigating through unfamiliar terrain. You'll be able to quickly find any nearby streams, and will be able to tell in which direction you are going without a compass.

Obscurity [200]
You entered this world with almost nothing, at least fame wise. However, in this place obscurity can be a great blessing. From now on, if you will it so, word of you and your deeds will not spread far. This can offer you protection from others hearing of you and preparing accordingly in order to defeat you.

Break the Unbreakable [400]
Demon Lords have the power to force people follow their Geases. You now have the ability to refuse even these ones. Similarly, you can no longer be forced to do anything you do not want to do by any kind of supernatural power.

The Best [600]
The people of the Little Garden cannot be ordinary. Not if they want to survive or thrive. To better prepare you for this place, there is one area in which you will stand out, even in the Little Garden. You could be one of the best blacksmiths in the lower floors, rivalling demigods in your capabilities. Alternatively you could be a superb archer, able to hit a target from miles away even with an ordinary bow.

Problem Child

Innocent Face [100]
What do they mean you're not sorry? Can't they hear the sincerity in your voice? Oh, they forgive you! Despite misbehaving and only vaguely appearing to be apologetic about this, people are more likely to accept your apology. Of course, this might be because they are just so used to it by now, and are too tired to argue anymore.

An Intellect to Match [200]
Despite what some people may think, you are not someone who is all brawn no brains. Being smart is especially useful in a world where Demon Lords could appear at any minute and you will need to play their games to beat them. While no Einstein, you'll still understand most of what other people are saying when they talk about quantum mechanics and string theory.

Growth [400]
While in the Little Garden, your spiritual power would slowly increase over time, even without you doing anything. Now this growth rate is faster by a whole magnitude. You will grow in strength ten times as fast as you previously would. This is still a slow rate, taking decades before you have made a significant increases, but it never stops. Taking this perk also means that in future jumps, your spiritual power will continue to grow, even outside the Little Garden.

Candidate Of Origin [600]
The purpose of your existence is to prove which came first, gods or humans. As such, you receive a boost to your intellect and deduction skills. This question will be answered once the world is saved, and thus, as the hero destined to save humanity in the future you have received a small gift: the ability to reverse Cause and Effect, to a degree. This allows you to receive rewards and gifts for things you have not yet done (though you still must do them in order to gain the rewards). You would receive the blessing of a god immediately after accepting their quest, or you may get the loot from a monster at the start of the battle with them. This does require the action to be completed in the jump. Returning to the jump later isn't valid, and you would only receive the reward when you 'return' to complete it.

Judge Master

Pink [100]
You can change your hair colour in correspondence with your emotions. It could be bright pink when happy, furious red when mad, or a mellow blue when happy. The colours it changes to is up to you. You may change what colours corresponds to what emotions once a day.

Game Maker [200]
Call the attention of the Little Garden to facilitate a Gift game, no matter where or when you are. When invoked, you can force people into a gift game, where they must wager something of at least an equal value as what you bet, whether material worth or personal.

The Requirements [400]
Sometimes in order to do something, you must fulfil certain conditions. Things like having to be a certain gender to enter a cave or needing certain qualifications in order to wield a magic sword. Now you can automatically fulfil the conditions that are needed, even if you would otherwise not be able to, but only if you know what they are. This isn't a blanket requirement fulfilment. For things like being locked to a specific person, the perk will be ineffective. Requirements such as being certain species or genders, being pure hearted or cruel, are the types of things that are automatically fulfilled.

Gift Giver [600]
You have an affinity for the creation of Gifts, equipment which grants the user some kind of ability or power. Spend a decade's worth of work on a single one and you could create something as powerful as the Genome Tree, able to keep up with Izayoi's Gift for seven days non stop.

Demon Lord

Game Design [100]
You are great at designing complex games or challenges. They could be designed to appear unbeatable at first glance, and only with multiple days spent solving it could one find a way to complete it, never mind the time actually spent completing it.

