{{{{{{{{{{Soul Eater Jumpchain CYOA}}}}}}}}}}

(Version 3.0, “NOT!” Update)
(A NuBee & Valeria Collaboration as of Update 3.0)

The root of all evil is madness, but madness exists in everything. In order to control this paradox, Death “the Shepard of Souls”, serves as guardian to mankind. Each soul is unique for its nature, wavelength and moral allegiance. A pure soul radiates serenity and strength, a tainted soul radiates madness and unfettered power.

While adherence to the former may result in Godhood, lust for the latter will result in the birth of a demon lord, a “Kishin”, the destroyer of worlds. The balance between these extremes is maintained through the eternal vigilance of Lord Death and his followers, who serve as both his arm and his judgment.

Tainted souls are collected by humans under Death's guidance, and used in the empowerment of living weapons wielded by the humans in a symbiotic relationship. Both parties have their fighting abilities amplified by the pairing, so that the wielder (Meisters) and the weapon (Demon Weapons) are able to achieve greater levels of power and efficiency in combat.

This resonation of souls allows humans to battle against evil humans and Witches, who otherwise (and in many cases, still do) outmatch them. Meisters that reap 99 tainted souls and 1 witch soul will elevate their weapon partner to the status of a Death Scythe, a weapon so potent that Death himself may choose to wield it.

Right now, like always, the forces of darkness act to spread destruction and madness, as well as create Dark Weapons. Dark Weapons are evil sentient weapons that thirst for souls, good or evil, and given enough consumption, may be reborn into a new Kishin (Demon Lord) who will then bathe the world in madness.

Welcome to the world of Soul Eater. You start with +1000 Choice Points. Good luck.

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[][][][Additional Rules][][][][]

Should you ever completely fall completely into the inescapable depths of madness, this will count as death for the purposes of Jumpchain.

You will be cured of your madness and sent home as if you had died normally. Crazy is fine, having a mental disorder is fine, becoming an absolute lunatic with no hope of redemption is where you lose.

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[][][][Starting Locations][][][]

Roll 1d8 to determine your location, or pay 100CP to pick from any location found below.

-[1] Shibusen (Death City, Nevada): Also known as the "Shinigami Weapon Meister Vocational School". Shibusen is an academy located in “Death City” Nevada which Meisters and Demon Weapons attend. The school is run by Shinigami, Lord Death himself, as a training facility for human wielders of those weapons, the Meisters.

Shinigami created the school as an organization that protects peace in order to prevent the rebirth of the "Kishin", an evil demon god that in the past, nearly destroyed everything by plunging the world into chaos. Be careful not to cause any trouble here, for it is constantly protected and watched by the local Meisters and Lord Death himself.

-[2] Loew Village (Czech Republic): Loew Village is a strange village located in the Czech Republic who’s inhabitants are known as Enchanters, people who are talented in making Golems. Every eight out of ten people in this village are Enchanters and it shows.

Each house in the village has a stove in order to make Golems out of clay. Therefore, the village is full of chimneys constantly spewing out smoke. Golems of all sizes are a common sight along with their Enchanters.

Although there is an area of forest near the village, there are even stoves and Golems located in the forest, and the trees also look like they have been made out of clay or stone. The village sustains itself and its inhabitants by selling Golems as charms against evil to all parts of the world.

-[3] Santa Maria Novella Church (Florence, Italy): A beautiful church located in scenic Florence Italy. The church is built in a Gothic style, with a church bell on top and a large stained glass window in the middle.

Inside it is like a typical church, with an altar and pews. It is also an unofficial hideout of the Italian Materazzi Mafia before they end up slaughtered in the near future. Don’t you worry about that though, go enjoy that beautiful city!

-[4] Village of Shin (Japan’s Countryside): A small rural village amongst the mountains and forests of the Japanese countryside, the village gets its name from the countless needles protruding out of the roofs of every house.

At the center of the village is a small square containing a statue of the village's guardian deity. The village has the unfortunate history of being one of the victims of the actions of the Star Clan, a vicious group of killers who did anything for money.

-[5] Baba Yaga's Castle (???, South America): Baba Yaga's Castle is located deep within the Amazon Rainforest, at the center of a cavernous ravine that measures over 2000 meters in depth.

The cave features little else other than rocky terrain but the surrounding areas outside are filled with abundant and dense vegetation of the rainforest.

Baba Yaga's Castle is the base of the organization known as Arachnophobia and, taking after Arachnophobia's leader, is in the shape of a giant spider carrying a castle.

-[6] Witch's Realm (???): The Witch's Realm is a realm held separate from the normal world by Mabaa's Spatial Magic. Many Witches have chosen to reside here, and is one of a few instances of witches upholding to their own order and code.

Only a Witch can open a portal to this world, and this is the only known way to do so. Mabaa is the leader of all witches and watches over her kind with power comparable to Lord Death.

-[7] The Moon (It's the damn Moon): A giant bright and yellow moon, no matter what the time, the Moon is always in a crescent shape.

It appears like a face looking to the side, with a long curved pointed nose and an ever-present large toothy grin. A single large crater with a big googly eyeball seen in the darkness of the crater serves as its eye.

Obviously, the Moon is in the sky, and only appears at night, but the strangest thing is that sometimes, the clouds pass “behind” the Moon, which gives the impression that it is actually inside the atmosphere (because it is). Good luck getting down.

-[8] Free Pick: Congrats, the free pick is yours! You may pick any of the seven locations above.

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[][][][Background][][][]

----------(Age & Gender)----------

First, roll 1d8 + 8 to determine Age and keep your current gender whatever it may be. Alternatively you may pay 50CP to swap genders or pick your own age from anywhere between 8 and 18.

----------(Origins)----------

Select one of the below origins freely, except for Witch which you must pay the listed price for in order to take. Based on your choice you will get additional memories and a history in the world, as well as discounts for certain items within the Jump.

-"Drop-In": No extra memories to mess with your head. No connections, background or history in this world either. Something a bit odd to note, something has caused madness to flow around you more than others.

Maybe it’s because of how foreign and different your body is in this universe, but the exact reasons are unclear. Here's some provisions, a sleeping bag and a backpack that's somewhat bigger on the inside than you would expect. Good luck buddy, go have fun.

-"Student Meister": Meisters are individuals with exceptional Soul Wavelengths (either from birth or training) who have been accepted to (or trained at) one of Lord Death's various schools located around the world.

Soon after acceptance and arrival at the school, either on their own or with help from the academy, these young individuals will usually find themselves paired with a Demon Weapon partner.

In addition to normal subjects, they are also instructed in various combat techniques, teamwork exercises and studies on their various enemies from Witches to Evil Humans at the academy.

Once they show a certain level of combat skill, they may start taking on missions to take care of Evil Humans and retrieval of their corrupt souls.

You will be starting as a Student Meister at Shibusen in the EAT division, a division reserved for students who have shown high proficiency in combat and/or top school grades. You are already highly proficient at wielding your weapon partner as well.

-"Student Demon Weapon": Demon Weapons are human beings who have the ability to transform into a weapon. The first Demon Weapons were created 800 years before you drop in, by a rogue Witch named Arachne.

These beings would later scatter across the world and interbreed with normal humans, sewing the Weapon gene far and wide. In the modern era, Demon Weapons who are still inexperienced in utilizing their abilities are known to accidentally hurt the people around them when their transformation goes wrong.

This danger they pose and the discrimination many weapons go through due to that is one of the primary reasons Lord Death created his schools. Demon Weapons are actively sought out and offered a place in this school, which is a hard offer to turn down.

You are one such weapon, paired with a Meister Partner, attempting to master your abilities while living the school life in the EAT division.

-"Witch" (300CP): Witches are a powerful, incredibly long lived, all-female race born with the natural ability to wield magic. Because of this natural connection (and generally not giving a fuck), they almost always fall prey to the "Sway of Magic" and become destructive and antagonistic beings.

Witches appear to be mostly human-like, though seem to possess a certain "theme" based on an animal. Some of this animal's traits will usually be seen in their personalities, fighting styles, clothing and appearances as well.

Stuff like whiskers and buck teeth if they have a mouse/rodent theme or absentmindedly croaking when not paying attention if they have a frog them. Upon picking this Origin, you may select whatever mundane animal you wish and have your appearance and magic themed after it.

(Note: Male Witches may instead refer to themselves as Sorcerers. This carries no functional benefits, just a bit of optional fluff.)

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[]][]][Races][]][]]

If you wish to be something more than your default race granted to you by one of the above origins, you may purchase one of the below Races. Due to the limitations of the Weapon Gene, Demon Weapons will be unable to select any of the below Races except for "Earth Shaman". You may only purchase one Race.

-"Earth Shaman" (300CP): Earth Shamans are a rare form of human, like Demon Weapons, but completely natural existences by comparison. They resemble dark skinned humans at birth, gaining unique markings on their skin and hair as they age that vary from person to person.

Earth Shamans have a unique connection to nature and the Earth itself from the moment they're born. This allows them to "hear" the voice of nature, which allows them to do things like sense any disturbances in the environment around them such as pollution or disease.

If severely damaged, Earth Shamans have even described hearing "crying" and getting a feeling of profound sadness. With minimal time spent developing this skill, they can also communicate with nature and get help locating things in the surrounding area or buried underground. This makes it exceptionally difficult for them to get lost in the wilderness.

Earth Shamans each have a single magical affinity for a different natural element such as Fire, Thunder, Water, Wind or Earth. This allows them to more easily commune with and sense the element they have an affinity for.

Their affinity also allows them to generate and control their element for to a degree, even at a young age, and these skills would only grow with the strength of their soul. The shape and color of the markings that develop as they age are based on this affinity.

If a Demon Weapon purchases the Earth Shaman race, they may choose the "Elemental Manipulation Ability" weapon option for free, with the caveat that the element must be the same natural element they have an affinity for as an Earth Shaman.

-"Monster Cat" (300CP/Discounted for Witch): Monster Cats, also known as "Magical Cats", are a monstrous race in the world of Soul Eater.

Magical Cats are a race of intelligent felines with the ability to assume a human form and share a number of similarities with Witches, including the ability to use magic.

Monster Cats possess monstrous purple souls resembling that of Witches, nine souls to be exact. In their human form they keep the feline ears on top of their head the same color as their hair, as well as fangs, sharp nails and a feline tail.

(Notes: Monster Cat obtains the Totemic Magic Perk for Free. Instead of an animal theme however, Monster Cat causes your magic to be themed around a chosen plant such as "Pumpkins" or "Roses".

As such, treat the benefits of the perk as reflecting your chosen plant theme instead of an animal theme. Monster Cats do not suffer from the Sway of Magic.)

-“Icon” (300CP/Discounted for Witch): Icons are artificial Sorcerers made by the Book of Eibon. All seven existing Icons are named Noah, near identical and based on one of the book’s seven chapters. You, however, are an additional Icon created by the Table of Contents using a blank space of the book as an experiment.

Like Noah, you have dark skin and black hair, but are otherwise human in appearance with features and characteristics like you would be if you were just a human of your gender and rolled age.

Being of no use to the Table of Contents, you are not bound to the Book of Eibon, but you are nonetheless an Artificial Sorcerer with the power than entails, wielding magical might beyond the average witch.

(Note: Icon, whether or not purchased as a race by Witch, obtains the Totemic Magic Perk for free.)

-"Immortal" (500CP): - Also known as "Werewolves", Immortals are one of the many monstrous races found in the world of Soul Eater. At first they appear as completely normal humans, albeit drifting towards the more rugged or wild side as far as appearances go.

While in their human form, their physical abilities drift towards the higher end of the human spectrum, but certainly nothing extraordinary. In this state their only abnormal abilities are a keen sense of smell and awareness of their surroundings.

At any time they wish though, they may transform into their true werewolf form. This form appears much like a standard werewolf, but Soul Eater Werewolves possess very large hands, feet and tails.

In this state, all of their physical abilities are boosted tremendously with no true downsides other than obviously being a werewolf. In either state, Werewolves possess extreme vitality that allows them to live for hundreds, possibly thousands of years in their prime.

They've even been called "Immortal" due to this, minor regeneration and their incredible ability to survive just amazing amounts of punishment. That being said, they are killable, it's just really, really hard. Werewolves usually have green souls that follow wolf-like themes, but bare a number of similarities to humans.

-"Bloodsucker" (700CP) [Barred from Student Meister]: Bloodsuckers are a vampiric monster race in the world of Soul Eater with pink souls, and are sometimes known as "Vampires". Upon taking this, your physical age will be set all the way up to nine hundred years old.

You will resemble a very small, elderly human with a long pointy nose, as is common with this race at this age. Bloodsuckers are a monster race known for their power, longevity and siphoning of blood. We'll begin with their most basic ability, the power to manipulate their stinger like nose which they use to siphon blood.

Bloodsuckers can extend the stinger, manipulate its shape, even split it apart and rotate them. Their nose is easily able to pierce normal people and suck out the blood.

Bloodsuckers are surprisingly flexible and hard to kill, as they can even survive through being beheaded. While they do possess a limited form of regeneration, they can also rapidly recover from even serious wounds like decapitation and dismemberment through drinking blood.

Moving on to their most fantastic abilities though, Bloodsuckers as they age change shape dramatically, and can temporarily regain these shapes and powers due to their ability to manipulate and revert their own age at will. As an already elderly Bloodsucker, you have the power to take on several of these forms.

By reverting your age by 100 years, you will "regain" the form of when you were physically strongest. In this state, your torso and arms swell up tremendously compared to your normal form, causing you to walk like a gorilla. The sheer density of your muscles providing heightened durability. Despite that, this form remains very agile.

By reverting your age by 200 years, you will "regain" the form of when you were physically fastest, as well as when you had the finest nose.

This form looks more like a bizarre insect than human, with backwards knees, insect-like eyes and other bizarre features. This form is incredibly fast, and capable of flight, but isn't as good at close combat due to the awkward limbs.

By reverting your age by 400 years, you "regain" your most numerous form. This form has the shape of an attractive adult human with fangs, three pupils in each eye and has a darker complexion than the others.

In this form, you gain a balance of incredible strength and speed, and are made up of 8,000 magical bats. These bats can be sharpened to slice and pierce through enemies, manipulated with will alone.

Using the bats as a medium, you may manipulate ultrasonic waves to deal great internal damage to enemies. You may at any time completely transform into a swarm of these bats to fly or attack numerous enemies at once.

Finally, by reverting your age by 800 years you can "regain" your most incredible form. This form is like a fusion of all other ages/forms detailed above, but takes longer to revert into and is harder to sustain due to how far back you are regressing in age. The appearance of this form is truly mysterious, but likely to be far more monstrous than those later seen.

(Note: Due to not being completely revealed in the series, I'm leaving it to you to fanwank what it looks like.)

-“Fragment” (800CP): The Great Old Ones, each an ancient and powerful being that acts as the progenitor of a form of madness, Order, Wrath, Power, Knowledge, Fear.

Great Old Ones are likened to gods for their power, and though you are not one of them, you are something close, a Fragment. Like Asura and Kid were split from Death, you too have splintered off from one of the Great Old Ones as if a child of theirs.

With the above comparison in mind, you are more like Asura’s existence, a solitary fragment that lacks the capacity to subsume your parent’s existence, but will become more powerful with time and the madness wavelength in your soul.

No matter which of the five Great Old Ones you splintered off from, there are a few common abilities you will always have. Your physical abilities are far greater than a human’s.

You will stop physically aging upon hitting your prime. A constitution immune to the effects of disease and poisons alike, as well as regeneration, due to your odd biology.

Finally, your soul is powerful and naturally aligned with the madness of your “parent.” It is as a result of this madness and power that, in a few centuries of time, you will likely rival the strength of the one who granted you life.

(Notes: Fragments obtain the “Madness Wavelength” perk for free, though it is naturally aligned with the Madness of the Great Old One you choose as your parent, Order, Wrath, Power, Knowledge, Fear.

Additionally, depending on which Great Old One you selected for your parentage, you will gain a series of additional benefits which can be found in greater detail in the Notes Section at the bottom of this document.)

-“Hybrid” (100CP + Race Prices): A bizarre existence, through some unknown circumstances you have come into creation as the hybrid of two normally distinct races. Witches and/or alcohol are highly likely to be involved.

Through purchase of this option, you may purchase two different race options and fuse them into a singular race, gaining access to their racial abilities and exclusive race perks.

Using this option, you are also able to gain access to racial purchases as a Demon Weapon, allowing you to become some such thing as a “Demon Weapon Immortal”.

(Notes: Bloodsucker Hybrids are set to old age. Fragment may not be selected for Hybrid)

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[]][]][Perks][]][]][]

-**READ**: Perks listed below are mostly discounted for the corresponding origin. Additionally, one may choose two 100CP perks for their origin that are free while all others are discounted. Witch's additionally receive their 200CP “Totemic Magic” Perk for Free.

As Meisters have a total of six independent perk lines, two more than any other origin, Meisters are only allowed four perks from each tier to be discounted to keep them even with the others.

In addition to General Perks (undiscounted) and Origin Perks (discounted for their origin), there are also Racial Perks. Racial Perks are “exclusive” to their respective race, meaning none other than those who purchased that race may buy them. Otherwise they work like Origin Perks.

----------(General Perks)----------

-"The Face" (Free): You have obtained a gift. You can now make a face of absolute disgust on a whim. This face just "projects" how much disgust or annoyance you feel in that moment in time, so much so that others can sense it.

Indeed, this face perfectly transmits your feelings of absolute annoyance and/or disgust to everyone who sees it, or has it directed at them. Even if they're blind or can't see for some reason, they can fucking feel it.

-“Free Agent/Enrolled” (Free/Optional): Maybe you don’t like the cards your origin is dealt by default, wishing you didn’t have to be under the watchful gaze of Shibusen as a Meister or Weapon, or wishing to go to the kick ass Death School with other kids as a Drop In or Witch. This is for you.

You now have the option, regardless of origin or race, to decide whether your background is enrolled or not at Shibusen. As a Drop In you have the option to take on some sort of mild background memories or origin to make yourself blend in easier.

As Drop In, Witch or one of the unique races available above though, your true identity will likely be a secret at first to help preserve your peaceful school life. You’ll have to make sure it stays that way yourself however. Meisters and Demon Weapons will just be out in the world on their own.

-"Maka Chop" (50CP): Upon purchasing Maka Chop, you have the ability to summon a thick book of some kind and smash it on top of someone's head in a chopping motion.

The attack is purely comedic, bypassing normal forms of durability and protection allowing it to connect and leaving a temporary dent in the victim's head.

Can also be used to summon a thick book from somewhere nearby for the chop, which you can then read if you so desire. (Note: Perk cannot be altered in any way. This is a purely comedic attack.)

-"Strong Soul" (200CP): An extremely rare soul born of intense physical and mental training. This training bares fruit, granting additional potency to any soul based abilities you have and peak physical condition.

While certainly beneficial, it could also be seen as a hindrance in certain situations due to Strong Souls being worth ninety-nine normal souls. The rarity of their soul and this property can cause them to be targeted by some, though it shouldn't be too big of a problem during your stay.

-“Martial Way” (200CP): Not everyone fights around the use of weapons or magic, with a purchase of this perk you can put yourself into those ranks.

Obtain supernatural skill in a mundane martial art of your choice, or skill in a choice of one of the incredible or supernatural martial arts of this world such as Assassination Arts or Death God Taijutsu.

Whatever you choose, your physical condition will be improved over the base human norm allowing you to easily dispatch entire gangs of normal human enemies singlehandedly.

-"Enchanter" (300CP) - By purchasing this you gain the abilities and skills of an Enchanter. An Enchanter, or "Puppet Engineer", is an individual who is able to use the magical skill known as Enchanting, a skill in which individuals mix soil (or other materials) and magic to create things.

The vast majority of these "things" are golems, artificial constructs designed to follow an Enchanter's orders. The size and shape of an individual golem differs greatly and can be due to a number of factors, from role and materials on hand to the preferences or style of the Enchanter that created them.

