The God of High School Jump

By Valeria

Introduction

Gods in the Heavenly Realm, Demons in the Sage Realm and Humans in the Mortal Realm. These three races and three realms are what make up this world and they are not equal.

Many, many years ago, there was a war between the Heavenly Realm and the Sage Realm. Led by Jaecheondaesong, also known as Sun Wukong the Monkey King, and his 8 sworn brothers, the Sage Realm rebelled against the leading Gods and tried to strike them all down. Humanity joined the Gods in their battle against the monsters and gained power from the Gods in exchange for this service. The war raged ferociously for many years and even the Supreme God, Tathagata Buddha, was slain by the Monkey King. Eventually though, the Sage Realm was beaten down and defeated, with the great Monkey King thought killed in battle.

Soon the Gods turned on humanity as well, taking their original borrowed power and placing a Taboo, a limiting seal, onto humanity, to prevent them from ever being capable of harming the Gods. Then the Gods split the world into the three realms that exist now, keeping each race separate from each other. One God was left on earth, the Jade Emperor and leader of the Gods, to ensure Humanity would remain weak, unknowing and obedient. The Jade Emperor would create the organisation known as Nox to maintain his will on Earth.

Many years pass and it has become the modern era. A worldwide martial arts competition is being created, the God of High School tournament, to find the strongest high schooler. In truth, this is actually to search for a certain young man with the power to lift the Taboo upon humanity. Many groups are about to collide, with their plans and dreams crashing against each other as each seeks to triumph. Between all of these secret ambitions, the Monkey King's reborn self enters the God of High School tournament.

You will spend the next ten years in this world. You have been given 1000 Choice Points (CP) to spend on abilities and items.

Locations

This is where you start off. Roll or pay 50cp to decide for yourself.

1. **Seoul, South Korea**
   The Capital City of South Korea, a huge metropolis of high rises and high tech. Many of the major characters of this story live in this city or in the rest of South Korea. There's plenty of excitement to be found here and even just walking down the street is sure to let you see something strange.

2. **Mount Baekdu, North Korea**
   A mountain found in North Korea. This was where the Monkey King's reborn form was and where Taejin Jin fought and defeated the Monkey King's fur. North Korea probably wouldn't be too happy to find you here, or anywhere, so hoofing it to somewhere else is probably a good idea.

3. **Seonyudo Park**
   An island on a river inside Seoul. In a few years this'll be the site of the loser's division for the final rounds of the God of High School tournament but until then, it's just a really pretty park to spend some time in.

4. **Oraeguk, Sage Realm**
   Oraeguk is the capital of the Monkey Country, found in the Sage Realm. The Sage Realm is another world, just as big as Earth, but existing on a different dimension. Populated by various magical beasts and humanoid animals, the most notable of these are the monkey people. While Sun Wukong, the real one, is currently on earth, the Monkey Kingdom is being led by a false king installed by Nox, forced to keep his own people submissive to prevent them being purged entirely.

5. **King Uma's Castle**
   Also found in the Sage Realm, this is the centre of power for the bovine race of beings. Led by the mighty King Uma, who is actually a girl, and her legions of minotaurs, it is currently in the business of enslaving monkeys from Oraeguk to work in the cow mines, despite the former friendship between Uma and Sun Wukong.

6. **Nox Headquarters**
   The secret, underground base of the Nox organisation. Whilst there are many smaller bases around the world, the main one exists underground in Seoul. Here many of the higher ups of the organisation can be found and even the King himself resides here. If you're not part of Nox, you'll be wanting to beat a very hasty retreat.

7. **The Skyscraper. Floor 10,000.**
   The Heavenly Realm takes a rather unique form. In the same dimension as the Sage Realm but on a different planet, an immense structure is built into the insides of that planet. With 10,000 floors of increasing difficulty, the Skyscraper is the form Heaven takes in this world. Each floor must be conquered and they increase in power, until the final 7 floors at the bottom. Each one houses the many true Gods that populate Heaven and each possesses ever greater power. Unless you have some way of travelling between planets or dimensions,

the only way out will be to get to the bottom 7 floors and convince (Or beat into submission) the God Odin to take you somewhere else.

8. **Free Choice**
   Lucky Jumper, you'll get a free pick of any of the above locations if you roll this.

Race

Human- 0

The everyday Homo sapiens. Humans are the weakest of the three races, though there are indeed some individual humans who have surpassed even the Demons and Gods as a whole or will do so in the future. For the most part, in this world Humans with power rely on either the borrowed power of other beings or upon their own Martial Arts. All humans possess the Taboo, greatly weakening their attacks against Gods so much that even a man who got slaughter most Gods in a single normal blow would need to use his strongest techniques just to damage one.

Demon- 200

A resident of the Sage Realm. Demons take a vast variety of forms, from mostly human with some animal features to anthropomorphic animals such as minotaurs. What your exact nature and tribe of origin is up to you. You will live for thousands of years in your prime at minimum and your raw physical abilities greatly surpass the average human, though there are still many trained humans who could fight you. While ostensibly you are meant to be under the heel of the Gods, there's always room for a revolution to start up again.

God- 300

A member of the most sacred Heavens. You are one of the rulers of all worlds, a mid ranked God, though a young one at that. Without artificial extensions, your life will last for thousands of years and you possess a body far above any normal human. You are unaffected by mundane diseases or poisons and you may take full advantage of the Taboo, while it lasts, making almost any human a largely ineffectual threat against you. In the hierarchy of Heaven you are ranked above the Nephilim in station but your power is only at the Angel level for now. Perhaps in the future you could rise to become a High God or even more?

Power

Genuine Fighter

You rely on your own body and skill for battle, rather than borrowed powers or supernatural abilities. Martial Arts and Weapons are your forte and you will master either type of art much quicker than those not focused like you are, even if they decide to learn Martial Arts later in this world. The split in Genuine Fighters is between those who use unarmed Martial Arts and those who utilise National Treasures, powerful artefacts of legend, for armed Martial Arts. Despite this split, there are still plenty who use both. You gain access to and 400CP to spend in the Genuine Fighter Section later on.

Power Borrower

You rely on power borrowed from Gods and Demons, known as Charyeok. Charyeok is the act and circumstance of making a contract with a God or Demon to be able to use their power for your own, usually in exchange for energy or some other favour. The power a Charyeok can give varies massively, depending both on the entity being contracted with and the User making the contract with. Some Charyeok are more powerful than others but in general the power of the Charyeok will grow as the User does, feeding on their life energy to increase the power of their abilities. You will progress much faster than others normally would by choosing this, as anyone can potentially form a Charyeok contract. You gain access to and 400CP to spend in the Power Borrower Section later on.

Divine Power

You don't need to borrow power from others as if you were some servant. Your power is your own, an innate trait to your body. Divine Powers are the innate supernatural abilities possessed by various Gods and Demons. Not all have them, many are too weak or simply focus on purely physical pursuits, but they are every bit as varied as Charyeok. They will grow in power as you grow in general. If a human takes this, they are counted as having a Divine or Demonic parent in their recent ancestry, even as close as their Mother or Father. You gain access to and 400CP to spend in the Divine Power Section later on.

Origins

Drop In
A wildcard. Someone whom it is impossible to predict or plan for. No one knows you or what you're going to do and that gives you a certain advantage. Others such as yourself exist and they have changed the course of history or will do so soon enough. Besides, even if no one knows you by now, it's not like you can't engrave your name into history with your own two hands.

High School Student
You are a student at one of the many High Schools around the world. Most of your classmates are just normal kids but maybe there's another strange guy like yourself hanging about. In a day or two, you'll meet a guy or girl in a suit that'll offer you an invitation to the God of High School tournament, a martial arts competition that can supposedly grant the victor any wish.

Judge
A few years back, you got picked up by Park Mujin, the guy in charge of the God of High School tournament, member of The Six and the biggest rebel against the Gods since Sun Wukong himself. He saved you from a real nasty situation and gave you a job, one of the Judges of the God of High School tournament and a trusted agent. You'll be organising the fights, keeping the order and carrying out secret, and not so secret, missions in the aim of freeing humanity form the yoke of Heaven once and for all.

Noxian
You're part of Nox, the organisation that carries out the God's will on Earth. You are a new Priest ranked follower, just promoted to your position. You'll be asked to suppress any dangerous knowledge, hunt down heretics that try to strike back at Nox or Heaven and generally help out your fellow believers. Do well and stay faithful and you might make it to Bishop class soon enough.

The Six's Apprentice
The Six are a special group of immensely powerful human martial arts masters, based in South Korea. They each answer only to the leader of the country and are granted immense amounts of money in return for lending their power to the country for protection or other purposes. Every ten years they gather to fight and decide who is the Special Human, the greatest fighter amongst them. You are an apprentice to one member of the Six, learning under them the martial arts and cultural methods to become a fully-fledged member once a position opens up.

Perks

All 100cp perks are free for their origin and perks are discounted for the origin they are marked under.

Hybridization- 100 per

Whilst there are certainly those who do stick within their category, whether out of laziness or specialisation, many characters branch out. Genuine Fighters who possess Charyeoks or Divine Power users who train their bodies to the utmost limits. Nothing prevents you from training in martial arts, obtaining a National Treasure and training in its use or in contracting with a Charyeok in your time in this world but purchasing this option will get you a head start. For 100cp each, you may gain access to the power sections later on in the jump (Genuine Fighter, Power Borrower, Divine Power) as well as the Power origin perks, though you do not get discounts or freebies. Apart from certain powers, this is the only way to gain access to Divine Powers if you did not choose it earlier, as they cannot be learnt like Martial Arts or obtained by anyone like Charyeok. Buying this perk gives you a 200CP stipend to use in the section you buy access to, which cannot be transferred to another section or stacked on a section you already have access to.

Getting You Started- Free

All the characters of note in this world have at least basic combat experience. So now you do too. While you certainly won't match up to anyone who bought a Martial Art later on in the jump, you're good enough to take out a few untrained thugs, even if you're just a teen and they're adults. You have basic training in a mundane martial art, some experience with a few basic weapons and a body in excellent physical shape. With time, your skill and power may grow. There are humans that can kick giant holes through mountains and gods that can lift entire planets. Just gotta get good.

Reincarnation- 1000/2000

You used to be someone special. Someone very special. In a past life you were one of the High Gods of this world, a being of quite literally Earth shattering power. But for some reason you died or lost your powers and were reincarnated into the form of a child of whatever race you are now. It is only recently that you have become able to awaken your powers, as will be described below.

All the following powers, including any supernatural abilities of the items included, will be activated via a transformation into your Godly state. At first this transformation will be tiring but over time you will be able to maintain it for longer and longer until it becomes maintainable for good.

Your reincarnation grants you a great deal of powers based on who you used to be. You should pick one God, Monster or other Mythological being from legend to be your original self. Your powers and items will be styled aftter that figure. The exact power of your Reincarnation will depend on whether you buy the 1000 High God option or the 2000 Supreme God option.

The first thing that you gain is the physical abilities and life force of a greater being. You have the strength to destroy entire worlds in a single blow or lift them above your head with both arms and some strain. You outpace the speed of light a hundred thousand times over at least and can take hits that crush planets like humans can take hits from each other. Your life energy is such that you could almost drown an entire world just by releasing your power and that your life energy based abilities will be just as world ending as your physical force. The Supreme God option blows these out of the water. They can destroy a High God in a single punch, move at millions of times the speed of light

with ease and laugh off the blows of these same Gods. Their life energy is so great as to terrify even High Gods when fully released and potentially threaten the stars themselves.

You will gain 2 unique Divine Powers when you transform, based on the legend of the being you chose as your original self. These may be taken from the Divine Power section, if they fit, or made originally so long as they do not exceed the power level of the 600CP Divine Power options or the 600CP Charyeok options at most. Supreme Gods gain an extra 2 unique powers, which may include things up to the level of the 800CP options in the Charyeok section of the jump.

Lastly, you will gain 2 unique items based on your original self's legend. These will be on the same level as the tools of the Monkey King, such as Yeoui/Ryu Jingu Bang or Yongpyo. A Supreme God will gain an additional 2 items that are also on the level of these Divine Tools, both also drawn from their own legend. If there are no items to draw from, it is possible to instead turn powers or feats that they have done into original items, though this must still be based on their actual legend.

These powers do not come without attention however. Taking the 1000CP option will lock you into the plot of this setting in a sense. Whatever actions you choose, you will end up fighting against several opponents at the level of the High Gods. If this means you join Mo-Ri Jin in his battle against the Gods and take several on yourself or if it means you face down the humans and find several empowered warriors on the level of High Gods in your way, so be it. The 2000CP option will instead guarantee that you face at least two opponents on the same level that Satan and Mo-Ri Jin reached during their climactic battle, whether they be those two at their greatest power or other, original characters. These battles willb be serious, life threatening ones and cannot be avoided, no matter how you much try. Any allies you have will be drawn away in this time, leaving you to prove yourself worthy of your own power.

You may find yourself also remembering your original selves' memories from time to time. They will not harm you or influence you but you may learn something from them, about your powers or about who you used to be.

This perk also acts as a Capstone Booster to every 600CP perk and item in this jump, though the Racial items have their 1000CP item boosted instead of their 600CP item. These can be found at the end of the jump in the Notes section.

Human

It's time for a REVOLUTION!- 100
Humans are such a varied species. So many different kinds on such a simple concept. Of course, this wonderful amount of variations means that every now and then you get a….particularly unique example of humanity. Yet somehow, these unique beings manage to get by in society relatively okay. The infamous Gui Gim, an absurd, exhibitionistic, punk rocking, revolutionary mad man is just one example. Following in his footsteps, you will never be disliked or mistreated because of your weird behaviour or appearance. You might certainly make some people uncomfortable or shocked but give them a minute and they'll be back to normal, even if you're running around in clown make up and a bright pink thong.

Earnestness- 200
Humans are undeniably the weakest of the three races. Yet, perhaps that weakness allowed them to gain a strength that Gods and Demons would never have need of. An earnest desire to become stronger and greater, one that never ever runs empty. You too hold this desire in your heart. You possess a will that won't break to anything but the greatest of despairs and fears and a love for training that allows you to train at full pelt until you are physically incapable of going more, no longer limited by boredom or monotony.

Star Crossed Lovers- 400
Gods consider themselves above humans. For a God to lie with a human would be like a human laying with a sheep or particularly large rat. Yet, despite this bias, romance has managed to blossom between Human and God in the past. No matter what they are, even those incapable of feeling emotion at all, or what their feelings might be to your species, country, faction etc, you are able to ignite a spark of potential attraction in any one and any-thing. This does not guarantee that they will pursue it or respond to your advances in place of fighting you but if you can manage to fan that spark into the flame of an actual relationship, that bond will progress far quicker and far more deeply than it ever would before. You will quickly reach understandings with each other, grow closer and closer by the day and so long as the two of you remain together, will soon become bonded as strongly as forged steel. You may also use this latter ability on the romances of others, if they both be willing, and grant them the increased progression and intensity that you enjoy yourself.

Original Way- 600
When humanity first joined the Heavenly War against the demons, they were weak and useless. It was only when the Gods granted the Humans a portion of their power, the original way of using Charyeok, that the humans became the near endless military force they were in those times. You are have the ability to make contracts like these with any being, gaining use of an imbued part of their power in return for favours or services of some kind, in the same way as a Charyeok works. Whilst convincing them to take the deal is up to you, once you have received the power, any harmful side effects that might come about from making use of it, such as the ones suffered by Humans making used of the Original Way of using Charyeok, will be greatly reduced. Using borrowed power that significantly ages you by decades might only add a year or two to your overall age.

Demon

Worldly Monster-100
A demon you may be called but you are certainly nothing like the hellish things Humans dream up in their spare time. If anything, you are naturally far more in tune with the world around you and the many animals in it than any human. Whilst they will not seek you out to offer you aid with just this, you will never need fear being attacked by any wild animal without provoking it severely first. You may pass through their territory untroubled but threats or attacks will remove what goodwill your nature grants you.