Absolute Judge [200}
You are a being who has encountered Absolute Evil in the past, whether it was you or a Demon Lord. As such, you have the right to judge whether an act can be considered evil or if it has a trace of justice in it. No one will be able to deny your truth for nobody is more suited to.

Summoner [400]
Summon beings from myths or legends, even beings that may not have even actually existed. They can be personifications of events or concepts. Depending on who is summoned, and the effect they had on humanity, will decide how strong they are. It will also take an equivalent amount of power to summon them in the first place.

Outside Influence [600]
You are the embodiment of a concept. This could be the something like the concept of thermodynamics or maybe the ‘concept’ of the Black Plague. The more it affects human society, the more power you gain. This boost tops out at the level of a 5th digit. By embodying this concept you will also be able to use an ability that is loosely related to your concept. Embodying a plague could let you summon up sharp winds filled with it, or embodying thermodynamics could allow you to form portals. Be warned, by embodying this you will also remember all the people you have affected, and know how it affected them to a degree. This will affect how you behave, whether this be a smaller appreciation for human life or a fierce protectiveness of it etc.

Items:

Idiot Slapping Paper FanTM [Free]
A large unbreakable paper fan. Has a maximum impact similar to that of a slap, affecting even those who are extremely durable. Great for punishing those troublesome problem children who are always causing you grief.

Halloween Clothes [Free]
A cute set of witches’ clothes, and a nice pumpkin mask with a long cloak to accompany it.

Usagimimi [100]
The ears of a Moon Rabbit, easily attach and detachable. These can hear everything from up to a kilometre away. They are also very soft and cute.

Water Tree Sapling [100]
When this little tree is planted, it will quickly grow in size up to that of a normal tree. It takes moisture from the air and solidifies it into streams of water, which then flow out from its roots. After the initial growth spurt, the speed of growth greatly decreases, but it never truly stops growing. The bigger the tree grows the more water is produced from the roots.

Thousand Eye Coins [100]
A bag of 10 coins used to trade with the Thousand Eyes community, a large and powerful trading community with a huge area of influence. They could be used to buy a few Item Gifts or traded for use of the teleportation Gates.

Cooling Chandelier [200]
A large chandelier which automatically keeps the temperature of the surroundings at a nice cool level. Not so useful in a cold environment. The range can be up to that of a normal city.

Orphanage for the Gifted [400]
A modest sized orphanage suited to house those with special gifts or skills. It also has a slight tendency to attract ‘protagonists’. The place will start off quiet and empty, but with a bit of advertisement you may soon start gaining occupants.

Astral Gate [400]
These two gates can be placed and used to instantaneously teleport between the two locations, no matter the distance. Simply walk through the large gates to travel between them. Each gate can be taken down and put back up in a new position, but it will take time for it to get up and running again. It could take up to 3 hours for it to start working again.

Rare Sacred Iron [400]
You gain a large pile of Rare Sacred Iron, the metal used to make Sun Wukong's staff. This is a supreme metal, able to withstand devastating impacts. It can also increase and decrease in size at command, changing by many times its size. Finally, it is also a great channel for spiritual power.

Gifts: *gain 300 CP to spend in Gifts and Item Gifts*

Therianthropy [100]
Using this special technique, one can transform into any animal of your choice, gaining a boost in a stat in the animals recognised strength. A partial transformation is also possible, gaining less of their strength but retaining a mostly humanoid form. If a beast were to use this, they could gain a human form.

Destruction of Earth And Heavens [200]
This greatly boosts your physical abilities, letting you cause large amount of destruction with just your body, or even channelled through a weapon. At this level you can bend steel with your bare hands and flip over tanks with ease.

Elemental Manipulation [200]
Bearers of this gift may manipulate one element of their choice. They can summon up some of their element and can control its movements. These are the classical examples of elements such as wind or fire. At base level, this can allow one to summon up powerful gusts of wind or great pillars of fire.

Medusa's Gaze [300]
This Gift sends out beams of purple light that turn all they touch to stone. When released at full power, this makes no distinction in what it turns to stone, turning the very land around it to stone.