These beings do not think for themselves, only doing what they are instructed until orders change or they are destroyed. Their purpose is usually the protection of homes or other important places, or to act as towering bodyguards keeping the Enchanter or someone of their designation safe.

Unlike other magical skills requiring you to be born with the ability to manipulate magic, enchanting is an ability that can be learned and taught to anyone. This is because of the Enchanter's highly important "Enchanter Gloves" which are required to use their craft. Those who buy this skill will start with a free pair, found in the item section.

-"Shinigami Chop" (300CP): A significantly more powerful version of Maka Chop, with two variants. The first variation is triggered upon rearing back for the chop and saying "Shinigami", which causes one's hand to grow several times larger, ending with "Chop" as the hand is brought down on the victim's head.

This variation is pretty much the same as Maka Chop, only performed with a hand. The second variation is performed almost exactly the same as the first, only with the intent to cause harm.

This "Serious Shinigami Chop" allows the user to perform an incredibly powerful chop that can crater the ground and seriously injure those it hits. This version doesn't bypass special durability or protections like the first, but it does have actual battle applications.

-"Grigori Soul" (400CP): Your soul can now be classified as a Grigori Soul, a rare type of soul that only one in fifty million people possess. Grigori Souls have wings, which gives the person the ability to fly.

To be precise, it gives the wielder the ability to manifest angelic wings made of energy and alter them in numerous ways. Shape, size and appearance can all be altered to affect speed, maneuverability, efficiency of flight and more.

These wings can also be manifested from any part of the body, including the head or feet if you wish, or even a Demon Weapon Partner you're currently wielding if you so choose.

The wings and your ability to customize their features become more powerful with time and training. For an additional cost of "200CP", your Grigori Soul will be augmented, granting your wings offensive abilities.

You will now be able to fire bullet-like feathers from your wings at an extremely rapid rate, similar to a machine gun. Individually they aren't as strong as normal bullets, at least to start with, but the incredible rate makes them hard to avoid.

In addition, you may now form a mouth-shaped cannon with your wings and charge a larger, orb shaped projectile augmented by your emotions. The attack at full power is enough to blow away mountaintops, but takes a while to charge and requires the right emotional state.

Forming and charging the cannon, unlike the feather bullets, impairs movement a bit rendering you pseudo-immobile while charging. Love is the second most powerful emotion and has a quick, linear flightpath, while Anger is the most powerful and flies slowly, but homes in on enemies.

The strength of your soul and training may enhance both of these abilities, just like your flight. Lastly, upon purchasing the augmentation for your Grigori Soul, you may adjust the primary and secondary colors of your wings as you wish. Stay with angelic white, pick black and yellow, whichever colors you want.

----------(Racial Perks)----------

(**READ**: Racial Perks are <u>exclusive</u> to their respective race.)

----------(Earth Shamans)----------

-"Doe Eyed" (100CP): Like Fire and Thunder have the ability to temporarily mature when exposed to magic, you have the power to assume the form of a small child at any time you wish.

There are no drawbacks to doing so, such as a reduction of power, you just become really adorable looking. In fact, those big innocent eyes of yours make it difficult for all but the nastiest of baddies to harm a hair on your head, at least at first.

Don't count on your appeal helping you too long with those types though, especially if a fight breaks out or they already know your true nature.

-"Tree Hugger" (300CP): Earth Shamans by their nature are connected to nature, they share a bond of trust and love, and it's through this love that you can protect it.

Your love for the world has the ability to bleed out and act like a form of medicine that scrubs and cleanses it, returning it to a healthier state. Pollution is removed, nature heals, corrupted beasts and abominations burn in your presence.

The purifying properties of your love exist internally in addition to externally. This means any pollutions or toxins existing within your environment that worm their way into your system might as well evaporate just as fast.

-"Tree Hugs" (600CP): Just as the world can feel your love and thrive under your tender care, it wishes to return that love any way it can. As you can feel its pain, it can feel yours and seeks to remedy it.

Your elemental affinity existing in the world around you works to protect, help and comfort you where possible. Those with a water affinity will see rivers lurch to smash bridges and stop pursuers, while those with a wind affinity will always get a nice strong breeze on sail boats.

Nature uses your own magical connection to it as a springboard to manifest its desire to protect or help you though, limiting it to the levels of an adult Earth Shaman most of the time.

In moments of great need however the world will throw its all into this defense, spawning tornados, earthquakes or wildfires among other disasters to keep you safe, leaving you untouched amidst the chaos until activity dies down and it once more becomes passive.

----------(Monster Cat)----------

-“Good Kitty” (100CP): Cats are popular creatures, magical talking cats even more so. It’s this popularity that causes you to run into people of all sorts, though normally the cute, able bodied types.

New ‘friends’ are made each day no matter where you go, though they’re normally suffering from a problem or want something when you meet them.

Cementing your friendship with these people is as easy as helping them out with those problems, or you could just leave them be if you decided you know quite enough people already.

Still, the situations you might meet them in can be quite silly. You could be taking a nice, relaxing bubble bath all by yourself and have a new friend literally fall through your roof!

-“Nice Pussy” (300CP): Meow, tiger growl, hot damn, thank you mam, you’re a walking sex bomb. It’s absurd how hot you are, though it’s not just appearances alone hon, you walk the walk and talk the talk of a masterful seductress.

Making people lose their composure with a wink is easy, having men (and/)or women fighting over an air kiss blown their way takes little effort. You could get a fanclub going just by making the rounds and simply talking to people in an area long enough.

People who aren’t attracted to you usually aren’t for a good reason (mismatched sexuality, completely different species, etc). If you actually put in any effort, you could probably even seduce a succubus though.

-“Nine Lives” (600CP): Ordinarily, the nine souls possessed by Monster Cats would grant them nine lives just like the cats of urban legend. While we can’t quite give you that, you do get an extra life per Jump.

You didn’t think that’d be it for such a steep price though, right? In return for not having full access to your nine extra lives (at least until post-spark), your lost lives replenish at a rate of one every ten years.

This doesn’t make much sense you say. Well, here’s the kicker, with those lost lives, so do your nine souls replenish. Any damage sustained to them, any souls lost along the way for one reason or another, are returned to prime, healthy condition as if nothing bad had happened in the first place.

----------(Icon)----------

-“Stranger Things” (100CP): As a being created by a magic book obsessed with collecting the world within the confines of its pages, it seems like meeting the oddities the world has to offer is destiny.

Even in the most boring world, you seem fated to meet, see or experience the most fantastical, interesting or outright bizarre things it has to offer. The world is a collector’s dream if one knows where to look, but you don’t even need to bother with that step.

-“Reading Rainbow” (300CP): Take a look, it’s in a book, new friends in every library. Books are your friends (and your parent in a way), and with this perk, you should take that literally.

You now have the power to turn books, or chapters from them, into living beings based on the book, chapter or even a specific fictional character.

The amount of power and life breathed into your new friend is of course based on the amount of magic that you push into the process, though as a result you’ll of course be unable to make something stronger than yourself. To help a bit, you can use external energy sources to fuel the process though.

-“Seven Sins” (600CP): Noah, your Icon “siblings” made from the Book of Eibon’s chapters, also represent each of the seven sins. What if I told you that you can invite something similar into your life?

With this perk, you can create up to seven physically identical clones of yourself. These clones will differ in mindset however, with one of the seven deadly sins making up their central personality trait.

The clones have all your powers and default to following your commands, but as a result of their sin, may interpret or bend your orders around it. Depending on your own personality, this can sometimes lead them to be more trouble than they’re worth.

----------(Immortal)----------

-“This works!” (100CP): You know, it’s not like you’re a Meister or anything, or a wandering samurai. You don’t just have high quality weapons whenever you want them. Random stuff also works though.

You’re absurdly good at improvising random things within reach into deadly weapons. A ball and chain attached to your ankle? More like free wrecking ball, am I right?

Interrupted during lunch? Those chopsticks you got with your takeout could be as good as an assassin’s knives with a little effort. You’re generally more skilled with improvised weapons and they’re more durable while in your possession.

-“Immortality Rules!” (300CP): Whoever said living forever would be terrible was obviously too busy sucking and dying. Immortality is amazing, don’t let anyone tell you otherwise.

You’ll never have your skills degrade over time, you don’t forget anything unless it would have been otherwise too blasé to hang onto and you’ll always be able to find something fun to occupy your time.

No matter how long you live, you can find joy in new and old things alike, and come to terms with the costs associated with a long life easily enough.

-“Modu-Werewolf” (600CP): You’re a werewolf, but you’re also like building blocks, or those lego things kids like. Kids still like those things, right? Not the point. What is the point is you have plug and play biology thanks to your incredible constitution.

Not only can you just jam new limbs on or new organs into your guts, they’ll work just as well as if you were the original owner, with the ability to use it as naturally as if you were born with them.

This includes any associated powers of whatever you’re jamming on, though you’ll of course have to make up the skill and energy costs yourself in the process.

----------(Bloodsuckers)----------

-“Anti-Parasite” (100CP): Bloodsuckers, normally associated with parasites. You are anything but, however. As a gent or lady with sophisticated training, you are nothing if not welcome in the service of another who appreciates the finer things in life.

You are an incredible butler or maid, skilled at cooking, cleaning, organizing a household, commanding lesser servants and whatever else you could possibly think of a millennia old servant would have highly refined skills at doing.

It’s not just your skills that have been refined however, but your very mannerisms and way you hold yourself. If not by the side of someone you currently serve, you could easily pass as a member of nobility yourself.

-“Right Hand Mosquito” (300CP): To call you a simple pawn would be an insult, you are the fantastically diabolical second in command type that all evil minions aspire to be.

With your assistance, your boss/evil overlord is smarter, more confident and even more competent, making fewer mistakes as long as you stick by their side and offer your aid.

Your formidable leadership qualities allow you to carry out operations without a hitch, organizing and commanding fellow evil minions skillfully as you march towards victory for the dark lord, whoever that may be that is.

-“Sphinx’s Paradox” (600CP): What flew on thousands of wings 400 years ago, walked on four legs 200 years ago, two hands 100 years ago, two legs in the present and continues to get stranger as time goes on? Yourself, apparently.

As you continue to age, you’ll acquire additional forms you may take using the innate age manipulating traits of a Bloodsucker, forms that have the potential to be stronger than those you may have had in the past.

Essentially, you will continue to be able to say “This is my form from x amount of years in the past” even if you never resembled anything like that.

These forms will always follow some form of theme, such as “most numerous”, “most powerful”, “most swift” and so on, while being tangentially related to your nature as a bloodsucker.

----------(Fragment)----------

-“Kid Friendly” (100CP): Hundreds of years ago, Death first started his attempts to build schools so he could train the next generation. The only problem was he scared them half to death by, well, looking like Death in all his glory. The solution? Rebranding.

You, in a similar way, are able to take a “kid friendly” form suitable for interaction with children without scaring them into having traumatic episodes that last for years to come.

The scary parts become rounder, cuter or goofier. Your voice goes from bone chilling to heart warming. Even your attacks become less brutal and lethal in this state. Let it be said that you can revert anytime you feel like it though.

-“Mad World” (300CP): Death’s Room, the Witch World, the Hidden Section, Great Old Ones and similarly powerful beings are capable of sectioning off their own private worlds, and so can you.

You have the power to form pocket dimensions, starting at the size of a large room, with an interior architecture affected by your soul/madness wavelength.

These dimensions may be designed with a single door, a key, a spell or possibly even your permission to gain entrance. At first you may only make a single, small, simple room.

Given enough time and practice with this skill and an increase in power, however, and you will eventually be able to make dimensions as complex and large as a moderately sized town, or something appearing like the bottom of the ocean. Worlds may not be stacked.

-“Master Your Madness” (600CP): Acceptance can be a difficult, moreso when the pill you have to swallow is an eldritch nature you’ve only just started to understand. Let us help you accept and understand who you are.

You have accepted your own innate madness wavelength, and as a fledgling Great One yourself, this allows you to count as already mad, granting a form of immunity to the madness wavelengths of others.

Your own soul and madness wavelength will be able to grow more powerful of course, but acceptance and growing into it means it has no sway over your own being, and grants far greater control over it.

----------(Origin Perks)----------

----------(Drop In Perks)----------

-"Slasher" (100CP): The world of Soul Eater has referenced many horror and pop culture icons across its run, from Sadako to Freddy to Jason. To get you started, you may become a slasher yourself.

Pick any horror movie or popularly referenced villain, and from this choice you will gain physical enhancements and minor physical abilities referencing them. If they're brought up in some form in Soul Eater, use that character as a model.

Using Jack the Ripper as a baseline, you could become about twice as fast, strong and agile compared to a normal human. At the same time, gaining unorthodox combat instincts allowing for an air of unpredictability and sudden erratic movements.

Finally, you would gain the ability to turn all of your fingers into large, razor sharp blades, each easily strong and sharp enough to hack through a normal human torso. Providing you stick to this general level, feel free to pick whoever from Rasputin to Lupin.

-"Despair Corner" (100CP): You've gained a knack for artistic expression, only, it's the kind that nobody can really push themselves to appreciate. Whether your chosen medium is brush and canvas, pencil and paper or other, the themes you have a talent with are the same.

You have a natural talent at creating the most sorrowful pieces of artistry that naturally provoke a sense of despair, sadness and apathy towards existence in those who attempt to appreciate said art.

Poems that cause reader's stomachs to drop, drawings that leave them teary eyed and so on. This gives you skills to expand to other forms of art, but sorrow is where your specialty lies, and as such you have a resistance to your artworks. The subject matter might still get under your skin if you let it however.

-"Eternal Question" (100CP): There's something rather off about you in more ways than one. No one is really sure if it's a quirk in your biology or something personal, but you're just. . .confusing.

Everything about you is naturally rather ambiguous, and you're incredible at emphasizing those traits. Concealing the exact nature of your gender, age and potentially even race or other details about whatever it is you are is easier than you would think.

The lack of information can really get people chomping at the bit trying to guess or figure it all out too, if you're the sort who enjoys teasing.

-"Thicker" (100CP): Crona got a raw deal, born from a mother with cruel intentions for them the moment they were conceived. It was that bond that led to much of the trouble that would follow Crona throughout life. This perk alters that course for you.

Familial bonds, a precious thing, are enforced for you. Those related to you feel a strong compulsion to act in the role they're slotted in properly, made stronger if you return those feelings honestly.

A parent is a parent, a sibling is a sibling, and a child is a child, though they'll never quite stop being the person they are deep down inside.

-"Madness Wavelength" (200CP): Purchasing this gives you the ability to switch on and off a mild "Aura of Madness" with some special properties. This aura causes radios and other electronics within its area of effect, which is approximately the size of a large house at first, to start emitting sound blurring static.

It will also (very) slowly wear away at the sanity of any sentient beings within its area of effect, besides you of course. Those who are INCREDIBLY stressed out will even start experience vivid, realistic and horrifying hallucinations.

Interestingly, if you stay in the same general area with your Madness Wavelength on for a few months, you can slowly "corrupt" and control this area.

The scenery will become more broken up and chaotic with time, and you will even gain some influence over it with enough "corruption." Things like making faucets spray blood, causing doors and windows to rapidly open and close or make shadows dance at your leisure.

This can allow a homebody Jumper to really give themselves the home field advantage. Upon purchasing this, you may choose a "theme" for you Madness Wavelength such as "Order" or "Power" that influences the effects.

For example, someone who chooses "Fear" for their wavelength will have an easier time inducing panic and warping their surroundings, while someone who picks "Greed" may corrupt their surroundings to become more lavish instead of spooky and twist those around them to become more selfish.

As with most other Soul Wavelength based abilities, the potency of this ability scales with the strength of the wielder's soul. This specific ability also relies on the depth of the wielder's madness to grow in strength though, making it a bit trickier to train.

As the ability grows though, a few months can be dropped to weeks, possibly even days, though this would require an extremely powerful soul or a truly insane individual, or both.

-"High Functioning Psychopath" (200CP): It's amazing how long some people can go unnoticed despite being complete monsters underneath the surface. They just seem so normal until they're not, or maybe it's because no one cared to notice. It's always the quiet ones after all.

This perk allows you to "repress" inherent mental instabilities such as madness or trauma into a little mental box, allowing you to retain the facade of being a perfectly functional individual of society even if you're fairly unhinged.

While not reflected on your conscious mind, this allows you to fall farther into depravity and increase Madness related powers while staying in control. That being said, it's a very small box, and over-stuffing it can have "volatile consequences".

-“Mad Moves” (200CP): Madness manifests in many ways, though none more visibly disconcerting than actions that bystanders can’t apply logic too even after replaying them in their head.

Your body, or at least your body’s movements, isn’t quite constrained by logic anymore. You can now flick someone with the same force as if you’d punched them, move as fast as if you were sprinting by crawling or jump as high as you can by standing on your tip toes.

As long as you perform an action or movement tangentially related to the one you wish to achieve, any action or movement you desire can used to the same effect.

-“Mad, Not Bad” (200CP): A being who is mad may not be evil, and an evil person might not be mad. Such semantics are rarely relevant or matter in most occasions, but for you, they do.

On taking this perk, you count as either insane OR evil, whichever is more convenient in a given moment. Anti-evil effects don’t work on you since you’re mad, not bad, while anti-madness effects don’t work on you since you’re bad, not mad.

This effect only extends to personal effects, as manifestations of madness or evil you employ will still count as what they are by attempts to block or counter them.

-"Madness Release" (400CP): With this you gain the ability to temporarily switch your Soul Wavelength completely into one of Madness. The use of this ability causes the user's clothing to become cloaked in black.

They gain incredible physical strength and the ability to infuse physical strikes with the power of madness. Due to the conversion of your Wavelength, it also empowers your Madness Wavelength ability, causing even more terrifying hallucinations when applicable.

Beware, for using this ability causes your own mind to descend into madness incredibly fast, and tends to wear on the body quite a bit as well. Best used in short intervals, normally a minute or two, with long resting periods in between, normally a few days to a week.

-"Flying Dutchman" (400CP): It can be said that a captain is their ship, that a king is their castle, and this perk grants what could be called the semi-literal ability to say the same about yourself.

You have the power to bind your soul to an inanimate vehicle or structure of some kind. Doing so allows you to animate it, empower it and control it as an extension of yourself. It will be alive, though perhaps not very intelligent beyond being able to take orders.

With the default strength of your soul you would only be able to possess a car or small house, empowering your soul would allow you to bind it to something much larger and more complex. The strength of your soul would also influence how powerful the structure would become from the soul binding as well.

While your soul is bound to something, you're harder but not impossible to kill as well, being able to survive being cut in half and being able to put yourself back together as long as you have time.

To really defeat you, someone would have to find your soul hidden somewhere within the structure and have a means to actually attack it.

Unbinding your soul from a large structure is as simple as going and collecting it from wherever you left it. Just don’t misplace it like an idiot, or a crazy person, or a crazy idiot distracted by a cat.

-“Waxing Poetically” (400CP): The moon has been a symbol of madness for as far back as anyone can see, especially in this world where it wears a permanent bleeding grin.

You are able to manifest and control small crescent moons using your soul’s wavelength. Each of these can fly fairly quickly and fire a potent laser. Creation, sustaining and firing blasts from these crescent moons all expends energy.

The more energy you expend on a shot, the more powerful it will be, though they’re fairly threatening even at the basic level. Moons and lasers may be twisted thematically by your madness wavelength.

-“Unclear Fate” (400CP): Medusa subjected the Demon Weapon ‘Ragnarok’ to a terrible fate, melting him down in Black Blood to make him into Black Blood, and somehow he survived. You are able to mimic this bizarre feat.

By completely submerging or burying yourself in a material or substance, you are able to melt into it, become it. As Ragnarok became Black Blood, you may become Black Blood, or water, or sand, or any number of other materials.

You have full control over your body in these forms, but must revert back to normal before you can take a new form. Additionally, you must be able to actually survive burying/submerging yourself in a chosen material in order to become it, preventing options like molten lava with your default durability.

