DODGE THE WHEEL: Combined Universe Jump
by PerfectlyNormalShard

In this universe, there exist the three million worlds of the six realms, all beholden to samsara and fate, and managed by the devas. Those worlds are very similar to the fiction found on Earth, and it is in this setting that all the stories written by the author with the pen name BrunofanofK exist. Perhaps you wish to be poison to the Elemental nations? Or uplift man in the moonlit world, or stranger still, that same world where the moral norms are reversed, the sheer number of worlds means you might never meet the protagonists of these tales, or perhaps meet them all, time is not so uniform.
Take **1000 Choice Points** to fund your adventures.

Starting Location

Long before the intervention of the protagonist, the worlds were almost identical to the works of fiction they were based on; choose any of them, by default, the world you enter is the world of the Graveyard Keeper, but feel free to enter another, so long as the multiversal structure they inspire isn't rigid or restricted to a universal one.

Age and Gender

You may roll your age between 10 and 50, or simply choose within your life span.
By default, your gender is whatever you were previously. Feel free to change it.

Races

Choose what's your root, your path.

Human(Iron Age) (+200 CP)
The humans of the modern age, much like the humans of the modern age, stand by the standards applied in this multiverse. There may be remnants of greater ages deep within, but it's all potential. Your body is better than most, but not beyond human limits.

Valkyrie (200CP)
born from project Revenant on remnant, your soul has been given a body far ahead of its time, a wonder weapon of strategic value, a body capable of growing much like a human one yet with far better specs, especially mental ones, you are now a cyborg, with an artificial white dust core and a positronic brain, at the end of the day you are human but better capable of all function beside reproduction or aging, additionally you have an additional semblance, void, which remarkably similar to the powers of the Herrscher of the void power if lesser in strength, the frame is powered by your soul(aura) so it a perpetual motion machine, with aura unlocked you could overclock your body and semblance to match the original Herrscher, and unlike the prototype this frame has is self-regulating and self-sustaining, so no one can control you, nor get report of your status.

Sparda tadpole (400 CP)
The unholy combination of an illithid tadpole, a direct descendant of Sparda and the mad dreams of the demon king Mundus. Born from the genetic potential of Vergil combined with his trauma at the hand of Mundus, the combined demonic information of every demons up to Mundus himself creamed into a small parasite body, birthed into a bloodbath to hone your demonic powers you possess all the powers a half demon like Vergil possesses including his will and desire for power, the ability to draw nightmares into monsters like V, turning fallen opponents into devil arms and the absurd growth and power of something that is both human and so possess the potent power of human blood, and the evolution and manifestation of desire a demon possess, from Mundus experiment you get the ability to create every demons in Makai along with gaining its powers and total or partial manifestation of their forms, from Mundus himself you get his outrageous physical enhancement and a seed of a qlipoth tree you can create from your body to gain even more power and versatility. and finally as a tadpole you are a parasite that can enter a pregnant woman womb undetected and overwrite the soul the fetus inside, gaining a human vessel enhanced as if it was the child of Vergil/Sparda and that fetus genetic material, as a perfect parasite this allow to devour the soul or at least copy it allowing you to get and retain any soul powers your future hosts may have like semblance, and as long as the parasite body is alive, even if your host dies your good to go.

Sorcerer King (400 CP)
The Ultimate Mortal magical race By DnD standard. Named after the monarchs of At has, this Transhuman Native Outsider humanity live in the Astral plane and the abilities of both sorcerers and wizards, with strong physical stats across the board, a race of hermaphrodite created by a bat shit insane genius lich made by vivisecting and experimenting and crossbreeding with every races(especially elder races) they could get short of dragons, outsiders, giants and the gods themselves, so universally beautiful as to make elves look like goblins, a unique feature of the race is their reproductive abilities, with a breeding cycle equivalent any children they mother will become Sorcerer kings and any they father being the mother's race with the other parent only contributing to the bloodline, like the sorcerer king father giving their child the equivalent of Epic Fantasy ability scores and a mini version of their magical version.They also possess an innate genetic wealth of magical knowledge and instrumentalized the bioelectric field of the human body for my Automatic Bonus Progression, giving them their magical aura and powers without relying on a weave.