Genie Contractor [300]
A Gift usually inherited by the descendants of King Solomon. This allows one to contract and store demons or other spiritual beings into objects, thereby acting as summons for the user. This can also be used if you come across a defeated or defenceless demon lord; you can force them into a contract.

Destruction of Gifts [300]
The ability to destroy or overpower other gifts. While not a unique power, this gift is not in any way a common one. This will negate any gifts that are used by those weaker in strength

than you. Post jump this can be used to negate any supernatural power less powerful than you. Those stronger will be weakened.

Dragon Horn [300]
This horn contains the power of Fire. This can be used to control one or two elements, letting you summon blasts of it or imbue it into weapons. It could instead be used to increase the spiritual power of the owner, making them all around more powerful. This horn can be in whatever shape you wish, and may even appear as two or more separate ones.

Flames of Purgatory [300]
Summon and control the very flames of Hell. These powerful flames will snuff out any weaker than itself, and it will appear to quite literally be Hell on Earth while they are present. These will only affect beings up to one Digit higher than you.

Perpetual Motion Machine [400]
You may choose to use one of the types of perpetual motion machine for yourself. It will take the form of countless nanites spread throughout your body. The first can produce energy from nothing. The amount of energy produced would be equal to that of a nuclear power plant. The second can convert all heat that enters it into energy with no loss. It can do this to up to the level of a volcano before being overwhelmed. The third one can reduce friction to zero in a radius of 20 meters around you. It can also be used to make an object of choice without friction for a period of up to 2 minutes before having to be reapplied.

Genome Tree [400]
This circular carving is carved into your very soul and copies the genetic data of anything creature it comes across, and these can then be used to copy their abilities or characteristics. This can take one of two forms: First, it could transform the user's limbs into that of the creatures. Wings of an eagle, claws of a lion etc. The other form it could take is armour, the type varying depending on what ability is utilized. Abilities can be stacked on top of each other but the most powerful abilities do not come without their consequences. Using the genome tree at full strength will leave it without any power until it recharges, which will take up to a month, depending on your spiritual power.

Oraculum [400]
This can be used by you to control both people and gifts, forcing them to follow an instruction, if they have less Spiritual power than you. You may use this to imbue others and other gifts with a form of Mock Divinity, increasing their abilities tenfold, by ‘commanding’ them to be stronger. Whether they can take this increase in power depends on them, but no matter what, for a while at least, they will be at a much higher level. Items or beings that are sufficiently weak may break from use of the mock divinity.

Lord Of Vampires [400]
This Title comes with many Gifts attached. The first aspect of this gift is the ability to command vampires, as the Vampire Lord. This can include vampire derivatives such as vampire trees and the like. Used on True vampires this will simply carry a powerful compulsion. The second part of this gift is the ability to control and manipulate darkness.

With this you could form armour around yourself or summon a wind of deadly blades strong enough to pierce through mountains. Get good enough at using it and you can create a shadow duplicate of yourself, that can follow a set of basic instructions. Finally, you can 'Gift' someone Beastification, reducing them into a savage animal like state in exchange for a boost in power.

Divinity [600]
The power of a god. This brings up the level of any gifts to their maximum rank. Divinity is an all-around booster. It will boost every stat, and ability bought in jump. It can turn even an ordinary snake into a 5th digit being.

Sun Authority [800]
The Authority to command the power and divine spirits of a star. With this comes a great deal of Spiritual Power, as well as the ability to summon the divine spirit of the star which can take the form of a God or Dragon. Holders of this authority can move about the very stars in the sky. User's of Sun Authorities can also edit human history, to a limited degree. They could for instance stop the birth of the human that would one day invent something. Someone else would then go on to create it. The events stay the same, but the details change.

Another Cosmology [1000]
Taking this will grant you the use of an Another Cosmology. You may pick from one of the known examples of it. Izayoi's took the form of the Third Perpetual Motion Machine, which let him use the Aurora Pillar, capable of destroying the stars themselves, even when not used to near its full potential. Another Cosmology inherently comes with the Destruction of Gifts, as well as greatly increasing the person's physical attributes.