-"Black Blood" (600CP): Your blood is replaced with a variant created by the witch Medusa which known as "Black Blood." Black Blood carries out all the functions of normal blood such as transferring oxygen, but bears a number of other special abilities as well.

It improves recovery time, strength of immune system, blood circulation and gives the bearer a respectable boost to both strength and speed. Since its primary function is to make whoever it infects into a Kishin, the Black Blood induces insanity in the person who is infected by it.

This insanity varies, and your specific insanity is of your choice and can be anything from demented euphoria to hearing constant "tempting" voices in your head. A Black Blood bearer can mitigate these effects a great deal with enough willpower and/or help though.

If a person manages to control the Black Blood, he/she has full control of the abilities the unique substance offers. One of these supernatural properties is that it can hyperdensify at the user's will, allowing them basically form an incredibly durable armor right under their skin.

This "solidifying" ability can quickly seal open wounds and heal them just as fast. Any of the bearer's blood outside the body can also be mentally controlled, hyperdensified, sharpened and projected at enemies as a form of counter attack.

Do note that none of these secondary abilities are automatic and, while exceedingly difficult, the bearer can still be hurt or even killed when they are, especially if targeted by attacks that ignore physical defenses and directly target the soul like Soul Menace.

-“Costume Change” (600CP): An entire world exists within your mind called your imagination. While it doesn’t exist, it feels real to you, especially with madness setting in. At least in one way, you can bring those images outside.

Like the Clown of Asura that goes by the name “Kaguya”, you have the ability to manifest various costumes that can give you varying powersets. Starting out you may only have a few simple costumes, like a puppy costume that helps you run fast, or a swirly one to control the wind.

With time though, you’ll be able to design an entire wardrobe of outfits existing within your madness consumed soul, each with its own simple, albeit noticeably powerful ability that can be fueled or overcharged with the power of your soul..

-“Devoured, One” (600CP): Centuries ago, the Great Old One Asura wasn’t alone when he fell from grace, slaughtering many others and devouring thousands, including his Demon Weapon Partner, Vajra.

Like Asura gained use of Vajra’s weapon form by devouring him whole, you have the ability to consume the body, mind and soul of a single being and gain access to their full suite of powers and abilities. More often than not, this will come in the form of manifesting part of them from your mouth.

You only have the capacity to perform this ability with one person or thing at a time, but unlike Asura, have the power to regurgitate devoured beings to free up space. They will be shaken and unaware of what happened when eaten, but otherwise fine.

-"Big Top" (800CP)[Requires "Madness Wavelength"]: When Madness accumulates, it pools like some primordial spawning spawning bit, and the things that crawl out of accumulated Madness, personifications of Madness itself, are known as Clowns.

You now have the ability to spawn servile Clowns from the Madness found within your Soul. Clowns have nonsense biology and vary dramatically in appearance from one to the next, even having differing special abilities from one to the next.

They do have a few things in common, like sharing the same Madness Wavelength as the one who spawned them, and they're not shy about outputting it to spread it either as part of their nature.

They can also feed on your Madness to heal themselves, even from death as long as their body wasn't completely destroyed and they're given plenty of time to soak it in. The strength of your Madness Wavelength also influences how fast they can heal, so in an ideal situation they would be both nearby and your soul would be real strong.

Clowns you spawn would view you like a god, serving with the loyalty of a religious zealot. One must be careful exactly what tasks are assigned to them, as while personalities and personal desires can vary, the Madness they're born from can give them certain shared inclinations.

A Clown born from Madness of Fear will often look and act in unsettling ways and wish to inspire fear in whatever way they can think of to plant the seeds of fear and doubt far and wide.

A Clown born from Madness of Knowledge however would often be much more inquisitive and enigmatic, acting in ways that encourage others to ask or answer questions. These are just two of innumerable examples, and they may still surprise you in the end as they are by nature unpredictable beings.

You would only be able to summon one or two Clowns at first, with the default power of your soul, and they wouldn't be tooooo terribly strong. Give it enough time though and you'll be able to spawn whole armies of powerful personifications of Madness with unquestionable loyalty!

----------(Student Meister Perks)----------

-"Weapon Partner Proficiency" (Free) [Meister Exclusive]: As a Meister in the EAT Division, you and your partner have had years of experience fighting together, even if your age makes that hard to believe.

This experience allows you to wield your partner like a seasoned swordsman would wield a normal weapon, to say the least. Even an unorthodox or normally unwieldy partner (like a lantern or mirror) absolutely shines in your hands like a polished diamond.

Your partner might as well feel like an extension of your body, to the point that you could wield them in odd ways (like holding a gun upside down and firing with your pinky, then flipping it around for use as a tonfa) to hold back or mock enemies while still remaining incredibly effective.

-"Wavelength Communication" (100CP): This ability allows for communication with your Demon Weapon partner or partners on a spiritual level. This also opens a bridge between souls allowing for the (usually) safe transfer of energy between Meister and Weapon.

This perk also works with any other type of weapon bearing a soul. Other people besides Meisters who buy this perk become capable of wielding a Demon Weapon Partner, gaining all relevant knowledge and skills, but will have to actively look for one that matches them.

-"Declaration!" (100CP): You ever feel so strongly about something that you wanted to shout it at the top of your lungs from the highest rooftop? You can now share those feelings by doing exactly that!

By screaming, yelling, shouting or otherwise raising your voice, you can more easily relay the way you're feeling right now to anyone within earshot. Happiness, despair, excitement, wrath, terror, the full spectrum just feels more real when blasted out of your lungs.

-“Patience of a Saint” (100CP): Did you know, besides King Arthur himself, that there was actually someone capable of dealing with Excalibur’s bullshit to become his wielder? A kid named Hiro.

Now, like Hiro, you’ve got the patience of a fucking saint, able to endure even the obnoxiousness of Excalibur, Great Old One of Wrath, at least for a week or so. While your patience might seem unlimited, everyone, even Hiro and yourself, has breaking points.

-“Rebel Yale” (100CP): At the end of the day, evil slaying badass kid or not, you’re still a schoolkid and have to deal with tests, studying and getting good marks to have a future outside of fighting stuff.

With this perk, your intelligence gets a nice bump, but more importantly your ability to actually focus and study is incredible. You’ll be soaking up knowledge like a sponge and getting great marks like Maka or Ox in no time, and have fun doing it!

-“Ambition Without Arrogance” (100CP): You might be proud, extraordinarily proud, so absurdly proud and confident in your abilities that you believe you can surpass god one day, but you know your limits.

This perk is fairly simple in effect, in that you’ll always be crystal clear on your limitations, lacking the capacity to overestimate yourself and bite off more than you can chew. So even if you’re the type that likes preaching your greatness from the rooftops, you won’t be blind to your shortcomings.

-“Because We’re Friends” (100CP): For years Stein has done some “surprise experiments” on those that interested, particularly one of his greatest friends in Spirit. And yet they’re still friends after all that.

The same works out for you too, it’s because you and your friends are friends that you can get away with a lot of bullshit at the end of the day. Even scientific experiments performed on them while they’re sleeping can be forgiven as long as there’s no permanent damage or losses.

Obviously anything too vile or extreme can see them getting upset with you, or damaging your friendship, but until that point your bonds are pretty solid. This perk also works the other way around, allowing you to better deal with friends and their potentially obnoxious or worrying habits or hobbies.

-"Soul Perception" (200CP): With a bit of concentration, you may now perceive the Souls of the living. While normally a common ability of Meisters, your Soul Perception is a more powerful than most others.

Using this ability you can detect hiding or invisible enemies, identify the type of soul and what race/species it belongs too, the power of a being based on the size of the soul and even identify mental health.

With much time and training you will be able to activate this ability at will, identify a familiar person based only on sensing their soul and/or even passively leave the ability on if you so wish.

For an additional 200CP, your Soul Perception steps up a few dozen ranks in potency. Keeping it on passively the constantly scan an entire city is cake, with your range potentially extending for miles and miles with time and effort.

If that wasn’t enough however, the strength of your Soul Perception allows you to pierce through methods that attempt to hide or mask souls such as a Witch’s Soul Protect, allowing you to track even the most elusive beings by their wavelength.

-"Trump Card" (200CP): Not every battle is suitable for every single technique, skill or power in your arsenal. Not every situation allows the use of something you've practiced for thousands of hours. To soothe the worries of wasted time, there's this.

By holding back and "pocketing" a combat focused technique, skill or power and keeping it a secret from others around you, you can instill an enigmatic nature into it. This enigmatic nature means once you finally reveal it in battle, the only possibility is shock.

A pocketed move will always result in complete surprise and confusion, making it much more effective in that fight. Once the cat is out of the bag though, it will lose its enigmatic nature and becomes open for analysis and prediction.

-“Weak Link Reversal” (200CP): Your demeanor is inherently ‘different’ compared to others in your faction. It’s you being different, perhaps even rebellious, that draws all sorts of eyes.

Upon purchase of this perk, opposing factions or external agents see you as a weak point in your faction, a potential double agent they can earn the loyalties of turn to their side.

This often comes with them letting you know who they are and giving you a way to strike back at them or prepare. Convenient, that, huh? Also convenient, this exposure with the opposing factions grants the potential to pull a reversal and actually convert them to your side if you can convince them.

-“Sleepwalker” (200CP): Meisters, the highly skilled elites serving Lord Death in hunting the evils of the world and preventing the rise of a new Kishin. Even those in training are competent in their role.

On purchase, your self-preservation instincts and the raw skill and training ingrained in every fiber of your being allows you, like Meme, to fight at full strength even when unconscious, sleeping or in a coma.

Of course, not being aware, you do so completely by instinct and lack complex thought required to strategize. This perk only allows you to fight and protect yourself while out of it, nothing else.

-“Hobby Divination” (200CP): Everyone has their hobbies, the things they do to relax or have fun in their free time. It just so happens that your hobby can come surprisingly in handy.

You’re an experienced fortune teller, able to use tarot cards to predict the future with surprising accuracy via the symbolism they represent. That being said, while you can do accurate tarot readings, tarot readings are by their nature rather vague outside of general time and event prediction.

-“J-Star” (200CP): The Hoshi clan, and their rogue offshoot family, the Star Clan, are both old families that practice the “Old Ways” martial arts, while Black Star is the least remaining member of the extinct Star Clan, you may choose to be born into either family.

On purchase, you become either a “Hoshi” or a “Star” with few differences between them besides relation and reputation. You gain the Light Eyes (star shaped pupils) characteristic of the families, a star symbol in the middle of your name like "Akane☆Hoshi" , and a star shaped birthmark.

Along with the fluff though, you also get a whole load of hand to hand combat training, assassination technique training, stealthy saboteur/spy training and anything else you might associate with ninjas.

-"Utility Meister" (400CP): Purchasing this perk grants the curious ability of being able to alter your own Soul's Wavelength in order to resonate with that of others you usually wouldn't be a match for. For Meisters, this means easily being able to adjust their wavelength so they may become compatible with and wield nearly any Demon Weapon.

Those without this who are incompatible with a Demon Weapon wouldn't even be able to lift them. This also works in reverse though, as Demon Weapons with this perk can adjust their own wavelength and allow themselves to be wielded by anyone. Utility Meister can also be used to resonate with people besides meisters and weapons, forming a link between souls as long as the wielder of the perk wishes.

Resonance with non-Meisters or Demon Weapons normally just grants an emotional link letting all parties involved more easily feel what the other is feeling. Those with Anti-Demon Wavelength and Utility Meister are able to use them together to pull others from madness though, while those baring souls aligned with madness are able to use resonance to corrupt others.

This ability requires close proximity, but grants an instinctual understanding of how to adjust your wavelength to resonate with others. While it is easy to resonate with willing allies, it can be forcefully resisted by the other party and stressful emotional states like rage or fear can make it more difficult to perform resonance.

-"Soul Menace" (400CP): By purchasing perk, you have gained the immense proficiency and skill required to manipulate your soul wavelength and perform the special move known as "Soul Menace".

Soul Menace is a form of "self-resonance" with one's soul, meaning that the user's own soul temporarily becomes powerful enough that it is not restricted to using the amplification of a weapon in order to attack.

By resonating with one's own soul the user can drive their own soul wavelength directly into an opponent's body through a physical contact. The incompatible wavelength and strong concussive force generated can cause strong direct and internal damage, bypassing most defenses due to the soul based nature of the attack.

Your proficiency with the technique allows you to perform it at a moment's notice, throttling the opponent's bones, organs and even their soul if it's exposed. Just be careful, repeated use over a prolonged period of time can become taxing.

-“The Kind Of Man I Was” (400CP): You died, you fucking died. Luckily, at least for lack of a better term, Stein decided he liked you better alive and has managed to turn you into a zombie.

As a zombie, similar to Sid, you no longer require physical sustenance, you’re much tougher and stronger than you once were, you no longer need to rely on physical weaknesses like breathing or internal organs, and providing you have someone around to help, can be repaired.

As a zombie, your skin will be blue and eyes stark white, and your skin tends to be a bit tighter than it once was. There doesn’t seem to be any other downsides however, lucky.

-“Friendship Is Unbreakable” (400CP): You are a good friend, or at least you have the capacity to be one, an incredible one in fact. One those around you cherish from the bottom of their heart.

You’re good at everything an amazing friend could be expected to be good at. Reaching out to others, building communication, bringing hope to your friends, melting the stress built by their mistakes with your forgiveness, just being a great friend in general.

Your bonds remain strong even when outside forces conspire to break them, and sometimes just being someone’s friend when they need it most can be enough to pull them away from the edge of the abyss, metaphorically speaking.

-“Path of the Warrior/Demon” (400CP): The Path of the Warrior, to walk a just and honorable path. The Path of the Demon, ambitious and ruthless no matter the costs involved. Choose now which way you’ll go at this fork in the road.

By choosing one of the above philosophies, your ability to grow stronger, learn faster and become more powerful is greatly aided as long as you walk the road you’ve decided upon.

These benefits will falter if you stray however, throwing away discipline or honor as the Warrior, or sacrificing chances at more power for the Demon.

-“Teenage Frankenstein” (400CP): Stein, not only one of the most skilled and powerful Meisters in the world, but a well known mad genius constantly pioneering new, inhumane procedures.

Now, it is time to give him a peer. On purchase, you will gain a considerable raise in problem solving skills, deductive reasoning and general intelligence, as well as amazing medical and pseudo-science skills that see full utility with time to experiment.

With a bit of time to experiment however, you’ll eventually be able to perform feats associated with Stein, from bringing the dead back to life as sapient zombies to forming sutures with your soul’s wavelength and even performing medical procedures on yourself. Welcome to mad science!

-"I Will Surpass God!" (600CP): You're not a follower, you're not a leader, you're an existence defined by your strength and personal individuality. You don't have time for petty tricks or study, you need to train and get stronger to surpass everything in existence!

While this might sound like big talk, training really is more effective for you now, especially in the context of various powers and abilities in this world, and your status as a Meister.

With this perk, your body improves with your soul and vice versa. Weeks of rigorous training won't just give you rippling muscles and tight abs, but larger and more robust soul as well. Training your soul with extensive meditation or soul sapping water won't just make your wavelength more potent, it'll make you stronger!

Even the temporary soul amplification that comes with resonating your wavelength with that of your weapon will allow you to move stronger and faster until resonance ends.

-"Anti-Demon Wavelength" (600CP) [Barred from Witches]: By purchasing this, your soul is granted a very special, rare and powerful property. The Anti-Demon Wavelength is a special wavelength that specializes in driving away evil in all its forms.

Defensively, the wavelength grants the user a powerful ward against madness, and passively allows them to recover their sanity over time if driven over the edge.

With proper use of Soul Resonance, it can also be used to pull others out of madness and restore their sanity, though the effectiveness of this depends on the depth of their madness and the strength of the user's soul.

Offensively, you may infuse it into attacks to make them highly destructive against beings of madness, even intangible ones. This allows the wielder to seriously injure and even kill beings like Witches, Clowns and other beings harboring dark or insanity based powers with attacks that might otherwise not be strong enough to even make them worried.

One of the more practical uses known is resonating with allies to temporarily grant them the benefits of your special wavelength, infusing their attacks with its destructive properties.

-“Chain Resonance” (600CP): While a Utility Meister is able to alter their soul’s wavelength to resonate with varying people and weapons, Chain Resonance is a technique usually only born through tight-knit bonds and teamwork, and you can now perform it easily.

Chain Resonance is resonating with several teammates at one time, meister and weapon, to create a feedback loop of power and enhanced teamwork. As long as your chosen teammates aren’t rejecting your invitation, you can pull others into Chain Resonance, bringing them up in power in the process.

If there’s a small or moderate difference in power, they likely could stand as your equals until the technique ended, and if they’re that much weaker than you they’d still get buffed tremendously. The only limit to the number of teammates is the number you can account for and connect with.

-“Light in the Dark” (600CP): With Madness being a tangible force within the world of Soul Eater, you can already tell that beliefs, if strong enough, can be a force of their own. This weaponizes that facet of the soul in a constructive way.

You’re now able to channel courage, bravery, willpower and determination into actual power, greatly enhancing your body or attacks in the process. This perk’s effects can also be used internally as a means to brute force your way through fear and doubt as well.

For those without, have no fear, for this perk also grants deeply rooted willpower and courage for you to rely on and use as fuel for these effects. Take care not to push too far beyond your limits though, or the strain could put you out of commission for a while.

A special note, but the properties of this power make it extremely effective against abilities or forces aligned with “fear”, dispersing, breaking or pushing through them easier than everything else.

-“Bushin/War God” (800CP): Surpassing god? You need to think bigger friend, aim for ever greater heights. God isn’t good enough anymore, not with how far you’ve come and how far you can still go.

On purchase, you’ll gain absolutely unbelievable physical abilities from strength to speed to durability, hand to hand combat skills that could make normally skilled and respected meisters look like chumps and the capacity for reality/physical defying feats just by virtue of being awesome.

You could throw around the massive stone teeth of the moon, break and throw around lasers with your teeth or bare hands, swallow and throw up explosions without dying, punch someone twice with the same hand at the same time and more.

By training furiously, you will be able to unlock other incredible feats comparable or possibly even greater than those above with time, you have that potential.

----------(Student Demon Weapon Perks)----------

-"Backseat Driver" (100CP): Weapons can't do much in a fight much of the time, aside from providing emotional support for their Meister and attempt to keep a steady resonance. You have more to offer than just emotional support though.

When someone is focused on carrying out a task of some kind, from driving to fighting to something as simple as playing games, they can sometimes stop taking into account or miss the smaller things along the way that can be of vital importance in the long run due to stress or tunnel vision.

You have the power to more easily get in sync with someone busy with any kind of task, finding all the little things that come up and slide past their perception and tell them about it.

Ordinarily people hyper focused on things can have trouble listening to advice, not so in this case as they'll absorb the information just fine.

-“Perfect Pitch” (100CP): We can’t all be from a family of famous musicians, Soul, but for those willing to pay you could be as talented and gifted as a certain Demon Weapon who is.

On purchase, you will become a musical prodigy with any one instrument of your choosing and gain perfect pitch. Playing your instrument of choice will help calm your nerve and soul wavelength alike, and can even ward off impending madness inside of you, though this is a relatively minor side benefit.

-“Better To Ask Forgiveness” (100CP): Sometimes you’ll stick your foot in your mouth or wrong someone, that’s just going to happen eventually. For times like that, an honest apology and this perk can be all the help you’ll need.

You can get people to forgive you much easier, especially if you genuinely want to make up for whatever it is you did wrong. This perk also helps with reconnecting with people of whom you’ve hurt in the past or grown distant from.

Whether you’re trying to simply make up with someone, or reviving a dead or dying relationship, this is the perk for you.

-"Active Transformation" (200CP): As a Demon Weapon, you're at your most effective in the hands of a Meister, but when trouble is happening and the two of you are separated, things become a lot trickier.

With this perk, you can cross considerable distances very quickly by transforming into your weapon form, flying through the air while your shape shifts. This allows you to throw yourself into the hands of your Meister from across the battlefield with amazing accuracy.