Empyrean (600CP)
Not even bothering with a mortal race,eh? If a demigod who is a terminal of their divine father and evolve to maybe become a god is a bike.This is the equivalent of a sports car, a Herscherr vessel body enhances the same level a human is from mortal to a big three children with no particular powers. Both In term of physical and mental parameters and magical and divine essences, furthermore your body contain 3 different stigmata, divine DNA vessels, capable of channeling any and all version of a god of a domain you have a connection to and making them a child of up to 3 gods(equivalent of a divine being like Herscherr cores), even with only 2 you are close to the level of major god, with all 3 and depending on the gods in question and their synergy you could easily reach the level of a chief god like Zeus with the Thunderbolt. And unique demigods, you can use and leverage your parents domains,powers, legends, names, essence, associations and mythologies however you wish. And unlike regular gods, you are not untie there's to the physical and so closer to ¾ divine(when not connected to your 3 chosen parent/sponsor), capable of bending fate itself and unbound by any divine packet.

(Perfect)Hybrid(varies)
You greedy fuck, choose any number of races and pay the price of those races plus 100 CP for every additional race you add. The result will be a perfect hybrid free of any defect and counteract it's weaknesses

Origins

All origins may be taken as a Drop-in.

Incarnation
You were dead, but thanks to the patronage of a deity or a miraculous chance, you awoke in a new world in a new body. Surprisingly, the world you were reborn into is familiar to you, as if inspired by a fictional world you know.

Native
Many beings exist in the three-million worlds; some live unaware of the bigger picture or their place in it, others are more (un)fortunate, meet world travelers, or are affected by higher powers and seize the opportunity.

Perks

Origins get their 100cp perks for free, and the rest are discounted to 50%.

General [Undiscounted]

beauty [Free]
Much like the Greek interpretations of it, it is a self-evident truth, not just in form but in all of nature, your beauty shines even among heroes, even your suffering as a mere mortal is closer to an artist loving depiction of a surreal rendering that captivate the eyes, and this grow with as you ascend, as a mortal, you stand peers with Helen, Ganymede, Adonis and Narcicius. As a god, you directly challenge Aphrodite's and Ishtar's understanding of it.

Which one is reversed? [100 CP]
Here, some worlds have a reversed sexual morality; in future worlds, some might not. With this perk, you may retroactively shift the morality of a world, and how this affected the history, mythology, symbolism, and culture. Perhaps it was Medusa who assaulted Poseidon, perhaps it is Amphitrite who assaulted a man, perhaps Medusa is the Greek equivalent of a Chad, or Hera is the chief god, perhaps it's still Zeus, or a female Zeus, your choice.

Blessings of Gaia [200 CP]
If one bears flaws, how can one inherit a flawless world? Now, unless superseded by a drawback, you can no longer be affected by life infirmity, be it genetic or otherwise, such as mortal illness or genetic defects, and curses find little purchase, and no ground for permanent effects.

Dancing Between the rules [400 CP]
You're the type of individual who enjoys secrets, cheat codes, exploits and overpowered abilities. You have the paranoia that can even make batman uncomfortable, the ability to draw from even the most obscure piece of information and combine it with the most secular of philosophy and the concepts of the most unlikely of individual and draw them into the most absurd and overpowered combinations and manips to let you punch far above your level, and the ridiculousness of human audacity for the most inconceivable of tactics, combined with a ruthlessness that both crush any arrogance or convalescence/indulgence, and would make you thrive into the most competitively toxic of Yu-Gi-Oh or pokemon tournament, combis worthy of the devil. From using unit designation of dracula to the moon's role as earth umbrella, from the concept of oblivion to the concept of chakra, your the type to use a power system ina complete foreign way, such as seeling the release of chakra for conceptual power instead of the regular ninja way, which allow you to exploit ninshu and earth understanding of chakra to make you one of the top 10 threat without bullshit bloodlines, a hunger for power and a brilliant mind that even Fang Yuan would approve.