Item Gifts: *Due to the nature of these items, you can choose to instead import the appropriate equipment in their place, granting them the powers of said item.*

Hermes Boots [100]
The boots that grant flight, based on the ones worn by the original messenger god.
Run on the air as if you were on land.

Hades Helm [200]
While wearing this helmet, the user's presence is completely removed, so much so that the only way to tell they are there is if one was able to sense the space around them. Replicas of the helm can be made through study, but they will merely turn the user invisible, instead of completely erasing their presence. Replicas can be bought for 100 CP less.

Jewelled Gauntlets [200]
These two gauntlets are studded with Rubies and Ambers, separated between the gauntlets. The Hand of Ruby can create and manipulate fire, while the Hand of Amber can do so with water.

Vajra [200]
A form of mock divinity, in the form of a golden handle, this allows the user to create and control holy lightning as if you were a demigod of lightning. A gift of Indra.

Tiger Sword [300]
The sword used to kill Galdo Gasper, a powerful weretiger. This sword is completely unbreakable and has an extremely sharp edge. It can be used to kill those that would normally require a specific weapon, or type of weapon, to kill them.

Game Boards [300]
When invoked, these cards will summon the location on the card to the users' location. This can be used to buff or debuff other 'players' who would get certain advantages from being within specific locations or at certain times.

Moon Shrine [300]
This transports all participants, including the user, to Chandra Mahal, the palace on the moon. This is great if you want to limit collateral damage. A gift of Indra and as such cannot be taken through 'Game Board'.

Gift Cards [300]
Within this packet is a stack of 20 cards. Each card can be used to store a supernatural power, which may be granted to other people. As of the purchase of them, they are all blank, ready to be filled with near any sort of power. Storing a power in a card means that the person loses access to that power unless the card is either used by them or destroyed.

Eye Of Balor [400]
The eye that causes death. A large hand-held eye, this thing can shoot beams that cause death in those they touch. Additionally, while wielding this gift, one has the authority to command giants to do your bidding. Normally only usable by those with an affinity with death, you may use without any such limitation. Much like the requirement for using it, having an affinity for death also grants a high level of resistance to its effects. Beings of sufficient power, such as 5th digit beings, can resist the effects to a degree.

Brionac [600]
Similar to the Spear of Indra, this spear is known as a spear that will realise victory but in this case it is due entirely to its true aim, never failing to hit. The original spear had 5 prongs, each of which can send out a beam comparable to the sun's total energy output, which will always hit their target. It has since been dismantled, separated into 5 separate tips. You will gain one of the tips, able to use a single beam at up to its full power.

Sun Armour of Indra [600]
While wearing this armour the user will be able to survive any one fatal hit. They may be severely hurt if the armour is destroyed in the attack, but they will survive. The armour itself as also extremely strong, able to tank hits from 5th digit beings, while also emitting pure sunlight, able to chase away any cold, magic or not. Warning, do not use at the same time

as the Spear of Indra, as using both at the same time will leave you beret of both of them until you prove yourself worthy of using them again.

Spear of Indra [800]
When thrown this spear will home in on its target, never missing its mark, living up to its name of a ‘Spear of Victory’. Once it hits, it will detonate into a huge blast of light. It should be noted that the spear is not harmed by doing this. If it connects with its target, even if not thrown, it is said that using Fate itself as a Gift, it will override all concepts and defeat the enemy. The spear has the weakness of not invoking this effect if it cannot pierce the enemy.

Companions:

Import [50]
You can import up to 8 companions of your choice. Each will gain 600 CP to in any section they wish. In addition they receive the 300 CP stipend for gifts. Origin and race prices still apply. Each companion costs 50 CP to import.

Canon [200]
You can choose to take any character from canon with you at the end of the jump, if you can convince them to join you.

Divine Beast [300]
Sometime during your stay here, you will encounter a Divine Beast, whom will find themselves fond of you. You can create this beast using up to 600 CP, with a restriction to a non humanoid race.