This also allows you to throw yourself at a foe's face with just as much accuracy, like some kind of awkward but deadly tackle. (This has the additional functionality of working with any kind of full body transformation, such as assuming an Alt.Form, allowing both Demon Weapons and other origins to gain additional utility from this perk.)

-“I Beseech Thee Oh God” (200CP): Prayers, belief, faith, all powerful tools that can kindle one’s spirit in the face of adversity. It’s just in your case that this is taken a bit literally is all.

Like Justin, by offering a prayer to a being or concept you believe in, you can enhance the potency of your soul’s wavelength, allowing you to defend yourself against madness or deliver an especially powerful attack.

The stronger your belief and the longer this prayer, the more powerful your soul’s wavelength will temporarily become as a consequence.

-“Little Ogre” (200CP): Soul throughout much of the series is tormented by a being within his soul named Little Ogre that seemed to personify all of his doubts, fears and madness. In a way, this gave him an enemy to fight and overcome on his way to wellness though.

Inspired by this journey of character development, this perk allows you to actively perform similar feats. You’re capable of manifesting your internal doubts and issues as things like mental entities Little Ogre, and by conquering/defeating that manifestation, you can rid yourself of those doubts or find a solution to your problems.

That being said, one must be careful, for the more powerful or deeply rooted the fear, doubt or negative emotion within your soul, the greater the beast that will rise from it. If you bite off more than you can chew, it might just be you that’s consumed.

-"Empathetic Response" (400CP): You're not like most weapons, you have much more to offer than your weapon form or emotional support, we've gone over that. That being said, you're really good at offering that emotional support.

You can now much more easily detect any emotional instability or troubles in friends, family and even frequently encountered acquaintances in your day to day life. Not just noticing that they're there, but figuring out what they are based on their behavior or mood as of late.

On top of that, you'll acquire strong instincts that allow you to figure out what it is exactly that is causing those problems for the people you care about, the root of the problem, as well as what it is that you personally can do to help in a meaningful way.

The more you know about someone, the more potent this ability gets, and someone you've become very close with over a very long time could be read like an open book.

-“Uncanny Blade” (400CP): The Uncanny Sword, a form Tsubaki was only able to obtain by consuming her mad, murderous brother. It completed her family’s bloodline within her and unlocked new powers relating to darkness and shadows when she tapped into it.

In a similar case, you have been granted a kind of super mode that can boost yourself and your wielder’s (if in weapon form) physical abilities while giving access to a variety of unique abilities based on your chosen concept.

If you choose to flavor your theme after shadows like Tsubaki, you could gain access to similar abilities like her Shadow Star form while giving your Meister the ability to command skewering shadows.

Choosing fire could allow your meister to coat themselves in flame or divert heat from their body. Your chosen concept has to be fairly simple, such as an element or basic object, but your choices from there are open. Careful as this state can be taxing on those unprepared for it.

-“Pure Bloodlust” (400CP): Giriko, one of the original Demon Weapons created by the witch Arachne. They held such malevolent rage deep in their soul that it empowered them, but also lead to their gruesome death as their soul imploded from such rage.

Like Girko, you can weaponize your bloodlust, rage and desire to kill, causing you to become faster and stronger the more pissed off you become. Your killing intent can even allow you to overwhelm attempts to pacify you if you have enough of it.

Unlike Giriko however, your soul will never explode into eensy teensy bits and pieces from an overload of anger, and you won’t randomly suffer ill effects of wrath like unrestrained berserking unless you actually want too.

-"Autonomous/Half-Weapon" (600CP): The Weapon/Meister team is tried, true and dangerously effective as the Shinigami's frontline against everything that goes bump in the night. Some prefer working alone though, maybe you're one of them. Either way, you can now.

You are now able to manifest parts of your weapon form from your human body. This is more than the simple partial transformations that most weapons are limited too, you have much more freedom and control over what is sprouting from where.

While yes, you can transform a body part into part of your weapon form, you are no longer limited to specific parts of the weapon matching up to specific parts of your body. You can even freely sprout parts of your other form without transforming at all.

You become highly proficient with this skill, as well as fighting by yourself. This allows you to manifest and dismiss these transformations near instantly, allowing you to attack and defend at a moment's notice and actually know how to make use of that.

While the exact abilities you'll have access too with this vary greatly depending on your Weapon Form, you are more than ready to fight by yourself instead of relying on someone else.

Non-Demon Weapons that purchase "Autonomous" are instead granted "Half-Weapon" allowing them to access a dormant "Weapon Gene". This grants them a basic weapon form and access to the Weapon Form Customization Table located farther down along with the relevant freebies and discounts found there.

Half-Weapons lack the ability to completely transform into a Demon Weapon and only have limited partial transformation abilties, but can still benefit from the other effects listed in Autonomous. Sprouting parts of their "weapon form" from their human body near instantaneously for both offense and defense is still very much a possibility, and an effective one.

-“Soul Eater” (600CP): Death Scythes, the end of a Demon Weapon’s journey of collecting 99 Evil Souls and 1 Witch Soul, the transformation into a more complete being with an ability reminiscent of the Witch you consumed to reach it. Now, your horizons have been expanded.

By consuming someone or something’s soul, you can gain abilities reminiscent of theirs. Like the consumption of a Witch’s soul to become a Death Scythe, this is rarely some form of power copying however.

The new abilities acquired are directly themed after the former owner of your meal, but behave more like an extension of your preexisting abilities/style.

It should go without saying, but the bigger and stronger the soul, the more significant the contribution, and most bog standard humans and animals simply don’t have anything to offer.

-“Wavelength Entity” (600CP): The Will of Nakatsukasa, embodiment of all previous generations of the Nakatsukasa Clan’s wavelengths. It is a being existing purely in the soul passing down through the clan along with the power of the Uncanny Sword.

You are, or at least have the power to take on, a similar existence upon purchasing this perk. This grants you the capacity to take on a purely spiritual form and bond with the soul of your meister as a host, empowering them while entrusting your Weapon Form.

Over time, those you form a genuine connection with, aligning your Soul Wavelengths in serene resonance, will form a link that bonds their soul to yours on their death, becoming one with the collecting wills that makes up your being and causing it to grow in power.

At will, you may also take a hybrid form with your current meister host, sharing all powers between the two of you in this overlapping fused state.

----------(Witch Perks)----------

-(**READ**): Unlike other origins which only receive their 100CP perks for free, Witches also receive their 200CP perk “Totemic Magic” for free due to the inherent cost of even taking the origin.

-"Portal Manifestation" (100CP): You can now conjure portals to and from the Witch Realm through a. . . special motion of the body. Because the Witch Realm doesn't exist in other worlds, you may use this same "motion" to open up a temporary portal to somewhere else within a mile of your current location in other Jumps.

These portals are about the side of a standard door and last for around a minute. This "motion" is actually a relatively quick, short "dance", one where you draw the shape of a specific Hiragana with your ass.

Nothing can with the shape either, so you'll have to move any jackets, robes, baggy clothing, skirts or dresses out of the way first. Tights and underwear seem to be fine. Must possess a human shaped butt to use this ability.

-"Levitation" (100CP): Some Witches have the ability to fly, while yours isn't impressive as theirs in the speed department at first it's better than the ones who have no flight at all.

Unassisted, your flight is little more than walking speed. When aided by a magic broom, you can speed up dramatically to around as fast as an average car, but lose some mobility, especially indoors.

Great for stealthy movement inside and fast, no hassles travel outside. With a lot of time, practice and experience this ability should grow, allowing for more control and speed. Eventually you may even be able to fly like the Mizune Sisters, who can speed through the air without a broom just fine.

-“Mother May I” (100CP): All parents have different philosophies and techniques when it comes to raising children and bringing them up the way they want, but not all of them are so effective as yours.

You’re incredibly skilled at raising children to grow up into the kinds of adults you want them to eventually grow up to be, even in spite of outside corruptive (or protective) influences.

Whether you’re trying to raise upstanding members of society, or something a bit sicker and darker, you can play the beloved, influencing parental role perfectly.

-“Lonesome Toad” (100CP): Sometimes being the standout genius or natural talent ends up putting you in a rough spot. You just end up wishing people would ignore or overlook you and leave you in peace and not subject you to near death experiences as a test or amusement.

On purchase, you’ll get that wish, being able to fly right under the radar of scrupulous upper management, army recruiters or plain old evil overlords trying to recruit or kidnap you for science.

Even if you perform well and appear to be in peak condition, nobody while you have this perk active will look to recruit you or see you as worth their time unless you’re literally the only one around.

-“Totemic Magic” (200CP): Magic, a power most commonly associated with Witches, beings who plague the world of Soul Eater as their own power corrupts them. This is the power offered to you as well.

On purchase, you receive Witch Magic, stuff like potions, hexes, broom flight and other classics are common features of Soul Eater magic, among more esoteric uses like Arithmetic Magic or Vector Magic.

The biggest differences between this world’s magic and the stereotypical kind we think of with Witches is the “Sway of Magic”, a corrupting force urging the user towards destructive desires.

The Sway of Magic takes the form of instincts native to any wielder of magic, and grows stronger the more developed a person’s magic is, making them more violent over time.

Before we move forward, choose any mundane animal you like, from Witch Animals like newts and cats to whatever exotic animals you might desire like toucans or giraffes. This will be your theme.

Every witch has some form of animal theme and a unique form of magic based around it that they’re especially talented at using, something that comes to them naturally with varying spells.

This magic of yours can take many forms, as long as it’s tangentially relating to your animal theme, such as a Snake Witch having Vector Magic with arrow shaped spells because they vaguely resemble serpents. The requirements are definitely loose.

Along with their unique form of magic, Witches have a thematic chant based on their theme used for casting spells and focusing themselves, usually on the short catchy side.

Notably, Witches with some form of magic that stands in direct opposition of the normal destructive impulses of the Sway of Magic, they’re immune to its effects, such as healing magic.

For an additional 100CP, a Witch may freely transform into their corresponding animal, either partially or fully, and back again. Alternatively (or additionally), for an additional 100CP, a Witch may apply their animal theme to all other forms of magic, making them aesthetically reflect it.

-Cruelty Loves Company“” (200CP): You’re a witch, you’re being corrupted by your own power, and you know what? You revel in it, love it, and now you’re ready to bring others as low as you are.

Like a supervillain psycho analyst with a vendetta against sanity, driving others to madness, enveloping their hearts in hatred or just breaking them is exceedingly. . .simple for you.

Using a combination of words, semi-regular interaction and subtle manipulations as opposed to some supernatural force, you could eventually make even the most skittish or soft hearted person snap into a psychotic rage, or make a potential peer as cruel as you.

-“Yesterday’s Enemy, Tomorrow’s Friend” (200CP): So you’ve burned some bridges, made bitter enemies, killed some people’s close friends, that’s no obstacle to making friends, right? Okay, maybe, but alliances are still totally on the table.

You’re a silver tongued devil, able to make alliances with enemies, even those bitter, fully aware of the threat you pose and how untrustworthy you can be long as you something to bring to the table.

Usually they need a reason of some kind to forge this alliance, like a common enemy or some crisis within their organization/side of things, but if you actually carry through with your end of the bargain and they benefit from it, you might actually get in their good graces by the end.

-“Fair Shake” (200CP): Witches don’t have the best reputations, what with the majority of the ones that people hear about raising the dead, spreading madness, sowing discord and the like. You’re not like all the rest though, honest!

People won’t automatically judge you based on what you are, but who you are. That is to say, even if you’re a type of being that is otherwise 100% evil, people will give you personally a fair chance. All bets are off if you actually do turn out bad though.

Additionally, you gain a natural sense of innocence that attracts the protective hero types to you, finding it easier to bond with them and vice versa. Just the things you need to ward away harm to your cute, totally innocent self.

-"Arithmetic Magic" (400CP)[Requires Totemic Magic]: Turns out that degree in mathematics is really coming in handy now. At base, you now have vastly improved skill with mental math, but that's only to prepare you for the incredibly complex practice of "Calculation Spells".

Calculation Spells are often used to create "place makers" for placing the exact coordinates of where other spells manifest. Examples include setting up long distance, high precision portals, attacking from unexpected angles at a safe distance, or supporting complex yet powerful forms of magic such as "Spatial Magic".

Because of the vast understanding of math required and the excruciating complexity of casting the spell, it is often used with the support of others. In such cases, magic circles are drawn on the ground and the supporting magic casters simply donate magical power to prop up the primary caster's reserves as they concentrate.

-"Familiar Familiars" (400CP): As you can expect, spreading destruction and chaos due to the influence of the Sway of Magic can get you in trouble, especially with people who would hunt you down and kill you.

This power is a last resort method of escaping and faking your own death. You have the power to shunt your soul and consciousness into the body of a small familiar matching your animal theme, taking control of it to sneak away while abandoning your original body to its death, leaving those who "killed" you none the wise.

You're exceptionally weak and vulnerable in this form compared to your old body due to it lacking the training or biological abilities you once had. While in this form you have the power to shunt your soul into other beings and steal their body, but this is exceptionally difficult due to them having the home field advantage.

The ideal targets are children or animals since they'd often lack the will to fight back against you, or an "empty" body lacking that you can simply slide into. You still might lack your old powers depending on how much they depended on your body, but it's better than dead.

-“It’s A Dud” (400CP): Ticking time bombs are terrible, especially if you can’t escape them, your inevitable doom tormenting you till your demise. It’s even worse if someone is using the threat of something similar as a way to manipulate you. Curses are particularly common among Witches.

This perk protects you from any supernatural effects cast or placed on/in you with delayed effects. Curses, Medusa’s magical remotely detonated snake bombs, madness inflicting traps and so on, will end up duds.

Pretty much anything that isn’t instantly activated or active the moment it hits you will be disarmed. That being said, while people can’t coerce you with the threat of some delayed curse, long term supernatural effects could still be placed on you if it is active the moment it hits.

-“Gorgon Sister” (400CP): Arachne, Medusa, Shaula, the Gorgon Sisters are perhaps the most infamous Witches in existence, committing numerous crimes against humanity and even other Witches. Powerful, cruel, enemies of Shibusen. If you’d like, you could join them you know.

On purchase, you become the youngest of the bunch, either the youngest of the Gorgon Sisters or the little brother to your infamous siblings. You’ll also become better at tricking, deceiving, manipulating, disguising yourself, infiltrating organizations and lying in general, it just comes with the territory.

As a more concrete benefit, your magic will have additional spells relating to this familial field of expertise made available to you, no matter what theme or form of magic you might have. That is to say, spells for manipulating the bodies or minds of others with your magic.

-"Occult Practices" (600CP): Nothing can stop the progressive march of scientific advancement. Not something like incredibly hard to replicate natural phenomenon, and certainly not your status as a witch as opposed to a scientist.

You now have the ability to create artificial variants of naturally occurring metaphysical phenomenon. In simpler terms, you can now replicate both mundane and supernatural forces of the universe in a laboratory environment with sufficient time spent researching whatever you're trying to replicate.

Examples of such feats include being able to make materials that can passively produce Madness, or artificial recreations of supernatural beings born from it like Clowns. That being said, it's exceedingly difficult to "match" the natural version of what you're researching using only this perk's help.

Artificial Beings will often behave more like homunculi or golems, functionally similar to the original but being more like a robot in mind and personality. While your artificial replications can end up falling short of the original, that doesn't make them any less valuable however. After all, your artificial replications are yours to play with.

-“Madness Ascend” (600CP): In the moments leading up to her death, Arachnae had performed a ritual that would have gifted her tremendous power. A ritual that allowed her soul to ascend from her body into a much more frightening and powerful form.

By taking this perk, you become aware of this ritual. Using it, you’ll be able to leave your body behind and manifest a new body using your magic, madness and soul wavelength, a form naturally aligned with madness.

This form mimics is themed around your animal theme, makes you intangible, grants an incredible boost to your magic and madness based abilities, and allows you to absorb the minds and souls of others to grow your own powers.

Consuming others grants no additional abilities, just more power. While this form is aligned with madness, you keep a level of awareness. The madder you get, the more power you get, but the more at risk you become of going completely insane.

As a purely spiritual/madness based lifeform that has left its physical body behind, attacks that are particularly effective against spirits or madness will hurt tremendously.

-“Old Witch” (600CP): Medusa, Eruka and Free, working together, were able to entrap even Lord Death himself (albeit without his Death Scythe) inside of a barrier by sacrificing longevity for potency. Who’s to say you can’t do that for all manner of spells.

You can now ‘supercharge’ your spells, making them many times more powerful by sacrificing some other aspect and giving it a longer casting time. With this perk, you could make a barrier that could trap even Death himself by cutting its lifetime down to a fraction.

This ability is all about equivalent exchange, to gain great power you must be able to give something great away too. You could sacrifice the range of a super long range spell to turn it into something touch based, but you couldn’t sacrifice the range of a touch based spell since it doesn’t have any. Understand?

-"Uplift" (800CP): You have ascended to a new plane of power. You are basically a Sorcerer in all but name, a much rarer race of beings revered and worshiped by the Witches for their power and knowledge.

Your magic is around five times more powerful than before and gains several different properties. Most notably, you are immune to the "Sway of Magic", no longer being subject to powerful destructive urges because of it.

With enough study and practice, you have the ability to design and create "Demon Tools". Demon Tools are powerful magical artifacts that can do a variety of things depending on what they were actually built for.

Examples of different Demon Tools range from the "Morality Manipulation Machine" that can alter the morality of those who sit in it to open their minds up to madness to the "Eternal Spring" which can allow a vehicle to keep running without fuel or maintenance.

You'll still have to do the research and development phases on your own, but the possibility now exists.

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[][][][Weapon Customization Options][][][]

-"Weapon Form Customization": This section is exclusive to the Demon Weapon origin and those who purchased "Half-Weapon", and contains a large variety of customization options.

Demon Weapons start with the ability to safely control their weapon transformations and shift between Human and Weapon form quickly and easily. Weapons also have a similar ability to “Wavelength Communication” which allows them to talk to people wielding them through their souls.

Weapons get a free 100CP option of their choice and one discount for options of their choice from each of the higher tiers, a 200CP, 400CP and 600CP option. Everything else is full price.

(Your 400CP Option Discount can also be used on a 300CP Option.)

-"Mundane Weapon Form" (Free): Select your weapon form. This can be any basic melee or ranged weapon. A sword or gun would be fine, but a missile launcher, chainsaw or laser would not. Once selected, you may personalize this form's appearance to suit your tastes, within reason of course.

-"Energy Amplification" (Free): While in Demon Weapon form, you no longer produce that energy that other beings from this world produce. Instead, while being wielded by someone with a complementary wavelength, you enhance the energy they channel through you making it more powerful depending on how well your souls resonate.

Think of your wielder as an instrument such as an electric guitar and yourself as the amp, them producing the sound and you making it louder. This all basically means your attacks grow more powerful depending how much energy they channel through you and how much you can amplify it. Oh, that part about you amplifying it becomes easier with time.

-"It's a texture thing" (Free): As a Demon Weapon you have the ability to consume souls- HOLD ON THERE!!! Now, before you off and start acting like an evil, soul munching asshole, there's a few things you should know. First of all, while consuming souls does provide power, it's negligible at best.

Even consuming thousands of souls provides little additional power. Even worse, eating normal souls will quickly drive you into madness and depravity. What "you" are gonna wanna do is what the other Student Weapons do.

You're gonna wanna eat 99 Evil Souls on Death's List and cap it off with a Witch Soul. Due to some ass backwards universal laws, evil souls won't corrupt you. Once your body is ready with the 99 Evil Souls, consuming a Witch's Soul, which acts like a catalyst, will transform you into a "Death Scythe".

Upon doing so, you will be "complete" and consuming souls will do far less than even before. (READ: The abilities of a Death Scythe will be listed at the bottom in the Notes section.)

-"Partial Weapon Manifestation" (Free) You, like all other Demon Weapons, are able to change between human and weapon form. Also like almost all other Weapons, you're able to partially transform as well.