My, what big horns you have- 200
They certainly are impressive aren't they? Those horns of yours. They could get a whole herd of minotaurs up in a tizzy. Not to mention the rest of your body, which certainly doesn't fall short of appeal. You don't have horns? Well, you can choose something else if you want, but horns really are the best. To make things short, and pointy, you're incredible to look at. While you're no match for Kung Uma herself, you're more than able to charm most men, demons or gods with your looks alone and one feature of your choice is even more appealing. Would be a shame if people only focused on that one feature though, so by taking this, you can always be sure that people will appreciate your appearance as a whole. They'll always notice that you put extra effort into your hair this morning or that you bought some new perfume.

King of War- 400
Leading a war against all of Heaven and all of Earth at once, when many of your soldiers are as disciplined as a herd of cats, is quite a task. Especially when they are literally a herd of cats. You've got a mind like no other though. You won't just rely on the raw power of a few individuals to win your battles. Not only are you a military strategist almost unsurpassed on Heaven or Earth but you know just how to get a whole bunch of people to work together and combine their powers to take down someone much stronger. And if events happened so as to prevent you from being capable of leading your men, whether on a small or a large scale? They'd be able to function for at least a short time as if you were still there, instinctually aware of what you would have given as orders. Won't last forever but it'll make sure things don't fall apart whilst you're away.

True Form- 600
The form you inhabit now is not quite your true form. Not anymore. Rather, think of the body you are in as a lesser, sealed version of your true magnificence. When it's time to go all out, you can release the seal on your body and take your real form. Ten times as large as your normal body, this true form enhances your physical abilities and any powers that rely on your life energy immensely, enough to easily turn the tables when you're being pushed to the brink of defeat by a foe much stronger then you are. However, the lengthy time you have spent without this true form renders it a tiresome thing to stay in and it will be a few years of practise before you can stay in it indefinitely.

God

Mythical Life- 100
The Gods of this world correspond to many that you may already know. Zeus leads the Greek Pantheon, Odin leads the Norse Pantheon, the Archangels lead their own legion of angelic Gods and so on. All of their feats and adventures myths happened, albeit in the very distant past, and are remembered in modern times by humans as stories, unaware of the truth of the tales they tell for enjoyment or education. Your legendary feats too take on these forms. You gain a mythology of your own, written into the past of the world and remembered by humans in the form of folktales, stories and myths. While your legend confers no change upon the world that you enter now or future worlds, you may find that other Gods and beings of that distant age may remember you.

God Point Granter- 200
Whilst as a God, you possess the ability to form contracts, this would normally apply only to those abilities and energies that you have gained from this land, being otherwise incompatible for what powers may hail from other worlds. By taking this ability, you become able to form contracts that grant measures of your power that originates from other lands. You are able to imbue amounts of power or energy into those willing to take it in return for them giving you some of their energy or performing favours in exchange. However, by granting them this power, you will be unable to access whatever you chose to grant them whilst they make use of it. See notes for more details.

Racial Taboo -400
The Taboo laid upon humanity is nigh absolute. Even the strongest human to ever live, Taejin Jin, a man who erased part of a country during one battle and could split mountains in two with one kick, could only lightly harm a Nephilim rank God with his strongest attacks. Once the taboo was lifted, that same man could kill those same Nephilim with a lazy slap of his hand. As a God you benefit from the Taboo laid upon humanity but in the coming years it is likely to be broken, one way or another. You will retain it however, in this world and any future ones. The taboo is now an innate part of your divine being, applying the same reduction to any attack against you that originates from a human being. Some attacks will damage or even kill you, depending on their power or special qualities, but anyone below the level of the monstrous Special Human known as Taejin is unlikely to even scratch you.

Phases of Divinity- 600
All High Gods, the third highest rank of God and the one directly above you, possess additional forms that they may take on when they require more divine power. Whilst not yet a High God in rank, you have gained this innate ability and mastery over both of these new forms. You are able to take on the Second Phase and the Third Phase form. Each grants a progressively more massive boost to both your physical abilities as well as your life energy powers. The Second Phase grants you a more divine form, fitting to your own personal theme, whilst the Third Phase twists this into a monstrous visage, more akin to a wrathful God then an ordinary divinity. Whilst each of these forms drain your energy faster than normal, you excel at managing this cost and can stay in the Second Phase for hours at a time and the Third Phase for close to a single hour, much more than any of your elder brethren.

Genuine Fighter (Exclusive without Hybrid perks)

The below perks are only available to those who picked Genuine Fighter as their Power choice earlier or those who bought Hybridization and chose Genuine Fighter.

Revival of X- 100

It is the belief of some that you cannot be a true master of the Martial Arts until you have contributed a creation of your own, instead of just learning from others. Whether you believe it or not, you have an inborn talent and ability to create a martial art, one that will perfectly fit you. You do not start with some fully built style embedded in your mind, rather you will occasionally, in the heat of battle gain a burst of inspiration that will result in the creation of a new technique in your own personal style, one suited for the battle you are in at that moment. As the years go by and you fight more and more impressive battles, your own personal style will form around your achievements, filled with techniques fitting to you and your own style of fighting, as well as the opponents you have conquered in the past.

Teach me, Sensei!- 200

Some people might be able to rely on a mix of natural talent and copying what they see others do but most Martial Artists need guidance and teaching of some sort to really progress their power and skill to the next levels. Sadly, the trope of the reluctant old master seems true far too often in this world. At least, when it's with other people. You just seem to give off a feeling that makes you look like the ideal student. They do have to be willing or at least able to be brought around, but as long as they are, it won't be hard at all to convince someone to take you on as a student. They'll even actually try to teach you. That said, not all teachers will do this without some convincing of your own and may require some sort of payment. They won't teach you everything they know without work on your part, a chick has to leave the nest eventually, and there are some techniques that they may consider too dark or dangerous to ever teach, in which case you'll need to find your own way to learning them.

Fight On!- 400

Losing a limb can be a fatal sentence for a Martial Artist. The innumerable problems such as lacking a limb and the permanent change in balance would retire all but the best Martial Artists and even those prodigal talents would find themselves severely hampered by that loss. Some learn how to deal with this loss and you're the best among them. You are able to instantly adjust your fighting style to any sort of damage or loss of body part, never losing effectiveness until you are completely immobilised. Even having a single limb left would let you fight as if you had all four. Having all your arms and legs off might stop you…until a few seconds later when you figure how to fling yourself around with your hips and smash your foes to death with your head. And over time, you may even learn to turn these losses to an advantage, discovering ways to cut down on inefficiencies and strengthen your style after losing the crutches that others call limbs.

Jumper-Jin- 600

No longer are you a relative beginner in the martial arts. With the purchase of this, you have become one of the strongest beings on Earth. Your skill with any Martial Arts or National Treasures that you have bought is on the level of a member of The Six, humans second only to Taejin Jin in power and skill. Your physical form as undertaken a similar boost in might, with all your physical attributes raised to absurdly superhuman levels. You could survive being punched from Seoul to Beijing, run back in a few minutes and then punch your attacker two hundred kilometres away, embedding them

halfway into a mountain. You are not yet on the level of the High Gods but you're closer than all but a dozen or two people in all the universe.

Power Borrower (Exclusive without Hybrid perks)

The below perks are only available to those who picked Power Borrower as their Power choice earlier or those who bought Hybridization and chose Power Borrower.

Q for Questions- 100

If you're not lucky enough to be guided into the process by another Power Borrower, contracting with a Charyeok can be a confusing, messy and possibly dangerous task. Given your naturally affinity for spirits, it's less so for you. You've got an inborn sense for the places to go to get into contact with spirits near you, though not how to find specific unique ones, and you seem to get on with all manner of spirits very easily. It certainly helps in hammering out a contract when your Charyeok to be likes the cut of your jib.

Straightforward Contract- 200

Most Charyeok will honour the deals they make with humans, even the Gods that normally look down on them won't renege on the deals they have already made. But some Charyeok, particularly powerful or unique ones, have motives beyond entertainment or helping others. You're not going to be stabbed in the back by these foxy Charyeok though, because you can force them to keep their side of any deal. Whilst they must make it willingly, knowing it's a serious contract, though not necessarily about this ability, and without you controlling them into it, you are able to make a deal or contract between two parties unbreakable on either side. Neither you nor the opposing side will be able to renege on their side of the deal unless both of the parties agree to break it.

Third Key- 400

A Key is a being imbued with the power to break the Taboo, usually a Charyeok or human with a particularly intense hatred for the Gods who happened upon this power. Normally, there are only two Keys. One is the Nine Tails Guardian within Il-pyo Park, who was able to unseal, or potentially reseal, the Taboo on all of humanity in each of the Three Realms, and the other was Pandora within Lee Soo-Jin, which focused on a far more individual level, able to unseal the taboo on an individual as well as bring out their innate potential, while also being able to seal the supernatural powers of other beings that were close to the user's level.

You are a Third Key, with powers similar to the above two but unique to yourself and one of your Charyeok. You constantly unseal any form of Taboo or like effect on yourself, even whilst unaware or unconscious, supernatural effects that would prevent you from harming a being. This does not negate magical shields or durability, rather any effect that would specifically prevent you from harming or hitting a target at all is nullified completely. You are also able to perform this same unsealing for any being within your range of sight. You may also, like your fellows, perform a sealing variant of your new ability, forcing the taboo or any like effect to be constantly sealed on those you can see though this will not maintain itself once they leave your vicinity.

Lineal Descendant-600

A true descendant of a Charyeok, a being who can trace their ancestry back to the mythical being in question, is one who can draw out far more power than any other Charyeok user. Somehow, you count as the true descendant of any Charyeok or similar power you pick up, though only for the purposes of this perk. Your skill and power in using Charyeok of any kind is now on the level of The Six. An example of the power you can expect to have is Jeon Jae-San, the user of the Great Magician Charyeok. With this, he not only defended against the attacks of a Nephilim class God whilst the Taboo was still active but he also deconstructed the entirety of the United States Nuclear Arsenal

that had been fired at him, turning it into a singular great missile that almost killed the Nephilim and he then teleported every living human within Seoul to several dozen kilometres away from the ensuing explosion, all in the span of a minute or so.

Not only are you a match for this great man's raw power and skill with whichever Charyeok you have picked up but you are also, as a true descendant of the Charyeok you wield, able to enter Powerlenderization mode. In this mode you fuse with your Charyeok, gaining even greater power at the cost of a vast drain on your energy stores. You are certain to gain new abilities along with the increased power and you will be able to call the true forms of any National Treasures that you possess, greatly increasing the power that they hold. In time, you may learn how to maintain this form indefinitely but it is many years off to accomplish that feat.

Divine Power (Exclusive without Hybrid perks)

The below perks are only available to those who picked Divine Power as their Power choice earlier or those who bought Hybridization and chose Divine Power.

Heavenly Flight- 100

Several wings sprout from your back, numbering anywhere from two to six as you please. These wings grant you the power of perfected flight. Independent of any actual wing beats and thus perfectly controlled, you may fly through the air as fast as you can run or swim, yet this form of travel requires no effort or exertion on your part. These wings may also function as shields or even weapons, being just as tough and able to be trained as your arms or legs.

Holy Lineage- 200

Your bloodline, the children you have produced and their children's children and so on, are very precious. The desire to protect one's children is embedded into most life forms and you are no different. But you cannot protect them at all times…at least not without this. You are able to appear, in a weakened form, as a spiritual entity at the side of any of your descendants that are in danger. Whilst you do not have full access to your powers, you are able to fight to defend them or guide them to defend themselves as you please. As a result of this, you also count as being at the side of all of your descendants at all times, for whatever effects might care for such things.

A Most Divine Constitution- 400

A divine being is rarely one who falls to physical infirmities or the meagre wounds mortals are capable of producing. Even amongst Gods, your sheer endurance is remarkable. While most Gods would resist any mortal disease or poison, you are able to shrug off even the strongest of supernatural poisons or disease. And when it comes to being killed, it's a trial and a half to actually make you stay down. You do not truly require any of the organs that frail humans rely so much on. Instead, so long as your body is at half there, you will survive and fight onwards. Even being reduced to a smoking, blackened skeleton from the waist up would not slow you down for a second.

Young Lord - 600

Despite your relative youth, you have been endowed with an immense amount of innate power. Your Divine Powers have been increased many times over, enough that only the strongest of mortals would have a chance against you now, as your Divine Powers are strong enough to wipe clean entire cities in a few shots. You still lag behind the true High Gods of the Heavenly Realm, the destruction of entire countries or more terrifyingly, entire planets, is still years away from you but the amount of power you have at your age is unheard of, save for the case of Satan 666. As recognition for the extent of your power, you have been given the authority to summon Angels and Nephilim in their hundreds to your side at any time you wish. They will serve you loyally and will continue to come even in future worlds when you beckon to them.

Drop In

Just a Senile Old Man- 100
They can hardly expect a rickety old thing like yourself to fight now can they? You just look so small and frail, your foes would rather pass you over for something that looks like a real threat. The older and/or frailer you seem, the more your foes will underestimate you, regardless of your actual level of power. Prove them wrong and they'll remember it but everyone seems to make the mistake of not taking the old master seriously at least once.

Jump Hui- 100
A clone is just a technique, a supernatural move made to fight alongside you, to do things for you. They're not actually you nor do they have their own minds or souls. But…what if they did? What if you could make a unique, living, aware being? You now have the option, whenever you perform a technique that would create a clone, to apply a quality to that technique that would make that clone a real person. They have their own mind, their own will and their own emotions. In every way, they will be a real person, except for how their clone nature dictates their existence.

Now We Can Fight to the Fullest -200
You have the ability to create small, overlaid pocket dimensions around yourself. Within this pocket dimension, which looks exactly like the environment around you before you activated it, any damage or destruction dealt to the surroundings will not carry over to the real world and living beings other than yourself and your opponents cannot be harmed from within the pocket dimension. The dimension will cover a few city blocks at first but as your power grows, so too does the size of this ability. Perhaps you will one day be able to carry out entire wars within one of these bubbles, preventing the precious land from being torn up by the fighting.

That Was My Old Life- 200
Sometimes you gotta go into hiding. Maybe it's to keep someone you care about safe or maybe you just can't be arsed dealing with people coming after you but either way, you still need to be able to hunker down well and oh can you ever. As long as you're actually in hiding and not being active, secretly or not, people just can't seem to locate you. Methods both magical and mundane simply fail to even get close to you and if they're really unlucky, people will just get sent on wild goose chases. Once you sneak back in, or burst back in if that's your style, people will be able to get a lock on you once more but until then you can be assured of enjoying the quiet life.

This is What I Want- 400
In the past, you experience a crisis of identity, of not knowing what your place or role in the world was and finding yourself unsure of who you were. But you survived that experience and came out with the knowledge of who and what you really are. You are always aware of who and what you are as a person, what your essence of character is, and unnatural changes that are forced on you cease to be so. It is not possible to change who you are, through magic or torture or drugs or any other methods, without your own consent. Indeed, you can even stop yourself from changing over time due to natural causes, such as retaining the fiery ambition you have as a youth or preventing yourself from becoming jaded over time. You are always aware of the ways you are naturally changing as a person and can stop all or some of these if you so desire.

Ulterior Motives- 400
To achieve your goals, there are no depths to which you would not sink. Even the dirtiest, darkest, cruellest things are not beyond you. You are able to plot and plan like no other. Crafting a decades long scheme to manipulate and take advantage of multiple of the strongest, wisest beings in the Three Realms is not beyond your reach. So long as you have time and the endless desire for vengeance, you could even tear down the work of the Gods themselves. It is impossible to detect your true motives or secrets you wish to hide until you wish to reveal them, save by discovering physical evidence that you have left behind. Attempts to read your mind or figure out your secrets from body language or by tricking you into explaining them simply fail to work.