Community [400]
You are no longer limited on how many people you may import. You can import as many people as you wish into your own community. Each may get 200 CP to spend in any section.

Drawbacks:

You may take as many drawbacks as you wish, but the CP gained will max out at 1000 CP.

Longer Stay [+0]
Ten years just isn’t enough to do what you want in this world. You can choose to stay in this world up to another 100 years before the jump ends. Plenty of time to do what you want.

Problem Children [+100]
People never seem to do what you want, unless in a dire situation. They will constantly cause trouble for you and drive you to tears of frustration. Though underneath all the little bullying, they may genuinely care for you.

Physically Handicapped [+100]
At the start of the jump something went wrong while entering the world, leaving you without one of your limbs. This can be taken up to four times.

Traumatic Past [+200]
At some point in your past, something bad and significant to you happened. Ever since then you have carried the trauma of the event in your heart. Reminders of this may make you freeze up. This will have granted a fear of something or someone in you, something that you will have to face a defeat to move past this.

No Name [+200]
Your very name was stolen from you, leaving you with nothing that others may call you. The only way to regain it is to find and defeat the Demon Lord who took it, if they still have it.

Foolhardy [+200]
You are more likely to accept challenges and similarly issue them, even when you would usually be much more cautious, without really thinking things through. This could lead to trouble as you lose challenges you were not prepared for.

3 Years A Slave [+300]
For the first three years of this jump you will be treated like a slave, able to be bought and passed around as if you were an Item Gift instead of a person. Only after three years have elapsed will you be able to be freed, either by the death of your ‘owner’ or being freed by a comrade.

Sealed [+300]
All your out of jump abilities were sealed when entering this world. As such, you can only rely on what you gained in this jump to get you through the time you have here.

A Good Target [+400]
For some reason, Demon Lords seem to just love to challenge you, forcing you into games you cannot refuse. Take ‘Break the Unbreakable’ and they will simply attack you in great force with stronger members, seeking to take the ability for themselves.

Last Trial of Humanity [+800]
For the purposes of the drawback, it is fiat backed that the correct conditions must be met before Azi may be slain, even if a perk was to normally bypass that. No such limitations are put on Sealing perks though, but they will need to be strong enough to contain him for another 200 years, barring outside interference. If you have anti copying perks, these will have a limited degree of effect. Avi will only be able to copy one of your abilities at a time. Demon Lords were originally created for the sole purpose of weakening beings such as Azi. By trapping him in Gift games, they can weaken him and make him easier to overcome. This does come with the drawback that if he were to win the gift game, then the Demon Lord will be weakened and Azi will likely be strengthened.

The End:

You have spent a good long time in this world, and now it's time to decide what you do next.

Stay Here?

Return Home?

Move on?

End Jump Scenario:

It's time for your final challenge in this stage of your journey. Now it's time to throw your chips in and claim your Spark.
Azi was only one of multiple Last Trials of Humanity. There are many more, each as strong as Azi and just as hard to kill. They are the original 'Demon Lords' of the Little Garden, unlike the rabble that now wander around and claim the title. Starting at the beginning of your tenth year one of these Trials will appear near you each month. You must face and defeat all twelve that appear if you wish to gain your spark.
As an additional reward, for passing the Last Trials, you gain the ability to create your own multiverse, filled with whatever you wish. You will have near complete control over it all, being nigh omnipotent while within.

Notes:

Cosmic Velocities: A lot of the feats of speed used these terms. Here is a quick summary of what they mean:
First: Mach 20 (8 km/s)
Second: Mach 40 (12 km/s)
Third: Mach 50 (16 km/s)
Fourth: Mach 1000 (320 km/s)
Sixth: Can't find any information on what this is. Assumed to be faster than the speed of light: 'maximum theoretical speed' 'beyond the speed of light'

Denizens of Little Garden:
A lot of beings and god are born from the legends of the various worlds. The Little Garden is connected to a whole multiverse of lower worlds and there can be several beings whom have their origin come from the same basic legend (eg The Pied Piper)

Floor Masters:
The Floor Masters are controllers of a layer or Gate of the Little World. Usually powerful beings, they accept the responsibility of protecting the peace, ensuring that lower-end communities can grow. These individuals are also entrusted with the duty of leading the charge against a Demon Lord, should one appear, as they greatly disrupt the peace.

