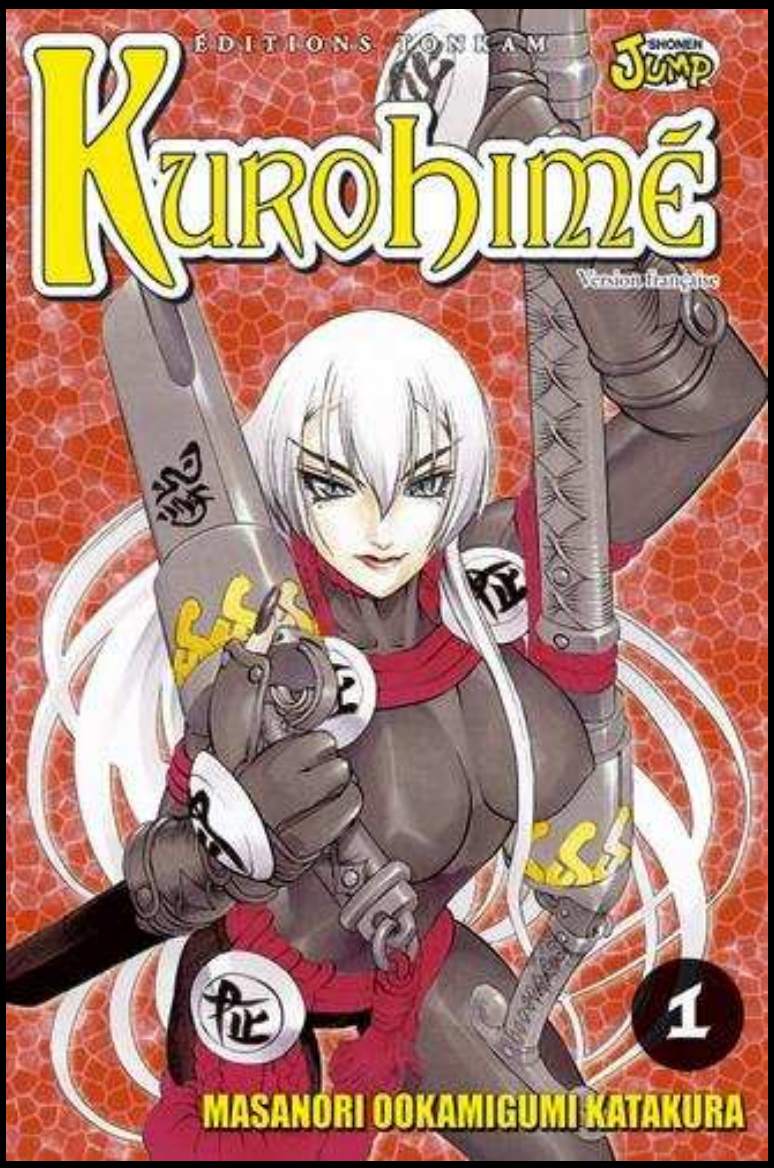


a.k.a. Mahou Tsukai Kurohime
Jump by dragonjek
Version 1.0

Thousands of years ago, the Chief of the Gods, Igudo, made a pact with humanity. If someone were to rule the entire world, and complete the Tower of Heaven, they would be permitted into the Heavenly Gates, and would become a god.

Ever since that time, wars have raged across the surface of the planet without cease. The people's prayers for peace and safety went unanswered, though the gods happily glutted themselves upon the faith that men so freely offered to them. And when men dared to oppose the desires of the gods who had begun this

endless war, they were punished without mercy, even their souls condemned for this act.

One woman saw this, and saw the tyranny of the gods for what it was, and realized that humanity had no chance for peace so long as the gods existed. To put a stop to the endless war, she committed countless atrocities to raise her magical power to the power that, when the Onimaru Gang and the Mate Clan—the two greatest powers on the continent—gathered their armies before the Tower of Heaven to wage a deciding battle to determine who would rule the world, it was she—not an army, but her alone—who won the war, completely exterminating the Mate Clan and subjecting the entire Onimaru Army to her will.

This woman was the strongest and most beautiful witch in the world, known as Kurohime.

Five years ago, Kurohime conquered the world. Five years ago, Kurohime saved the life of a boy called Zero. Five years ago, Kurohime completed the Tower of Heaven, and gained access to the gods. Five years ago, Kurohime destroyed the Tower so that no one else could try to become a god, and attempted to destroy the entire God Clan on her own. Five years ago, Kurohime was split into a half without hatred, who became a god—and a half without love, who was stripped of her power and imprisoned in the gods' personal jail, ruled over by Queen Enma.

In five years, Kurohime will break free from that prison, in the youthful body known as "Himeko". In five years, Kurohime will meet Zero again, who devoted his life towards justice in gratitude for her having saved his life. In five years, Kurohime will learn to love again, kill the god of death, and save mankind.

And in five years, Zero will die, and the world will end.

Maybe you can change that. Here's **+1000 Bullet Points** to get you started.

Location

You may choose any location for free, or you can randomly determine where you go by rolling an eight-sided die, and receive **+100 BP** for your troubles.

1 – Onimaru Gang Encampment:
More like a small town than an "encampment", this is one of the many, many, many places on the continent that Onimaru's Gang has claimed for their own. There's nothing particularly special about it… but in five years, it will be where Himeko and Zero meet one another once again.

2 – Some Thorny Forest:
A wicked plant person witch known as Barahime makes her residence here. Once, she stole the youth of those who fell in love with her; when her own youth was stolen from her by Kurohime and she was reduced to a shriveled hag, she started possessing young women and using their bodies to lure new prey to her. Her current victim is a girl named Yuuka, and it will be a long, miserable half-decade until Zero and Kurohime save her… after which, Barahime will only return and possess her more thoroughly a second time. Unless you do something about that, of course.

3 – Citadel of Light:
Currently ruled over by a benevolent lord named Rikou, this castle will soon be taken over by a psychotic gunslinging witch who calls herself "Kurohime". She has enough power of her own accord to conquer the castle, but isn't even a pale shadow of the real thing.

4 – Onimaru Gang's Headquarters:
A large fortress-city that is ruled over by the Onimaru Gang. The Onimaru Gang originally attempted to conquer the world, before submitting to serve Kurohime. When she destroyed the Tower of Heaven, she betrayed all the efforts of the people who had supported her, and Onimaru—never understanding her real motives—repurposed his army for the purpose of finding and killing Kurohime. The Onimaru Gang controls the entire mainland, although they aren't present in each and every village.

5 – Daiwa, a.k.a. "Edo City":
The biggest city on, and the capital of, the island of Yamato, the land of the rising sun. While in most places the God Tribe has vilified demons, in Yamato they are known by their original names, "spirits", and are worshipped almost as much as the gods. Two of the four Great Spirits are sealed away in Yamato by the gods; another is sealed in the form of the "Demon Island", and the fourth roams freely.

They know about guns, but with their distance from the conflicts of the mainland (taking months of sailing to cross the sea), they have primarily stuck to wielding their traditional weaponry against one another.

6 – Mount Fuji:
When Yamato is called "the land of the rising sun", that isn't a metaphorical title. Each day, Princess Yamato, aka the phoenix Suzaku, the Spirit Queen of Fire, creates the sun and hurls it out of the volcano known as Mount Fuji, where it soars across the sky until it sets in the west. However, despite her great power, the gods have chained even her, and she is bound with God Metal, which can only be broken by the combined powers of all four of the Spirit Kings. Her prison is guarded by Gaki, playful little monsters whose touch turns humans into demonic creatures, and is surrounded by the Sea of Trees, where the forest flows like water and it is impossible to escape without great luck, or the help of the local spirits of the dead.