Your human and weapon forms are tied together, so the arm that represents the blade of your scythe form is the only part you can change into the blade of a scythe and so on and so forth.

While at first this might not have much utility, you can use it to to defend yourself, and with time and training can actually put up a reasonably respectable effort of fighting with your partial transformation.

That being said, you can also just ignore this if you purchase the "Autonomous" Perk since it allows you to bypass the learning curve and normal limitations of Partial Transformations.

-"Alternative Ammo" (Free): Ranged Demon Weapons need some sort ammo, and it's supplied by their Meister! By resonating with your meister, they are able to supply the energy of their soul to create temporary projectiles for you to fire, which disperse shortly after impact.

The energy will mimic the shape whatever it's replacing, such as arrows for a bow or bullets for a gun. This eliminates the need for reloading and traditional ammo, allowing for a sustained presence in battle, as long as your meister can keep supplying energy.

The strength of their soul and your resonance with them increases the strength of these projectiles. Additionally, if you purchase Elemental Weapon Ability, these shots may reflect your selected element.

Ranged Demon Weapons that fight alone using Autonomous or partial transformations and their own training may substitute the energy produced by their partner's soul mentioned above with the energy of their own soul.

-"Ornamental Piece" (50CP): Did I say you may personalize your weapon form "within reason" before? Nevermind that if you purchase this. You can jam as many ribbons, wads of fluff, colors and complicated etchings as you want on there!

You wanna to be a scythe with a rainbow blade, leather grips and eyeball etchings all over the place? Go for it. Become as gaudy as you want for just 100CP. I'll even throw in the ability to add additional decoration at your leisure.

Add a keychain to the pommel, or a custom strap, holster or sheath your Meister can place you in and carry you around. Whatever additional ornamentation you add will appear when you transform, but isn't necessarily a part of your body, meaning you don't need to worry about missing a leg if a sheath gets lost.

-"Unorthodox Weapon Form" (100CP): Didn't want to be something "normal" like a gun or an axe huh? Well, if you really wanna be something like a lantern, mirror or guillotine I won't fight you.

By purchasing this option, you can pick an item that wouldn't ordinarily be considered a weapon for your weapon form as long as it isn't too big and/or complex like a Car or Vending Machine or something.

Can also be used to pick very rare and/or niche weapons found in history. I do hope you purchase some additional perks to make it useful somehow though.

-"Melee Damage Alteration" (100CP) Well, this is a bit odd. You can now change your "damage type" as a melee weapon. These damage types are "blunt" (maces, hammers, staffs, clubs), "cut" (sword, axe, halberd, scythe, knife) and "pierce" (spears, picks, tridents, javelins, rapiers).

This would allow you to change your weapon form into, for example, a blunt katana, a spiked hammer or a bladed trident. Think carefully before picking this, there's usually a good reason behind a weapon's design and changing it in ways such as this could prove more detrimental than beneficial.

Weapons with the ability to inflict several different types of damage (halberd/sword/spear) may have each part altered so it may inflict a different damage type. Note that this is a change to the base weapon form, not an active ability that lets you shift between the three.

-"Enhanced 'Mundane' Weapon Form" (100CP): So you like the idea of becoming a sword or gun or something, but think normal ones are a bit boring? Well no worries, by purchasing this you can change that.

You can now become special variants of pre-existing mundane weapons. Become a Buster Sword if you want. You wanna become an anti-tank sniper rifle? Sure. Massive articulated gauntlet? Go for it. As long as it's just a somewhat different size or slightly altered shaped compared to the normal variant, it gets a pass.

-"Adjustments" (100CP): A complex variant of Partial Transformation, by purchasing this you may make small adjustments or changes to your Weapon Form upon transforming into it. The first is based on simply leaving parts off.

Not quite understanding? Well, with this option you could leave the blade off of your scythe form upon transforming, allowing your Meister to wield you as a staff, or the spikes off your flail form to be used more as a blunt force weapon.

You can't add anything, but it does open up unique possibilities. You also have the power to adjust your weapon form's size on transformation up or down by 50%. Become smaller so you can be wielded with additional speed, or larger to leave a bigger impact.

-"Elemental Manipulation" (200CP): Your weapon form now has the ability to generate and manipulate one element of your choice. Pick whatever you like, as long as it could reasonably be described as an element.

The strength of these abilities depends on the strength of your soul and how much energy your Meister Partner channels through you and could range from "that tickles" to "holy shit you just destroyed a bus" and up.

You may make additional appearance choices based on your element, such as making your spear blade shaped like a lightning bolt or giving your gauntlet form the texture and color of a stone. This can be purchased as many times as you like.

-"Special Ability" (200CP): By purchasing this, you gain a single mildly powerful power of your choice, themed around your weapon form.

Anything from minor clairvoyance to barriers to minor shapeshifting to an enhanced physical ability. The powers are able to benefit you in either form, Human or Weapon, as in weapon form you can actively share these benefits with anyone resonating with you.

Gave yourself extra durability? Your wielder is harder to beat down too. Clairvoyance or enhanced vision? The two of you could be an excellent sniping team. This ability can’t give you the benefits of a different Weapon Perk from this list, but may be purchased multiple times.

By spending an additional 200CP, you can also enhance a previous purchase to a greater level, getting Clairvoyance on the level of Azumi, or a limited form of Tezca’s light copies and illusions.

-"Soul Room" (200CP): Ordinarily when you would assume your weapon form, your mind would disappear to a black space while you remained aware of things going on around you, mostly through resonance with your meister.

With this, you are able to manually customize a room inside your soul that your mind enters whenever you take your weapon form. You are no less aware of the outside world as you would normally be, but can now lounge in style while transformed.

Add comfy furniture, or lots of little nick-nacks! Hey, you could even design the entire room's motif based on your weapon form. The room isn't too big or too small, nice and spacious without feeling too big

-"Mechanical Weapon Form" (200CP): So you like moving parts huh? With this you can now choose mechanical weapons like Chainsaws, Miniguns or Flamethrowers for your weapon form. Alternatively, you can add moving parts and mechanical components to a preexisting weapon type you have access too, to alter it as you please.

This is the perk to get if you want an auto-reloading crossbow or wanna add pistons to a gauntlet to add some extra “punch” behind your Meister's punches. This can even be combined with Unorthodox Weapon Form to give yourself a Weapon Form of a jackhammer, paintball gun or t-shirt cannon.

-"Pinprick" (200CP): You may increase the "intensity" of a small piece of your weapon form greatly. First, choose part of your weapon form, examples would be the tip of your sword form's blade or the center of your hammer form's striking surface.

That small part of your weapon form is now far more dangerous. In the case of an edge, it'd be far sharper compared to the rest of your form, while something blunt used to strike an enemy would deliver a much harsher impact.

In the case of a "Ranged Weapon Form", this effect is automatically applied to any of your projectiles that hit center mass, giving them an explosive boost in penetrative power.

Alternatively, you may select a different target such as the head or heart to paint your metaphorical bullseye, scoring this additional lethality on your projectile if you hit that dead center instead.

Pinprick is a high risk, high reward ability that requires exceptional skill on the part of the Meister (or your end, if you're fighting alone) to make use of, but really pays off when they get it to work.

-"Mix & Match" (300CP): Your weapon form can now be a fusion of any two forms you have access too. If you're limited to Mundane Weapon form, you could combine swords, guns, whips, maces, crossbows and so on in whatever configuration you want.

You could simply build a pistol into a sword's guard, or choose to become a pistol that shoots tiny swords. The more options that widen your choices you purchase with Mix & Match, the farther out of the box you can become.

You could become an anti-tank rifle with a rapier bayonet with the help of Enhanced Mundane Weapon Form, or a motorized giant pinwheel with scythe blades with Unorthodox Weapon Form and Mechanical Weapon Form.

Additional purchases of "Mix & Match" each allow you to pick an additional weapon to mix with your other choices and are only 100CP each, allowing you to more easily work your imagination if you so choose.

-"Organic Weapon Form" (300CP): Are. . .are you sure? Okay then. By purchasing this you can give your Weapon Form a more. . .organic and lively feel. Replacing metal with bone, adding random sharpened scales and flailing tentacles or turning yourself into a giant maw of terrifying teeth with a handle in the back are all possibilities with this.

If Mechanical Weapon Form is also bought, you can choose to either have the fleshy bits wrap around the mechanical components, or replace those with a natural alternative that works the same way somehow.

While you're given a bit of extra movement, you still need a wielder to actually do anything in a fight while in your Weapon Form. Do please note that with this will allow you to mimic the natural weapons and tools found in the animal kingdom somewhat.

Tools and weapons such as the extending tongue of a chameleon or the strong jaws of an ant. Side note, purchasing this slightly empowers your special ability if you bought one.

-"Alternate Universe Weapon Form" (400CP): So you really enjoy the feel or aesthetic of a type of weapon from another Jump, but find that you can't pick it as your weapon form here? No problem, with this you can now do that.

Laser Rifles, Railguns, Bowguns, Gunlances and Vibroblades are all now possible weapon forms you can assume. There are a few limitations however. You can't choose anything one of a kind for one, and you can't pick anything with innate supernatural powers.

You also have to have been to the universe where your weapon of choice can be found. Outside of those limitations though, feel free to pick what you like. Also, once you have selected your weapon, it can be customized using all these other perks, potentially making for a very powerful and unique Weapon Form.

-"Pulling Potential" (400CP): The relationship between Meister and Weapon has been compared to an electric guitar and amplifier. As a Demon Weapon, it is your role in the relationship to bring out the potential of your partner's soul.

By purchasing this it could be said that you are, metaphorically speaking, a much higher quality amp than your peers. You pull out the potential found in your partner's soul upon resonating with them, not only intensifying the power found within their soul but making them more skilled.

Although this is a temporary effect, fading once the resonance is broken, and rather unexciting, it makes any partnership you enter a far more dangerous and efficient one compared to the same Meister with a comparable demon weapon.

-"Role Reversal" (400CP): Demon Weapons have a great degree of control over their Meister's wavelength when resonance is formed between the two them. This allows them to shape the energy for Soul Resonance Techniques, forming ammunition and a variety of other uses.

You're even more skilled than other demon weapons in this regard, which means you can more easily connect and perform those big, difficult, impressive attacks. More than that though is what happens when your soul is significantly stronger than theirs.

If your soul can overwhelm theirs, or they don't resist for whatever reason, you can assert control over their body through their soul and wield them like they would ordinarily wield you.

Of course the strings are cut when the two of you are parted, but this is the perfect option for all you control freaks out there who don't like relying on the skills of someone else in a fight.

-"Multiple Weapon Transformation" (600CP): In addition to your normal weapon form, you now have the amazing special ability to shift into four other forms. The weapons you pick can be from one of the previous pools you've opened up, but must be from the same pool.

If you bought Mechanical Weapon Form and want, say, a Jackhammer as an alternate form, the rest of your forms have to be "Mechanical Weapons" as well, ya dig? The only exception is if you want one of your alternate forms to be a Mundane Weapon, which doesn't count against the "they all gotta be from the same pool" rule.

Special Ability, if purchased, doesn't change when changing forms. If you purchased Elemental Manipulation, all alternate forms will benefit from it. Alternate Forms may benefit from "Mix & Match". Switching takes a moment but becomes faster with training.

-"Soul Resonance Finisher" (600CP): Soul Resonance is a technique where Meister and Demon Weapon perfectly sync their Soul Wavelengths to transform the Demon Weapon into a more impressive form and unleash a powerful "finishing" attack.

By purchasing this, when you and your Partner/Wielder perform Soul Resonance, you and your partner are able to unite your special abilities from other Jumps for one big technique that's greater than the sum of its part.

Examples of what you could do would be like summoning a Giant Lightning Tornado with Conduit powers controlled by your Wielder, or a Dragon's Roar with your Dragon Slayer magic. This is in addition to your normal Soul Resonance attacks which you may still perform, it does not replace them.

-"Assault Vehicle" (600CP): For when being huge isn't huge enough for you, there's following old man Ahab's footsteps, or rather, his treadmarks. You now have the ability to choose any mundane vehicle or siege weapon, ranging from sports cars to catapults to microjets to ballista, as your weapon form.

This form possesses both the power, as well as the difficulty with "wielding" it, that its size would imply. That being said, you may not pick anything larger than a mall RV, and has to be chosen from things that exist or existed on mundane Earth.

If you desire something smaller though, that's no problem, as you could pick vehicles as small as a motorcycle or dune buggy. Motorized vehicles do not require "Mechanical Weapon Form", but any choice that doesn't already have such moving parts may not be given them without purchasing Mechanical Weapon Form.

Even if capable of movement on its own, unless you're a Death Scythe or have the Autonomous Perk, you'll still need a Meister "wield" you (drive you) and supply you with the power of their soul for fuel and ability to drive around.

-"Meltdown" (600CP): Cling to life desperately, with this ability. While under normal circumstances, damage to your weapon form would immediately transfer to your human form, this ability delays such a thing.

Any damage your weapon form accumulates won't appear on your human form until "after" you transform back. Not only that, but if your weapon form is repaired before you change back, you'll be fine, avoiding the damage you would have taken entirely.

This allows you to survive even experiences as terrible as being dismantled or melted down in a furnace without dying, as long as you're returned to a reasonably good conditioned, vague facsimile of your original form.

Attacks that target the soul directly, or having your weapon form destroyed beyond repair (ie; reduced to dust and scattered to the wind) can still definitely kill you however, so be careful.

-"Death Dealer" (600CP): Your potential as a Demon Weapon to one day be wielded by Lord Death himself is extraordinary. Your weapon form is now both physically and supernaturally gifted at killing, slaying, reaping or otherwise taking life.

Wounds inflicted are a lot more severe and nasty, every strike bleeding the target's stamina and instilling a sense of impending doom. No matter what form you take, there's always some aspect of your form that is really good at beheading enemies.

Maybe you have a simple curved blade that slices better when it's digging into a supple neck, perhaps it's a staff or hammer that weakens the spine when striking to head to smash it right off, or maybe those arrows spread lacerations all the way across the throat on impact. Whatever the case, killing and beheading is far easier now after getting this.

Although difficult, you also have the capacity upon becoming a Death Scythe to kill what is normally immortal by severing its ties to life, such as Free, or is inherently bound to a concept, like Asura.

-“Weapon Importation” (600CP): In decades past you have established a bond with a weapon, although there was no life behind it to return this bond. It is because of this bond with a cherished possession that you have taken interest in this option.

By purchasing ‘Weapon Importation’ you may select one weapon you own that lacks sapience and fuse with it, designating it as the base of your new weapon form.

While you may lose things like the fiat protections bestowed on such a weapon, you will have all other abilities inherent to the weapon while in weapon form or manifesting pieces of your weapon form (localized to those manifested/transformed areas of course).

When this option is purchased more than once (such as when an imported companion Demon Weapon and yourself were to both pick it), previously designated weapons may not be selected, as they will have fused with someone at that point.

-“Black Blood Weapon” (0CP)[Requires “Black Blood” Perk]: By purchasing Black Blood as a Demon Weapon, you become a Black Blood Weapon, a weapon made entirely out of hyperdensified Black Blood.

This gives you properties of Black Blood while in Weapon Form, such as producing spikes and needles made of Black Blood. You may also liquefy for short times, but will quickly harden back to your hyperdensified state after a second or two.

Your shape has a certain "memory" too it, which always causes you to harden back to your original shape, whatever that might be.

You are able to somewhat alter your form for a time however, switching between sword, bigger sword and different shape sword by liquefying and rehardening, as an example.

Every hit your partner lands with you in this form is infused with Madness and has the ability to infect an enemy with Black Blood. Both of these effects can quickly drive an opponent into full blown madness, “usually” leaving them a sitting duck and easy to finish.

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[][][][Companion Section][][][]

(If Companions have 50CP left, they may buy one of the 50CP items to even out their budget.)

-"Demon Weapon Partner" (Free) [Student Meister Exclusive]: If you selected the Meister Origin, you gain a free Demon Weapon companion. This companion will have a highly complementary personality and soul wavelength to your own, allowing you to easily wield them, not to mention making them an easily beloved friend.

They are given 600CP for you to spend on them and customize to your liking. This may be spent in either the perks or weapon customization sections. They gain all freebies associated with being a Demon Weapon, such as their free perk and weapon options.

Specifics like gender, age (8-18), life experiences and such are up to you. Alternatively, you may import an existing companion into this role for free, giving them a human body if they didn't already have one, a history in this world and a Demon Weapon form.

Their Soul Wavelength will become complementary to your own so you may wield them and they gain the same amount of points for the same amount of customization.

-"Meister Partner" (Free) [Demon Weapon Exclusive]: If you selected the Demon Weapon origin, you gain a free Meister Companion. This companion will have a highly complementary personality and soul wavelength to your own, allowing them to wield you no problem and making them lovely to be around.

This companion has a moderately powerful soul compared to their peers, the Weapon Partner Proficiency, Wavelength Communication and Soul Perception perks for free (due to these being basic Meister skills), a history in the EAT division and 600CP to spend on whichever perks you wish.

Specifics like gender, age (8-18), life experiences and such are up to you. Same as before, you may instead import a companion into this role. This gives them all the skills and benefits listed above, a complimentary Soul Wavelength, a human body if they didn't have one and a history in this world.

-"Companion Import" (100CP): Each purchase of this option allows you to import a single companion into this world with either the Drop In, Student Meister or Student Demon Weapon origins with all associated discounts and freebies that entails.

As a Drop In they'll lack memories or history in this world, while Meisters and Weapons obtain a history in Shibusen's EAT Division with all the relevant memories and basic skills that entails.

No matter which origin they get, they also receive a moderately powerful soul and 600CP to spend on whatever perks (or Weapon Customization Options) desired. Meisters still need to find a weapon partner and vice versa however.

For an additional 50CP per companion, you may align their Soul Wavelength to be complimentary to your own or another imported companion, allowing them to wield you and/or be wielded by you as applicable. You can also create a new companion instead of importing one.

-"Companion Partners Import" (200CP): For each purchase of this option, you may import two companions, one as a Meister and the other as a Demon Weapon. They gain all benefits listed for their new respective roles mentioned under "Companion Import", but with a few extra benefits.

Their Soul Wavelengths are aligned to be complimentary to each other allowing them to work as a Meister/Weapon team. In addition, this new duo will gain a high degree of skill working together due to having a shared history in the EAT division in this world.

Like the other import options listed above, you may also create new companions using this option instead of importing old ones.

-"Witch Companion Import" (200CP): For each purchase you may import one companion as a Witch into the world of Soul Eater. They will gain all relevant benefits of the Witch Origin, such as freebies, discounts, history and memories as well as 600CP to spend freely on perks.

This is a gift of great power for a friend of yours. Beware though, for they are restricted in the same ways you are, such as being influenced by the "Sway of Magic" and having their gender set to female if it wasn't already.

This may also be used to create a new companion instead of importing an old one.

-"Monster Cat Import" (200CP): For each purchase you may import one companion as a Monster Cat into the world of Soul Eater. They will gain the benefits of the Witch Origin, as well as the benefits mentioned in the Monster Cat Racial Option and 400CP to spend freely on purrks.

They will be influenced by the "Sway of Magic" and have their gender set to female if it wasn't already though, so be careful who you pick. This may also be used to create a new companion instead of importing an old one.

-"Black Blood Weapon Companion" (200CP)[Requires Black Blood/Restricted from Demon Weapons]: A companion option exclusively for those who purchased the "Black Blood" perk. By purchasing this, a Demon Weapon was melted down into the black blood before it was filtered into your body, fusing them with it and you. Despite this, they are still completely aware.

Black Blood Weapons are granted 400CP to spend in the weapon customization section and the "Black Blood Weapon" option found there. This companion is able to manifest their body from the waist up from any part of your body, their body appearing pitch black like the black blood they're made of with some white details, such as eyes and hands and other bits here and there.