Communities:
What it says on the tin, these are communities of beings.

Gifts:
These can be any number of things. Essentially, they are things that are supernatural. This means they can be Summons, Items, Abilities, Power etc,. Gifts increase in strength as the user gains more Spiritual Power. Item Gifts by default do not grow, and require outside interference to do so.

Gift Games:
A gift game is a competitive contest in the Little Garden that make use of Gifts. They can be hosted by anyone that can offer a prize, whether this be a Gift or item or even a person. A gift game is formally started by receiving a Geass roll. Players must clear the conditions set by the host, and clear the objective of the game win.

Geass:
The rules which a gift game uses. Demon lords can create Geass people cannot refuse

Spiritual Power:
This is the strength of your abilities. A being with a huge amount of Spiritual Power will be extremely strong in either their Gift or physical abilities, usually both. This power can be increased by performing acts of great fame or achievements. A benefit inherent to the Little Garden is the fact that staying within the Little Garden gives one Spiritual Power, slowly increasing the beings amount over time. It takes millennia of meditation to reach the level of a 4th digit. Causing a Paradigm shift can grant huge amount of Spiritual power, however only gods can do this.

Paradigm shift:
These are the turning points of history of every universe, where a slight change at an important time would result in even more branching parallel universes being created.
Human history’s convergent points, Paradigm Shifts, have three types.
1: Convergence from discovery of supernatural phenomenon: a concept.
2: Convergence from country, religion etc. organization movement.
3: Convergence from the ability or judgement of a single person.
Quite a few beings come into existence or can be summoned in the Little Garden due to being part of a paradigm shift.

Candidate Of Origin:
The Candidates of Origin are the candidates tasked to reveal the final conclusion to the paradox game "which is the true origin" in the birth circle of Humans and Gods. His Highness is the candidate for the Gods side, and Izayoi is the candidate for the humanity. The candidates also must overcome Last Embryo because the Last Embryo is the end, and the candidates are the start.
One could say this is a simple question, as humans decided for themselves that the Gods came first, but that would mean the answer is defined by humans, meaning that the

existence of Gods is dependent on them, which creates a paradox. The source of Izayoi's power stems from the fact that within his body resides the Third Perpetual machine, in the form of countless nanites, as well as being a Origin Candidate. Despite all this power, he was still judged to only be as strong as a 4th Digit being.

Another Cosmology:
These are some of the most powerful abilities in the Little Garden. They are a 'truth' for how a world came into existence. As such, they can be used to do any number of things. One use was to redefine what a second was, to increase the acceleration of an object. Another let the user create a mirror opposite of any gift they saw at the same strength, in order to complete negate its effect. All 3rd digits have one.
The known examples of them include:
- The Third Perpetual Motion Machine: This let Izayoi use the Aurora Pillar, capable of destroying whole stars easily. Nothing in the material world can defend against the Pillar, only conceptual defenses can hope to stand up to it.
- Void Star: This one could seal the 'Strongest Species' including Gods, Celestial Spirits and Dragons into a fictional world. For other species, it will instead halve their Spiritual Power.
- 4th Avatara, Heavenly Lion: This Another Cosmology reflects all weapons in the world, thereby meaning that no weapon may harm them. This can be used to even overcome some conceptual weaponry, as they are unable to pierce the user.
- Avesta: Using this allowed the user to use the mirror opposite of any gift they saw, thereby meaning that their chances of winning never went below 50%. What this means is that when faced with a gift the user will gain a gift that is the opposite to it; not a counter, but one which can fight on even ground against it. It has one weakness though: It cannot copy any gift made by humanity.
- Canaria's: This one was used to redefine a second, in order to speed up a projectile. A Poet, she had the ability to rewrite the rules of the world for a brief period of time, up to 20 minutes. With this one could bend gravity, time, space and much more. This can be used to make a big, permanent change, but at the cost of the ability to use this Another Cosmology ever again.