7 – Asura's Village:
This is where Asura was born and raised, a half-spirit who was brought up with the knowledge that she was meant to die. Of all the Spirit Kings, it is Princess Yamato who is the most powerful and the most important; as long as she exists, the life on this planet can continue, and the cycle of reincarnation will remain uninterrupted. The other Spirit Kings, chained as they are, can still sacrifice themselves to create a weapon that wields their elements, and could thus be used to cut the God Metal that binds Princess Yamato—except she can't sacrifice herself, making it so that all four powers can't be used together. As such, the half-spirit Asura was born, bearing the power of Princess Yamato, so that she could one day be sacrificed to help free the Spirit Queen.

8 – Free Choice:
You may freely select any location within this world to arrive in, although due take into account that some places shown in the time travel chapters don't exist anymore, such as Alcatraz.

Race

There exist a number of different species in this world, although humans are by far in the majority. Pick one. You may be any age, sex, or gender that you like. Any

race may be taken as a drop-in, but otherwise you'll have a history in this world. If you choose a nonhuman race, you may turn your racial appearance into an alt-form post-jump.

Human (Free):
You are a member of humanity, a race created by the gods to provide them faith and to pollute and defile the earth, weakening it to the point that the gods can consume the planet. Not that the average human being knows anything about that.

Mermaid (Free):
Despite the name, this also lets you be a merman. Mermaids are common to the seas around the island of Yamato, but are currently hunted by the Yamato people due to baseless myths that eating their flesh will grant immortality. You're capable of breathing both air and water, but are very slow on land.

Sea Person (-100 BP):
You're a finned humanoid person of the same origin as Otohime of the Dragon Palace. You are unaging, and will live forever unless you are killed. You are capable of breathing water as easily as air. You don't swim quite as well as a mermaid, but are still better at swimming than a human could hope to be, and are significantly better off than a mermaid when on land. Sea life is able to converse with you, will never willingly attack you, and will overall do as you command.

Plant Person (-200 BP):
You're a humanoid plant person, similar in general appearance to Barahime before Kurohime drained her youth. You are able to manipulate plants around you, controlling them as though they had muscles and tendons to enable movement. You are also capable of producing plant growth from your body, allowing you to garb yourself in giant flower petals or lash out with branches and vines. The more magical power you have, the more you can create and control. You may similarly absorb plant matter into your body to heal yourself. You do still age, however.

Angel (-300 BP):
You are an angel, a being of divine origin, but distinctly less than a god. Your kind was created to be the servants of the gods, and to accomplish this task you have been made stronger, faster, and more magically potent than a normal human. You

don’t require incantations, magic circles, or specially-prepared bullets to perform magic; all you need is the desire to do something and the expenditure of power to do it. You can interact with free-floating souls as if they were physical, and can guide them to the afterlife or fully destroy them, as you prefer. You are capable of shapeshifting into a specific kind of weapon which can be wielded by other people; as a weapon, you are incredibly sharp and hard, to the point that you could pierce even the bodies of gods.

God (-600 BP):
You are a god, a parasitic life form who absorbs the faith of worshippers and that consumes the life force of planets. Each day, the planet’s life force is extruded from Princess Yamato in the form of the sun; Lesser Gods such as yourself are powered by the energies of the sun, and become much weaker during the night. In the day, however? You are a veritable juggernaut. Not only are most spells and weapons unable to harm you in the first place, but you are incredibly powerful, as befits a god. Select a single topic for you to be the god of, such as mountains, love, or the sea. You are a Lesser God of this domain, and gain incredible powers in manipulating this. If you were a mountain god, for instance, you could animate a pair of mountains as a colossal, golem-like body that you direct from within.

Furthermore, as a god your body is highly malleable, and you are able to reshape your body to suit your needs and circumstances. You might produce smaller entities from your flesh to attack an enemy, grow to colossal size, weaponize your tears, create additional limbs for combat, or reshape your skull into a blade to attack an enemy that approaches you. On top of these abilities, you also gain all the features of an Angel except for their ability to transform into a weapon.

For an additional **-400 BP**, you can instead be a High God, giving you vastly greater power than a meager Lesser God. You are now self-sustaining, and no longer need the sun to empower you.

Racial Modifiers

In addition to choosing your base race, there are a few other options that can modify your result. You may take as many as you please.

Werewolf (-200 BP):
You have become a werewolf, someone cursed to transform under the light of the

moon. You don't actually lose your mind when doing this, but you do gain a savage edge to your thoughts. You transform into a large and vaguely humanoid wolf form capable of shredding human beings to bits with ease. Even in your normal appearance, all of your senses are enhanced. You can also make yourself transform on purpose, even when the moon isn't up.

Vampire (-200 BP):
You have become a vampire, a creature of the night which gains incredible powers when the sun hides its face. Not only are they physically superior to humans in all respects, but they also gain power over blood, able to perform acts such as create golems from the blood of victims or create weapons out of blood.

Ultimate Life Form (Free): [Requires **Werewolf** and **Vampire**]
You have been bit by both a werewolf and a vampire, and managed to survive the months-long struggle as the cells on your body warred with each other to become one of the most powerful non-divine beings on the planet. For one thing, you no longer possess the weaknesses of being a werewolf or a vampire, and may freely walk during the day, have no vulnerability to silver, and retain your vampiric powers at all times. However, you are also able to transform… but this is far from the weak transformation of a werewolf. No, you resemble some monstrous beast that only loosely looks lupine at all, and when transformed all of your physical abilities are elevated to a great extent, and your claws can shear through even solid iron.

Half-Spirit (-300 BP):
You are a spirit, but were born to a human mother, turning you into a half-human. Your normal appearance is that of a human being, but you can also assume a more powerful form, tossing aside some of your humanity to take on a form some might call demonic (especially since the God Clan started calling you "demons" after imprisoning the Spirit Kings). The specifics of your form are quite varied; Asura, for instance, had extra arms that emerged from her aura of flames.

Choose an element; while in your human form you gain some power to manipulate the element, such as keeping you warm on a freezing mountain if you're a spirit of fire, but when you transform your power as a spirit is greatly enhanced, allowing you to pull off mighty feats of elemental control and creation.

Perks

There isn't an option for origins in this jump, so you don't get discounts from that. Instead, you receive 3 discounts that halve the price of a perk for each price tier. Discounted 100 BP perks are instead free.

Gun Samurai (-100 BP):
You've got a keen eye, and even sharper hand-eye coordination. Not only is your vision as perfect as human sight can get, but you excel at hitting what you aim for; this is nothing supernatural, but your skills with ranged attacks of any sort are going to see a marked improvement.

Living Shield (-100 BP):
It's bizarrely easy for you to use a living person as a shield. When hiding behind someone and using them as a barrier, it becomes impossible for people in front of you to aim around them, and bullets won't go all the way through their body. This protection only functions for as long as your living shield is alive, though.

This is Your Last Chance (-100 BP):
Sometimes people disregard threats, and assume they can survive whatever the world can throw at them. Not so when you're the one being intimidating. Not only do you know how to be scary, but when you make a death threat, people will genuinely believe that you'd kill them, and it will affect their decision-making appropriately.

Unbreakable Will (-100 BP):
You are astonishingly resistant to outside forces that want to pervert your mind—or to twist your body. Your willpower is strong enough to resist transformation and mind-controlling magic. It won't provide complete immunity, but if you keep your resolve strong, then you may be able to stop a transformation partway or keep your mind free even if your body changes.

Balance in Battle (-100 BP):
Wearing heels never seems to interfere with Kurohime's ability to fight—and now, it won't interfere with yours, either. Not only does this perk allow you to excel in keeping your balance, but it also promises that, no matter how bad the footing is, fighting in heels will never be riskier than fighting in proper shoes would be.

Byakko's Earth Purification (-100 BP):
The spirits were on this world before the gods ever appeared, and it is their home. Like Byakko, you have the power to repel corruptive or transformative powers that would alter the environment; if a god were to summon the Sanzu no Kawa and you were present, you could keep it from forming and prevent the area from plunging into the afterlife.