The size of their body depends on the strength of both their soul and yours. The companion, due to being made of the black blood inside your body, is able to control it and protect you from threats you may not have noticed. Their weapon form appears as a primarily black, secondarily white version of whatever they were customized to be, and are bound to your body from the point they manifested.

Black Blood Weapons being entirely made of Black Blood have fine control over their form, temporarily able to change shape to suit their needs, allowing them to grant their host additional arms, wings and other body parts, or adjusting their weapon form a bit if needed. Important to note that transforming is tiring, and they'll eventually need to shift back into their default form.

You may either import a companion into this role, or create a new companion to assume the role, but either way they'll be permanently bound to your body and somewhat unhinged due to the whole "made of a substance that causes madness" thing. You are limited to a single purchase of this option, no filling your body with demon weapons.

-"Werewolf Import" (200CP): For each purchase, you may import one companion as a Werewolf. They gain the full benefits listed under the Werewolf perk such as enhanced awareness, sense of smell, the ability to change between werewolf and human forms and becoming incredibly hard to kill.

In addition, they get 300CP to spend on whatever perks they wish. This may also be used to create a new companion instead of importing an old one, though a new companion would obtain memories and a history of this world including biases that may entail.

-"The Weapon Siblings!" (200CP): This is a highly unique form of import. Upon purchase, designate any companion of your choosing, they'll be imported under the Demon Weapon Origin with 600CP to spend as desired on Perks and/or the Weapon Customization section.

After preparing their build, the companion will be split into a pair of siblings that share the same build, as well as past abilities. If the build included "Elemental Manipulation" or "Special Ability" they may each acquire a different element and/or ability.

The split is your choice of siblings a few years apart, fraternal twins or identical twins, but appearance and personality in many ways is like the original companion that was split up. They will share a history of growing up together in this world as well as all the memories of their old self.

In the future, they may be imported as individually, or together in a single companion slot. If imported together, perks and other abilities are evenly split between them.

-"Weapon Animation Import" (200CP): You may import a single weapon in your possession into the Demon Weapon origin with all relevant benefits and 600CP to spend on perks and Weapon Form customization, using their old weapon form as a base.

They gain a human form and memories of this world of course, and if formerly an inanimate weapon they would gain sapience, a soul and vague memories of their past as a weapon. Personality is somewhat reflected by the way you used them in the past, such as being affectionate if well taken care of, but is mostly left in your hands.

If your chosen weapon was already intelligent, then the benefits and changes would mostly be the human form, as their personality would already be established at this point. Appearance is mostly in your hands, or theirs if they were already animate.

In either case, your newly transformed weapon also acquires Companion status.

-"Canon Companion" (200CP): The world of Soul Eater is filled with numerous unique and amazing characters, and purchasing this allows you to take one as a companion. . .kinda. By purchasing this and specifying an individual in the world, you gain the ability to invite them to come with you, and if they accept, they'll become a companion.

Meister and Weapon teams like Maka and Soul or Crona and Ragnarok require just a single purchase, despite all members in said team counting as unique companions. The only characters you may not specify are one of the Great Old Ones, anyone that is or has become a Kishin, or Mabaa, the Queen of Witches.

-"Bloodsucker Companion" (300CP): Every time you purchase this, you may import one companion as a Bloodsucker. They will gain the full list of benefits mentioned in the perk such as being able to regress in age and rapidly heal themselves by drinking blood, and come in to the world as an elderly person of whichever gender they're supposed to be. This may also be used to create a new companion instead of importing an old one.

-"Companion Bulk Import" (300CP): By purchasing this you may import as many companions as you want as a Drop In, Meister or Demon Weapon (who being what in your hands) with the same benefits as if you had used the Companion Import option listed above.

For an additional 200CP you may tune all of their Soul Wavelengths as you please. Make them all capable of wielding/being wielded by you. Break them up into teams. Make none of them compatible with you or each other from some strange reason.

Unlike the others, this is strictly for importing, no creating as many companions as you want with this.

-“Big Family” (300CP): On purchase you get five little siblings that greatly resemble you in some way and are, by default, the same gender as you. Although they’re less skilled compared to you, they also have a copy of your build in this Jump giving them similar powers.

In addition to their independent abilities, your little siblings possess the signature magical power of the Mizune Sisters, “Transformation Magic”, allowing them to join together into a more powerful and impressive form. The more siblings that fuse, the more powerful the form.

As one of family, they can also join with you, the lot of you transforming into the personification of the Jumper Family, a being like you with greater powers and abilities. This transformation is taxing and temporary.

Your five siblings may count as a group companion for the purposes of imports, with the benefits of perks and other purchases evenly dispersed among them, or singled out for individual imports at your leisure.

-“Jumper Twins” (300CP): Perhaps you don’t want a bunch of cute little helpers in the family though, hm? An equal, a peer with your blood to stand on the same level of. That’s what this is here for.

You have a twin, either identical or fraternal, but your exact match in powers and abilities leading up to this point, including whatever build you might have in this Jump. Your closeness is down to the soul, linked so closely by your familiar bond that their soul grows with yours and vice-versa.

While they might not have the same skills, items or techniques that you do or acquire as time goes on, it’s this link that should allow them to keep pace with you.

-"Weapon Partner Improvement" (100CP+) (Student Meister Exclusive): You may trade any Demon Weapon Companions you have some of your points, 100CP at a time. These additional points may only be used in the Weapon Customization Section.

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[][][][Gear Section][][][]

All items listed below are discounted to their matching origin, except for 100CP items. 100CP items are instead free for their matching origin.

----------(General Items)----------

-"Comfortable Welcome Gift" (Free): A small gift package including a stylish outfit and some money, 7500usd, pretty simple stuff. The outfit is different from a normal outfit though.

This outfit is tailor made to be a perfect fit, made of durable and flexible materials suited for combat and stylized to match your tastes in a subtle yet pleasing way. This outfit seems to grow with you and repair damage as well, though "very" slowly.

-“Meister Stars” (50CP+)[Shibusen Student Exclusive]: Meisters are divided by classifications that decide their rank and information clearance based on their achievements and abilities.

Generally this doesn’t matter much, but it does allow you to take higher difficulty missions and access more information inside Shibusen’s archives. By default you start out without a star ranking due to being a student and all.

Each purchase raises you up 1 Star ranking to a max of “3-Star Meister” (or the weapon equivalent). 3-Star Meisters are the highest ranking soldiers in Death’s Army, and as such have access to whatever missions or resources they’d like to access.

The only thing they cannot access are secrets and vaults only Death and his most trusted advisors and soldiers are trusted with. Drop In and Witch Jumpers who opt to be a student would count as a Meister for the purposes of this option’s exclusivity.

-“School Supplies” (50CP): Shibusen does double as a school after all, and students need school supplies. Notebooks, pencils, erasers, textbooks, references, spare paper, sharpeners and anything else you could imagine being on a school student is in this backpack.

Even outside of school, some of this can see use in day to day life, and the backpack usually restocks itself every few weeks. Enjoy not spending on this stuff each semester.

-“Golden Melody” (50CP): Hey everybody, your Benefactor here with a very special offer. I’m sure everyone is already aware of the dulcet tones piped out by the great Excalibur. His signature theme song only he can sing so well.

Now, for one low low price of 50CP, you can own this timeless classic in every possible format. I know what you’re thinking “there’s no way they can offer this!”, and that’s where you’re wrong!

We’ve got CDs, we’ve got digital recordings, we’ve got mixtapes, we’ve got records, jazzercise DVDs, we’ve even got music sheets and pamphlets on the dance steps! Buy now or miss out forever, our stocks are flying off the shelves!

-“Halloween Year Around” (50CP): Soul Eater has always had a signature style, and Death City looks like it perpetually lives during the Halloween season with the stylish gothic designs. Now you can benefit from the best part of the holiday, candy.

On purchase, you receive three giant, orange sacks with jack-o-lantern faces on them full of candy. Chocolates, suckers, candy bars, candy corn, the occasional caramel apple in a bag or caramel corn, every sweet you can imagine.

They refill a month after being emptied, preserve the candies inside when sealed and keep ants out. These bags are not how you get ants. Feel free to snack to your heart’s content, or share it around as desired.

-“Tactical Wardrobe” (50CP): Active Meisters and Demon Weapons (and anyone who wants to get involved in the upcoming events) will end up travelling all over the world. In times like those, school skirts, suits and sleeveless muscle shirts just don’t cut it.

In times like those, you have this. This wardrobe opens to reveal an expanded closet with stylish outfits for every climate and environment on the planet. There’s nothing supernatural inside the wardrobe beyond the space itself, but it all looks really good.

-"Death's List" (100CP)[Free for Student Meister & Student Demon Weapon]: A constantly updating list that marks everyone Death judges as "evil". Everyone listed on Death's List has committed a number of inhumane crimes and possesses an evil soul.

The list has a short summary including a name, a general area and list of crimes committed. This is useful for hunting down evil souls on your own instead of waiting on the information being supplied by the academy in the form of a mission.

Doesn't say where Witches are, not much use after you (if a Demon Weapon) or your partner (if a Demon Weapon) becomes a Death Scythe.

-"Enchanter's Gloves" (200CP)[Free with Enchanter Perk]: Appearing as big, brown colored gloves with a gear cog in the center, the gloves are used to mix soil(or other materials) and magic together to enable it's wielder to create what they wish to create.

These gloves act almost like a wand or staff in other worlds, helping/giving people the ability to manipulate magic when they ordinarily couldn't.

-"Mifune Item Set" (300CP): This is actually a set of items inspired by one of the strongest normal humans known to exist, "Mifune." First off we have a rectangular sword case wrapped in yellow "KEEP OUT" police tape. This case holds hundreds of katana, far more than you would think from just looking at it. Each sword is of good quality and unlikely to break or wear down easily.

Next is a seemingly endless dispenser of yellow "KEEP OUT" police tape able to supply around 500 feet of tape per day. Lastly we have a small pamphlet detailing the basics of two tricks/techniques used by Mifune.

The first is as how to throw the case in the air in just such a way that every Katana dramatically falls out and evenly impaling the ground all over the surrounding area as opposed to messily clattering in a pile or impaling "you."

The second is how to throw police tape (or your favored ribbon-like alternative) so it wraps, redirects and moves around in such a way that it makes a visible boundary around the current battlefield.

The second technique can use swords on the boundary if there is no alternative. Doesn't really do anything besides look cool and redirect any stray passersby away from the fight, but it’s still pretty sweet.

----------(Drop-In Items)----------

-"Loose Screw" (100CP): A curious item, it appears to be a giant bolt, one lodged in the side of your head. By twisting and turning it like the knob on a radio, you can clear your head of "static" and focus your mind.

You may need to fiddle with it every now and then, but providing you always take the time to adjust it day to day, you won't have to worry about wondering thoughts as much.

-“Death Cloak” (100CP): Few know that concealed behind the shifting blackness, Death himself actually has a hidden humanoid form within. This blackness itself is actually a cloak, one you now own too.

Form concealing, shapeshifting, size changing, self-repairing, this cloak can completely conceal your form no matter what form that might be, constantly shifting in cool ways, and keep itself in good condition.

-“Death Mask” (100CP): Death’s Mask too is just an accessory in the end, not his actual face, although it is fairly magical. You get your own skull mask on purchase as well.

It can shapeshift and change size to always fit, just like the cloak. It’s also very hard, helping to protect your face, and will heal over time if damaged like the cloak. A nice side benefit, it will reflect the expressions on your face, the eyes getting angry if you’re angry, silly if you’re grinning and so on.

-"Stolen Witch's Eye" (200CP): A magical eye stolen from a witch and implanted in your own head. Upon finding its new home, the eye's pupil and iris were replaced with a magic circle, though this does not disable your ability to see with it.

This stolen eye grants those who purchase this the magic of the witch it was stolen from. Select an animal theme and a type of magic based on that theme as if you were designing magic for the Witch Origin using Magical Being and Totemic.

The eye grants you access to this magic, though due to the way you obtained it, it'll be weaker than it naturally would be if you took the perks mentioned above. Spells still require a special chant, likely related to the animal theme selected.

Performing magic with the eye is more tiresome than if you just had magic, and the eye will need to go through a period of rest to recharge its power after the most powerful spells. Any origin can purchase this, allowing Witches to obtain two types of magic or other origins to get their own form of Witch Magic.

-“Skin Scarf” (200CP): If you weren’t already aware, the numerous bandages covering nearly every inch of Asura’s body? Those all happen to be made out of his skin, his still living flesh.

You will receive skin bandages/scarfs like his too, though they’ll be made out of your skin. You can control them at will like Asura does, but they’re only as tough/strong as you are.

Fortunately, the flesh gets stronger the stronger your flesh is, so you can usually rely on them to keep up with your growth. Keep them clean or they might get gross.

-“Shrine To Madness” (200CP): This purchase bestows a particularly potent place that resonates with the madness wavelength of your choice, defaulting to any particular one you already possess.

This place rapidly intensify your madness just by being here, while inflicting the same yet harsher on others who wander inside of it. Those unlucky to stay too long can quickly see themselves subjected to hallucinations themed off of the chosen madness.

These properties can be applied to any one property you already own or have purchased within this Jump instead of being independent, but will default to a large cave or underground manmade structure.

-"Ghost Ship" (400CP): This item takes the form of a large, dilapidated galleon. The deck is splintered, the sails are frayed, and to be quite honest it looks ready to sink. Some mysterious force keeps it floating though.

The same force seems to make the ship really damn fast despite it lacking proper sails and looking amazingly dated. The force isn't actually all that mysterious though, it's ghosts. Dozens of ghosts make up the crew of this ship.

They're not really "all there" anymore, but continue to maintain the ship and go along with routines they repeated again and again in life. As the captain of the ship, they'll also try to follow your orders, but if left alone will just continue repeating their routines.

The Ghost Ship always seems to bring a mysterious fog everywhere it goes that conceals its movements at sea.

-“Demon Tool Soldier Legion” (400CP): Demon Tool Soldiers, robots with developed personalities, artificial intelligence and souls of their own as well as a single magical ability each such as prediction or wing manifestation.

While individually they can’t stand up to a good meister/weapon team, as a group they can pose a potential threat. You receive about two dozen of these weirdo robot soldiers as followers. They take orders fairly well and are stronger than normal people, but they’re usually eccentric.

If you’d ever like to import them and transform them into a full fledged companion, that is certainly an option, but doing so makes them stop counting as a follower.

-“Morality Manipulation Machine” (400CP): The Morality Manipulation Machine is a devilishly ominous Demon Tool employed by Arachnophobia to warp someone’s soul wavelength and shift them from good to evil or vice versa. Doing so promotes Madness via the disparity between thoughts and memories.

While a short visit to the chair is all that’s needed technically someone whose morality is a giant part of their character or is approached by a former friend or ally could eventually break the procedure and return to the way they were.

For an additional 200CP, you can also obtain about a dozen Madness Relay Devices. Demon Tools that can broadcast the effects of the machine in a less precise manner, or the madness of someone within it.

-“Micro-BREW” (600CP): BREW, contender for the most powerful Demon Tool in existence. With it, a warrior could defeat a monster formerly impossible for them to match. It could turn the tides of the eternal war, some have said it was the Great One Eibon himself. You do not get this.

What you obtain here is an imitation. While it can amplify the wavelength of the one who possesses it several times over, it cannot lift them to absurdity on its own.

The true worth of BREW shines through in Micro-BREW however, its ability to absorb and fuse two things into one before releasing them. The potency of this ability is no more diminished over the original than Excalibur is a soothing conversation partner.

It should be noted however, that the process requires energy on your part scaling with power and size of whatever it is you’re fusing. It is a tool, but it does not hold its own power for such things.

-“The Fucking Moon” (600CP): Yes, you may buy the moon. This is a moon like the moon located in Soul Eater however, much smaller than the moon you and I both know.

This moon is much smaller than our moon, possessing sunken eyes, a crescent shape, long nose and giant mouth while orbiting inside of the planet’s atmosphere beyond the clouds.

While mostly barren and featureless on the outside, the inside is like a fortress, with a vast series of tunnels and inner rooms for you to live inside of.

The moon has its own gravitation up to a certain distance that helps you feel like you’re down below no matter where you’re standing, jumping or flying around it, including the bottom.

While on the moon, your soul’s wavelength is drastically more powerful, as is your madness. You may influence its face’s appearance and attitude from day to day, having it grin, reflect how you feel, sob or just look silly if so desired.

----------(Student Meister Items)----------

-"Sick Wheels" (100CP): This is flight capable rocket skateboard just like Death the Kid's. The skateboard's wheels come in whatever color you want and the deck has whatever decals and designs you want.

While in flight mode the wheels rotate 90°, so that they point downwards and shoot jets. It is easily durable enough to be used like an impromptu weapon as well if you like.

Unlike Kid you can't seem to summon it out of nowhere, you may easily change it into a bracelet and back again for easy storage though.

-“Here Lies Jumper” (100CP): Here lies jumper, or they would if they were dead. Purchasing this grants you your very own gravestone, detailed as if you’d actually died. Preparing for the future huh?

The thing is stupidly durable, able to be used as a weapon against weapon/meister teams and clash with their supernaturally powerful attacks just fine.

This purchase comes with an open grave in a nearby graveyard too, just in case you really do end up taking a dirt nap, or just want to fake your death and bury something.

-“Spin Me Right Round” (100CP): A normal swivel chair, or at least it looks like one. In reality, it’s as comfy as a fully cushioned recliner and is immune to accidental falls.

It’s so handy, you won’t want to leave it, shuffling around on its five wheels like one of the teachers at Shibusen. If anyone tries to force you out, they’ve got another thing coming too, as this purchase comes with swivel chair combat training that makes use of its rolling/spinning abilities to great effect.

-"Death Mirror" (200CP): Contrary to the name, this large mirror with a black metal frame and permanently burning candles sticking from the top does not dispense death.

Instead, by focusing, you may use it as a sort of looking glass to monitor your surroundings up to a ten mile range. It also works like an exceptional phone or video phone, having a world-wide range allowing the owner to call anyone as long the owner knows their number.

The owner makes calls by writing the designated number on the mirror. They may also "be" called in a similar fashion, by someone writing their number on a mirror or otherwise reflective surface. This number is of your choice and can be any 2/2/3 number pattern like 00-00-000.

-“Soul Sapping Water” (200CP): Looks like normal water in a normal clay urn. Don’t let a normal person drink it or dip their hand inside though, it could kill them outright.

This water can rapidly suck out the soul’s energy from whoever touches it, and is used by Meisters for training purposes. Dipping into it a bit each day will drain you and coach your soul into growing to compensate.

The more of yourself touching the water, the greater the effects, allowing it to be a good, consistent tool for quite a while when it comes to soul training. The final (and most stupidly dangerous) step is drinking the urn full. If it doesn’t kill you, you’re likely going to end up with a damn strong soul.

The clay urn refills once per hour when drained, allowing you to continue drinking it (though this stops producing benefits after a while) or use it to train others.

-“Witch Imprisonment Collar” (200CP): Sometimes, when not hunting them down, Shibusen will capture and imprison troublemaking witches, or be forced to work with them.

In times like those, they’re rarely trusted, and that’s where these collars come from. Bulky, metal devices, they have two settings that determine how they react to the flow of magic in their wearer. They’ll either shock the wearer, or explode, both acting like powerful deterrents.

The setting is remote controlled. You obtain five collars and the remote for them, receiving a new collar in your warehouse whenever one is destroyed.

-"Demon Airship Replica" (400CP): A scale replica of the Demon Airship, a large zeppelin eventually made by Shibusen. The Airship appears is a semi rigid transportation vehicle that consists of an inflated balloon and a large, metal, and enclosed gondola. The front of the ship is decorated with a large skull mask, while the number 42 is painted on the sides.

It's around seventy feet tall, and capable of transporting a large number of people at once. The Demon Airship is incredibly fast despite clearly being some form of blimp, not a type of vehicle you associate with speed. The primary difference between the ship your purchase and the actual Demon Airship is that it's engines and other systems that relied on the "Eternal Spring" have been gutted.