The 8 Digits:
Each digit is a representation of how powerful an individual it. 8 digit beings are only marginally more powerful than a human, while 4 digit beings are powerful enough to cause supreme tsunamis and destroy galaxies. 3rd digit beings are responsible for the creation of the Little Garden and are said to be capable of manipulating all of creation. The number 1 digits are strong enough to annihilate all of creation, including every parallel universe. Durability wise, it requires power strong enough to destroy stars to kill a 5th digit Demon Lord.

Judge Masters are usually constrained by 3 rules:
1: After serving as a referee for a Gift Game, counting 15 days, cannot participate in other Gift Games.
2: Cannot participate without the Host's approval.
3: Cannot participate in a Game situated outside Little Garden.

Pink:
These can take effect on any analogue of hair as well, such as metal spikes etc, as long as it acts like your hair. The effect cannot be locked into a single colour, unless you have something like toggle or shapeshifting. The only other way to keep your hair one colour permanently would be to set all possible emotion colours to a single colour. Finally, the colours it can be set are not limited to single or visible colours. You could choose to have red hair with pink tips or flat out rainbow hair if that is what you wish.

Outside Influence:
For reference, this acts similar to an awakened Origin in the Type Moon setting, only with some slightly more specific ‘concepts’ as well. There are no limits to the types of concepts one can be, as long as they are based in humanity. For instance, the demon lord Maxwell was an incarnation of thermodynamics. Not the universal ‘laws’, but the theory of thermodynamics as was understood by humans, originating from James Maxwell in 1867. Essentially, they are concepts as assigned by humanity.

Genome Tree:
This can take one of two forms of your choice. The first is the more basic form. When using other abilities from the genome tree, your body will shapeshift to create the appropriate body part for the ability. The second choice is that instead of shapeshifting, the abilities will manifest in the form of armour, for the appropriate effect. Flight could manifest as shoes or metal wings for instance.

Sun Authority:
There are 24 Sun authorities in total. It is said that if one were to own all 24, they would be able to manipulate the whole of the Akashic record. Shiroyasha is the greatest Sun god and as such has 14 of the authorities. She could rewrite all of human history if she were to wish it. Manipulation of human history is limited to within the last four centuries. Getting the equivalent of three Sun Authorities will mean that changes to history will start to have reaching consequences. No longer will subsequent events stay the same.

Spear of Indra:
When used by a true god, it is stated that this spear can travel even faster than the speed of light and could crush a whole galaxy.

Last Trial of Humanity:
For the purposes of the drawback, it is fiat backed that the correct conditions must be met before Azi may be slain, even if a perk were to normally bypass that. No such limitations are put on Sealing perks though, but they will need to be strong enough to contain him for another 200 years, barring outside interference. If you have anti copying perks, these will have a limited degree of effect. Avi will only be able to copy one of your abilities at a time.

Divinity:
Divinity is an all-around booster. It will boost every stat, and ability bought in jump. It can turn even an ordinary snake into a 5th digit being. Taking True Blooded would not raise you to the level of Pure Blooded Dragons or Gods, as that is the Realm of 1st or 2nd Digits. Power

wise, it is important to note that Divinity is an addition, not a multiplication. Something already at the level of divinity would only double in strength, while something weaker could become many times stronger than previously.

The effect divinity can have is as such:

Therianthropy:
This means that you can turn into more fantastical and divine creatures, such as Lesser Dragons or Phoenixes. The physical boost they provide is similarly increased.

Destruction of Earth And Heavens:
This increases you strength to such a level that you can carve rivers and lakes with your kicks and punches, and send stones or spears flying at the Third or even Fourth Cosmic Velocity. You will be able to move and react to things moving at a similar speed, and have the durability to match this.

Elemental Manipulation:
Create mega-tsunamis and hurricanes, oceans of lava and large mountain ranges. You are truly a god of your element.