War Trophies- 600
You've been blessed with a constitution unique amongst the Three Realms, save for a certain being. When you experience and survive a supernatural attack or strange substance of some sort, such as a virulent poison or powerful acid, you will absorb part of that hostile attack into your body, forming into a mark or tattoo of some size and form. This grants you a great resistance to whatever the attack was as well as a lesser resistant to other attacks of a similar type. Surviving the bite of a mythical snake monster would make you more resistant to poison and highly resistant to the same bite from that mythical snake. Surviving the same attack multiple times will increase this resilience as well as making the representing tattoo larger or more intricate. Eventually you will have an entire tapestry denoting the many battles you have survived that covers your form.

A New Era of Martial Arts- 600
And a new phase of human evolution. Through sheer effort and talent, you managed to bypass a part of the Taboo that seals Humanity's potential away from them. This has not granted you increase power, rather it has unlocked the potential you have to grow. When it comes to training, you are tenfold the speed of any other human. Training, in this case, is not useless book learning or the memorisation of martial techniques. Training is the improvement of your physical muscles and the growth of your life energy, things which can only be improved by putting in the work, regardless of how clever one might be. With the speed at which your power now grows, the idea of reaching the level of the Gods seems far less far-fetched now.

High School Student

A Good Seed- 100
A certain trait or quality of yours, immaterial to the naked eye, seems to attract those looking for a partner. No matter how handsome or ugly you really are, you seem to be have a charming air about you that draws in others, attracting them like a bear to honey. This trait is particularly effective upon those looking for a partner in order to create a proper heir, rather than those interested in romance or personal satisfaction.

Sworn Brothers- 100
Family is more than just those who share the same genetic heritage as yourself. The friends that would stick by your back even when all of Heaven is bearing down on you are just as much family as your mother or father. You may declare any friend of yours as being part of your family and for all effects that might care, they will count as being so. By taking them into your family in this way, you'll have an instinctual sense for teamwork between the two of you and any other members of your family, along with being able to sense each other's emotions very easily. It's no magical spell but so long as you can see your brothers, you'll always know how they're really feeling.

Self-Made Man- 200
Training in the martial arts on your own is rarely a good idea. Who knows what fatal mistakes you could memorise into your fighting style or what ways you could hurt yourself learning a new technique? You manage to buck this trend to an extent though. Even despite lacking a teacher or teaching materials, you seem to fall into the correct procedures for learning the martial arts on your own. You'll instinctually correct your movements to be more in line with the style you are trying to learn and you'll get a warning feeling whenever you're about to try something that will definitely hurt you. It's not as good as having a real master teach you personally but you'll actually manage better on your own then with some ordinary teacher in the martial arts with you.

Who Needs a Sword?- 200
Not you, that's for sure. A lot of Martial Arts might seem to need weapons or be made for unarmed use but you've realised that it's all just a manner of perspective. Make a flat palm and swing it around really fast and you might as well be using a sword. You've got the ability to be able to use Martial Arts techniques that require a weapon or require not using a weapon with the opposite instead. Your sword techniques can be used with empty hands and your unarmed martial arts can be translated easily into forms that you can utilise with a sword, spear or other weapon. Whilst this ability works instantaneously, the translated techniques will be less powerful until you can actually train their use for a bit to recover that power. And anything that actually does require a specific weapon, such as an ability or move unique to a single sword, cannot be translated to the opposite format with this.

Aftermath Survivor- 400
Some pretty crazy battles go on around here. Even early on in the big tournament you're entered in, people seem to be busting up the stage and the audience seats as they please. Later on there'll be fights that bring the entire planet to the breaking point and whole countries will get wiped clean. A girl could really get lost and killed in all the confusion, if she weren't as lucky as you. Long as you're not a direct combatant or a target of any side in the fight, you're just obscenely lucky in regards to getting out unscathed. People decide to chuck mountains at each other? The rubble always lands just a bit to the side of you, while never trapping you forever in some cave. People decide to blow up

the Sage Realm? If you leg it really fast, you'll be able to get to the portal that opened up just a bit near your position, instead of where it would normally open. Of course, if no one was going to open a portal in the first place, it won't appear near you either. There's only so far you can abuse your luck and if there's really no way out of turning into collateral, it'd be best to start your prayers.

Best Friends, No Matter What- 400
You can try to fight all your battles alone but your enemies won't always return the favour. Getting overwhelmed by sheer numbers is a very real possibility, with the seemingly endless armies of Heaven. You'll always be able to rely on your friends to back you up though, as so long as it's even slightly possible for them to appear to back you up, they'll be right there by your side when you get into a crisis. This isn't just backing you up in a fight either. Feeling like your whole world is crumbling down, while stuck alone in your apartment? You'll hear a knock on your door just then, the sound of one of your friends there to see that you're okay and they're not going to leave until they make damn sure you are. When you're in need, your friends will always be there for you. Even if they can't make their way there somehow, like being stuck on the other side of the planet with no way to get to you, they'll do their best to send you a message. Just make sure to be there for them when they need you.

Genuine Genius- 600
More matters in a fight then brawn or skill. Having a canny and brilliant mind can allow you to triumph over those with more power or talent then you any day of the week. In fact, you not only possess a merely brilliant mind but one that surpasses all but one other human in its ingenuity and acumen. Your only peer, Baek Seung-Chul, had learnt nine languages fluently and had mastered physics, chemistry and mathematics by age nine, adding mastery of many western and eastern philosophies by age eleven and mastering both medicine and countless forms of modern sport by age thirteen. Not only is your learning rate a match for this genius but so too is your analytical skill. You can easily pick out all the strengths and weaknesses of a martial art, just from witnessing a single serious fight involving a practitioner of it and thus develop countermeasures against that Martial Art to destroy that martial artist.

Martial Memory Adaptation- 600
You were born with a talent for Martial Arts and an even greater talent for copying off of others. All it takes is a single instance of a martial arts technique being performed in front of your eyes for you to not only learn how to do it, but also understand the principles behind it. That kick you saw isn't just a way to move the muscles in your body but a way to control your opponent's momentum as well and to lead up to a new attack leading on. This isn't just for mundane martial arts. Even forms of fighting that involve magic or supernatural elements can be instantly understood by you. It has to be Martial Arts, not just an attack spell or power that buffs the user, but you can instantly copy and understand any sort of Ki attack or special martial skill that you see. Of course, if you don't have the necessary qualities to perform what you copy, you won't be able to use it, but you'll still gain a deep understanding of how the technique works.

Judge

The Big T- 100
As a Judge, you'll probably end up handling some of the matches in the God of High School Tournament. These aren't being held in dirty underground caves but in massive arenas with hundreds or even thousands of onlooking audience members. They might not ultimately matter but having a crowd cheering for them could really push the fighters to fight at their best, thus it'll be your job to get that crowd roaring before the fighters even enter the arena. You've got a voice that can carry all across a huge arena, you don't even have to yell if you don't want to for it to carry, and you know exactly how to get the masses hyped up, whether for a contest of martial power and skill or some other sort of sporting event. Heck, you could even use this to lift the spirits of soldiers about to charge out into the firing lines.

Contest Judging- 100
A tournament needs entrants to run doesn't it? If you're not able to find skilled fighters, this whole thing is just going to fall through. You, like the other Judges, have both skill and great luck in finding and tracking down people of great skill and power. While you can easily follow trails of reported fights and rumours, it's almost as effective to just wander around in search of someone strong. You're more likely than not to bump into an expert martial artist and once in a while you might find someone really special running into you.

Not So Unlucky Life- 200
Being a Judge does have its own salary but unless you're careful, you're liable to cause a more then small amount of property damage in the course of your work. And with colleagues as miserly as yours are, it's not likely that you'd receive any help. Just as well you've got a whole lot of luck in financial matters like these eh? When it comes to debts of money, whether from gambling, promises, fines or just threats, you've got the uncanny ability to slip out of nearly anything. Blow up a building? Someone else will pay the fine and reconstruction fees. Lose a few hundred on the Horse Races? Glitch in the system gives you it back. Owe a bad man some cash? Always seems to be another guy who owes him more, so as long as you don't meet him in person, he'll let you go. Anything short of blowing up a whole city or personally stealing from a man as powerful as Kim Doo-Shik, one of The Six, will just cease to be much of a worry to you.

Team ABC- 200
You and the other Judges may work often as solo agents but you're real strength comes out when all of you are fighting in tandem. Rather than spend time hashing out a battle plan in the midst of a running conflict, you and anyone fighting on your side on a small scale will just innately know what each member of the party can and can't do and what action they're about to take. You'll work together like you've been fighting partners for decades, even if you've only met each other a few times. When you're off the clock, there's no guarantee you'll get along with whoever's on your side in the slightest but when it comes time to get serious, you'll always be able to put behind you any grudges and work with your allies, as they will be able to do the same for you.

Polymorphization- 400
A trick you picked up after watching one of your co-workers' Charyeok turn into a cute girl, you're able to enact Polymorphization on any Charyeok or other like entity, including summons or familiars. This lets you grant these things full, human-level intelligence no matter what they are, and those already gifted with sapience will find their minds sharpened even further, and a humanoid, human-

like form. What this form will look like is not up to you but in general, it'll be an attractive body that closely resembles their original form. Of course, just being human-like and aware of themselves won't make them disloyal to you and you'll find that beings that did not originally possess human intelligence and have been Polymorphed are much more affectionate with you then they normally would be.

Clan Arts- 400
You're a rare instance of a human who has gained supernatural abilities beyond raw physical abilities through training, instead of relying on a Charyeok or Divine heritage. You were trained in the Ninja arts from the day you were born. Whilst this has left your stealth skills unparalleled, even letting you sneak through many magical wards, the secret techniques you have learnt are much more useful. You can substitute your body for nearby objects at super high speeds, as well as the bodies of those nearby. You can pin people's shadows to the floor with sharp objects, trapping them unless they are immensely strong or you pull the knife from their shadow. You are even able to craft minor illusions over yourself, step between nearby shadows and create a limited number of clones, though these clones will be much weaker then you and likely serve only as a distraction.

When the Chips Are Down- 600
Things have come down to the razor wire. The doomsday clock has hit 11:59. The world is about to explode. You've never felt better. The bigger those odds, the more confident in yourself you get. This isn't arrogance or overconfidence. This is an absolute, ever growing self-surety of what you can do and what your friends can do. More than that though, when those odds really start climbing, you find that your strength starts climbing too. It's never going to scale to match, it's not a heroic tale if you beat these odds with ease, but the greater the opponent and the disaster you face, in comparison to you, the stronger you'll become. Find yourself facing a few dozen priests at once? Your body seems to miraculously restore its stamina at the start of the fight and you can push yourself just a little harder. A Bishop standing in your way? Your body will feel stronger than it should possibly be and you'll find wells of energy you didn't think you had. And if Zeus himself, or another High God, descended to stomp you into the ground? You'd be able to pull out every single bit of power and effort you had at least twice over to try and give yourself a chance. There is a limit to this however. You can only withstand so much of this boost, even against the great odds you might face, and if you try to draw too much power from you, you might irrevocably damage your body or spirit. What's the point of beating the bad guy if you die in the process and never get to see your happy end?

To Hell with You and Your Gods- 600
When you're up against all of Heaven, victory is most definitely not assured. You're likely to face more than one big defeat on the path to liberation and it's all too easy to lose hope. But when you've got a job to do like this one, you can't let one or two losses drag you down. When you lose but manage to survive, you'll be able to come back almost straight away to what you lost against with even greater power. Maybe you came face to face with a God and they crushed your squad but somehow managed a second wind, filling you with determination that boosts your strength higher then you thought you were capable of. Or another organisation bought you out, leaving you devoid of financial or political strength, yet you manage to find a few backers in just a couple days that let you strike right back at your foes with more money and favours then you'd ever manage to gather before you lost. This by no means makes victory a certain prospect but this second try will always have better chances then your first, even if that better chance is only a sliver above the first one. If you lose a second time, surviving will be wholly up to you.

Noxian

Friendly Sage- 100
Who was it that said you always need to be at war with your enemies, even when you meet them off the battlefield? Certainly no one you know. When you encounter a past or current enemy in a situation that would normally be peaceful, so long as neither of you has immediate reason to battle or a deep personal hatred of the other, you'll be able to interact peacefully and in a friendly way. Take the time to get to know each other over a nice meal or a game of chess, you might find the two of you have more in common then you realise. Maybe you could even reach a peaceful resolution to whatever conflict you normally come to blows on.

Internal Affairs- 100
When it comes to an organisation with the size and reach of Nox, it's almost impossible to keep out absolutely every spy and rat. Nox reaches across the entire world and has hundreds of thousands of members, potentially even more. Now while you can't spot each and every single little leak, you've got a sense for when individual factions are forming within any organisation you are a part of. You'll be able to find these factions out and get the details on them without being noticed, even if they're not working against the organisation from within. A secret group policies your organisation without the knowledge of the majority of the members? You know what they do and who they are. A shadowy board of directors each lead a different group that compete for their own interests? You'll know whose allegiance belongs to whom. When it comes to sniffing about the power politics in your group, there's no one better then you.

Hypocrisy of Religion- 200
The flock loves to hear you preach about love, peace and acceptance. It makes them feel all safe and secure and ignore the realities they face. A useful situation for making them follow your commands for sure but it's hard getting them to believe you when you're also running a fighting tournament that verges on death games or when they hear about you killing some heathens. In the past, you'd have a pretty hard time getting them to believe your words but now? Even if you were a known mass murderer, you'd still be able to get into people's hearts by preaching about acceptance. What you say and what you've done don't necessarily influence each other anymore, so even if you routinely break the tenets of your church, you'll still be able to lead the flock on a righteous path without protests.

Hang On! I'm Still Transforming!- 200
Transformations are great and all, the boost in power can really save your bacon, but in a real fight, people are rarely going to sit around as you go through a minute long transformation sequence. It's pretty rude of them, don't they know you can't have a proper fight until you're both going all out? Long as you have this, people will always wait for you to get in your best form once a fight starts. They won't sit by and let you cast some healing magic or go have a nap first but if you're pottering around in a sealed form for some reason, they won't interrupt you as you reveal your real self, even if it's just out of disinterest rather than awe of your great powers.

Quadruple Agent- 400
People seem almost disturbingly quick to trust you, even when it's not in their best interests. While this'll certainly let you make easy and close friendships in quite a short time, its real use comes when you're worming your way into a secretive organisation like Nox. You're not just able to get in on the ground level to secret groups like this with ease, you're able to quickly and without suspicion,

ingratiate yourself with the various superiors in the organisation. Even when they know you just betrayed their enemy and should by all means keep a very close eye on you, you'll find that you can get yourself placed on the fast track for promotion and trust quite easily. Of course, particularly wise or cunning individuals might figure you out but there's certainly the chance they'll play along or try to use you for their own schemes. Just gives you the chance to use them back.

Noxious Preaching- 400
The clergy of Nox lead the world in secret, guiding humanity onto the proper path as ordained by the Jade Emperor. In the modern age, it is no longer efficient to do this through force of arms, not when there are so many ways to make the sheep follow of their own wills. You're a master at directing the wills, minds and eyes of the masses around you, controlling the opinions and beliefs of an entire city wouldn't take you more than a few days to get them to start turning in a more favourable position. Give it a month or two? You could turn almost any one into a persona non grata across the whole city and as more time and effort is put in, your reach will only extend. Of course, there will be some who try to fight back against your influence creeping its way into every area of life. But with your reputation as impeccably clean as it is now? It'll be a hard fought battle. So long as you're not caught on live TV doing something real nasty, your reputation will not only survive in clean shape, but flourish.