This replica is still capable of running with no fuel or engine maintenance despite not having an Eternal Spring, but the reason isn't readily apparent. The last thing of note is that you won't actually receive the airship until the actual one has been built, or if it won't be built, after it would have been built if you hadn't interfered in some way.

-“Anti-Madness Medicine” (400CP): In the world itself, no such medicine exists despite what the tell you, it’s more like a placebo which in itself can be helpful for convincing yourself you’re recovering.

This is the real deal though, actually capable of suffocating and then healing one’s madness as long as the patient is free of maddening influences. When a patient actually does have to deal with exposure to madness, it can only help shore up their system’s resistance to the stuff.

Strong enough madness either internal or external can still push through, as the medicine has no potential to absolutely cure or grant immunity in regards to madness.

-“Don’t Quit Your Day Job” (400CP): It’s a job, but one that’s actually fun, surprisingly well payin and amazingly flexible, understanding totally what your schedule might be like as someone so important.

It’s the type of job appropriate for someone in your position or age group. It’s the type of job that’s okay with you needing to go on breaks of undefined length to save the world or hunt criminals or whatever. It’ll wait for you to get back, and the place might even have positions open for your friends.

Maybe it’s a simple café job you and schoolmates work at when you’re not hunting souls, or a pottery store that appreciates your specific artistic touch. You’ll get a new job like this each Jump. Just don’t push it so far that they have no choice but to fire you and you’ll be fine.

-“Jump City” (600CP): It’s a real place! You’ll have a city of your own on purchase full of your themes, like Death City! Sorta. This city is on the smaller side as opposed to the massive Death City its themed off of, but it really does have your symbols and themes of choice scattered about.

In the middle of this city is a big, fat, stylized castle that you call home and can convert into a variety of structures in your own time, like a school, prison or stronghold.

As a tiiiiny sidenote, it also has the ability to turn into a Jump City Mecha, climbing out of the ground with the surprisingly stable city as its head or sitting on its back. Another city will appear in subsequent Jumps as well, somewhere in the world. The actual name is in your hands.

-“High Places” (600CP): You’re royalty, either literally or so rich and influential that you might as well be. This purchase grants you a family with considerable wealth, influence, connections to all sorts of celebrities and powerful people, and great socioeconomic power.

What’s more, you have enough power and established connections that your family may optionally be a significant and important ally to DWMA at the global scale. You can expect people to know you by your last name, own a few mansions and summer homes, and money not being a problem.

You’ll gain similar status and power in future jumps as well, albeit while lacking the connections to Lord Death and such.

----------(Student Demon Weapon Items)----------

-"Forest Hotspring" (100CP): A small, cozy, open air hotspring lined with smooth stones. It's wonderful for a good old fashioned bath, nice and steamy to help get those pores clean, and the ideal temperature to lay back and relax.

Why is it called a Forest Hotspring? Well because it's always there when you look for it out in the woods! No matter where you are in the world and how unlikely it might be to find it, it's always right there a few dozen feet behind the tree line.

-“Dead-Phones” (100CP): A pair of earbuds with Death’s symbol on them. They can completely shut out all external sound like true noise cancelling headphones, but can be adjusted to let sound in if need be.

They have perfect sound quality, with their wires leading into your clothes to some foreign space, as if linked to a device you can’t locate with all your favorite tracks. Self-updating too. Wires never tangle or get in the way.

-“Love & Care Kit” (100CP): A weapon care kit with all sorts of toy- tools, oils and equipment for your meister to perform maintenance on your weapon form. Cleaning and repairs made easy no matter what form you might take. Just do them a favor and avoid making any weird sounds.

-"Soul Wavelength Transmitting Instrument" (200CP): At first glance it seems to be a completely ordinary instrument, albeit one of your choice of fine craftsmanship. It doesn't seem to have any special abilities until you channel your Soul's Wavelength through it and play.

By playing, you are able to transmit your feelings to those in the area. You are also able to store this instrument in your soul itself for easy storage. More importantly are the secondary effects unlocked only by Demon Weapons.

Once stored inside their soul and wielded in their Weapon Form, a Demon Weapon may learn to "play" the instrument using their soul. The better they play, the more powerful the energy focused through them by their partner becomes.

After a certain point of skill, the Demon Weapon is even able to help stabilize the act of their souls resonating, allowing the mode of Soul Resonate to be achieved more easily. It isn’t a “significant” boost for weapons, even on the upper end, but it is pretty nice.

-"Justin Law's Dune Buggy Replica" (200CP): An exact replica of Justin Law's dune buggy. The thing is powerful, fast and great both on road and off road. It's also outfitted with two massive speakers if you're into blasting music.

There's a coffin attached by the hitch to the buggy made of polished black metal. The coffin itself is used both for transporting the corpses of enemies to confirm their identity and transporting injured allies so they may receive medical attention!

The entire vehicle is oozing with style and a lot hardier than it looks, able to take an extreme beating.

-“Mascot Madness” (200CP): On purchase you receive a large array of full head animal masks, as if hijacked from a decidedly disturbing sports mascot.

Despite not having visible holes for breathing or seeing, they don’t obstruct your sense or breath at all it seems. No one can ever seem to recognize you or someone else who puts one on either, or when you switch from one to another.

-“Something Wrong” (400CP): Off in a foreign country, in some backwoods place most roads don’t reach, there’s a small town. This small town is strange, but it welcomes you. How could it not? It’s populated by you.

This village is fully populated by clone golems of you, the Jumper. Each resemble you, mostly. Some are men, some are women, some are shorter, some are taller, but most could be your identical twin.

They don’t really have your powers, but they are greater than a normal human in physical ability, and they’re really friendly. It’s a creepy place, but it’s your place, and they think of you as a parent.

-“Runaway Train” (400CP): On purchase, a runaway train spawns into existence somewhere nearby, and it has a schedule. It runs 500 kilometers an hour, can leap into the air, tunnel through sand or even rock, and is powered by an eternal source of energy that can’t be removed.

The only time this grinding, jumping, tunneling, drifting train, super speeding train stops is at a designated train stop, right on time, otherwise it’s just go, go, going all the time.

Lucky for you, you also get a train schedule with your new crazy train, able to designate up to ten train stops and the times it’s supposed to hit up those stops. Providing you don’t make the schedule impossible and no one stops it, the train will always be on schedule.

-“Village of Blades” (600CP): A village located in the mountains, quite small, but perhaps linked to some other population center. You’ve got family out in the country up there, and while not a bunch of clones, they are special.

The village is populated by a clan, similar to Tsubaki’s, strong Demon Weapons. The main family shares your weapon form (or has a powerful form if you’re buying out of origin). The branch families have different weapon forms, though they’re usually sharing a theme with yours.

You can rely on this clan to take you in when needed, shelter you, care for you, treat you like one of their own, sharing wisdom or defending you from those hunting you down.

In future Jumps, similar but different villages can be found. They’ll still be family, still Demon Weapons, but often secret from the rest of the world due to their existence only recently being retconned in.

-“Poseidon’s Lance” (600CP): Relic of a dead, forgotten, Great Old One whose life was claimed by Asura long ago. This is a trident with three prongs resembling spiraling shells, with immense power over the weather and ocean, calling rain, lightning strikes and giant waves on command.

As a relic of an old one, it also carries within it “The Madness of the Sea” and its wielder can subject others to this madness, causing them to feel lost, submerged, confused, insignificant in the face of churning waters and endless abyss of the planet’s oceans.

----------(Witch Items)----------

-"Matching Pair" (100CP): On purchase, you acquire a pointy witch hat and animal familiar, both matching your chosen animal theme as a Witch or Totemic if purchase. The hat is classically black with a distinctive wide brim and point, with a design matching your theme.

This hat has several magical abilities, passive enchantments. Once the owner puts it on, it won't come off unless they want it too. If lost or destroyed, it can be summoned back into their hand good as new. It appears normal if Totemic wasn't purchased.

The familiar on the other hand is an animal somewhat like a pet, a friend and a loyal guard beast rolled into one. For a Witch or someone who purchased Totemic, this will be the animal you based your theme off of. For others, it's a cat, dog, mouse, toad, snake, scorpion, spider, fox or owl.

No matter what animal this familiar is though, there will be similar traits. It's smarter than most animals, and almost completely black in color. While larger animals on this scale will remain their current size, small creatures like insects or tadpoles will grow to the upper end of this spectrum, about the size of a dog or possibly a bit bigger.

They seem capable of levitation as well, just not very high or fast. It's about walking speed for an average human and lets them get a couple of feet off the ground.

While smart for an animal, it is just that, making it better at following orders and more receptive to training. While it doesn't seem to possess any other special abilities, it is highly loyal, friendly and protective towards you.

-“Style Signature” (100CP): Not an item per se, but something similar. On purchase, you may restyle all of your possessions past, present and future with a theme of your choice.

Arachne has her spiders, Medusa has her snakes, Death has his skulls. You can leave it off of some things, and you can have it be represented either literally (Arachne has a giant spider for a hideout) or more esoterically (Medusa’s snakes being represented by arrows most of the time).

-“Apothecary Station” (100CP): A nice, big cupboard full of glass bottles to store potions, and a recipe book full of minor potions with a variety of effects.

Everything from cosmetic changes to weight loss up to a maximum potency of nasty poisons, acids or elixirs that can extend someone’s youth for a few decades. Doesn’t come with ingredients, but the bottles are good at preserving potions and whatever else goes in them pretty much forever.

-"Big, Black Cauldron" (200CP): As its name implies, this is a big, black, sturdy witch's cauldron complete with lid and legs ending with feet that resemble paws. It marches slowly at your command, but that's secondary utility compared to its true purpose.

This spacious cauldron conducts magic incredibly well. This allows you to infuse your brews with your mystical powers much more easily than some second-rate occult mixing vessel. Ideal for eye of newt soup and roiling, toiling potions.

The cauldron preserves whatever is left inside of it as long as the lid is on, which includes whatever magic you've dumped into it.

-“Necronoticon” (200CP): A spellbook containing spells for summoning and creating weak to moderately strong undead. Contains information like required chants, necessary sacrifices and such.

While most everything you summon is on the lower end of the spectrum and not a true threat to someone of real competence, numbers can make just about any bargain bin undead dangerous.

-“Demon Belt” (200CP): A finished prototype of a Demon Tool being worked on by Noah. Increases the efficiency and power output of any Demon Tool you can actually wrap it all the way around.

Unlike Noah’s, which can overload and explode, yours works just fine. Increases are measured at about 10%. How you factor that into the more esoteric types is up to you though.

-"Witchy Home" (400CP): This is a house designed with your themes as a witch in mind, and found in a spooky location near your starting area. It resembles your animal theme's head with a witch hat on top (or plant them if a Monster cat, also with a witch hat).

It's quite cozy, and the inner decor isn't as dark and witchy as you would expect. The house is also very magical, with numerous appliances that automatically take care of your and the house's every need.

The dishes wash themselves, gardening tools keep your lawn nice and tidy, DIY tools fly about repairing or fixing up the house and even the bathtub runs its own water in preparation for your shower or bath.

Any mundane objects left inside the house long enough will gain similar properties, meaning your laundry will eventually wash itself. The house comes with complimentary bottle of endless bubblebath for as much squeaky clean fun as you like.

-“False Clown” (400CP): Clowns as covered elsewhere in the document are manifestations of concentrated madness with personalities and loyalties aligned with such a thing.

This is a False Clown, similar in nature to the Black Blood Clowns crafted by Medusa. It’s weaker than a real clown, with an artificial intelligence guiding it instead of a fully fleshed out personality, but it’s completely loyal and still very strong and hard to put down.

As it is composed of madness, it can threaten the sanity of those who meet it in combat, and can twist and move in ways wholly unnatural for a natural creature, flattening to slide across surfaces like a shadow, bending as if boneless and extending its limbs to spear people with sharpened finger tips.

-“Ignition Key” (400CP): This is a key greatly resembling the Demon Tool Eibon, though unlike Eibon’s key that symbolizes his existence, this key is much smaller (a short sword) and does not hold his soul.

This key does not unlock BREW, instead it carries the ability to insert itself into whatever machine you find and starting it up, even if it has no fuel, energy source or even an engine. As long as the key stays inserted, the machine will continue to run at top capacity despite its flaws.

When removed from its key slot, the wear and tear has the capacity to quickly catch up with a machine, breaking it if it wasn’t already in good condition or especially durable.

-“Baba Yaga’s Castle” (600CP): The home base of Arachnophobia, Baba Yaga’s Castle, a large metal castle and secret base that looks like a gigantic spider.

You now have your own, and it has the full suite of abilities. That is to say, like (one variant) Baba Yaga’s Castle, your BYC can transform into a gigantic spider mecha.

In mecha form, it’s quite quick and agile, able to dodge attacks made my similarly sized weapons or monsters, crawl over trees and large structures with ease and has a host of special weapons.

Its weapon systems include large cannons in each of its legs, laser eyes and the ability to spray electric spider silk. The contents of Baba Yaga’s Castle are likely to get jostled about in the process though.

-“Blank Book” (600CP): The Book of Eibon, one of his greatest creations. With its intelligent personification “The Table of Contents” it wields great magical power, entire internal dimensions and operates under the directive given to it, to collect all within its pages.

You are given an empty copy of this book. It answers to you, and has an expansive pocket dimension inside of it that can be entered and exited at will. The only thing inside though as your own “Table of Contents” awaiting commands.

Over time, by working with the “Table of Contents” you can ‘write’ up chapters, individual small worlds within the book, by filling the ToC and book itself with your wisdom. Unlike the Book of Eibon, these need not be based on the Seven Sins, but themes of your choosing.

The Table of Contents has the capacity for great wisdom and magical potential, but only if you teach it. Additionally, while it can freely move through the book’s world and carry people with it, it is not the god of this space and sufficiently powerful beings can enter, exit or shape the book against its will.

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[]][]][Drawbacks][]][]

You may take up to 1000CP worth of drawbacks. You may take additional drawbacks as well, but shall get no points for them.

-"Excalibuuuur~" (+0CP): So, the Legendary Hero Blade “Excalibur” has taken to following you around. . . .yay? While you’d still need to prove yourself and match his exceeding high standards to wield him, he seems content with just following you around.

Expect a few gift baskets marked “From the Fairies to our hero” for taking him off their hands for a while. Ten years in fact, seeing he’ll never go away.

-"Soul Eater NOT!" (+0CP): While the students of the EAT (Especially Advantaged Talent) class train themselves to become warriors of justice, the NOT (Normally Overcome Target) class is for those who just want to control their powers with the intent to not become a threat to others and to themselves.

Upon taking this, you and your partner(s) will be dropped into the NOT class if you were a Student Meister or Demon Weapon. Even if you aren't, the change to the world is noticeable. Everything seems lighter, cuter, more "Slice of Life"-y.

That isn't to say all the horrible things that are going on or going to happen suddenly aren't if you take this, just that things will normally be more cute, chill and lighthearted around you now.

-“Anime Continuity” (+0CP): Ordinarily running on the Manga’s canon and world, by selecting this drawback you can switch tracks. On this side of things, things are a bit brighter and more bombastic, with more people surviving, giant robots and things like weapon hybrids apparently existing!

-"Think of the Children" (+100CP): - You've gained an incredible hesitance to harm children, anything with a child's mind or anything with the body of a child. You don't want to hurt them in any way, mental or physical. In addition to that, if it even looks like a child might get hurt or be in danger you'll go out of your way to see them safe.

-"Weak Soul" (+100CP): Something about your Soul is. . .kinda meh to be honest. Taking this drawback causes your magical and soul related abilities to become a bit weaker and makes them harder to train up as well, requiring that extra push to see results.

This weakness of soul extends to your mind somewhat, making you a bit more indecisive, meek and susceptible to madness than you would normally be as well.

-"Slapstick" (+100CP): Taking this drawback causes those around you to smack you around in a comedic, though often painful, manner. They will do this all the time too. Also, no, no one sees why this would be wrong and people will just go on like normal as you suffer abuse.

In addition to that, you seem to get a bit of bad luck as well. Nothing serious that would hinder you in a fight, there just seems to be more banana peels in your path than usual and things of that nature. . .

-"I Am God" (+100CP): If you open up a dictionary, you'll find your picture next to the word "arrogant". By taking this drawback you will have become incredibly cocky, pompous and narcissistic.

You'll be inspired to share your important self with the world, usually through proud declarations of how amazing you are. The people staring at your sudden bizarre declarations such as proclaiming yourself as god will be taken as awe struck admiration, only serving to further inflate your ego.

While said ego is massive, it doesn't get in the way of important matters or fighting as much as you would think, at least some self-control being preserved. Hey, the extra confidence might even work to your advantage.

-“Maddeningly Lost” (+100CP): You did learn your left and your right in primary school, right? You’re not just pretending to know the meaning of the letters on a compass, right?

This drawback makes you disturbingly prone to getting lost, all the time, even in places you should be incredibly familiar with. If you don’t have someone helping to guide your way, expect to end up in a lot of continuously unfamiliar places.

-“Lonely Melody” (+100CP): You’re completely deaf, unable to hear anything save for music. Instruments, singing, that all comes in loud and clear.

Bizarrely, while this seems like a method for relaying messages, any song or music with the intent to communicate as opposed to inspire and exist as a song alone just comes out as noisy garbage to you.

Being in a world with only the sounds of music can be quite strange, almost isolating, careful where your head wanders.

-“Cut Off Uppercrust” (+100CP): As if you were some prince or princess raised in the lap of luxury and pampered since the day you were born, you have absolutely no idea what all this commoner business is about. It’s like being dropped into an entirely different world actually.

You might have no concept of how much money means other than your family has a lot, or that normal people don’t have rooms the size of a small house full of every luxury and treat imaginable, or what it actually meant for a chef to “cook” and put things on your plate.

In fact, if you’d ever heard of someone without as many benefits going hungry before being thrown to the world, it wouldn’t be out of character for you to have said “Let them eat cake.” It’s all just so confusing and hard and alien. . . . Maybe you’ll understand in time.

-"Obsession" (+200CP): You are now completely obsessed with something. That something is your choice. This obsession is now your primary priority, nothing else is more important now. You will think about this thing or concept during every second you're alive in this jump, even in your dreams.

The lengths you'll go for this obsession would be like flying halfway back around the world while on an important mission to make sure that painting back home is properly aligned if you were obsessed with "Symmetry" as an example.

It should go without saying, but this can be dangerous for your mental health if left unchecked. You “could” force yourself to ignore it for a short time as well, but it’ll hurt greatly on an emotional level.

-"Temptation" (+200CP): Congrats, by picking this drawback you got some new friends in the form of voices in your head. You aren't quite sure how many, but they're always incredibly friendly, convincing and charismatic.

They would love nothing more than for you to be happy and love them. Who cares if they're constantly trying to make you do "questionable" things? They might also not give the greatest advice either, ending with spectacular failure on your part, but they didn't mean to embarrass you.

You believe them right? They're the only ones on your side after all, no one else loves you, why would they? They do though. . .they love you so much.

-"Witching Hour" (+200CP): By taking this drawback, you'll have to endure a powerful and unbreakable curse for the next ten years. Every night at 3AM, you will start to experience horrifying hallucinations that seem capable of doing you physical harm and wrecking inanimate objects in your immediate vicinity.

These hallucinations will even wake you up out of a dead sleep and last until the sun rises. They don't seem capable of killing you on their own though.

-"Fairy" (+200CP): Taking this drawback sets your race to "Fairy" and prevents any form of shape-shifting. Fairies are an all-female race of tiny humanoids with insect wings. A cheerful, social and curious bunch that enjoy living in freshwater caves.

Fairies are fun loving and peaceful, and their presence in large numbers causes flowers and other plants to grow. Unfortunately, they are also incredibly weak for the most part. Taking this drawback will even reinforce this, heavily weakening all of your abilities for the duration of the jump.

The Fairy Drawback neutralizes other race perks until the end of the jump. Taking this drawback grants you a fairy form without the enforced nerf to your abilities after the Jump is over.