Rapid Reload (-200 BP):
Revolvers are great for bullet magic, where individual bullets might need to be enchanted. But they sure do lose out to magazine-based guns when it comes to the speed of reloading. Fortunately, you don't need to lose out on that just because you're using a less streamlined gun. You move faster and with more precision when you're reloading a weapon; in a second, you could fully reload a revolver by hand, and are even faster if you're using a bullet clip.

From the Hip (-200 BP):
Your weapon is such a pivotal part of you that you can always tell where it is aiming. You don't need the sights of your gun to aim it; you can always tell where your gun is pointed, allowing you to fire from the hip with as much accuracy as you'd have had if you looked down the sights yourself.

Kaon's Might (-200 BP):
You have the sort of ludicrous strength required to lift up a sword longer than you are tall, with a blade as thick as your fist, and swing it around with a one-handed grip.

Love Finds a Way (-200 BP):
Such a tragic tale, for Kurohime to realize how much she loved Zero, only for him to die… and so much more tragic, for his soul to have been enveloped by darkness to return as the new God of Death. But even then, Zero and Kurohime eventually reunited. You have this promise; so long as you continue to try, you will be given an opportunity to come together with your loved ones again, even if they have turned against you. As long as the love in your own heart remains true, you can reach them even through the coldest of hearts; as long as any fragment of affection remains within them, you can rekindle it. Only someone truly without love is beyond your reach.

Old Magic (-200 BP):
The basics of using magic in this world is to create a magic circle. You know the standard magic that was used before the rise of Magic Bullets, and can quickly create a pentagram using a very weak form of magic. Once you've made the pentagram, you need to chant and incant to make your magical effect happen; this is time-consuming, making it difficult to work magic in the middle of combat. It's often used for tasks such as enchanting weapons, performing rituals, creating undead, or summoning before combat REALLY starts. You can accomplish some quick basic energy blasts on your own, but high-speed combat isn't really the focus of Old Magic.

Merging Summons (-200 BP):
You are capable of merging together creatures or objects that you use magic to summon or create, making them into a single, unbroken whole that is more powerful than the sum of its parts. You may do this when summoning the creature, or you may do so after summoning, smoothly integrating them into one another.

Mists of Genbu (-200 BP):
The goddess Saiyuki made a deal with the human-hating Genbu; she could use its water powers, and in exchange she would ensure that it was never forced to help humanity. Although upon witnessing Kurohime's devotion, Genbu changed his mind, that sort of deal might be helpful for you. Now, you too have the ability to manipulate water… to a degree. You can fill the air with water vapor to hide, and can sense things caught within the fog you create.

Bullet Witch (-400 BP):
Now, normally magic bullets are used to convey a spell, but that isn't the only use for them. You can also use magic to make a bullet travel where you want it to; using this principle, you are now able to mentally make a "flight path" for a bullet to follow after you shoot it, even making twists and curves that would be quite impossible for it to take naturally.

Life-Eater (-400 BP):
Many people must face the risk of death via old age, but you've left such worries behind. You are able to suck the life out of the helpless, unprepared, or the

surprised, stealing away their unlived years to increase your own power and return your youth. This is an inefficient process, letting you live only a few years more for each young person you kill. You can also do this without killing to rapidly age a subject, but this is less effective. Doing it nonlethally would only store up a tenth of the time you would otherwise have stolen from them.

Quickdraw (-400 BP):
You're experienced at fighting, and part of that experience lets you know that the most important part of a fight is to end it quickly. Your quickdraw skills are insane; you could draw a revolver, fire all six shots, and holster it again in the time it takes to blink; with a sword, you unsheathe your blade and pull off several swings in the same instant, placing it back in the sheathe before a watcher could finish blinking. Furthermore, if you're wielding a ranged weapon, you don't have to worry about your accuracy failing you due to your speed; every shot is just as precise as if you spent a couple seconds aiming at the target.

Sword Waves (-400 BP):
When you swing a weapon with strong enough intent and with enough willpower behind it, you will find that the reach of your weapon will extend beyond the length of the blade. An invisible force will allow your weapon's edge to strike outside of your normal reach, allowing you to reach meters away from your position with your swings. This effect is most pronounced in melee weapons, giving a possible ranged attack use; however, it can be seen in ranged weapons too, as it projects the force of a projectile in front of the actual bullet.

The range of this effect can be increased with time and training.

Endless Devotion (-400 BP):
Loyalty, love, and devotion are the strongest forces in this world. With enough love, you can even defy death. As long as the general shape of your body is relatively intact, your body will continue to function as though you were in perfect health. If you were to march through a river that dissolved flesh, and you were reduced to nothing but bone, you would still be able to lift your arms and keep pushing forwards. You could fight as well with a broken limb, or see just fine even if your eyes got slashed. It won't let you keep control of a severed arm, however.

Finally, you have the remarkable ability to survive injuries that should be fatal… at least, for a little while. After you take lethal injury, you can keep functioning for up to a few minutes before your body actually dies. This gives you time to heal, to relocate an ally, or to keep pushing the one you love through that flesh-melting river.

Perfect Precision (-400 BP):
You have perfect control over your own body, and have a natural understanding of the motion that happens around you. You have the sort of precision and bodily coordination required to kick a gun spinning midair, hit the trigger, and make the bullet snap the rope binding your hands together, without ever having to worry about accidentally shooting yourself.

Sniping Witch (-400 BP):
Summoning a creature takes magical energy. Maintaining that summon also takes energy. And the further away you are from your summons, the more difficult they are to maintain. For this reason, sniping is exceedingly rare among witches… but not impossible. You have the raw magical power and the magical skill needed to maintain a spell from half a mile away, and the accuracy to actually hit your target at such ranges.

Prayers of Livestock (-400 BP):
To the gods, that's all humans really are. Livestock. A source of energy and power. Are you, too, like the gods of this universe? You can draw upon the prayers and faith that is directed at you, consuming them and using this energy to fuel your abilities.

Suzaku's Resurrection (-400 BP):
The gods expressly forbid the use of magic to bring back the dead, and any attempt to use this world's magic to revive someone from the dead will result in the Shinigami Angels coming to destroy their soul—and if you fight them off, more will come, and eventually even the gods will start showing up to destroy the resurrected soul and kill you in turn.

The sole exception to this is the power of Suzaku, the Phoenix, who holds the absolute power of resurrection and reincarnation. Now you too are able to bring the dead back to life in this manner… but be warned. Any given individual may

only come back to life once per jump (or once per ten years, whichever comes first).

Piercing Penetration (-400 BP):
A single punch is easily endured; thirty punches, maybe. But thirty punches in the same place? Never. Now, your attacks will compound upon each other the more accurately they target the same point. Why, if you were to fire off 24 bullets into a cliffside, you could snap off a chunk of stone a dozen feet thick… and if you had some good aiming perks, you might be able to do so with enough precision that the stone fell exactly where you intended it to.

Magic Bullets (-400 BP):
The basics of using magic in this world is to create a magic circle. Witches, however, have figured out how to weaponize this effect. Instead of directly casting spells, they perform a small ritual to imbue a spell effect into a bullet, which upon impacting a target, transfers the magical effect. This is vastly faster than normal spellcasting, and a skilled witch—like you—can create a magic bullet in only a second.

Through the use of magic bullets, you have a wide variety of spells available to you to quick-cast; fireballs that erupt upon hitting a target, healing spells that convert the bullet into healing energy instead of hurting who they hit, enhancing a target, transformations, curses, summoning a wall, speaking with the dead… but the primary use of Magic Bullets comes down to summoning magic—although truth be told, it's closer to "creation" magic, as the stuff you summon doesn't seem to actually be summoned *from* anywhere. The beings you "summon" are capable of using their own powerful effects and can physically dominate the battlefield, making the clever use of summoned creatures into the most successful combat strategy.