One Hundred Times My Own Power- 600
The enemies of Nox are cowardly and sneaky. Rarely will they fight you straight forward as a man should, instead they'll will scuttle along in the shadows, trying to strike where you are weak. Some of them will even try to turn you against yourself, stealing your blessed powers and using them against you. No more will they be able to commit these disgusting affronts to your being. If it originates from you, it cannot harm you. Your own powers will not scratch your skin if reflected back at you, abilities stolen from you will not work against you and energy drained from you will fail to empower foes when they use it to strike against you, leaving them with nothing but their own power. Those thieves will be unable to even use the weapons you wield if they take them from you. So long as it is yours, it will serve them not. If they want to fight you, they'll do so honourably and with their own power.

Long Live the King- 600
Where you go, others follow. Not because of great charisma or the promise of riches. They follow you because they see in you, in your every word and action, something much greater than themselves. You are far more akin to a living messiah then an ordinary man and the men and women around you recognise this. Even without you taking any action to help it along, you'll find cult like groups forming around you, devoted to your happiness and your safety. They'd never dare take this so far as to hurt or imprison you but the people that gather around you will protect you with everything they have short of death. If you were to take actions to increase this perception of you as a divine being, the size and loyalty of these followers will only increase. Perhaps you'll gather a Nox of your own one day, with men willing to stand against Zeus himself rather then turn their backs on you when you have need of them.

The Six's Apprentice

Born With It- 100
You're one heckuva big guy, even if you're a God you tower over most of your brethren. Built like a brick shithouse and at least twice the height of any other adult male around you, if it was a contest of just raw muscle power, and not bringing in supernatural powers or training, you'd be pretty much sure to win against any other man on earth. This doesn't just apply to your form here, if you want to you can give this proportional increase in size to any form or body you are able to take on.

Mubon-MUJIN!- 100
Not everyone is given a cool or even a normal name by their parents. Sometimes they decide to name you Mubong or Man Duk and all you can do is put up with the jeers and jibes of those around you. You might change your name but people always remember…until you picked this up. Now you can change your name, any of your names, to something else at will. It won't just change it socially but everything to do with that name changes to. Any legal forms will have been written in that name for example. If you want it to have always been that way, everyone will remember your name as what you changed it to but if not, they might forget to say it the new way every now and then. You can always change it again if you're feeling a new handle.

Art of the Hobo- 200
Growing up on the streets, learning from your elders, taught you stuff more traditional martial artists will never be able to figure out. You're able to fight in the dense crowds you'll find in the city not only without losing any efficiency in your fighting, even when using incredibly destructive or unwieldy moves, but also without even once hitting a bystander with your attacks. You'll always have a sense of how to get around city environments unseen and with good speed, as well as be looked upon much more favourably by the destitute and despairing homeless, as they'll recognise a kindred soul.

Time to Pull Out My Big Gun- 200
You really weren't kidding when you told those guys you weren't left handed. One of your limbs is way, way stronger than the other. This isn't just about which hand you write with. If your left hand could break a brick in one punch, your right hand could smash a two story brick house in one go. Hell, if you're not careful about remembering which is which, you could really do some damage by just shaking someone's hand. Which limb is this much stronger is up to you and you can even buy it multiple times, though you'll only be able to buy one side of any pair or group. You can't have both arms be much stronger than normal but you can make an arm and a leg be this much more awesome.

Great White Loan Shark- 400
Cash, money, dollars, moolah. The lifeblood that the modern world runs on. You love it, you want it, you need it and now you'll get it. Yeah, you're a businessman of incredible skill and wisdom and just making money the normal way's no trouble for you but your love for the stuff has gone beyond working for it. Fortune favours your greed and countless opportunities for gaining more and more wealth will just fall into your lap. Fools will make deals with you that end up benefiting your coffers far more than theirs, your businesses will run into constant streaks of good fortune and maybe you'll even just run into money filled suitcases on the ground. Once the cash flow starts, it's never going to stop again.

Path to Vengeance- 400
The way to find retribution for harm that has been done to you or your race is rarely one that be entirely honourable. The entire act of seeking revenge in and of itself can consume a man. Despite this, there are those like you who still walk that path. When it comes to seeking revenge or retribution against others, you always know just what will hurt them the most. What action you can take to cause them the utmost misery in recompense for what they did to you. Sometimes the one you seek revenge on is too powerful, too distant for you to reach, even if you know what would hurt them most deeply. Now though, as long as you keep working towards that goal, you will eventually get at least one chance at your revenge, no matter whom you target. It may require more than one lifetime's work however, one aiming to strike back at the Gods who bound humanity may be looking at decades of work or more and the greater the target, the longer it will take for a chance to appear. At the very least, whilst you pursue this distant chance, you will be able to subject yourself to any sort of shame, pain or degradation without breaking. Without an iron focus, it's unlikely you'll survive long enough.

Necessary Evil- 600
Happy ends don't come cheaply in the real world. If you want to achieve your goals and get everyone you care about there alive to enjoy that happy end, you're probably going to have to do some nasty stuff. Theft, torture, murder, sacrificing the innocent- if you really want something, you'll need to be ready to stoop to the lowest of means. Yet, despite the horrible things you've done, your friends and allies will still stick with you as loyally as they did at the start of all this. They do this because they know you're working for the Greater Good, towards a time where suffering and misery will be a thing of the past. As long as you can paint your actions as ultimately being for the greater good, your friends and family will excuse any deed you do, no matter how vile or horrific. Even the greater public will be able to look past your horrible crimes so long as you can present your actions in a way that will ultimately benefit them all, though anyone personally threatened will still fight for their own lives, family and livelihoods.

The Seventh- 600
You've become more than just some hot shot celebrity of your country of origin. You're a National Treasure in living form, having achieved the highest honours possible for a human to achieve within one country. You're a national hero and almost every person living there, or born there originally, knows your name and has a great respect for you after all you've done for them. News of you doing criminal acts or other wrong doings will be discounted as a hoax or dirty lie with anything less than full video evidence and countless witnesses and even then you could probably argue your way out of it. This status gives you an immense amount of social and political clout to work with when you find a cause to support, along with direct lines of contact to most of the important people within the nation. Indeed, your support alone can often bring minor issues to the forefront of the national consciousness or sway the tide of opinion to support issues that would normally be strongly opposed. Finally, as they are aware of your great ability and skill, your home country will often send missions or tasks for you to complete, in return for great sums of money or significant favours.

Genuine Fighter Section

To buy from this section you must have chosen the Genuine Fighter Power origin or have purchased the Hybridization perk for Genuine Fighter. There are no discounts.

By purchasing any of the below Martial Arts or National Treasures, you gain several years of training and experience in the use of what you buy. This level of skill is equal to that of Park Il-Pyo as he was during the Nationals tournament, making you an expert user but far from the sorts of mastery you can eventually achieve.

Any National Treasures you buy have already accepted you as their master, allowing you to utilise their true forms and allowing you to recall the treasure to you at any time with a thought. They can also levitate at your command and follow you around without need for a sheath. All National Treasures possess the ability to enhance the user's attacking power, depending on the power of the Treasure itself, and each can boost the power of any Charyeok the wielder has up to 3 times a day for a few minutes each, though the level of boost is governed by the power of the National Treasure. People other than you cannot wield the National Treasures you have bought as anything but ordinary weapons, as the powers and unique abilities will only activate for you. You may choose to either have your Treasures be copies of the existing ones or the original thing, replacing their canonical owner.

Mundane Martial Art- 0/100
All Genuine Fighters know how to fight. Whether it be a formal Martial Art or nothing more than a lot of experience brawling in the streets, you know how to fight too. You may pick either a real world Martial Art to take as your own or just become a talented but not formally trained brawler. Either way, you gain the first purchase of this for free and any further purchases will cost 100CP extra.

Kyokushin Karate- 200
Otherwise known as Full Contact Karate, it is one of the most popular Martial Arts in the whole world, having many millions of practitioners counted and likely even more uncounted. The version you have learnt is far above the normal art that is taught however. You have learnt the Four Pillars techniques, moves that involve the manipulation and enhancement of your life energy to create incredibly destruct blows or blasts or energy. You could even unlock the final secret technique in time, built on using all Four Pillar moves in concert to hit with the force of an entire mountain.

Revival Taekwondo/Northern ITF-Taekwondo- 200
Two forms of martial arts developed in this world, based on enhancing ITF style Taekwondo. Originally, Northern ITF Taekwondo was developed by the North Korean Government, designed to work as a killing skill rather than for competition sports. Terrifyingly effective, it allowed incredibly high speed movement while losing none of the power of the user's kicks, letting users of Northern ITF Taekwondo tear through even armed soldiers like paper.

Revival Taekwondo, also called Re-Taekwondo, was South Korea's answer to this. Created by Taejin Jin with WTF Taekwondo as a base, it focused on eliminating what weaknesses remained in Northern style and enhancing the art as a whole with stealth techniques. A perfect counter to the Northern style, it progressed greatly under the hands of its founder, with techniques to manipulate air pressure or apply the force of singular attacks multiple times over being created.

You may become a student of either of these disciplines by buying this option and may buy the other discipline as well for a discounted 100CP.

Ssam Su Takkyeon- 300
Created by Park Il-Tae and Mastered by his grandson Park Il-Pyo, Ssam Su Takkyeon was built as a combination of Re-Taekwondo and Practical Takkyeon, using the latter to overcome the weaknesses of the former. It holds all the strengths, speeds and techniques of Re Taekwondo but adds in the special skills to forcibly control the momentum of the opponent's body, ways to negate the force of opponent's attacks while striking back at them and even the ability to ignite the air around the user's blows by grinding their fists or feet against another surface.

Heavenly Arts- 400
A supernatural martial art created by the demons of the Sage Realm. The Heavenly Arts has a heavy focus on Ki techniques, with very little in the way of close combat despite its status as a Martial Art, seeming almost more like magical spells. Ki blasts, techniques to create and manipulate the various elements, teleportation and techniques to create shields and wards are examples of what the Heavenly Arts can do in combination with your life energy.

Nabong Needle Ryu- 400
Created by Na Bong-Chim, this style is weaponised acupuncture, fighting using the pressure points of the enemy and yourself. Working with both needles and bare fingers, the user can weaken his opponents, stop their bodies from functioning right or cause paralysis, cause massive internal damage with light pokes and manipulate the body's functions such as stopping blood flow or making the enemies body explode from the inside out. The art also focuses on how the user can enhance their own body. Thus it can neutralise incoming techniques that rely on pressure points or similar parts, stop the user's ability to feel pain, boosting their strength and speed greatly and allowing them to fight under even heavy wounds to their body and the greatest technique of the Nabong Ryu- the removal of the body's limiters. By releasing a certain point in the brain, this technique multiplies the physical powers and life energy that their body can output but at the cost of immense rebound damage to their body once the limiter removal runs out. To use this technique requires the consumption of a Sage Pill, a mystical fruit from the Sage Realm, something that threatens the lives of even a human on the level of The Six, as it was only meant for the consumption of Demons and Gods.

Listed below are the various National Treasures on offer. Remember that all National Treasures enhance the user's offensive power, can empower the user's Charyeok thrice per day, can levitate and move on their own and can teleport to the wielder's hands from anywhere.

Tiny Dragon's Nunchuks- 200
The Tiny Dragon's Nunchuks take the form of a basic black coloured Nunchaku. A simple Treasure, they are able to change between two alternate forms as the user wills it. A long black spear combining the two Nunchuks, named Large Dragon Spear, or a pair of Tonfas named Bruce and Lee.

Bong Seon- 200
A mystical long sword passed down through the family of one Yu Mi-Ra for generations. It has no unique abilities of its own, simply the innate traits of a National Treasure and a terrifyingly sharp edge.

Adam and Eve- 200
A pair of holy pistols. The ammunition for these two guns is reliant on the life energy of the user, which is turned into Silver Bullets as the two guns fire. Silver Bullets do significantly increased damage to any God or Demon that is struck by them, then the energy bullets would normally do.

Bow of Hercules- 400
The mighty bow of Heracles himself. A single shot from this bow, even from a normal human and with a normal arrow, has the power to split a truck in half and destroy the road behind the vehicle. As the user's power increases, so too will the force they may fire the arrows with, as long as their physical strength is also matching. Any arrows fired are also coated in a weakened hydra's blood, which will weaken any struck target's body over time.

Mjolnir- 400
A super heavy war hammer made for one handed use. The hammer is also able to emit blasts of lightning but it's most special property is in fact the ability of the wielder to absorb the hammer into their body. This allows the user to charge their physical strikes with much greater force than usual, imbue their body with huge amounts of electrical power to attack foes with and continue to use the usual traits of a National Treasure even with it inside their own body.

Walmung- 400
A dark silver broadsword with a bird wing shaped hilt, it covers the users' right arm in plate armour when brought about. This sword is especially strong in how it enhances the user's attack power, enough to make a man ordinarily able to destroy a house with one blow wipe clean a whole city block with a single slash. It is also able to enter a defensive mode, spreading the plate armour on the user's right arm to cover their entire body.

Cane of the Sage- 600
A powerful artefact belonging to the Jade Emperor. Not primarily used as a weapon, it is instead a powerful transportation and clairvoyance magical item. It can open portals to any location in any other realm without the need for meeting the conditions normally required to enter those realms and can even forcibly bring across things from those realms, from people to even bringing over an entire dimension to fuse with the current one, though these feats require a truly monstrous amount of energy to enact. It is also able to act as a scrying portal, locating almost any target with ease, though there are some locations and targets that will be able to block its vision.

Holy Grail- 600
The legendary cup that contained the blood of Christ. This simple purple glass cup is overflowing with red liquid. It is able to heal humans around it of almost any wound, no matter how severe, so long as they still remain alive. Its true purpose however, is the ability to seal the powers of heretical beings and tear them to shreds. While it requires a lengthy incantation, once complete, a golden light will shine from the cup in all directions and any God or Demon that is touched by it will be torn apart. Only the strongest heretical creatures will be able to resist death from this light and even they will find themselves badly harmed. However, this light may only be summoned three times per year.

Three Imperial Regalia- 600
A set of three legendary artefacts from Japan. The Kusanagi Sword, Yata's Mirror and the Yasakani no Magatama. The Kusanagi Sword is a powerful magical blade that is able to summon gigantic

snakes from any wound it creates in another being, which will proceed to attack them. Yata's Mirror summons a gigantic mirror like shield which will provide absolute protection from all but the strongest attacks before breaking and quickly reform in a few minutes whenever it breaks. The Magatama, a necklace of small objects, are able to work as powerful elemental explosives, unleashing a storm of whatever element the colour of the Magatama represents and they slowly replenish over the course of a day.

Blade of Tathagata- 800

The sword of the Jade Emperor himself. A simple katana and matching sheath, neither with any embellishments or additions. This mighty blade possesses no innate power, save its limitless cutting edge. A single, lazy slash was able to slice all of South Korea in half and the blade was also able to destroy the cloned Ruyi Jingu Bang. It can summon gigantic waves of incredibly hot flame at the user's command and even the sheath of the blade is powerful enough to split in half the super massive swords wielded by Nephilim without any action on the user's behalf. Even if somehow broken, a feat only accomplished once by the Monkey King using over a hundred National Treasures and multiple Charyeok at once, the blade will be replenished to pristine condition within minutes.

Power Borrower Section

To buy from this section you must have chosen the Power Borrower Power origin or have purchased the Hybridization perk for Power Borrower. There are no discounts.

The below will list all the various Charyeok available for purchase. Buying any of these will give you several years' experience in using them and a familiarity with the being you have contracted to. In time you might learn to summon that being to fight alongside you, make deals for more power from it, and befriend it or any number of other things. Remember that some Charyeok start at a higher power tier then others, even before accounting for your own energy boosting them. The more CP they cost, the more powerful they'll be is a good guide.