-“Working Out The Kinks” (+200CP): As if locked away for hundreds of years, not allowed to breath without eyes on you, and suddenly set free, you seem to have issues with the fine details of a lot of things.

Not only does it feel like the world changed from the world you know, despite likely being just a child here, but your skills are beyond rusty. They’re like a new level of messed up.

You could remember exactly how to use your old skills and powers, but would still manage to mess up the execution at times. An example being to summon a block of ice to use as a jumping point to get back from a great fall, only to freeze yourself and float away in the river.

-“All Black” (+200CP): Your concepts of positive emotions or feelings like “goodness”, “happiness” or “love” are completely shot to hell. The only sense of fulfillment you can find is letting your destructive instincts guide you, schadenfreude or breaking someone to their core.

There is no such thing as friendship, comradery, or loyalty that isn’t convenient. There is no gesture of good will that isn’t laced with venom. You’re completely and totally evil all the way down to the core.

-"March of the Clowns" (+300CP): You will now be hunted by Clowns for the next ten years. If you didn't know already, Clowns are a race of beings that are literally Madness Incarnate. They're incredibly hard to kill and seem to radiate Madness like a raging inferno emits heat.

Each Clown looks radically different from the next, though they always have a highly nonsensical, broken and chaotic appearance. Just like their appearance, their abilities also vary widely from one to the next, but they're all fairly deadly.

You'll start off hunted by one. If killed somehow, a new one will be along in a week. If not killed, an additional clown will appear and start hunting you as well.

If additional clowns are left alive, the clowns may eventually decide to fuse, combining their abilities and powers. If left unchecked, this amalgamation could become too much to possibly be stopped.

-"Something's Missing. . ." (+300CP): This drawback has taken. . .something, from you. You can't seem to figure out what, but you know something is missing. You just feel. . .hollow inside.

From now on you seem incredibly susceptible to madness as it rushes to fill the void left behind by that something that was taken. The void seems impossible to fill with anything else as well. You will also never be content for the next ten years, always having the feeling that something is missing.

Despite this, you'll have that ever-present threat of going mad in the back of your head for motivation at least. Thoughts of what that missing thing could be will plague you until the drawback is finally revoked.

-“I don’t know how to deal with this!” (+300CP): You've literally become almost "terrified" of everything. Butterflies, ice cream, friends, family, light, dark, there is no comfort for you in this world.

Every waking moment you'll have to deal with numbing fear of everything around you. Be careful, because if you ever drop your guard or your will wavers, you could quickly find yourself dropped into Madness. Why on earth would you take this?

-"Killer Blood Lust" (+300CP): It's as if the damn holding back hundreds of years of restrained sinful and destructive impulses has broken. You now crave destruction like flowers crave sunlight, and your new aggressive tendencies will likely drive you into one fight after another.

Antagonistic is just the tip, and if you don't figure out how to control yourself you're going to make a lot of enemies. But no, really, calm the hell down. If you can't figure out how to let off steam or something then you're going to explode eventually.

No, I do not mean that metaphorically. I mean if you let yourself become completely immersed in overwhelming blood-lust, you will quite literally explode and die.

-"Fool!" (+600CP): Firstly, you seem to have become completely and hopelessly inept at fighting, getting out of fights and being cool or likeable in any way. Even any special abilities you had (Meister, Witch or otherwise) seem inert. Secondly, the only way to regain your coolness, willpower, ability to fight and all that other stuff is to wield the "Legendary Hero Sword" Excalibur.

First, you'll have to find him, which isn't a big deal because he will seek you out on his own. Then you'll have to convince him to let you "attempt" to convince him to let you wield him, by getting him to like you enough to attempt the "1000 Provisions".

These are tasks you must do for him if you wish to wield him and get your groove back. These include "Provision 452: You must attend my 5-hour story telling party" and "Provision 075: Celebrate Excalibur's birthday in grand-style!" Do note that he holds both of these events daily.

You must constantly abide by his 1000 Provisions or he will refuse to be wielded by you. Remember that you only regain some semblance of yourself "while" wielding him so you'll return to "bitch you" after you stop holding him or he transforms back to his normal state.

If you thought you could handle that, prepare your ass. Excalibur's personality is furiously annoying and narcissistic and his very existence literally invites people towards the Madness of Anger.

Aligning yourself with him will cause you to get many enemies and push you towards Madness yourself. He also "refuses" to leave you alone for some odd reason. . . Good luck.

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[]][]][END CHOICE][]][]][]

You've stuck it out through the good times and the bad and have managed to survive this crazy world without going mad. Congrats, Jumper, you've somehow managed to not die or go completely bonkers.

Feel free to keep all your powers, equipment and friends and take as much time as you need to decide on what you're doing next. If you were curious about anything, I'd take a look at the notes as well. They just might have the answers you need.

-Go Home – You have had ENOUGH of this crazy train! After enduring the constant threats to your sanity and getting out of there, you have never felt so sane. Those new levels of sanity have allowed you to make the wisest decision you've made in a while. You are going home!

-Stay Here – This might be the madness talking, but you'd like to stay here. Well, this world always has had a certain charm too it, huh? Maybe you enjoy that jovial sun, or have made a life here that you're hesitant to leave behind. Seems like a good place to end this adventure to you, there was nothing waiting back home anyways.

-Next Adventure – Well, this place was fun, but it really is just another one of the amazing stops on this wild ride you love. It's time to head off to the next world full of adventure, friends and amazing sights

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-1: Anti-Demon Wavelength can be taken with Madness related perks, but it will dramatically weaken them.

-2: Witches and anyone else who buys the Levitate perk can ride the broom any way they want. Traditional, the Harry Potter, stand on it like a surfboard, kick back and relax, doesn't matter how you ride as long you're on top and touching it.

-3: You can go as balls to the wall or minimalistic as you want with your animal themed magic gained from the combo of Magical Being and Totemic. If you want your animal theme to be immediately obvious to those who see you talk and fight, go for it.

If you want the only inspiration from your theme to be say, some vaguely similar physical trait, yeah, go for it. You may also pick an animal theme and corresponding magic of a canon character if you want, though do note you won't start with any of their advanced tricks.

You could also pick the animal of a canon character and go a different route with your magic as well. Go nuts.

-4: You cannot select 42-42-564 as your Death Mirror number, it is taken, by Death.

-5: Yes, by paying the price to gender swap, you may become a Male Witch. (Double Note: As of Update 3.0 this is a non-issue, ignore this note.)

-6: This Jump was made by NuBee, though with no small amount of help from people in thread, IRC or my friends. I’m just noting this in case someone doesn’t know where to direct their question, or is curious for some odd reason.

-7: Death Scythes are weapons that have earned the right and qualifications to be wielded by Death. For a weapon to become a Death Scythe, they must hunt and eat 99 evil human souls that are on Shinigami's List and one witch soul. By consuming the final witch's soul, a Death Scythe is granted numerous powerful abilities.

This is achieved by the advanced wavelength control gained from the witch's soul obtained, which can bestow "almost magical abilities" and manifest additional special abilities. Among these abilities is form manipulation, which allows a Death Scythe to change the shape of their Weapon form. This ability is noted as not only a standard trait but also one of the most basic.

However, form manipulation can give rise to powerful and useful techniques, such as when Soul demonstrated the power to create wings of light, for flight, by focusing on achieving the same goal as Maka. Death Scythes can also "sprout" weapon parts from their body without having to replace any body parts.

Death Scythes will also change quite drastically in appearance, becoming much more visually impressive. Finally, it seems that weapons will gain either a new ability, or extension on one of their old ones based on the theme of the Witch who's soul they consumed to reach Death Scythe Status.

An example of which is Soul gaining the ability to produce webs inside a special room in his soul after consuming the soul of Arachne. These webs empowered his music based wavelength manipulation abilities greatly, and gave him access to new techniques.

-8: Companions are now eligible for the Demon Weapon discount on one ability as of "1.3". 1.4 just made the familiar pet free for witches.

-9: In Patch 1.5 I simply spaced out the descriptions of stuff to hopefully make it easier to read and added Light and Dark and purchasable elements for weapons. This update was mostly about "Note 7" though, I noticed some confusion after seeing some people talk and decided to look into Death Scythes.

It seems I was pretty inaccurate with my explanation of the abilities of a Death Scythe. In an effort hopefully be more accurate and get across what they can do, I ripped some explanations from the wiki, made some minor edits to make it a bit easier to understand (hopefully) and replaced the old Note 7 with it. Thanks One.

-10: About Black Blood, it will not have as great an impact on your psyche after leaving and you "can" choose whether or not to infect someone with it, even though it's fairly infectious in this world.

-11: "The soul of an individual who possesses a Grigori typically takes on the appearance of a normal soul with a pair of angel's wings along with a halo on top in some form in their soul." - The Grigori Soul entry on the Wiki

-12: Whether or not you took "Uplift", the Sway of Magic will no longer affect you after this jump ends. This means even those who picked offensively inclined magic won't have to worry about being corrupted into becoming a murderhobo, or having to resist such urges.

-13: Any items from the gear section that are broken or lost (with the exception of money) will reappear in tip-top condition in your warehouse in a week's time. This includes any of the swords in the Mifune Item Set or the Demon Airship Replica.

-14: Post-Jump, Bloodsuckers do not have to remain Elderly, and can switch between their other "forms" like normal.

-15: The Version "1.6" patch for the Soul Eater Jump includes the follow.
--Six new perks in the form of "Strong Soul", "Maka Chop", "Shinigami Chop", "Monster Cat", "Werewolf" and "Bloodsucker".
--Grigori Soul was lowered to 400CP from 600, and a 200CP upgrade for it was added.
--"Madness Wavelength" was buffed, giving you the option to pick what type of madness you're broadcasting.
--"Soul Menace" is now discounted for "Meisters", with the reasoning that all users of the technique are Meisters.
--"Utility Meister" description was expanded to give more examples of what being able to adjust your Soul's Wavelength can do.
--"Anti-Demon Wavelength" was rewritten and is hopefully now more clear about what it does.

--The "Alternative Ammo" weapon option was made free, after further research helped me find that it's apparently a thing everyone can do.
--The 200CP "Soul Room" weapon option was added, allowing you to customize the space your mind and body go when you enter weapon form.
--"Meister" Companions both free and purchased now get a 600CP allowance for more customization.
--Many of the companion imports now also allow you to just make an OC companion if you want.
--Five new companion options were made available in the form of "Black Blood Weapon Companion", "Monster Cat Import", "Werewolf Import", "Bloodsucker Import" and "Canon Companion".
--Three new items up for purchase including "Justin Law's Dune Buggy Replica", "Stolen Witch's Eye" and "Demon Airship Replica".
--Four new drawbacks, one for every tier, that include "Soul Eater NOT!", "I Am God", "Fairy" and "Killer Blood Lust".
--I finally wrote a damn outro.
--Notes section updated with new notes

-16: While previously, a Demon Weapon would be unable to use their personal abilities in weapon form, this restriction has been lifted, as I forgot why I put that rule in place and it seemed like a rather arbitrary limitation after I reviewed it.

-17: The Witch's 200CP perks when together operate the same way the old 400CP Magic perk, with a bit more on top, for anyone wondering.

-18: Soul Eater 2.0 Changelog.
--Massive amounts of formatting.
--Student Demon Weapons & Meisters Origins no longer have a price.
--Witch Origin's price increased to 300 to reflect additional freebies within the Jump.
--Witch Origin's arbitrary animal theme limits removed. Lions, bears, whatever. Just make an attempt to keep it witchy alright?
--All Racial Perks have been moved to a new Race Section.
--New Earth Shaman Race
--Perks are now sorted based on what origin they're discounted towards instead of price for easier navigation.

--Maka Chop price increase from 50 to 100CP as part of new initiative to remove purchases that can leave you with increments of 50CP. Got a small buff to compensate.
--Four new Drop In perks at the 100, 200, 400 and 800 price tiers.
--Black Blood's price was reduced to 600, replaced by "Big Top" perk as Drop In's 800.
--Student Meisters have three new perks at the 100, 200 and 600 price tiers.
--Soul Menace has its price bumped to 400 as part of an initiative to get rid of all perks/items and options that would leave Jumpers with increments of 50CP. It has been buffed slightly to accommodate the new price tier.
--Demon Weapons now have a small perk tree of their own.
--Autonomous Weapon option adapted into capstone perk of Demon Weapon tree. Effects adjusted so any origin could reasonably take it and gain the "Half-Weapon" perk, but it retains much the same utility as before.
--Witch's have had sweeping changes made to their tree which shouldn't disturb anyone's builds much.
--Levitation Perk reduced from 200 to 100CP.
--Magic Manipulation split from 400CP perk into two 200CP perks that accomplish pretty much the same effects as before while allowing others to purchase what Witches had access too. Also gives a bit of additional utility.
--Witch's now have two completely new 400CP perks and a new 600CP perk
--"Uplift" now provides examples of several canon Demon Tools
--Demon Weapon Customization Section has seen sweeping changes as part of an initiative to prevent options that leave the Jumper with increments of 50CP. All options are now 100, 200, 400 or 600CP.
--There are seven completely new Weapon Customization options, one new 100CP option, one new 200CP option, two new 400CP options and three new 600CP options.
--"Don't Wanna Walk" and "Super Stylized Weapon Forms" have been combined into a single option that allows more fluff based customization.
--Elemental Manipulation Ability weapon option has had arbitrary limits on what could and could not be picked removed, allowing more freedom. Just pick reasonable elements that could actually be considered elements and we're fine.
--Special Ability weapon option has had limitation of needing your ability to be relevant to your form removed. The option has been rewritten to better show off available parameters, allowing buyers to purchase all kinds of minor abilities with this option.
--"Hybrid Weapon" and "Multipurpose" weapon options have been combined as a 400CP weapon option that combines their functionality. Additional purchases of the new weapon option are half price for additional flexibility.
--Mechanical Weapon Form weapon option's price reduced to 200CP as part of new pricing initiative. Effects left unchanged from 300CP version of the option.
--Alternate Universe Weapon Form restrictions mildly loosened for more versatility. One of a kind and innately supernatural weapons are still banned.
--Enhanced Mundane Weapon form's price reduced from 200 to 100CP. Effect left unchanged as the ability to choose a larger form than default during the creation process was judged to be worth less than other 200CP weapon options after these changes.
--Companion Section saw several changes allowing Jumpers to import companions as the Drop In origin. Many options simplified as a result of this change/decision.
--Werewolf Import, Bloodsucker Import and Canon Companion options each had their prices reduced by 100CP.
--New Import option allows you to bring in a personal weapon as a Demon Weapon. It allows weapons that were previously entirely inanimate to be picked as well.

--New Import Option "The Weapon Siblings!" allows you to split an imported companion into two companions under the Demon Weapon origin with identical builds, either as identical twins, fraternal twins or siblings close in age to one another.
--Item section saw minor adjustments as part of new initiative.
--Comfort Funds and Stylish Outfit options combined and free for everyone.
--"Beelzebub" replaced with "Sick Wheels". It's also a flying rocket skateboard but the decals and such can now be designed at your discretion.
--Witch Hat & Animal Familiar options combined under one option, free for Witches.
--Stolen Witch's Eye now discounted for Drop Ins.
--New 100CP and 400CP items discounted for Drop In.
--New 100CP items for Demon Weapons.
--New 200CP and 400CP item discounted for Witch.
--Several new notes, including a note mentioning a new change in how Demon Weapons function. Jumpers are now able to use other powers in Demon Weapon form.
--Mifune Item Set now gives 500 feet of tape per day instead of 50.
--Flying Dutchman Perk now lists how to unbind your soul.
--Witch Companion Import now grants 600CP for them to spend on perks.
--Monster Cat Import now grants them 400CP to spend on purrks.

-19: Read note 3 and the two perks it mentions for full details on what you can do with that perk combo. You don't have to read the old Jump for full context. They explain everything and more.

-20: For those who purchased the "Fragment" Racial Options, we'll go over what specific abilities you will gain based on your chosen Great Old One Parent. Do note that while you have the capacity for the things listed below based on parent, some active skills will require practice to get use out of.

As the spawn of Death, Great Old One of Order, you are supernaturally good at killing things, have the power to fly, shape your soul wavelength into physical objects or energy projections, store souls within your body with no apparent limit, and communicate or travel through mirrors.

As the child of Excalibur, Great Old One of Wrath, you have the capacity to transform yourself into a holy sword and gain access to the weapon table as a result, align your soul wavelength to be compatible with any potential wielder, holy energy projection, the capacity enhance your wielder with said energy, teleportation and the capacity to be so obnoxious that you can make people pull "The Face."

As the child of Asura, Great Old One of Fear, you have body manipulation allowing you to contort and pull yourself to bizarre lengths, project blasts of your wavelength, fire manipulation and creation, enhanced resilience, nuanced control of your madness wavelength and a high resistance towards foreign soul wavelengths.

(Special Note: A Fragment of Asura would have formed accidentally from the residual madness blasting out of the skin sack sealing him away.)

As the child of Eibon, Great Old One of Knowledge, you have a free purchase of the Totemic Magic perk that doesn't have to have a theme, greatly enhanced skill and power with magic by default, enhanced intelligence, incredible learning speed, telepathy and limited precognition.

As the child of the nameless Great Old One of Power, you have an freeform body of black sludge with glowing white eyes, your soul/madness wavelength grows stronger faster, the capacity to unlock hidden potential in someone by submerging them in madness and the capacity to brute force your way through or past magic, this magical resistance scaling based on the strength of your soul.

As these are all the basic or inherent abilities of your parentage, most of them have some capacity for growth as your soul/madness wavelength grows more powerful. One day, you too will exude the qualities of a Great Old One, and the full potential of your parent.

-21: Soul Eater 3.0 Update Changelog
>Witch Origin Updated Text
>Earth Shaman obtains minor text update
>Monster Cat "Witch Exclusive" Restriction Lifted, Monster Cat gets Totemic Magic Free, See Description
>New Race: Fragment, "Child of an Old One"
>New Race: Icon, "Artificial being of the Book of Eibon"
>New Racial Option: Hybrid "A mixed lineage"
>New Feature: Racial Perks "Expand on the identity bestowed by your racial selection."
>Maka Chop reduced to 50CP
>New General Perk: Enrolled/Wanderer "Your position in the plot is now your choice"

>New General Perk: Martial Way "Skill with a supernatural martial art, or Supernatural skill with a mundane martial art"
>Ripper Perk Updated: 'Slasher' "You now have a choice of themed powers based on a pop culture horror icon."
>8 New Drop-In Perks
>Soul Perception now has a second tier
>Anti-Madness Wavelength Price Reduced from 800CP to 600CP
>15 New Meister Perks
>8 New Demon Weapon Perks
>Magical Being & Totemic recombined into singular 200CP perk, New Perk granted optional upgrades
>Levitation Perk text updated to clarify its potential
>9 New Witch Perks
>New General 'Item': Star Ranks "Higher Meister star ranks grant higher rank & clearance"
>4 New 50CP General Items
>Dune Buggy discounted for Weapons now.
>8 New Drop In Items
>8 New Meister Items
>7 New Demon Weapon Items
>8 New Witch Items
>Weapon Section Update: "Weapons now have a discount for options from each tier"
>Special Ability Option Updated with Second Tier
>Elemental Manipulation & Special Ability Options "One Purchase Limit" Removed
>Ornamental Piece Price dropped from 100CP to 50CP
>Mix & Match Price Dropped to 300CP, Additional Purchases are now 100CP
>Organic Weapon Form Price Dropped to 300CP
>New Weapon Table Option for importing a previously owned weapon for your form
>2 New Companion Options
>Drawback Cap Raised to 1000CP
>+0CP Drawback "Anime Continuity"
>5 New Drawbacks

-Note 22: Devoured One cannot be used as a workaround for taking non-companions from one Jump to the next. Sapient beings devoured using Devoured One will be sent back to their home universe if not a companion or follower.

-Note 23: Witches get discounts on Totemic Magic upgrades.

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