For another **-200 BP**, undiscounted, you can go far beyond the average spellcaster, and go into the realm of summoning dragons. Dragons are the most powerful summons, and a normal spellcaster could expect to spend months empowering a bullet before they manage to summon a flawed dragon; you, on the other hand, can make one as quickly as you can use any other sort of magic bullet. With this, you could lay siege to an entire city on your own.

This level of power also increases the potency of the other spells you use; for instance, the Sakura Body Bullet can now give instant healing from anything short of death, while the Hulk Bullet would give you the strength to lift mountaintops.

Cut the Bullet (-600 BP):
You are fast. Your reflexes, your movements, your eyesight—everything about you is crazy fast. You have the speed and visual acuity needed to slice a bullet out of the air.

Jumper of the Lightning-Fast Quadruple Guns (-600 BP):
Your speed with a weapon is awe-inspiring, and breaches the boundary of the possible and impossible. A human gunslinger with this perk could draw four different revolvers, unload the entire chamber of all four weapons, and sheath them again without fumbling or losing so much as an ounce of accuracy, switching between guns so fast that you'd need to have twice as many guns as you have hands if you want your equipment to keep up with your body.

Love Without End (-600 BP):
To be a truly great leader is to inspire devotion and loyalty. To be a truly great person is to inspire love. You are both. Not only does this grant you incredible leadership and management skills, such as to lead an organization that covers an entire continent, but those who serve under you, your companions, and anyone who loves you will benefit from the effects of the **Endless Devotion** perk. Try to be worth the loyalty they offer to you.

Like Seiryuu's Gullet (-600 BP):
The Sea Dragon—also known as Seiryuu, the Spirit King of Wind—was not merely the spirit of the incorporeal wind, but also other immaterial things… such as time. As such, in his avatar known as the Sea Dragon, he was able to swallow even time, and if he cared to, he could take a person into this swallowed time. The end result of this being time travel. Now, you won't be able to make changes—attempts to do so simply result in you being flung back to the present—but as a tool for gathering information, this time travel is invaluable.

And of course, you will find that your journey backwards in time was part of the proper timeline all along, and all of the actions you took while in the past were/are/will be part of what makes up the present. So while you couldn't, say,

kill someone you know to be alive in the present, you may find that the other actions that you took while in the past are all smoothly integrated into proper history.

That said… if you were willing to sacrifice your life, it would be possible to make a major change to the past, although you would die in the process. But as Asura showed, it is very much within the range of possibility if you're willing to make the final sacrifice.

Equipment

As there are no origins, you instead receive 2 discounts of 50% for each price tier of item. Items that are 100 BP and discounted are instead free. All items you receive that seem to already exist in canon are a duplicate created via jump fiat; you do not actually steal the item from anyone. If an item is lost or destroyed, it will be returned within a week in perfect condition; if you have made any intentional changes or modifications to the weapon, they may be retained in full.

Gunslinger's Best Friend (-100 BP):
You have a six-shooter. But this isn't one of the sleek, streamlined revolvers you may be used to; no, these are larger and clunkier, with a barrel fully as large as the cylinder, and with elaborate artistic detailing to decorate it. Your gun is a work of art, a personalized representation of who you are. If you'd rather have a gun other than a revolver… well, too bad. But you can have fancy *types* of revolver. Like a revolver-rifle or a revolver-shotgun.

Comes with a holster, and a supply of 50 bullets that refills each night. If you pay another **-100 BP**, then you will have as many revolvers as you can physically shoot; for most people, this is one per hand, but if you have **Jumper of the Lightning-Fast Quadruple Guns**, that would be twice as many as you have hands.

Easy-Cozy Chair (-100 BP):
A chair that used to be a human being, it now obeys all your commands and will walk for you, allowing you to travel in comfort while your seat takes care of all the moving.

Gem Flower Seeds (-100 BP):

A flower that is widely believed to have gone extinct due to human greed, this is a plant that naturally forms gemstones where another flower would grow petals. You gain a bag containing 10 of these seeds, which will refill twice a year.

Magical Bullets (-100 BP):
This is a case of 30 magical bullets, each set with a spell as per the **Magic Bullets** perk. These include spells such as Hulk Bullet, Soaring Talonfang Bullet, Mimic Bullet, Armor Piercing Poison Wasp Needle Bullet, and Binding Chain Snake Bullet. Each week these bullets refill, and you can choose a new set of spells to fill the bullets, but do take note that these are only equal to what you'd get with the first tier of the **Magic Bullets** perk. And remember—all that's needed to cast the spell in these bullets is to fire them. You don't need to actually be able to use magic to use these spells, just be able to pull a trigger.

If these spells are too weak for you, then for another undiscounted **-100 BP**, you can also include 10 bullets that are empowered by the advanced level of the **Magic Bullets** perk, letting you have a supply of spells such as Sakura Body Bullet, Full Body Metal Armor Bullet, Powerful Raging Dragon Body Bullet, Steel Teeth Dragon Bullet, or Phoenix Dragon Bullet.

Damate Hako (-100 BP):
The great treasure of the undersea Dragon Palace, this looks like a box. But whenever you open it, it will give you the greatest treasure you desire—be it a person, a treasure, or anything else you desire. That said… it's only an illusion. Its actual power is to shape and form coral into what the user wants, then layer an image of falsity over it.

That said… do you really want your heart's desire? If you pay an additional undiscounted **500 BP**, then you can instead have a box that will, once per decade (or once per jump, whichever comes first), grant a single person whatever their heart desires. "Whatever", in this case, meaning something that could be obtainable within the jump setting and that doesn't cost BP to purchase. But a person, someone's love, youth, more power, more money… all sorts of things are possible with this box.

Majura Clan Mage Uniform (-200 BP):

The Majura Clan was the first to attempt to create the Kokushinbaku, and had a number of weaker derivatives. This uniform is capable of extruding a number of branches, which will after a couple of moments curl up around glowing magical spheres; between 8 smaller spheres, or up to one large sphere, as big around as a human. From these magical spheres, you can fire large crystals with great force. Smaller spheres can produce more crystals, while a larger sphere can produce a bigger one, more suited to siege weaponry. With a moment of focus, you can change what type of sphere your uniform's branches create.

Worldwide Unique Gun of Illusions, Senryuu (-200 BP):
An enchanted revolver wielded by Kurohime, it vastly boosts the force behind any bullet fired with it, letting ordinary bullets punch with as much force as a cannon without any increased recoil.

Shinigami Scythe (-200 BP):
A curious mix between a double-ended scythe and a tonfa, this is the traditional weapon wielded by the Shinigami Angels in service to Darkray, the God of Death. Not only can it disappear to be stored within your soul, but it itself is capable of interacting with the souls of others, and should you cut someone down with this scythe, even their soul can be torn apart, permanently destroying it and removing them from the cycle of reincarnation. You can decide to limit the damage to a purely physical level, if you would prefer not to destroy someone's soul, however.

Bullet Hammer (-200 BP):
The cursed lovechild of a warhammer and a revolver, this massive hammer has a head that looks like a revolver cylinder, complete with huge bullets. When you press the trigger, it will let loose all six bullets at once; the aim is terrible, but if you shoot right after hitting a target as a hammer, then at point-blank range it will unleash a devastating explosion sufficient to shatter large boulders.

Bulletproof Armor (-400 BP):
This is a set of thickly-plated armor that is capable of standing up to cannon blasts, although it does make you slower and less nimble. Still, don't underestimate their protective power, especially in a world where most weapons are significantly weaker than a cannon. Optionally comes with a shield shaped like a cut-out of a revolver cylinder.

Fukushuu no Taiken/Cursed Sword of Revenge (-400 BP):
This is a massive blade, easily longer than a tallest human, several hands in width, and thicker than a man's fist. Yet, while wielding this sword, you can wield this massive and cumbersome blade with all the finesse of a rapier, for this sword draws upon your lifeforce to empower itself, allowing you to sever building-sized monsters with ease and unleash waves of power with the slashes of your sword. If you were to wield this weapon for years at a time, it would eat away your flesh and reduce you to a skeleton. Or at least, that's what it would normally do. This one is provided a separate supply of life energy to feed it, so you can use it freely without needing to worry about it sucking away your life.