Any Charyeok you buy here are either a copy of the canon ones or make you a replacement for the original wielder/one of the original wielders. You may purchase multiple Charyeok. You may also form contracts for Charyeok in jump but be aware that most of the below are based on already in used contracts and will likely be unavailable to a second contractor, without heavy convincing. It is possible to contract with more than one Charyeok in setting but difficult, as Gods and Demons don't take nicely to sharing and you will need to keep all your Charyeok satisfied.

Joker- 200

A mysterious spirit that seems to be a representation of the Joker in a deck of playing cards. By forming this contract, you gain a deck of cards that will always be in your hands when you call for it. You can telekinetically control these cards, using them as flying attacks that can pierce through stone and metal or as shields. If the cards are combined, they form into a gigantic red scythe that you may then wield. Each card may also extend a smaller scythe from the face of the card to attack foes near them. The Joker card in this deck may also the spirit of the Joker to attack alongside you, also wielding its own Scythe.

Aegis Shield- 200

The spirit of the legendary Aegis carried by Athena and Zeus. This Charyeok manifests as a full body energy armour made of transparent energy shards. These shads can split up and move as the user wills. They can be used to attack as a swarm of flying energy knives or form into singular weapons for the user to wield or to enhance the user's existing weapons. They can also be formed into larger weapons on their own and fight independently of the user or form shields or platforms to defend or stand on.

Baedal Choi or Bruce Lee- 200

A dual choice option. One may take either the legendary Karate Master Baedal Choi or the famed Jeet Kune Do master Bruce Lee. Either of these options greatly enhances the user's physical strength, speed and reactions and the Charyeok, particularly friendly ones, will do their best to teach you what they know of their martial arts and the secret techniques that they never revealed to the rest of the world.

Lu Bu Fengxian- 200

The famed traitor general himself. Lu Bu Fengxian, also known as Yeo-Po Bong-Seon, grants its user greatly increased physical prowess along with two long golden falcon feather trails leading from the user's head. Techniques performed using martial weapons are enhanced even above the great physical enhancement of this Charyeok and he also allows his partner to summon the Red Hare, his

flying horse. The Red Hare can grow in size to carry up to 3 people on its back, run through the air as if it was ground and is powerful enough to fight alongside you effectively.

Jack the Ripper- 200
The infamous murderer of misty London, who is a surprisingly calm, reasonable and level headed spirit, though he has little patience for loud and noisy sorts. He will be quite happy to teach you how to use his powers, namely the creation of blades from any surface near you. Sprouting giant curved blades from your clothes or body, raising a field of sharp swords from the ground around you or even on your own weapons to extend their range. They can't be created at more than a few meters away from yourself and you'll need to use physical motions to bring them out but both these traits can be worked off over time with your new partner.

Heracles- 400
The greatest hero of Greece, Heracles himself. In raw power it can be said to be one of the greatest Charyeok in the world and it grants this in the form of incredible physical might to its user. Even an ordinary boy would become able to lift hundreds of tonnes with a single hand or survive being kicked through multiple buildings with nary a scratch on their body, along with the endurance to fight for hours at a time. As your experience and bond grows, you will be able to pull out more and more of the legendary strength of Heracles.

Phoenix- 400
A great bird made from blue flames. The Phoenix is not only able to tear apart foes with its super sharp, giant claws and beak, but also generate and control fire in large amounts. It's most fearsome ability however, is the ability to leech the life off of other beings in order to multiply itself. Whether through the contracted user or on an enemy, Phoenix is able to devour their life energy to grow bigger or to grow additional bodies, which are equally powerful to the original Charyeok.

Red Dragon- 400
An enormous female Red Dragon originating from Britain's legends, the Red Dragon is large enough to encircle a large apartment building multiple times over and still have some length left over. Able to create and manipulate fire at will, sharing this ability with her partner, she is also immensely physically powerful and speedy. Red Dragon is also capable of incredible feats of regeneration, healing from even severe wounds across the entire body in minutes, whilst coming back to life as a hatchling two months later whenever she is killed. She is very protective of her partner and has a great passion for gold of any kind, becoming ecstatic on being given gold bars or jewellery as a gift. Red Dragon is one of the rare Charyeok to be able to polymorph themselves, being able to turn into a pretty young redheaded girl with twin tails.

Thor- 400
The Norse God of Storms. Thor grants his partner greatly increased physical ability, though not nearly to the level of one Heracles, and the ability to fly at great speeds, both for the user and for them to make other inanimate objects or people fly as well. He also allows the user to fire huge, pink laser beams from their eyes at will, each of which are incredibly destructive rays.

Yamato no Orochi- 400
A giant many-headed snake monster from Japanese legends. Unlike the normal owner, your partnership does not force you to struggle for control or survival, as you maintain full control over Orochi at all times. Yamato no Orochi enhances your physical strength and grants you great

regenerative abilities, enough to heal from being bisected at the waistline. You are also able to summon snakes from your own body or the environment around you to attack any foes, ranging from tiny but highly venomous snakes to creatures that dwarf ancient trees.

Nine Tails Guardian- 600
The great Nine Tailed Fox, who was originally a Demon who became the bodyguard of the Jade Emperor through sheer determination, but was cast out from fear of its power. It's hatred of the Gods turned it into the First Key, a being that can unseal the Taboo. The fox itself grants its bearer immensely increased physical abilities, enough that even at the most basic level of contracting the user cannot be perceived by ordinary humans because of their sheer speed. Incredible powers of pyrokinesis are also at the hands of the contractor, along with the ability to summon fire foxes of all different sizes in great numbers. As a Key, the Nine Tails is able to unseal the Taboo on all of humanity at once, regardless of their distance or presence on different dimensions, and could reseal it if the user so chooses. Activating this Charyeok turns the wielder's hair white, their eyes yellow with red outlines and grants them seven tails made of fire. Perhaps you could unlock the last two tails with a direct contract?

Asura- 600
Another terrifically powerful Charyeok, taking the form of one of the six armed, three faced Asura. The user may fire incredibly powerful energy beams from their mouths or turn these same beams into all direction shockwaves to strike at everyone around them with nothing more than a word. They may also absorb and then reflect attacks that are fired at the user, so long as those attacks are energy based instead of physical. There is a limit on the power of this absorption as anything too much stronger then you and Asura's life energy combined will blow right through this ability. The user even gains the power to alter their body in minor ways, such as extending their fingers at great speeds to pierce opponents or being able to turn their heads all the way around to look behind themselves. Finally, Asura also grants its new partner the ability to control the minds of others through the user's voice. Those with great willpower can resist this but a great deal of humanity will have no option but to follow every command of the wielder.

Longinus Hand- 600
Based on a part of Christian mythos, the Longinus Hand grants the user the ability to summon gigantic projects of hands and to manipulate gravity. The projections summoned by the user are giant, transparent hands of energy. Even at the start these are large enough to cover whole city blocks but they will only grow to even more immense sizes over time, and can be used to smash, grab or do anything else a hand could normally do. They do not require the user to see where they are being summoned either and the range of summoning is only dependent on the user's power, starting at around a few hundred metres and increasing from there with no upper limit. The user can also control gravity, increasing or decreasing it as they will, even doing both on specific areas to change the topography of an area around. As usual, the power of this manipulation is dependent on the user's life energy. Longinus Hand can also summon cross shaped energy shields in front of the user, so long as the user raises one hand in front of them. This Charyeok forms a cross shaped mark on each of the user's palms by being contracted.

Trinity- 600
Taking the form of three light orbs that encircle the user's body and being based on certain Christian teachings, Trinity enables the user to manipulate the weather on an incredible scale. You gain control over both the air and electricity, becoming able to produce and direct both elements, as well

as summon many great disasters from the natural world. Whilst they are costly effects, you may create hurricanes, earthquakes, eruptions and other natural disasters, even when they should be impossible to happen naturally.

King of the Earth- 600
A Charyeok thought exclusive to Nox, as it is a contract formed with the ruling Gods of this world, those who enforce the taboo on Humanity. King of the Earth allows for a multitude of powerful abilities. First is the summoning of angels and Nephilim in great numbers, who will come to loyally aid the user against any foes. The Charyeok's second and most useful ability is the power to create matter from nothing but life energy. From a large number of swords, or simple a very large sword, to instantly restoring severed limbs or healing terrible wounds on the bodies of people around you, your potential is only really limited by your imagination, your understanding and your energy. King of the Earth is also able to teleport its user and those around them over long distances, as well as create powerful energy shields to defend its partner.

Greed- 800
A terrible creation of the Jade Emperor, Greed is implanted directly into the user's body, taking the form of a dark, oily substance covered in red eyes and large, sharp toothy mouths. This dark power has one purpose: To Devour. It will eat up anything the user defeats or kills, taking their powers and abilities and passing them on to its user. There are few, if any, limits on the powers that Greed can assimilate through eating others. Divine Powers, Charyeok, even superhuman physical strength or speed may be taken if the user can kill their targets. The only limit is that the powers absorbed cannot be too far beyond the user's own level or else they and the Charyeok embedded into them will be unable to withstand the power and spit it back out. It is able to extend from the users body to attack at range with great gaping maws and shadows or even lie in wait as traps. Even if Greed only partially devours something it can still gain some measure of power from it and if this stolen power originated from the target's own body, such as Gods with their Divine Powers, then that target will be unable to regain their full powers until the user of Greed is dead.

Pandora- 800
The box from which a woman in the ancient past released all the evil in the world. Pandora was filled with such hate that that woman felt from being tricked by the Gods into opening that box and thus became the Second Key, the second weapon to strike down the Gods in the sky. The Charyeok is immensely powerful even without its Key nature. It grants the user enough physical enhancement that a Bishop class Nox agent was able to handily defeat one of the legendary 9 Demon Kings. Whilst your boost will not yet be on that level, you will certainly be able to match a Bishop from the first moment. Pandora can generate almost any kind of poison or disease, both in the air and directly within the bodies of those the user can see. It can even force others around the user to experience any sort of hallucination the user desires. Pandora grants the powers of telekinesis and telepathy, even across dimensions, as well as the power to create strong force fields for defence. The Charyeok is even able to summon an armour that increases the user's physical abilities even more, with a second stage to go even further.

The greatest abilities of Pandora however, are what it gains from its status as the Second Key. Unlike the First Key, Pandora cannot work on more than one target, only being able to unseal one being from the Taboo that the user can see at a time. However, it is also able to seal away powers, leaving the user with only their physical abilities, albeit they may be supernaturally great still, instead of any divine abilities or Charyeok. This sealing may also be used to reflect any attack away from the user

and back at the attackers, though both this and the power sealing effect may fail if the foe is too far above the user's power level.

The Final ability of this Charyeok is The Hope- Sovereignty. Within a small area and for a very limited time, the user gains a great deal of control over the laws of physics and causality. With this, one could prevent attacks from being fired or nullify the abilities of others to manipulate physics in a similar way. This ability seems unable to be used to attack others, only change or nullify things. When active, it creates 3 angelic wings on the user's right side and one on their left.

The Great Magician- 800
The great spirit of all true Magicians around the world and throughout history. The Great Magician imbues it's wielder with the ability to wield true magic, not just specific supernatural powers. Still reliant on the user's life energy, the range of effects this Charyeok is able to achieve is unmatched. Starting with the creation and manipulation of all the elements, it covers everything from teleportation, transmutation, illusions, summoning and alchemy. The Great Magician will work with its new partner to teach you the arts of magic but it will take time and effort to become worthy of the title Magician.

Divine Power Section

To buy from this section you must have chosen the Divine Power power origin or have purchased the Hybridization perk for Divine Power. There are no discounts.

Divine Powers are the innate abilities of Gods and Demons, not reliant on outside sources of power or resulting from training and technique. They cannot be gained through learning or practise, you are either born with the ability or you are not. The power of any Divine Power is dependent on the amount and strength of the life energy within any God, which must be trained over time to increase the power of the abilities in this section.

Weapon Creation- 200

You have the ability to create weapons from nothing but the energy that dwells within your form. Any sort of martial weapon, from swords to spears to whips to hammers, can be created with little more than a thought and then directed with nothing more than your mental commands. Whilst you could simply fire these weapons en masse at any target like they were bullets, you may also wield them as if you help them in your hands, though the concentration to do so will mean that you will have to train to wield more than a small number at once in this way, at least to any great effect. The number and the size of the weapons you create will increase as your own power does.

Elemental Manipulation- 200

One of the most common abilities of divine beings, you have the ability to create and control a single element of your choice. What this element takes the form of is up to you and you have a great amount of freedom to do it. As long as it is a physical element, even if supernaturally physical, it may be chosen. The classics such as fire, ice or lightning are common ones but stranger elements such as darkness, glass or poison. As your power increases, so too will the amount and intensity of the elements you have chosen, though the only way to improve your control and finesse is to put in the training for it. You may purchase this option multiple times, with secondary and onwards purchases being discounted.

Energy Absorption- 200

A single form of energy that can be found in the world is now something you can absorb to increase your own powers. Whether you feed on mundane forms of energy such as heat and electricity or rely on something like the life energy of other living beings, you are able to draw it into your body to both grant yourself sustenance, taking the place of food, air, drink and sleep, or use it to empower yourself further. As your overall power grows, so too will the range at which you can draw in energy and the speed of your intake, as at first you will only be able to devour what you can touch and it is still possible to be overwhelmed by too much at once. You may purchase this option multiple times, with secondary and onwards purchases being discounted.

Divine Form- 200

A strange ability to possess as a Divine Power. Rather than a new supernatural ability, your Divine Power is simply the immense strength, speed and toughness that your form possesses. Where you might normally only be the equal of a common Angel in those aspects, at least at first, with this power you come closer to the level of a Nephilim, and the skyscraper sized divine warriors that make up most of Heaven's army, even with your as yet young age. As your life energy increases, so too will your physical attributes, allowing you to train both at once.

Cloning- 400
You can split yourself into many, many clones as a special power. These clones are perfect copies of you, including any weapons you possess (But not other artefacts apart from weapons or armour) and will act as if they were you to support you. These clones are even capable of creating more clones themselves but you should be warned that the more clones that are active, through you or your clones, the weaker every instance of you and your clones will be. The further these clones get form you, the weaker they will become and the more different from you they will act, though this would only become noticeable if they were on a different planet from you or in another dimension.

Shapeshifting- 400
Your physical form is far less set in place then your divine brethren. Rather than emitting your divine power to enact effects on the outside world or concentrating it within your body to enhance yourself, you can use your life energy to change the shape and attributes of your own body. At first, you'll mostly be limited to changing between anything humanly possible along with taking on the features of animals such as claws, spines or wings. As your power and skill grows, you will be able to greatly increase your physical abilities, grow immensely in size, turn yourself wholly into animals, mundane or fantastic, or even shift yourself into forms that exist nowhere but in your own imagination.

Size Boost- 400
The Divine power within you has swelled your size to magnificent proportions. You tower over mere mortals, measuring a hundred meters in height. This great increase in size has given you the matching physical might of your new form. If you so wished, you could also reduce your size to a more manageable extent at your own will or only enlarge a specific part of your body. As your power grows, so too will the maximum size you may take. Eventually you might surpass even the Earth itself in your immensity.

Regeneration- 400
Your body is capable of healing itself on a massive scale by utilising your life energy and doing so automatically. Whilst you now possess a quite significant healing factor even with expending your energy, enough to heal most cuts or bruises in a minute or two, when you actually spend energy this becomes far faster. You'll be able to restore destroyed organs or severed limbs in just a few seconds and as you grow in overall power, the extent that you're able to heal from will grow as well. Maybe someday soon you won't need more than a head or a hand left to survive.

Overlord- 600
The minds of mortals are petty little things, all too easy for a God to force to submit. Your innate power involves the domination and control of the minds of others. You can look into the minds of others and alter or control them, though those with great willpower can resist or ignore you. At first, you will be limited to those you can see but as your power increases, your range and the difficulty or resisting you will grow.