Medusa's Gaze:
The range and effect of this massively increase. Turn a city to stone in the blink of an eye.

Genie Contractor:
The limits on what you can contract with disappear. As long as you can defeat it, you can contract with it.

Flames of Purgatory:
Summon hell on earth. When used, it will be like the devil himself has summoned these flames.

Destruction of Gifts:
Anything less than a similarly divine gift will be ruthlessly crushed before you, and even those are largely resisted.

Dragon Horn:
A boost on top of a boost. With these to combined, you are now a match for other 4th digit beings.

Perpetual Motion Machine:
Where before you might have been a nuclear power plant, now you shine like a hydrogen bomb. The amount of power you can process at once is massively increased, and the area that you can affect to reduce friction to zero is expanded 100 fold.

Genome Tree:

No longer does use of this gift drain you of nearly as much energy, nor does it take as long to recharge. After exhausting the charge it would now take only 3 hours to fully recharge. Also, abilities gained from the genomes are now doubled in strength.

Oraculum:
Now, for a brief period of time, you may grant real divinity to someone or something. They also gain a small amount of resistance to the harmful effect, making them more likely to survive the boost. Additionally, since you are strengthened, you will be able to command stronger beings and stronger gifts.

Lord Of Vampires
This now allows the summoning of a potentially infinite number of darkness spears or other weapons. Your command of vampires is now all encompassing, only other vampire gods may resist your commands. The darkness clone is now slightly intelligent. It will be able to move independently and will contain a copy of your mind.

Sun Authority:
Where before you had a single Sun Authority, now you have two. With this comes a stronger Divine Spirit and the equivalent strength boost. With this second authority, you become able to manipulate the very galaxy. You can change the positions of solar systems and whole constellations. With these alone you are nearly at the level of a 4th digit being. Additionally, one can now edit human history as far back as a millennia from your present.

Another Cosmology:
The power you can bring to the table is increased by almost double. A combination of these two means that you are a match for any 4th digit. The effect of the boost would likely be as such (there is a degree of wiggle room in how it manifests if you would rather it do something different):
- *The Third Perpetual Motion Machine:* Increase the strength/output by double.
- *Void Star:* This would reduce the strength of opponents by half again.
- *4th Avatara, Heavenly Lion:* This could start to grant a slight resistance to damage in general.
- *Avesta:* This could increase your skill/proficiency with the use of abilities you copy.
- *Canaria's:* This could double the duration of the effects.

The Best:
When it says the best, it means it. You can now rival true gods in your skill of choice. Where before you could forge legendary weapons, things made by you are on par with the divine. Similarly, where previously you could shoot an arrow many miles to hit your target, now you could hit that arrow mid flight with three more.

Candidate Of Origin:
You intelligence and deduction skills are supercharged. Also, now you will receive a reward both before and after you accomplish your deed. If you wish, it will not be the same reward twice. You could gain a blessing of swiftness at the start and a blessing of strength at the end.

Gift Giver:
You can now imbue your power into the gifts you make. What this means is that you can make quite close replicas of abilities that you have. They will not quite be up to the same level if they are something truly powerful, but they will be a good second option.

Outside Influence:
Your unique ability greatly increases in versatility and strength. Where before you might have been able to form a few human sized portals you can now make hundreds of massive portals wherever you want, even out of view. Also, you will now no longer be affected by the knowledge that your concept grants you. You will still retain the knowledge but will be able to view and act on it without being affected by its contents.

With regards to Boosted Another Cosmology vs Boosted Sun Authority:
It might be easier to put it in power levels. 4th digits are around, lets say 2000 and 5th digits are 1000. Divinity adds on 800. A Sun authority would have you at the level of 1000. AC would have you at the level of 1200. Thus SA is boosted, but not quite to the level of 4th, while AC is boosted to just enough. Most 4th digits are around the 2000 mark, so boosted AC is a match. (note that the numbers were assigned for the comparison and are not part of canon)

Jump by Lone Valkyrie. Hope you enjoy