World's Strongest Magic Cannon, Houyruu (-400 BP):
A large revolver-rifle that stores an immense amount of magical energy—so much so that if you had the ability to summon dragons in the first place, you could spend all day casting dragon spells even in a location where magic is unusable, such as the divine domain of a god. What's more, it has the same type of attack power as **Worldwide Unique Gun of Illusions, Senryuu**, but is as amplified beyond it as a rifle is beyond an ordinary revolver. Finally, it serves to boost the effect of magic bullets fired through the barrel.

Castle of Jumper (-400 BP):
A fortress of your own, filled with enough followers to take care of all the chores and to defend the battlements should invaders come. This fortress is located anywhere you wish within the world, and has enough supplies in its cellar to survive a siege for years. Although the walls won't stand up to attacks from dragons, if it's only cannon blasts then you can rest assured that it would take years to break a hole through your defenses.

Three Sacred Tools of Yamato (-400 BP):
You have a duplicate of the most sacred treasures of the nation of Yamato, which are normally kept close to the island's general, to be used in defense of the country. A gift from the four Spirit Kings, it comes in three parts, each sealed into a magatama on a necklace.

The first is the Genbu Gauntlet, an impenetrable clawed gauntlet that can stop any attack completely—even a strike from a god wouldn't budge you if you blocked with this one gauntlet.

The second is Byakko's Long Sword, which is a top-tier weapon capable of cleaving through almost anything, and is as light as a feather to wield, but strikes as though it weighed tons.

The third is Seiryuu's Feather Dress, which allows you to fly at great speeds.

You can only use one at a time, but be warned; although each individual gift came from a different Spirit King, the Tools themselves come from Suzaku, and they have a toll in life force to use. That said, because you're buying this with your precious points, you will be provided a daily stipend of "extra" life force for the sole purpose of fueling the Three Sacred Tools. You have enough for 30 minutes of active use, before it starts to draw upon your own life energy.

Godmetal Ingots (-400 BP):
A substance otherwise unique to the gods, you have a small crate of pure Godmetal. While you can forge Godmetal easily enough, you must be very careful to get whatever you forge correct the first time you make it, as once it cools, it becomes utterly invulnerable to anything short of attacks that can cut anything, such as the Ultimate Sword. This crate refills once per month.

Blade Bullet Brigade Basics (-600 BP):
You have a full set of equipment suited to a Blade Bullet Brigadier. To start with, you have what could best be described as a tank shaped like a gun. It has a decent speed, enough room for a number of passengers, and most importantly, has a barrel large enough to fit a human being (and which will twist space and dimensions, if needed, to always be able to fit you, regardless of your size).

Secondly, you have a set of armor. Not only does this provide the benefits of the **Bulletproof Armor**, but it also includes a conical helmet, is aerodynamic, and has perfect shock-proofing on the inside to protect you from impacts; as a result, this allows you to be fired out of your aforementioned tank like a living projectile, and survive safely. Don't worry, the cannon has mechanisms on the inside to allow you to aim yourself, you don't need to rely on someone else.

Thirdly, you have the signature weapon of the Blade Bullet Brigade—one of the only guns in the series that is not a revolver, it is fed via a lengthy ammunition belt

of about 60 bullets (which refreshes nightly), has a set of three curved, folding blades beneath it, and is capable of firing a grappling hook that can secure itself to any surface, and release in an instant.

Finally, you have the skills needed to use all these tools with the same level of proficiency as Dan, and the knowledge needed to reproduce such devices.

The Jumper Gang (-600 BP):
It looks like the Onimaru Gang has some competition for their control over the mainland! You are now the leader of a vast organization, with members across the entire continent and influence just about anywhere you could care to name. Since Kurohime destroyed the Tower of Heaven, there is no longer the same drive to rule the world that there once was, but you're still a powerful political entity and have legions upon legions of followers spread out across the land for you to call upon should the need arise.

If you prefer, instead of contesting with the Onimaru Gang for control of the mainland, you could have complete control over someplace smaller, such as Yamato.

Kokushinbaku/Black Divine Tree (-600 BP):
An accursed form of the Hakushinbaku used by the God Clan, this artificial divine wood merges into your body, and cannot be noticed until you call it forth. When you do, you can feed it your magical energy to make the wood grow and reshape itself. You could form branches to grab things, reshape the wood into a perfect facsimile of yourself (complete with normal color and texture), or mold it into the shape of a sword.

And don't think that it's as frail as regular wood; the Black Divine Tree is not only harder than steel, but it completely absorbs all magic it touches when you let it out of your body, taking in the magic to make you more powerful; this can even absorb the divine power of gods.

But if that isn't power enough for you, the Black Divine Tree can also absorb the souls of the dead. By killing people, or just being close enough to their deaths with the tree extruded, it will absorb the nearby souls of the dead—but not only their souls, but their hatred and grudges too, and will turn all of this into more power

for you. But be wary… in the process of absorbing them into the Kokushinbaku, the spirits of the dead are able to lash out, and will attack and ravage your body. But with the power you can get, surely pain and the possibility of death is worth the risk…?

Should you ever come across resurrection magic, it would be possible to use it on the absorbed souls, weakening you but returning those whose souls you captured to life.

If you so desire, you can instead have the Hakushinbaku, the White Divine Tree, which is functionally identical except it cannot draw upon the power of the dead. Instead, you can absorb the life force of the planet, which is a much slower process, but also much safer. To you, at least.

Ark of the Sea Dragon (-600 BP):
In short, this is a boat. To expand on that, this is a boat made from the bones of the Sea Dragon, also known as the Spirit King of Wind, Seiryuu. It is a fairly large ship on the outside, but it is even bigger on the inside due to distortions of space and time, and has enough room to hold the population of multiple cities. Although this ship has a mast, it has no sails, and needs none; it generates its own propulsion, and is able to move in even the most inhospitable environments. A sea of acid would be nothing to it, although it would hardly need to worry about such a sea in the first place, considering it can also fly.

Being the body of the Spirit King of Wind, it generates its own air, pressure, and gravity, allowing it to travel through space. It can display a feature the Sea Dragon once showed, allowing it to distort time as it moves; regardless of how long travel takes, to those inside the Ark it seems as if barely any time passed at all, allowing for subjectively nigh-instant travel (even of objectively it may have lasted for eons). The ship isn't quite sentient, but it is semi-pseudo-aware, and can make decisions to ensure it arrives at a destination safely, if no one is actively piloting it. In space, it is capable of traveling at a significant fraction of the speed of light, but within an atmosphere it is limited to the speed of the wind.

Yamato Dragon Blade (-200 BP, cannot be discounted):
Forged in the heart of the sun by Princess Yamato, a.k.a. Suzaku, the Spirit Queen of Fire, this is a blade designed to absorb the essences of the Spirit Kings to create

the Ultimate Sword. That said, this is a manga about guns, so you can also attach the blade to any sort of gun you possess to create a gunblade, or even absorb the blade into the gun to hide its presence, or remove the blade to attach it to a different gun. On its own, it is merely an extremely hard and sharp blade.

However, if you pay another **-100 BP** each, you can add the powers of the Spirit Kings to it to provide additional effects.

If you add in the power of Genbu, the Spirit King of Water, then you can summon armor made of ice to protect your body, and you can temporarily upgrade your gun into a cannon-like appearance to drastically increase its firepower. If you have **Mists of Genbu**, then you become capable of freezing the mist in parts to create "ice illusions", which appear to be you but are actually constructs made of ice—flimsy, but sharp enough to hurt and with their details obscured enough by fog that a person could be deceived into thinking they were you.