Domination- 600
You can control the physical world with nothing more than mental commands. This telekinetic control at first will be mostly brute force. You can throw around cars like tennis balls and as you grow in the power of your life energy, so too will the strength of your telekinesis grow. Your control will increase as you train it and there's little upper limit to your finesse, eventually you might even

be able to control matter on the atomic level, waving your hand to transmute objects into entirely different things.

Time, Halt!- 600
Time itself is now able to be influenced by you. For now you can merely alter it in certain ways, such as slowing your perception of it up or increasing the speed at which it runs by a small amount, making it pass by faster. As you grow in might, you will become able to slow it down overall or even just slow individual pieces down or to peek into the future to see what might happen. Eventually, nearer to the peak of your power, you will even become able to stop time completely for all but you, albeit only for brief periods when you first unlock it.

Spare Lives- 600
You grow two new horns on your head, in whatever style you choose. Each of these horns represents an 'extra life' that has been imbued into your body. When an attack would normally kill you, one of these horns will break and instead the attack will not affect you. Truly powerful attacks may even take both horns breaking to negate but you can at least be assured that nothing will require more than both horns breaking to survive. These horns will only replenish themselves once every ten years and this regenerative process cannot be sped up.

Mind Reading- 1600
The ability to read the minds of other beings. Wasn't this already present? Indeed. This one is special. You don't just have the ability to read the mind of any being that you can see. You have the ability to copy any skill, technique or ability that you see and be able to use it as if you were a master, regardless of the difficulty of the technique, the way it works or the source of the power. You can do this if you see the technique or power used before you or you can just look into the mind of another being and copy anything that you see in there. The one limitation to this is that you cannot copy passive abilities of other people, such as the innate strength or speed someone has. The copied thing will work according to your level of power and you may choose how you wish to power it, with life energy or some other source of power.

Items

All items are discounted for the origin they are marked under, whilst 100cp items are free for the origin they are marked under.

Friendly Smokes- 50cp

A small carton of cigarettes, always within reach of you. You'll never need fear any sort of health issues from smoking these and it won't even be unpleasant to do. If anything, sharing some with a mate and taking a smoke break together can actually bring you closer as friends, the atmosphere created letting you both open up to each other in ways you might normally feel uncomfortable about. You'll always come away feeling like you understand each other just a bit more than before.

Human

Healing Nanites- 100
You receive a small case, within which are 10 syringes. Each of these syringes contains a small number of short lived nanomachines, designed to heal the wounds of injured humans. Just pop off the cap of one of these and poke it around the wounded area on someone and cuts will quickly seal up, bones will mend themselves and even bruises will fade. It's not that great on serious, late stage diseases or healing something on the level of a cut off arm or leg, but less than that and you'll be good to go just a minute after injection.

Talisman- 300
Hanging around your neck is a pretty piece of jewellery. Could be a golden cross, a string of pearls or just a nice little amulet with a picture of someone precious to you. This necklace is able to draw in the life energy that flows through your body, with no upper limit on how much it can store and no level of decay in what is stored within the item. At any time this Talisman is on your body, you may reach into its stores of energy and draw out as much as you want, up to the limit of what you have put in over the time you have had it. Store a little bit every day and you could find yourself with a huge emergency reserve after a few years. Why, you might even be able to crush one of the Gods beneath your feet if you let those years of gathering go in one shot.

Monkey King's Blood- 600
You've discovered a small vial of a mysterious red substance. This vial contains the blood of the Monkey King's clone and can grant the powers, in a limited fashion, to those who drink or are injected with it. This sample has been perfected as compared to the flawed model used by the Americans in the God of High school Tournament's second last stage. The blood grants greatly increased size and physical abilities, especially strength and speed, such that you could make a small island shake with just the force of your punches. It also grants a limited capacity to clone yourself. These clones possess all your abilities, weapons and armour, but not any items and the further they get from a close area to you, the weaker they become. You are only able to create one clone at first but in time you might slowly extend this to a few handfuls more. You will gain a new vial of Monkey King's Blood each year, though using it on the same person twice will have no new effects.

Wisdom of the Sage- 1000
You inherited a portion of the King's Power, the innate Divine ability of the Jade Emperor Ohkwang. This power allows for the manipulation of the Four Fundamental Forces of the Universe. Strong Force, Weak Force, Electromagnetism and Gravity. The King himself was able to fling whole planets around the solar system like pinballs or disintegrate half the bodies of High Gods with a wave of his hand and his true successor, Han Dae-Wi, will be every bit as mighty. You however, have only received a portion of this power. You could fly or destroy whole houses with a thought or construct various weapons and items from thin air but the heady heights of power the Kings possessed are years away from you. As time passes and you practise your power, you will grow in both the control you have, the range of your ability and the magnitude of what you may effect. This ability turns one of your iris' wholly black, with a golden Omega symbol in place of your pupil, at least when the ability is in use.

Demon

Removable Horns- 100
A big, hard, enormous pair of detachable bull/cow horns. They just click on to your head by placing them on the sides. You can even have the rough shape and design of the horns change if you want, though they'll always remain very large. Wearing these seems to really enhance your beauty and appeal to others, though they seem to really focus on your horns. Would be nice if they gave some attention elsewhere. People, or demons, of a more…bovine persuasion are even more attracted.

Sage Pill Plantation- 300
A small plantation of Sage Trees, a few dozen in total, is now in a location of your choice, owned by you. These trees produce their fruit once every few years and the fruit tastes quite horrible. But they're not eaten for please. Rather, eating a Sage Pill provides a significant increase in the user's life energy, increasing their overall power for each pill they eat. Eventually, these pills might not provide a noticeable boost but unless you're punching your way through mountains, they'll be a handy snack. Normally these would be fatal for humans to eat without some sacred animal tears to go along with it but these trees will produce fruit safe for consumption by any being, not just demons.

Pacho Fan- 600
A large, green Gunbai, a Japanese war fan. This is the famed weapon of King Uma, one of the 9 Kings of the Sage Realm and is a powerful weapon. Your copy can only be utilised by yourself, being nothing more than a tough fan when in the hands of another. It has immense powers of air manipulation and even a half-hearted swing can destroy an entire castle as well as slice through a city, splitting it into two halves. When swung with great force, it creates a tornado large and fast enough to tear whole cities apart, whilst creating a complete vacuum of air within the tornado. You are under no protection from the lack of air so be careful how you use this legendary weapon.

Monkey King's Implements- 1000
The great Monkey King had four mythical artefacts that accompanied him on his war against the Gods of Heaven and each of these are now made available to you for purchase, granting you perfect copies of the weapons that are loyal to only you. Each artefact is a separate purchase, though every purchase after the second is discounted to 500, for Demon origin takers and for non-demon origin takers.

The first and most famous. Ruyi Jingu Bang, also known as Yeoui. A silver Bo staff, it is imbued with many great abilities. It can change its length at the owners command, from being small enough to use as a toothpick or fit behind one's ear to extending from the surface of the Earth to several times beyond the Moon, this change of distance happening almost instantaneously. The width and thickness of the staff may also increase at the user's will, enlargening to stay proportional to its greater lengths. This lengthening power can be used in combat to blow through enemies, even piercing through and destroying whole planets. Its weight can also alter as the owner commands, becoming as light as air or so heavy that even Uriel, a Goddess who held up a planet with little issue, had her arms torn off by trying to hold it in the air. Yeoui returns to its masters hand when called, either teleporting back or flying towards them, destroying everything in its path as it travels at terrific speeds. The staff itself is almost completely indestructible, the only two beings who have managed to damage it being the First Prince of Natak, leader of the war gods, and the Jade Emperor using the Blade of Tathagata. One being, 666:Satan, was able to destroy the staff, but fear not as the implement will regenerate to its full health in a few hours of being broken.

Then there is the Kinto-Un. A cloud that the owner may call to their service, no matter where they are. It will even appear in the depths of space. This cloud can be used for transportation, travelling at absurd speeds even considered against the speeds achieved by Gods and Demons but its main purpose is the raw offensive power. It allows the user to manipulate storm related events, such as creating and controlling winds strong enough to hold up an entire continent, calling down an almost limitless number of lightning bolts with each able to damage even the powerful Gods of this world and being able to create fog so thick it cannot be seen or passed through except by the strongest of beings. However, the Kinto-Un is powered by the user's life energy and abilities such as its lightning calling power will create a great drain on the power of the user.

Next is the Crimson Gourd. Taking the form of a small gourd, tiny enough to be fully held in one hand, it is able to absorb attacks and seal away monsters on a vast scale. The Gourd is nearly indestructible, with not even the First Prince of Natak scratching it, and is able to absorb any sort of energy attack fired at the user, with no discovered limit on how much it can store. The second use allows it to suck up and seal away monsters of every sort. In a single command of the wielder, it was able to suck up every single monkey in the Monkey Country of the Sage Realm at once and has no difficulty sealing monsters of almost any kind, though those of sufficient power can resist the call. Gods may also resist, whether through raw power or through being in their true forms.

Finally, the armour and garments of the Monkey King, Yongpyo. When not actively worn it takes the form of a shifting mass of black energy and when worn, it may take the appearance of any clothing the user desires. When worn as clothing, it is an armour unsurpassed by any form of defence save a Barbadium body, and is still capable of working as a powerful shield even when all combatants are flinging about attacks that can destroy whole worlds. The armour massively enhances all of the user's physical abilities, propelling even a mortal to Godlike levels. It is partially sentient and acts to protect its master even when they are not aware of attacks, changing form to block attacks. The armour is also capable of at least two transformations, with possibly more to be discovered. The first is the Boost Mode, which creates wings and jets on the armour, multiplying the speed of the user several times over. The second is Power Mode, bulking the armour up greatly and in return granting a significant multiplier to the user's strength. Yongpyo may also be loaned to other people or recalled in an instant.

God

Godcycle- 100
Despite their general disdain for mortal matters, more than a few Divine personalities have a great passion for motorcycles. Odin in particular is famed for his favourite bike, named Sleipnir. While the motorcycle, with a model of your choosing, you now have in your possession may not quite be the equal of Sleipnir just yet, it may get there someday. It'll always be just fast enough to be an appealing way to travel, no matter how fast you are, and the bike seems to be at least partly alive, as it'll guide your driving to stop any accidents.

Crown of Natak- 300
A fancy golden crown now rests upon your head. The exact design is up to you but the effect of wearing this crown will definitely make it desirable to wear. As long as it rests on your head, your powers cannot be sealed away from you. No effect will be able to prevent you from accessing your own innate powers with this but once your powers leave your body, such as firing a blast of energy at someone, then those external expressions of your power may be affected as normal. The Crown will keep your body free of intrusions that would nullify you but its protection ceases outside of your body.

Palace of the First Heaven- 600
In your hands, or at least your ownership, now is a copy of the gargantuan castle in which the High Gods of the First Heavenly Realm reside. Resting in its own small pocket dimension at the moment it is almost large enough to be called a small city on its own, this vast palace is fully capable of flight at fair speeds and movement on its own. It can transport itself between dimensions with only a minute's preparation, rather than the unique artefact required for it normally. The castle itself is filled with such luxury that even the most wasteful of mortal Kings would call it obscene, fitting for the almighty rulers of the Three Realms. Staffed by a great number of angels and nephilim to act as guardians, this flying fortress will serve you as an unbreakable throne upon which to rule the world that spreads out beneath you.

Barbadium Body- 1000
Your body is no longer of flesh and blood. Instead, it is entirely composed of Barbadium, a supernatural metal from the other Realms that surpasses anything else in existence. Every single bit of your body, from your skin to your eyes to your hair is now composed of Barbadium, somehow retaining all the comforts of living whilst enhancing your durability to awe-inspiring heights. Even the Monkey King with his Yeoui, a man who could destroy whole planets with his magical staff, could barely open up more than a tiny gap in the skin of one with a body formed of this metal. Beware though, as the innards of your body, though still formed of Barbadium, and are slightly less durable than your outer shell.

Drop In

Bandanna Forever- 100
A gift from someone very dear to you that you can't quite remember, even though you know you should. It doesn't have to be a bandanna, any sort of small accessory can work. What's important is what it does for you. So long as you wear it, your loved ones will always recognise you. No matter how much time passes, no matter what you change to look like and no matter what is done to their or your minds or memories. It's a link that'll tie you all together, even at the ends of the Earth itself.

Home Renovation Allowance and Catalogue- 200
Got the urge to redecorate? Not feeling the style the previous tenant of any abode you now reside in was going for? Too bad it costs so much money to constantly redo entire homes like this huh? No more! You've been signed up for the HRAC, the Home Renovation Allowance Catalogue. Every week, you'll receive a sum of money, around a quarter of the value of the property in question, for every property you own. This money is only able to be spent on refurnishing, redesigning and redecorating the property in question but other than that, there's no limits on what you can do with it. Want to save it up to eventually turn your house into a castle-like mansion? Go for it.

Power Armour Array- 400
A suite filled with a dozen power armour suits, connected to your warehouse or another property of your choice. Each armour is a one size fits all, form fitting suit that will greatly enhance the user's strength, speed and durability. You'll tear through even a modern tank battalion in seconds in one of these, especially with the laser beam emitters embedded into the palms and chest of each suit. You get the plans and research on how these were made too, as well as some pointers on what routes to go to start improving them even further.

Royal Experimentation- 600
Hidden beneath a property you own or connected to your warehouse, is a high tech but compact facility built for the purpose of cloning. This facility is, unlike the failed work of the King, able to produce clones of any genetic material quickly, without waste and without error. While it doesn't have any ability to interact with the purely supernatural right now, there's no reason you can't make your own adjustments to. The facility also has tools for the easy mixing and matching of various DNA samples, for whether you want to make your own monsters or perfect some clones for a spot of body hopping. You're even able to program into behaviours, commands and restrictions into any clone or simply make an empty, soulless shell.

High School Student

Faux Weaponry- 100
It might not be no National Treasure but always having a supply of reliable beating sticks is not to be made light of. Anytime you reach behind your back, you'll be able to pull out a high quality, wooden melee weapon. Pretty much any kind of martial weapon is within your range and you won't run out either, no matter how many bokken you smash to splinters or how many bo you split in two. It'll certainly be very useful for any impromptu sparring matches you find starting up.

Weighted Clothing- 200
A classic staple of martial artists everywhere, at least in some realities. You've got a set weight clothes, coming in a full set from cloak and shirt to socks and shoes and everything in between. The more you wear at once, the heavier you'll find it weighs upon you. Putting everything on at once will leave you barely able to crawl, at least until you work that weight off. It'll never get outdated either, as soon as you are able to comfortably wear the full set of clothing without much trouble, it'll increase its burden until you're back to crawling and need to work your way back up again. Won't make for great fashion either but at least you'll spend a lot less on weights.

Passing Down the Teachings- 400
A rugged little handbook you got here. It's blank for now but that's just because you've not gotten anyone to use it yet. This book is able to copy all of a martial artist's knowledge on one style of fighting and encode it into the book. When someone reads the book, not only will they have access to all that knowledge but a little piece of the spirit of the teacher who imbued it there will appear to teach them what they need to know just as well as the master would have done themselves. You can put your own martial knowledge into this book if you like or find a Master willing to put their knowledge into this form for you. All that needs to be done is to place your hand, or the hand of another willing Master, and will it to be so, thus the knowledge will encode itself into the book. You can update that knowledge or overwrite it with a new style but it can only store one style at once.

Mori Jumper- 600
Somehow, whether through an accident when trying out a new technique or just a twist of fate, you ended up standing right next to another you. Almost another you. This other you is in actuality a simple clone, much like the sort that are created through techniques that exist elsewhere in this world. Only this clone is alive. Not just independent, but really, truly and permanently alive. Their personality resembles yours but there's a good number of major differences, enough that people could definitely tell you apart by talking to both of you. For the most part, they're a perfect clone of you. They have all your abilities and powers, even your weapons and armour, though these are of lower quality. They don't have any other items and the further they get from you, the weaker they'll become in comparison to you. They'll only weaken down to a certain point and any power that they gain on their own won't suffer from distance between the two of you. They count as a new companion and they're very loyal to the original, that being you.

Judge

Suits on Suits- 100
A Judge has a uniform that being the tailored black and white suit found in businesses all around the world. Unlike most businesses though, a Judge is fighting life or death battles in their penguin suits. Luckily, you've got as many suits as you could ever need and you don't even need a wardrobe to store them. All you need do is just duck out of anyone's sight for a moment and voila, you'll be suited up once again, no matter your state of dress beforehand. It'll be pressed and ironed for you and these suits won't ever restrict your movement in a fight.

Such Expensive Tastes- 200
Certain Charyeok require regular treats to keep them happy and motivated. Certain humans too. It gets a bit expensive indulging your partners and loved ones over and over though, so this suitcase might help take that load off. A simple black leather case, what's inside is where the value is. As you open the case, you'll be able to think of any piece of mundane jewellery you've got your eye or a friend's eye on. Once you fully open the case, it'll be right there waiting for you. You're even able to make multiple copies. Problem is, the more expensive the gift you ask for, the longer it'll take before the brief case works again. Just want a gold bar or two? The case will be good to go in an hour or two. Wanting an enormous ruby and sapphire encrusted necklace of pure diamond, platinum and gold? Might take a good few months before you get another use.

Artificial Island- 400
A small island has come into your ownership. It really is quite small too, only the size of a few city blocks, but it can be located almost anywhere you want, whether on private property or the middle of a river inside a capital city. The island is a very beautiful park with an assortment of empty buildings you can put to good use if you like, but a certain quirk in the ownership has given the laws here a unique property. Nothing here is illegal unless you say it is. You could hold a public blood sports competition with multiple deaths and massive explosions in broad daylight, just a few dozen feet from a busy bridge and surrounded by a crowded city…with no one raising a single complaint. As long as it happens on the island, you won't be punished or prosecuted or even arrested. Individuals may come seeking personal grudges but they'll have no support from any authorities. If you kidnap people from outside to kill them here, you might still get brought up on kidnapping charges but the murder just slides on by.

Ready? Fight!- 600
The God of High School Tournament will be held in enormous arenas across the globe, each hidden beneath the various cities of the world, often underneath landmarks or famous locations. These arenas are huge, equipped with medical facilities well beyond what modern hospitals are capable of and has a full staff of both medical professionals, recruitment agents for finding fighters, security guards and tournament running staff. With the dozens of arenas now under your control, you could easily set up a worldwide fighting tournament of your very own. Beneath every single arena however, is a buried sacred room. In these large cave-like temple rooms, the barrier between dimensions is very weak, allowing for easy communication, summoning and travel between the current world and any other, but particularly the worlds of spirits.

Noxian

Saturn Sweets- 100
A big box, covered in bright stickers, appeared at your doorstep. Filled with all manner of tasty candies, you find that when you chew or suck on one of the many long lasting sweets in this box, you are able to keep calm against almost any opposition. Even the most annoying girl in the world wouldn't get you to twitch an eyebrow with a Saturn Sweet's lollipop in your mouth. You'll never run out either and the box will continually have fresh varieties of candy for you to enjoy.

Holy Cloak- 200
An official Nox vestment. All Priests gain one upon obtaining their ranks and if you're a part of Nox already, this'll make you a Priest rank follower too. The Cloaks are quite powerful defensive garments and unless they're bringing in the artillery or an actual fighter, nothing from the mortal is gonna be able to hurt you with one on. If you spend 400CP instead, you can have a Bishop Class vestment instead. Not only will this make you the second highest rank in Nox, with the resulting influence and administrative power, it's also an even stronger armour. Nothing short of a Priest class foe will even scratch you with this and the sort of mundane weaponry that can get through your holy protections are the bombs that would never be unleashed within a city.

Rough Power Stones- 400
You find a cave connected to either your warehouse or a property of choice. Within this cave is a seemingly endless source of glowing green rocks. These are Rough Power Stones, in unmined form. When properly prepared, in a fashion you receive the instructions to, these stones can draw in any life energy in the air around them, especially the energy released by fighters trained in the use of it. If pressed against the body of a living being, it can either drain their innate life energy, slowly killing them, or transfer the energy already in the stone to that being. The stones each have a maximum amount of energy they can store at once, based on the stones overall size, but when gathered in massed groups, they can be used to accomplish incredible feats of supernatural power or magic.

The Ark- 600
A great flying ship, shaped like an omega symbol attached to a cross, and at least a few hundred metres long. This is the pride of the Nox organisation, a great ship capable of wiping out whole cities of unbelievers with the innumerable weapons that cover its underside. Able to travel faster than any mundane aircraft despite its incredible size, the Ark also has a sizeable fortress on top of it. This fortress has room for at least a few hundred Nox agents and all they'd need to live, along with the necessary equipment to coordinate armies across the globe. This flying super weapon is also able to easily take on anything the mundane world has to use as weaponry, from a combination of powerful shielding to just being immensely durably made.

The Six's Apprentice

Needling Behaviour- 100
The most basic implement of any acupuncturist, or needle based martial artist, is of course the needle. If you're using them in combat or just trying to learn how, odds are you're going to be running through the things like mad. After all, they're hardly the sturdiest of things. But now, through digging into your pockets or just flicking your wrist, you can bring a brand new set of needles to your hands. Sharp as you like, long as you want and they'll never run dry.

Personal Meditation Room- 200
There may come a time when you need to be kept locked away, not out of punishment but for the safety of others. However, as you grow in power and skill, less and less prisons are able to hold you. If it were merely a matter of isolating yourself from other humans, perhaps you could simply travel far into the mountains. But if for example, you were attempting to master a technique that could cause you to go into a murderous frenzy, even hunting down humans far outside your range? Then perhaps this room may come in handy. It is the perfect prison, built for yourself and yourself only. So long as you willingly and without influence enter here, or enter here under conditions that you have previously set while not under the influence of anything save your own will, you will be imprisoned with no way out. The exact conditions of this confinement are up to you. You might well have yourself completely imprisoned and all but comatose to ride out an infectious disease that only you are immune to. Whatever the case, this room is linked to either your warehouse or a property that you own.

National Homeless Association- 400
The homeless people of South Korea formed the NHA, the National Homeless Association. To outsiders, it is meant to represent the rights of the homeless and offer food, shelter and care to those in such dire situations. An honourable situation for sure but not the truth. The reality is, the NHA is a massive network of martial arts masters devoted to protecting all of South Korea and her people from any threat they can, working from the shadows to strike at evil doers and take care of those who need help. You have become the leader of one such organisation, either leading by your own or co-leading with Seo Han-Ryung, the current leader of South Korea's NHA. Tens of thousands of loyal informants and spies are at your fingertips, many of them lethal martial artists as well. While your NHA starts as a force for good, you may be able to twist them into a private army if you have the skills and the desire. In future jumps, you will lead a similar organisation, based in your home country.

Multinational Corporation- 600
Passed down from parent to child for generations, you have inherited the entirety of an immensely large and influential company from your family. To say it has made you merely wealthy is a vast understatement of the extent of this business' reach. With its fingers in almost every field and division one could think of, this globe spanning organisation generates more revenue than entire countries and its board of directors, having been loyal to your family for generations, will dutifully follow any command you give to the letter, otherwise managing the corporation when you cannot spend the time or effort. It is primarily centred in your home country, which also happens to be the place where your family owned company has a scary amount of power. The word of you as the head of the company has as much sway as the other major political parties in your home nation and countless people owe their livelihoods to your family.

Companions

Import/Create a Companion- 50cp

Life's no fun without some friends at your side and it's a heckuva lot more dangerous without allies at your back. You can spend 50cp to import an old companion or create a new one, with a further 50cp for each extra import or creation. Whether imported or created a new, each companion gains 600cp to spend, a free origin, a free power choice origin and can either pick the human racial origins for free or pay half price on the Demon or God racial origins. Companions gain all associated freebies and discounts with their various origins. If you are choosing to create a companion, you may decide their appearance, personality, history and current relationship towards you, so long as nothing gives them a significant advantage that is not reflected in their CP purchases.

You can convert your CP to your companions CP at a 1:1 basis, though this is per individual and not all at once. Converting 100CP of your own allows you to give one companion 100CP extra, not all of them. There is no limit to how much of your own CP you may convert.

Canon Companion- 200

There are many bright and colourful personalities to meet and greet in the God of High School world and you might find yourself desiring to take along one of these characters with you on your future journeys. By paying for this option, which may be bought multiple times, you gain the chance to convince a character of your choice to join you on your multiversal journey. You must convince them to come along with you but you can be assured that you will meet in favourable conditions and that the character will be predisposed to like you, so long as you don't take actions against that favour.

Drawbacks

You may take up to 2000CP worth of drawbacks from the below option, excluding CP gained from Special Human.

Purse Snatchers Again?- +100

Every time you go outside, something of yours gets stolen by some bastard on a red bike. An item, a weapon, some cash. Something you don't want stolen. You'll need to chase down the red biker through wherever you are, and he always seems to be a stupendously lucky driver as it'll take at least a few minutes to catch him no matter what. Even if you catch him or kill him, a new person will take up the red bike to carry on his legacy of stealing from you every god damn time you go outside. If you don't manage to catch them, such as by being interrupted by a fight you were just in before you went outside, they'll disappear with their stolen goods for a good few months before the items are mysteriously returned to you.

Just My Type, Just My Luck- +100

When you're working as a secret agent for a conspiracy against the Gods who control the entire world, there's not awful much time to get on the dating scene. Surprisingly though, you keep running into guys and girls that match your profile in just the right ways, except for one big one. You're fated to constantly meet your perfect men and women…and then end up in a situation where you'll be fighting them to the death with no peaceful recourse left. They might be sweet as can be but eventually, the two of you will end up on other sides of the same battle and even if you have no hard feelings, they'll be so bitter that the only way out is killing you or killing themselves.

The Blind Side of Life- +100

You got hurt real bad a little while ago and it hasn't stopped effecting you since. Whatever the injury, whether it's a blinded eye or a missing arm, it's badly affected your fighting ability. You can still give a good battle when it comes down to it but somehow, your wound keeps getting taken advantage off, eternally forcing you to be at a big disadvantage compared to how you normally are.

Revolutionary Style- +100

Did you just steal that guy's earwax? And why are you wearing a bright green mankini? Eurgh, what the hell is wrong with you? What do you mean you don't know? Unfortunately, that's right. You don't know why you suddenly turned into the most bizarre freak show of a human being alive. But the fact is, you did. You'll find yourself regularly doing bizarre, embarrassing things for no real reason. You're fully aware of what's going on and just how humiliating it's about to be but you can't stop your body from taking those actions. It won't ever endanger your life but be prepared for a few years of red cheeks and angry or embarrassed friends and family.

Reincarnation.exe has had an Error- +200

The only memories you have are the ones of your life in this world, or perhaps none at all if you chose to drop in. Something burnt the rest of those memories so badly that they fled from your mind as you entered this world. Even any allies or records that you bring into this world have their memories of the past removed, save for a feeling that they know you from somewhere. Much like the Monkey King, your true identity has been sealed off but not completely. Every now and then you will find something that gives you a flash of memory, a little bit of knowledge that'll show your current life isn't quite as real to you as it should be. If you chase down the things that causes these

flashbacks, maybe you could find a way to permanently get back what you lost or at least find the thing that did this to you. Either way, it'll be removed upon the end of the jump.

Clone Troubles- +200
A secret facility over in America got a hold of some of your genetic material and with it, they created a clone of you. Too bad for them, they screwed the pooch and this clone is nowhere near perfect. They do have all your abilities but they're a fair bit weaker then you and almost totally insane as well. They've been driven mad with pain and rage at the monster their body was twisted into in an attempt to copy your powers and they see their only way out as somehow involving killing you to set themselves free. They'll be bearing down on you from day one and depending on how fast you yourself are, it might not take long for them to arrive to try and kill you. If you can't find some way to calm this berserker down, you'll need to end its life to save your own.

Become God- +200
You're in the need of a miracle and the only way you're going to get it? Winning the God of High School Tournament. It might be that someone's relying on you, like a sick friend or a poor family, or maybe you yourself desperately need help in a way that just raw power can never fix. No matter what your powers were before, you know that the only way to save yourself or the person in danger is to win this tournament. Even if the organisers change or the tournament is interrupted halfway through by a divine invasion, you'll have to survive through those interruptions and be ready to finish the tournament once it starts back up, which it will. Even if you're not a High School Student, don't worry, as the organisers will mark you out a place in the entrants.

Permanent Taboos- +200
The Taboo was applied to you with extra force, even if you're not a human. No matter what action any Key takes, even if you're that Key, you won't be able to unseal or work around this Taboo, turning the Gods and Demons of this world into far more dangerous foes. But maybe you could go out and hide in the wilds or spend an ordinary time among the humans…if only you didn't have just the worst luck when it came to staying out of conflicts. One way or another, you'll be inevitably drawn into the conflicts that make up the main story of this world, coming up against either Gods or Demons as dictated by the side you take in these battles.

Slave of the Heavens- +300
A similar headband as the one that Mori Jin, the Monkey King, wears has been placed on your brow. The one who controls this headband is a very, very nasty sort. The likes of the Jade Emperor or Ultio R are what you can expect your new owner to be or to be like. Indeed, owner. You've been enslaved to the whims of one of these figures and disobedience will cause the headband around your head to cause you immense agony and seal away your powers, until you repent and do as your master tells you to do. You'll be used to carry out all the dirtiest, darkest and most dangerous missions that your owner can think of to further their own aims, never being more than a disposable, deniable tool. If you can survive 10 years of this punishment, the headband will break and you'll have a chance to get back at your former master just before you leave the jump. But, if you're creative enough, you might even be able to ruin their plans before then too.

Rage From the Heavens OR Kill 12 Billion Demons- +300
You pissed off an entire realm, bad enough that there's nothing they want more then to see your head on a pike and your body burning to ash. Whether it's the Heavenly Realm or the Sage Realm, you did something bad enough that they'll stop at nothing to take you down. They won't be going all

out on you at first, if only because of the other factions that might strike back at them before they get their revenge. But over time, as the years pass and as you continue to survive, they'll care less and less about their own survival in favour of seeing you dead and eventually they'll throw all caution to the wind and attack you with everything they have. Both realms armies number into the billions, each a powerful warrior of their own, and the leaders of each realm, such as the High Gods or the Nine Kings, will be hunting you alongside them. God forbid if you allow the King to regain their youthful body or the Monkey King to regain his memory, as if either of those events happen they'll join in the fight against you at full power alongside their former realms.

These may both be taken at once. Both factions will not fight with each other or get in each other's way, no matter what you do, but they won't help each other out either.

Greed is a Deadly Sin- +300
The Jade Emperor made many, many more Greed experiments then initially believed and they've all managed to get out from the hole they were thrown into after being declared failures. Embittered and filled with hatred at the world that created them only to be thrown away, they somehow discovered a way to leave this world and find a better one. You. They know what you are and believe that they can take your nature from you by eating you whole. Not only will they all be hunting you down from now on, in their hundreds, but it seems like they've already eaten their fills. At first, you'll find Greeders that seem to have copies of powers you might find elsewhere in this world but as your time here progresses, Greed user's with new powers or even powers reminiscent of foes from previous worlds will appear to hunt you down. Needless to say, your own Greed or similar powers won't work on these guys.

Curse of the Japanese- +300
Within you has been sealed a formless, volatile Charyeok. Much like the Yamato No Orochi, this spirit within you constantly struggles to take over your body, leaving you with constant aches and spikes of pain even when you aren't pitting your will against the spirit within you. If it ever managed to take over your body, it'd devour your being and kill you in an instant. While that may happen in time, it made sure to leave you a gift in the form of a certain Charyeok power. This power tells you the rough time that you or any of your loved ones will die, but not the how, the location or the exact time. It won't lie either, those really are the right times, but they're not absolute. With the knowledge you have that they will be in danger, you could save them. Of course, the charyeok within you also makes the deaths of those you love far more likely overall, so you'll be a busy man if you want to save yourself from the beast within you whilst saving your friends from the terrible bad luck they've been cursed with.