If you add in the power of Byakko, the Spirit King of Earth, then you can transform your gun into the form of a gatling gun, and can rapidly replicate the effects of magical bullets you fire to create a storm of spells from only a single bullet. If you possess the perk **Byakko's Earth Purification**, you can project that perk's aura against corruption from wherever your bullets land, regardless of if they have been enchanted or not.

If you add in the power of Seiryuu, the Spirit King of Air, then your gun can take the appearance of a bazooka-sized sniper rifle, allowing you to cast spells at long range (which would normally be very hard to do). If you possess **Like Seiryuu's Gullet**, you can imbue this power into the gun to allow you to send people back in time by shooting them—or even allow other people to shoot themselves or other people back in time, simply by whoever uses the gun willing it to happen.

If you add in the power of Suzaku, the Spirit Queen of Fire, then the Yamato Dragon Blade's edge can be made to burn white-hot, allowing it to cut through almost any substance short of God Metal, including cutting through spells. If you have **Suzaku's Resurrection**, then so long as you wield this gun, you can benefit from the effects of that perk yourself, but can still only resurrect yourself once per jump or once every 10 years.

If you purchase the power of all four spirits, then you can spend a final **200 BP** to upgrade the blade—and its accompanying gun—to the Ultimate Sword, a sword whose base resembles a revolver cylinder, and from the six "bullet chambers" produces a stream of energy that forms together to become the Ultimate Sword. The Ultimate Sword can cut through absolutely anything that exists, and can kill even that which cannot normally be killed. If you also have the advanced form of the **Magic Bullet** perk, then you could even use the Ultimate Sword to cleave through the entire planet all at once.

Shinigami Skull (-800 BP, cannot be discounted):
This is the skull of the Shinigami, the God of Death, also known as Darkray. After his death, his power was congealed within this skull, which would have the ability to elevate someone else to the position of God of Death. Now, normally this would need to be another dead soul, but your skull is special, and can turn anyone into a God of Death. Just remember—you only receive one Shinigami Skull. Ever.

As the God of Death, you gain a massive increase to your physical and magical power, and have the ability to summon the acidic "waters" of the Sanzu no Kawa, the river that denotes the boundary of the underworld. You can summon the spirits from hell, forge souls into weapons, shields, or bullets, and can manipulate, summon, or destroy souls freely. Additionally, your arms and legs disconnect at the elbows and knees, with the ends of your limbs floating around your torso, which floats as though still supported by your legs; you can also create more limbs if you need them, and can manipulate your skeletal system to create spikes of bones. You may additionally summon bones, creating spikes from the ground or forming a barricade composed of skeletons.

This appearance can become an alt-form, if you so desire.

Companions

Friends 'Till the End (-100 BP):
It would be pretty lonely to go to a new world without knowing anyone. You may import an existing companion, or create a new companion with a custom-made history. Regardless, your companions receive 500 BP to spend and have as many discounts on perks and items as you do.

Canon Companion (Free):
If you can convince someone to join you on your chain, then at the end of your time here they can join you. This applies even is someone died or had their soul destroyed in jump; they will be revived as good as new to accompany you on your jumpchain.

Ninja Squad (-100 BP):
A group of a dozen ninja sworn to serve and protect you. Against ordinary, mundane threats they're pretty effective, but they're basically ineffectual against the real threats in this setting. Still, having a dozen loyal servants comes in handy, and they're great at stealth, cooking, sewing, and all sorts of other basic chores. There always seems to be one nearby when you need them.

Obsessive Archer (-100 BP):
The spread of guns has led to archery slowly dying off. Why spend so much time learning to use a bow and arrow, when a gun is so much easier to learn? This bowman feels a deep ache in their heart from this widespread belief, because they've devoted themselves to mastering the bow. It isn't only a way to fight, but a way to think, to meditate, and to approach the world—although they aren't from Yamato, they'd probably find that they have a lot in common with a kyudoka if they ever sat down and talked to one. Watching them in motion, it is easy to be awed; they can shoot three arrows at a time at three separate targets and get a bullseye with each shot, and their firing speed surpasses anything you'd find back at your Earth.

Redeemed Desperado (-100 BP):
This gunslinger used to be a small-time bandit, making a living off of robbing travelers. But one day, they met a boy. The child's skill with a gun completely humbled them, and he single handedly kicked the collective asses of their entire gang. But when given the opportunity to kill them, the boy refused. They mocked him for lacking the conviction to kill, to which the boy only responded that his guns weren't meant to take lives, but to be a sword of justice. That encounter changed their life, and they devoted themselves to being a better person, taking up a job as a bounty hunter and going after the type of person they used to be. They're a crack shot with a gun, easily capable of sniping with even an ordinary six-shooter, but despite that they don't look the part. They're a hulking figure bulging with muscle from wearing their bulletproof armor all day long.

Witch of Chains (-100 BP):
As one of the bullet witches, the Witch of Chains faced abused as a child, with their magical powers being exploited by the Mate Clan, and were forced to face war with their own two eyes by the time they were old enough to walk. They were one of the survivors of Kurohime's rampage through the Mate Clan's army, and were amongst those who were incorporated into the Onimaru Gang afterwards. They aren't too involved with the Onimaru Gang's Kurohime-hunting activities, as they're quietly grateful to her (if terrified to the point that they still have nightmares over the battle), but if they were they would prove a potent challenge even to the legendary witch. They can't quite wield dragon magic, but they've mastered magic involving chains, ropes, and bindings to a degree that none other has approached, and their summoned constructs are strong enough to bind even someone boosted by a Hulk Bullet.

Dan and Aohime (-200 BP):
Oh? These people shouldn't even be alive at the time you begin the jump… this pair are from earlier in the war, even before Kurohime's time. Dan was a brigadier in the Blade Bullet Brigade, while Aohime has an experimental attempt at creating the Kokushinbaku. Dan saved Aohime, and her mental conditioning caused her to imprint upon him as her father. She gave Dan a reason to live beyond simply fighting an endless, pointless war, and he sacrificed his life to ensure she was free from exploitation from both sides of the conflict. But now, instead of dying at some point in the past, they have somehow made it here, with you, in the present. The timeline hasn't changed at all as a result of this.

Scenarios

You may only take one scenario; failing at your scenario does not end your chain, but simply causes you to lose out on the rewards of the scenario itself.

Saving the World

Although the gods intend to eat this world, saving it isn't as simple as killing off the entire God Tribe (which is also unnecessary, as only High Gods and the Supreme God are powerful enough to consume the planet entirely). See, the lifeforce of the planet is too strong for a High God to consume as it is, so they needed to weaken the world, first. This is one of the reasons they created

humanity, and caused humanity to wage a ceaseless war against itself for so long. In their ever-increasing need to defeat the enemy and gain control of the world, humans would despoil the planet, thus weakening its lifeforce and the control the spirits have over it.

In order to save the world, you need to do the following; kill off the High Gods, each of which is of ludicrous power. You would then need to kill Supreme God Igudo, whose true body is the size of a planet and who has already consumed the entire lifeforce of at least one other world in the past. But even once the gods are dead, it would take only 10,000 more years for humanity's depredations to destroy the planet beyond recovery. As such, you must not only defeat the High and Supreme Gods, but also teach humanity to live in a greater degree of harmony with nature to ensure that they can survive without despoiling the world. Or you could always go Genbu's route and exterminate the human race completely… it doesn't matter which path you take, as long as the world is safe.

Reward:
In exchange for having saved the world, you will be given the combined powers of all four of the Spirit Kings, giving you mastery over earth, fire, water, and air, allowing you to transform into that element, as well as create and manipulate it freely. You will also gain an amount of lifeforce equal to Princess Yamato, capable of sustaining life across an entire planet at once. However, you do not receive Seiryuu's control over time.

Supreme God Jumper

Requires High God race (or being the recipient of the **Shinigami Skull** item) and the **Hakushinbaku** item

Or perhaps you do not care for the fate of this planet and those who live upon it? If you already fulfill the qualifications of being a High God and possessing the White Divine Wood that is capable of absorbing the power of the planet, then you may decide to take the world for your own. Firstly, you will need to weaken the hold the spirits have on this world's life force. You may optionally extend the length of the jump to 10,000 years if you'd like to take the long route, or you can rush things along by destroying and despoiling the natural world. Either way, expect to be opposed by the god-slayer Kurohime.

Regardless, once you have weakened the spirits enough, you will be able to use the Hakushinbaku to fully absorb the life force of the planet and everything upon it, and then merge with the planetary husk to become a Supreme God… but so will every other High God. So before you can do that, you will need to fight your brethren, of which Yashahime is the strongest contender to consume the planet.

Reward:
Once you have proven yourself superior to your fellow High Gods, you may complete the process of becoming a Supreme God. You are now one of the most powerful forces in the universe, a planet-sized being with the power to create gods and life forms weaker than yourself, and an almighty strength that puts to shame everything else shown in the series thus far.

Drawbacks

Take drawbacks to receive more points.

Such an Outrageous Number (+100 BP):
The size of this world has vastly increased. The number of members in the Onimaru Gang alone now number five trillion [5,000,000,000,000], with a proportional increase in population in the rest of the world, as well as an increase in the size of the planet. Getting anywhere is going to take longer, finding anyone will be harder, and if you make an enemy of the Onimaru Gang, you're going to be fighting a lot more people.

You can purchase this a second time to increase the population of the Onimaru Gang to 50 thousand trillion people [50,000,000,000,000,000,000], again with a proportional increase to population and size across the rest of the world.

Insignificant Trash (+100 BP):
Humanity as a whole ceases to matter to you, and people who oppose you matter as little in your mind as a bug on the road. They aren't even worth the effort to avoid stepping on, and in some cases you might just crush them on principle. You can still care about individuals, but about people as a whole? They're pointless.

Dine n' Dash (+100 BP):

You have a reputation as someone who eats without paying. A number of restaurants will outright refuse to serve you, while others will demand that you pay up front before they're willing to serve you. And even then, in both cases they will overcharge you.

Every Chapter (+100 BP):
So. Did you know that Himeko is actually Kurohime, who has been cursed into the form of a child until she experiences love? Or that Zero was saved by her as a child, and fell in love with her? Or that Onimaru wants to kill her, because he loved her and was betrayed? Oh, and do you remember that thing that happened just the other day? Because now you're going to know about it, even if the author has to slap you in the face with the exposition.

People are going to repeat information that you already know, and give background information that they've already told you. It's like you're in a manga, and the author feels the need to include a recap in every single chapter.

My Treasured "Thing" (+100 BP):
Did you, like Saika, do something to piss off your girlfriend? Because someone took away your private parts, and you can't get them back until the jump is over.

Swords of Justice (+200 BP):
Those guns of yours weren't meant to take lives, and now they can't. You are now mentally incapable of intentionally killing a person.

Immature Brat (+200 BP):
Regardless of your actual age, you have the mentally of a particularly crappy teenager who just discovered that they're attractive, and that people will do stupid things for people they're attracted to. The problem is, you think everyone's attracted to you. You don't handle this with grace, but by being an egotistical little shit.

Parasite (+200 BP):
Similar to how Yuuka was possessed by Barahime, so too have you been possessed by a decrepit example of a plant person. During the day, you are free to act as you will, but at night they will possess your body, forcing you to act how they desire, although they can't access your magical abilities. Unlike Barahime,

they are resigned to their mortality and won't be stealing the lives of innocent people, but they will still pursue their own agenda once night falls.

If taken with **Gem Person**, this drawback provides an additional **+200 BP**, since you now have no time period where you can actually control your actions.

Forbidden Magic (+200 BP):
In this world, power over life and death is exclusively restricted to the gods, and they punish harshly any mortals who would try to violate this stricture. If you ever use a 1-Up or any method of resurrecting the dead (other than via **Suzaku's Resurrection**), then you will invoke the wrath of the Shinigami. They will appear in groups, seeking to destroy the soul of whoever returned from the dead, and if you aren't that person, they will then proceed to try to kill you and destroy your soul as well.

If a small group of Shinigami isn't enough to defeat you, then more will appear—and eventually, the God of Death himself will show up to fight you. If even Darkray isn't powerful enough to defeat you, then more gods will start to show up, until the Supreme God Igudo herself shows up to kill you with all of her almighty power.

Curse of Memory (+200 BP): [Cannot be taken with **Soul Lotus**]
The gods took two things from Kurohime when they sealed her into the form of Himeko; they took her ability to feel love, and they took her memories. Not all of them, but the vital ones—so too is it for you. You have completely lost all of your memories of your chain and your life before your chain. You have only whatever local memories you may have—or not even that, if you're a drop-in.

Target Number Two (+300 BP):
You don't have as much priority as Kurohime does, but you're wanted by the Onimaru Gang. They're an organization present on every point on the continent, and possess countless members. They will do their earnest best to kill you for as long as the group exists.

Curse of Love (+300 BP): [Cannot be taken with **Soul Lotus**]

You've been struck by a curse similar to that which burdens Kurohime at the start of the manga. All of your perks and powers from other worlds are sealed away, and you are reduced to the age of a young teenager.

However, it is possible for you to regain your powers and your adult form, by experiencing love and genuine affection for other people. Unfortunately, your capacity to feel love and compassion have been stricken from you, and the only way to regain it is to slowly mature as a person, and/or for other people to love you first. Only by knowing love will you be able to give love yourself, and it is only by giving love that the curse can be lifted.

However, bursts of affection that you may feel that aren't yet full-fledged love may be enough for you to temporarily regain your power… but as soon as you start thinking selfish or abusive thoughts again, your powers will disappear.

Soul Lotus (+400 BP): [Cannot be taken with **Curse of Love** or **Curse of Memory**] When Shirohime died and Kurohime regained her power, her memories of Zero's death caused a wound in her soul that prevented her from properly wielding her power. The only way for her to return to full strength was to sacrifice some of her memories of Zero. The Soul Lotus was how she kept track of them.

Inside your soul, there is now a lotus flower with 19 petals. Each petal represents a portion of your memories of your life before this jump. Normally, you are powerless, and have no access to the perks or abilities from previous jumps. However, by summoning this lotus from your soul and plucking a petal, you can sacrifice $1/19^{th}$ of your memories of your chain to regain your full power for twenty minutes.

Every petal you remove will lose more of your memories, until you pluck the final petal—which will not only fully erase the memories of your chain, but also cause you to fail your chain entirely, living out the rest of your life as someone who has only known the world you live on, but with the awareness that there was something more that you don't know anymore.

Gem Person (+400 BP):
Long ago, there was a group of people who worshipped a sun goddess, and they were "blessed" by her. During the day, their bodies would transform into

gemstone statues. Needless to say, they were hunted down and their bodies broken apart in the daylight, and once dead they didn't revert to flesh, making them a valuable source of gemstones. They were supposedly driven to extinction… but not quite. You are now one of them. You are indistinguishable from a human at night, but during the day you will transform into a beautiful jewel statue. I hope you have REALLY good friends to protect you during the day…

Because they are normally only at full power in the daytime, Gods gain another **+200 BP** from this drawback. Unlike with the actual Gem People, you can't be healed of this drawback.

Notes

There was a jump made for this setting already, but I thought there could have been more done with it. I wasn't able to figure out who made the jump, though, so I couldn't get in contact with them to get permission to make this jump. My apologies if I'm stepping on any toes.

The Angel race was based off of the Shinigami Angels. We don't see any other kinds, but the prefix of "Shinigami" kind of implies that others exist. So I left that race more open-ended.