Special Human- +1000
Does not count for drawback limit, See Notes
The second coming of Taejin Jin, that's what they've been calling you. The great power awakened within you and the limitless potential you possess is visible to everyone in this world. You inspire fear and respect in fighters and beasts across the globe. But the various factions and organisations of this world cannot abide another being like you. They will seek your death and destruction with everything they have because they fear that if they do not, you will destroy them all in return.

At first, they will begin by sending their elites at you. Priests and Bishops, Judges, Angels and Nephilim and Demons in their hundreds or their thousands. Even the armies of the human world will

march against you from the very start, though they pose little threat compared to the supernatural forces of the world.

Surviving these first waves will see the factions move on you in earnest. The High Gods will descend to face you personally, the Three Princes of Natak leading armies of hundreds of millions of Nephilim to battle you, Mujin and Manjin allying against you, The Nine Demon Kings reunited to strike you down. From this point, each group will form a temporary truce with each other in order to ensure your death is an absolute fact, fighting together instead of separately.

Proving triumphant over the second wave of foes will allow you to face your final opponents. The ones who stand on top of the entire world will fight you in one final, glorious battle. At this point, all care for their own plans has been thrown away in favour of fighting against you in the greatest battle the Three Realms will ever know. Taejin Jin himself, the man who has progressed to the next phase of Martial Arts and stands against the Gods themselves. The Jade Emperor, Ohkwang has regained his younger body and fights you alongside his successor, Han Dae-Wi the King of Man. The Monkey King and 666:Satan have formed the strongest tag team to batter and burn you to death. Ultio R, the Original Greed, will devour all your previously defeated foes in this nigh unstoppable gauntlet and battle you with their combined powers. Only by beating these men, the greatest this world will have to offer you, can you finally find peace from these battles.

Becoming victorious in this brutal war will forever confer upon you the title of Special Human. No matter where you go or who you face, everyone and everything will recognise you as being special. As being unique, important and requiring the utmost respect. Foes will not back down from fighting you but they will never give you an insult or doubt that you are an indomitable man.

Notes

Super Mega Special thanks to Nubee for being as awesomely cutely awesome as ever.

God Point Granter- this only works on powers and supernatural energies. You can't use it to transfer around perks. If you had superpowers or magic that allowed you to have super strength or read minds or stop time, all those things could be granted partially or fully to a contractor. Abilities that might exist in setting, rather than perks that you have bought through a jump.

Special Human- certain drawbacks become different by taking Special Human. As detailed below-
-Become God, instead of needing to win the God of High school Tournament, requires you to protect a normal human that is important to you throughout the entire gauntlet run. They will be weak, frail and sickly and them dying will result in your own failure but you can improve them and train them to be better over time.

-Taking Slave of the Heavens will not enslave you but will instead leave the headband at constant half power. You'll be in constant pain and have your powers restricted to at most half strength for the rest of the battles you have here.

-Rage from the Heavens/Kill 12 Billion Demons will greatly empower the realm that you chose to take for this drawback. The Heavenly Realm, now all Gods from High Gods to lowly Angels, possess the Three Phases of Divinity and have total mastery over all three forms, allowing them to stay in the second and third phases as long as needed, massively boosting their powers. The Sage Realm would grant all Demons a True Form and allow them to stay in it constantly, multiplying their overall powers many times over.

Capstone Boosted Capstones-

Original Way-
Being in a pact with you is good for the soul or so your Charyeok tell you. Any being in a contract with you treats you as an amplifier for their power. What they channel through you is massively increased in power, an increase that only grows the more powerful you are in comparison to that contracted being. Even if they were your equal or superior however, they would still see their power multiplied three or even four times over by using you as a channel.

True Form-
There's no need to ever fight alone again, not now that you have yourself with yourself. You are able to summon your True Form not as a transformation but as a separate being, a Charyeok connected to you that will aid you and fight alongside you. They're you in every way except them being ten times as big, rather more powerful in the physical and life energy departments and that they follow your lead without dissent. If hurt or destroyed, they'll take a week or so to slowly regenerate to full. They can be dismissed or summoned at will, like any Charyeok.

Phases of Divinity
A true god remains divine no matter his form. Once that spark was placed in your soul, it wouldn't leave no matter what you become or what you do. In fact, it's become rather useful that it won't leave you as your Phases aren't quite so limited. You're able to force these Phases to activate with other transformation effects, pushing them into a second and more divine form that possesses much

greater power, though at the cost of great drain on your energy while active. You are even able to go to a Third Phase, as monstrous as normal and possessing even more power, though the drain is also increased.

Jumper-Jin-
So long has Humanity suffered under the yoke of the Gods. It is only recently that men and women capable of making a push for freedom have appeared. Men and women as mighty as yourself. That insatiable drive for freedom, or just revenge, against the Gods has granted you special powers against Divine beings. Your blows strike far harder against them, piercing through all but the greatest defenses that Divine beings can muster. And their counter attacks against you are dulled, reduced to a tenth of their full force. The Taboo still applies to you but the Gods will find it of little use.

Lineal Descendant-
Why keep yourself to just a Charyeok and a Treasure? Within every blade, within every spirit is the potential for so much more. You are now able to perform Powerlenderization with any spirit that shares a connection with you and is willing. You are also able to call out the true appearance and power of any item that is not beholden to another person, just as if it were a National Treasure. Increasing the power of the item, or its effectiveness, and changing it to be more impressive looking.

Young Lord-
Your authority does not end at just summoning angels and Nephilim to assist you. Instead you are endowed with the right to ascend any being that you wish and can touch, turning them into a young God themselves. They will gain the basic traits of a God, be healed of any wounds or sicknesses they have, take on a fairly significant (If still well below the level of The Six) level of power and have the potential to grow further and possibly even develop a special power of their own. It costs nothing from you but a few minutes of praying while in contact with the person you wish to so ascend.

War Trophies-
Got not time to build up a resistance, not when you're diving headfirst into the blades of the enemy. You don't need to anymore at least. As long as you can survive a supernatural attack or strange substance, you'll be immune to it from that point onwards. It's quite specific, being attacked with life energy in the form of an elemental fire blast will make you immune to fire attacks powered by life energy, not all fire or life energy attacks. Do note that the tattoos you get from these immunities are particularly impressive ones.

A New Era of Martial Arts-
There's nothing like a good War to kick-start the development of new technologies. Both the sort you buy in a store and the sort you learn in a dojo. Martial Arts is every bit a science as weapons manufacturing in this respect. When you a great conflict approaches or is happening around you, you'll start to train even faster. The bigger the conflict? The bigger the boost you get. A street fight with your best friend set up a week in advance? There'll be something but it won't be much. A fast approaching war with a entire world of immensely powerful Gods that will cover the entire world? You'd be stuffing years of growth into days of training.

Genuine Genius-
The wise learn from their mistakes, the brilliant plan ahead to avoid mistakes before they've even made them. Your planning capability is second to none, at least in terms of how you are able to simulate almost any situation at all purely in your mind. With an above 99% accuracy, you're able to

predict how almost any event will go so long as you have at least a handful or two of information about it. You'll never lose a bet on a horse race or fight unless something genuinely miraculous occurs or someone purposefully throws a fight. You can simulate long sequences of events or distant things in your mind too, greatly assisting long term planning. Who needs fortune tellers?

Martial Memory Adaptation-
Just a single technique is quite small scale for you. You understand the technique and the ideas behind it, it's not hard to expand that knowledge in an instant. You don't just copy singular techniques anymore, you're able to draw out entire sets at once when you see a fighting technique. See someone perform a kick technique? You'll be able to figure out, understand and be able to expertly perform a large section of that entire fighting style just by extrapolating from that kick. You won't take in everything but anything that could be related to what you copied will appear in your mind.

When The Chips Are Down-
So you beat the bad guy. Triumphed against all odds. But what was the point if that desperate battle if what you were fighting for was lost? You'll find that now, things have an odd way of working out if you won the climactic fight. Collateral damage was not nearly as bad as it may have appeared, reconstruction efforts go ahead smoothly and easily. Unless they were directly killed in the fight, your loved ones would never be hurt. Even when it really should not be possible, it seems like things lead strongly towards a happy end for you with even the slightest chance of happening, so long as you managed to actually win.

To Hell With You And Your Gods-
The second try succeeded and you won against your former rivals. But what if they rise back up against you? You'll have the reverse of your original ability too now. Not only do you find it easier to beat enemies on the second try, you'll find it much easier to defeat anyone you've already beaten if they try and fight you again. If you threw down the old regime, they'd find it almost impossible to claw their way back up, even if they'd normally have a fair chance at the act.

One Hundred Times My Own Power-
The foes may be cowards but your friends are not. Clearly you would never accept a craven fool as a treasured friend, correct? Your power has accepted those allies, extending your protection to work against them too. When it comes to your friends, family, lovers and allies, their powers, attacks, energies and even their items will not work against you unless you desire it, whether it be used by them or by someone who has taken those things from them. If this ally ceases to be such to you, they will be able to pierce this protection once again. Or rather, it will 24 hours after they have stopped being allied to you. You can't let such a betrayal get away unpunished.

Long Live The King-
What is a God without his Priests? The cults that form around you are no longer limited to you personally, at least in how they form. Any who have already devoted themselves to you and decided to spread the word of your greatness will find themselves surrounded by a similar aura to what you have, only their aura will direct anyone to begin believing in you as well, even if they have not met you. If these believers of yours also preach about you, from the heart or from scripture, it will receive a similar effect to if you were working to increase the faith of your believers personally.

Necessary Evil-
The devil himself would look at the silvered lies you've spoken and weep in jealousy. When you speak of the Greater Good, it reaches in and twists the hearts of men and women alike. No longer are you unable to get a man to overlook the evils you commit to his loved ones. So long as you can personally talk to someone and explain how it is for the Greater Good, you can get them to overlook anything short of crippling or death to themselves. The worst suffering imaginable visited on their loved ones will be tearfully excused, because they know you have nothing but their best interests at heart. This must be a personal conversation however, just announcing your intentions to the public can't break through this barrier.

The Seventh-
Few men can claim to have saved the entire world but it seems like everyone believes you have done such a thing. You're not just a national hero but a global sensation, beloved for the many actions you have most certainly done for everyone. The effects of the base perk are now extended to cover the entire world that you find yourself on, making you most likely the most loved and popular woman on this world. Entire continents find themselves influenced by your opinions and while you cannot directly order a country, or at least not any powerful ones, to do a thing, you'll find the sheer weight of popular opinion you can wield is a mighty weapon.

Wisdom of the Sage-
The Eye of the King is a mighty thing, coveted by all the other Gods. But it is limited in its' own way, only able to manipulate the mundane world. Your nature has improved it, evolved it. The eye that you gain is now capable of seeing and manipulating any supernatural energy that you yourself possess. The scale it works on will resemble the base Fundamental Force control, possessing a similar growth speed and soft cap. You will be able to manipulate the life energy of yourself and other beings on a massive scale, even just ripping it straight out of other people to use in your own attacks.

Monkey King's Implements-
While purchasing these options will grant you the chosen implements as normal, it will now act as an immense boost in power to one of your own personal implements, one of the 2-4 things that you gained by taking the capstone booster. This boosted thing will vastly outmatch even the Monkey King's tools, which will be used for examples. The Ruyi Jingu Bang would become tough enough that even 666 Satan, the God who would eventually shatter it, could not even scratch it at his best and be capable of stretching from Earth to Pluto in an instant. The Kinto-Un would make its' original speed seem like molasses while being able of summoning lightning that can shatter large parts of a planet with each individual bolt whilst the winds it brings could scour a planet to dust in a minute at tops. The Crimson Gourd could store any matter at all, sucking away even entire planets to store within its' depths until recalled. The user would also gain great power over the space within, becoming able of warping it almost as desired, though not entirely limitless. Yongpyo would become many hundreds or even thousands of times more durable and gain not only vastly increased transformations but several addition ones, boosting various other traits of the user. Whatever your implement may be, it receives a similarly massive boost. You can optionally choose to simply boost the Monkey King Implement you received instead of boosting one of your own.

Barbadium Body-
Your original form, made from Barbadium, was in truth a crude thing. The Barbadium was just shaped into your body and then your soul was poured in. The metal was not prepared or enhanced

beyond that. That was changed. Now your Barbadium body has gone through the full, proper forging processes. Heated, folded, concentrated, mixed with other supernaturally tough materials to make something truly special. While the material itself has become significantly tougher, a blow that might have pierced your skin entirely will only give you a bad bruise now, its' supernatural enhancements are what make it truly special. The Barbadium will become more concentrated as your supernatural energies grow, life energy and otherwise, retaining its immense durability no matter how far you grow. It will remain far tougher than you so long as your energies continue to increase. Given your newfound power, at least in your transformed state, it's likely that there are less than a dozen beings in this world that can hope to harm you even with repeated blows, most of which have not even reached that level of power yet.

Royal Experimentation-
The facility you own is no better than it was before, at least for those other than yourself. What improvement has been made is focusing its effects onto you. The facility is now capable of producing perfect clones of yourself, including your many powers, but unfortunately they are childlike in mentality and lack any of your memories or knowledge. It still allows you to program in behaviours, commands or restrictions that they cannot bypass however. These clones are costly and time consuming to make, taking a year or so to create even a single one and unfortunately, the facility only has the space for just a single clone to be produced at a time. At least of this scale.

Mori Jumper-
You've got a brotherhood now, a brotherhood of your own twin brothers. The singular perfect clone you had before now becomes nine individual clones, a band of brethren that have a bond to you stronger than their own instinct for self-preservation. They count as a single group companion, without imports being divided equally in some way amongst them, and their combined nature allows them to range much further away from you than normal before their power will start to fade from being equal to your own.

Ready? Fight-
The various arenas you own normally have a variety of staff, yet most of these staff members aren't that impressive as fighters. At low levels they're effective but once the actually supernatural enters, they might as well stay home. Now each arena will come with several Agents, men and women with actual power. You'll find them with similar levels of strength to the Agents of Mubong's regime at the start of the story, easily able of taking care of anything short of a Nephilim. Some of them are even equal to the lower Bishops of the Nox group. All-together, you've got a few hundred Agents around the world and they're all very loyal to you, though they are just normal people and will likely protest particularly nasty actions unless you work on them. Similarly powerful people will be found in the Arenas in future jumps too, adjusted for the setting.

The Ark-
Contained on your Ark is the beginnings of your own version of Nox. Several hundred Bishop class warriors, individually around as strong as the stronger agents in the above option with a few members that go above even that. While these men are totally loyal to you and will even do very immoral actions in your name, as they view you as something akin to a deity, they come at a cost. Much like Nox, your organisation is deeply connected to the Gods of this world and a significant amount of your followers' power comes from them. So long as you ensure to satisfy some of the Gods demands, your followers will keep their power and you may even gain favour and influence with the gods. Fail or betray them and your agents will become much weaker, though they remain

supernaturally powerful and loyal soldiers. In future worlds, you'll possess a similar organisation with a relation to an existing in setting faction that is similar to the Gods of this world or simply to a group of rich and powerful ordinary men.

Multinational Corporation-
It'd be more accurate to call it a global mega-corporation now. Your company has extended its reach into almost every country on this world, certainly every major part of it, and your company now possesses influence equal to a major political party in every single country that it can be found in. It generates revenue that dwarfs that of entire continents put together and even has a personal army on the scale of a world superpower, with the money to purchase far, far more troops when needed. Other companies seem to exist only when too small to bother with or when yours has a personal use for them, given your otherwise dominance in every field of business.