Changelog:

- Version 1.0
    - Increased the price of the Ultimate Sword tier of the Yamato Dragon Blade.
    - Increased the price of the Shinigami Skull item. Added bone summoning.
    - Clarified that any nonhuman appearance would become an alt-form after the jump is over.
    - Clarified the reach of Sword Waves
    - Added the Dan and Aohime companion option
- Version 0.5
    - Created Jump

Magic Bullet List:

The spell list will primarily use the English terms, because I don't own the books and had to use online translators, which were rather inconsistent.

- **Ailanthus Revived Spirit Bullet**: Allow someone shot by this bullet to come back to life by binding their spirit to an object and animating it, giving them life… until the Shinigami angels show up to reap them, at least in this world.
- **Armor Piercing Poison Wasp Needle Bullet**: Summons a large, carriage-sized wasp.
- **Attack Fang White Wolf Bullet**: Summons a large, carriage-sized wolf
- **Binding Chain Snake Bullet**: You can summon a chain, with a head that resembles a serpent, which is used for wrapping things up rather than for biting.
- **Burning Pig Bullet**: Summons flaming boars.
- **Cannon Ceremony: Green Armor Dragon Bullet**: Summons a giant dragon with a large horn, and two big protrusions from its jaws that would resemble tusks if they were actually teeth, and didn't look to be part of the jaw structure itself.
- **Cannon Type, Binding Chain Dragon Bullet**: Summons a serpentine dragon, most of which is hidden away inside of a metal cube; this metallic dragon's teeth form a cage around what it bites to capture them.
- **Cannon Type, Ice Armor Teeth Dragon Bullet**: A massive, serpentine, icy dragon
- **Carnivorous Rose Bullet**: Summons an animated rose, with lengthy thorny vines and a toothy mouth.
    - **Rose Piranha**: Summons a significantly larger animated rose, towering at several times someone's height
- **Chaotic Dragon Bullet**: A windstorm dragon that excels at stripping off clothes.
- **Cupid's Bullet**: Summons a cupid-like construct that fires arrows, these awaken the dormant "love" in someone's heart and makes them devoted to the person who created the Cupid's Bullet… well, for a time.
- **Curse Lifting Bullet**: Lifts the effects of any curse that is weaker than you are.
- **Do Shin Ri Dou Dan**: Summons a dragon with a tail that resembles a spiked hammer. By smashing its tail against the ground, it can reshape the earth; Kurohime used five of them to near-instantly create a mountain-sized magic circle.

- **Double Headed Eagle Bullet**: Summons a large, two-headed eagle. Very aggressive.
- **Exploding Wings Flying Eagle Bullets**: Shoots birds that explode like grenades.
- **Fat Pig Bullet**: Summons a house-sized giant pig.
- **Floating Flowers**: Enables flight via spinning flower petals.
- **Full Body Metal Armor Bullet**: Turns your body into metal
- **Full Metal Drill Bullet**: Summons a spinning mass of sharp metal, vaguely shaped like a dragon.
- **Giant Crocodile Bullet**: Summons the head of a giant crocodile where the bullet strikes, making for a sudden attack.
- **High Soaring Eagle Bullet/Clawed Eagle Bullet**: Both spells summon a very large eagle you can ride on
- **Hulk Bullet**: Makes the target's hair grow out and envelop their limbs, granting them incredible strength and speed.
- **Hunter Cannon**: Summons a large, beast-headed metal sphere that homes in on the target.
- **Laser Owl Spotlight Bullet**: Summons a bizarre owl with eyes on every side of its head, that emits an incredibly bright light that blinds whoever sees it.
- **Lifeflame Dragon Bullet**: Imbues someone with the power of a dragon; this power will also infuse their weapons, transforming them to appear more draconic and allowing to emit flames.
- **Magic Bullet Reinforce**: Allows you to boost the power of an already summoned creature, up to five times; each time alters the shape of the creature slightly to make it larger and more majestic, and each increase in power is its own unique magic bullet, with a higher energy cost than the previous in the sequence.
- **Magic Dragon Form Bullet**: Partially transforms the target into a more draconic sharp, empowering them in a way suitable to their equipment and character. Asura became a great fiery dragon, Kurohime became a serpentine dragon of wood, and Zero became a gun-handed draconic humanoid.
- **Mimic Bullet**: Transform to take on the appearance of someone else.
- **Mysterious Warrior Dragon Bullet**: Summons a dragon who, in place of wings, possesses a large number of spikes on its back, which can enlarge to pierce enemies. The spikes can also fly off to surround the spellcaster.

- **Naught Bullet**: Basically a flub of a bullet that appears from a magic bullet without enough magic to work, or when a magical gun is malfunctioning. It sort of looks like a tiny mole trying incredibly hard to be badass, and failing utterly. Technically has some uses, but even a child could beat one up.
- **Phoenix Dragon Bullet**: Summons a burning dragon-phoenix. It will envelop a target, and then continue to fly until the target is completely reduced to ash. Only then will it fade away. For an immortal or someone with regeneration, this might leave them burning for the rest of time. Although it is possible for the fires to be extinguished by an outside source with sufficient power.
- **Powerful Raging Dragon Body Bullet**: Turn anything into a draconic form of itself, from draconic buildings to draconic plants to draconic animals.
    - **Strong Sealing Dragon Bullet**: Has an identical effect, but can make even larger dragons.
- **Raven Arrow Bullet**: Summons razor-beaked arrows to fly forth and stab the enemy.
    - **Yagarasu Gouridan**: Merge many Raven Arrow Bullets together into a draconic head, which impacts with incredible force.
- **Recalling Magic**: Summons forth the spirit of a dead person to commune with them.
- **Reviving Technique Spirit Return Bullet**: By shooting a spirit, you can grant them a human body again… although in this world, it also draws the attention of the Shinigami angel squad.
- **Rock Hard Linked Dragon Bullet**: Summons a large, serpentine stone dragon from the earth. Unlike other summons, instead of fading away, the earth dragon instead simply de-animates, leaving a dragon-like earthen structure behind where it once was.
- **Rockscale Dragon Bullet**: Summons a stone wall, but then the wall animates and reveals itself to be a particularly blocky, rock-like dragon.
- **Rose Chains of Wood**: Summons binding chains formed out of wood.
- **Rose Hip Bullet**: Fires a fanged flying flower-dagger.
- **Sakura Body Bullet**: Heals wounds. The more magic power you have, the more it heals.
- **Salamander Crawling Bullet**: A relatively small summon, but it produces a lot of heat.
- **Samurai Bullet**: Animate a building, giving it limbs and mobility.
- **Shark Tooth Blade Bullet**: Fires a blade that vaguely looks like a shark.

    - **Shark Teeth Dragon Blade Bullet**: Fires a blade that looks like a combination of a shark and a dragon.
- **Show Time Bullet**: Just summons a large bag-looking face with arms that makes a big show of itself. Only useful as a distraction.
- **Soaring Purewing Bullet**: Grants the target a set of feathery wings
- **Steel Teeth Dragon Bullet**: Summons a metal dragon with three heads. Each head can fire a single big bullet, but if all three heads come together, it can fire rapidly like a gatling gun.
- **Stone [Name] Bullet**: Summons a stone duplicate of the named individual, which can be manipulated like a golem.
- **Sword Dragon -Cannon Mode- Bullet**: It summons a sword dragon. Not much else to say.
- **Undead Dragon Bullet**: Summons a tyrannosaur-like dragon skeleton. It has a massive pelvic bone protrusion, for some reason.
    - **Ghost Absorption: Mighty Form**: Allows the Undead Dragon Bullet to gather up nearby restless spirits and the malice of the dead to grow larger and more powerful.
- Unnamed bullet that makes the body like clay—in some ways. The bones can break and snap, and the body can be malformed, but the subject can't die.
- Unnamed bullet to become a bird.
- Unnamed bullet to become a fish.
- Unnamed bullet to transform people into household objects, while retaining their awareness, and optionally their ability to move and speak.