Moonlight inheritor [600 CP]
Look like we have before us the magnum opus and life goal of Road before us, combining the powers and attributes of both a Dead Apostle Ancestor and a True Ancestor directly descendant from both Arceuid/Archetype:Earth and Type Moon, along with the Principle of Insight and the ability of Bloodline integration, comes with the potential to call the counterforce to help both to empower you and allow for previously impossible acts, provided the enemy is a threat to your current planet, it also comes with a familiar of the monstrous rank with a chosen concept, a comprehensive teaching in both physics and mage craft, and a malleability of the blood that can create and combine a crimson network and blood echos to anyone who ingest your blood, which preserve the humanity of the lowest rank and empower the highest rank, enough to threaten the current Prime species of humanity with a better Vampiric humanity with you as both the head and the undisputed king(as is proper in vampiric hierarchy)

Incarnation

Puer aeternus and pseudanor [100 CP]
It was said that Dionysus was the patron of foreigner, he also was the patron of those who do not know themselves and master of revelries, Greek values certainly didn't care about abstination, you are a master of the bedroom games, you don't get overwhelmed with pleasure and know how to leverage sex and seduction to get what you want, both in a mundane and supernatural fashion, even in the midst of battle, as mortal your sexual techniques could qualify as an E-rank personal Servant skill, and if your lover foundation as an A-ray was of the A or god forbid EX rank, in sexual combat, I would NOT bet on Kiara at her peak if it was against you, you gain the pseudanor and puer aeternus forms.

A divine mind [100 CP]
As the children of the titan of foresight, humans are creatures that think. Your mind is something to behold; you soak up knowledge like a sponge. Your memory is perfect if you focus, and any lesson you internalize is permanently engraved in you if you want. You also have "moments of genius" more frequently than others.

An antique teacher [200 CP]
Unlike the modern interpretation, a true teacher can impart 3 lessons in a single debate: one for the students, one for the children, and one for the scholars. Additionally, they must be capable of making their pupils ask the right questions and nurture them as gardener does with its vines. The way you teach is one a great philosopher would approve and take note, for not only your lessons are the type to stick, their also the type to slither beneath a youthful uncaring attitude and personality barrier, they equaly teach and correct the way a pupil mentality and perception of the world growth, this perk also sneakily help a pupil cultivate their gratitude to you, the more your lessons affect them the greater the feeling, and the more they passe time with you the more your worldview affect them. This is toggleable.

Philosophy titan [200 CP]
While all philosophers have a deep understanding of culture and the human conditions, you are a step above that. Any culture and nomenclature you encounter is analyzed to its bedrock, every word and alternate description from foreign elements contains nuggets of wisdom, and you know that, you understand the "how?", "Why?", "When?" and "what's next?" of a culture and philosophy, from their definition of virtue, how their gods represent it, the fundamental logic behind a cosmology and mythology and the concept each one represent and the meaning of their actions, behaviors and rituals, such as cyclicality and certain doom, you can logically intuite and extrapolate to the core and process of their stream of thought, like fooling the streams of a river to their source.

Fluid foundations **[400 CP]**
The modern man live on the Shoulder of Giants, no man is an Island for now, so why shouldn't you, whenever you enter a world, you can modify it so you or your bloodline have a small or mundane influence in it, be it a clan, a company or even a history, and they will have set aside a part of their resources and connections to help you set up shop in that world, additionally, your foundation is fluid enough that even if it were to be crippled you would not fear permanent damage, you can even voluntarily go down level and elevate yourself with different principles and visions, then switch between like one switch classes or character.

Schrodinger's interpretation [400 CP]
Just like the soul cannot be truly understood as the ultimate mysteries, only guessed and theorized, so do the powers and system and use, with this, any interpretation you use is correct, your soul could have 8 components like the Egyptian one day and 3 different ones the next, so long as the theoretical foundation you work under make sense or is thematically sound, your good to go, feel free to switch and mix around mid-formation even, combining Greek and Egyptian practices for greater effects.

Duality of the Green hues [600 CP]
Under most circumstances, having a dual foundation is no better than an infirmity, a danger capable of creating a heart demon or a poison for your soul, not for you having split foundation is no infirmity or poison, in fact it might be the greatest blessing for you, whether you keep it, discard it or even fuse your foundations, your development will always be beneficial and your progress exponential, discard it will have its power added to the kept foundation, fusion them will add each benefit for each stage, and keeping it will even have their downside cancelled by each other, having this will allow to cultivate with the style of the World of Fear and hunger, perhaps you might even one day become an ascended god? Surviving Rher light could impart its mystery and allow you to use it for your cultivation, or perhaps even turn you into a combination of old and new god whose power doesn't fade or spells that don't rely on outside forces. Besides that, any spell or function that relies on the foundation of that world is internalized, as you essentially have your own personal Green Hues, making you use godly spells and create identical realms without their influence, and if people believe enough about a god to manifest him through you, the traces that manifest will fall under your authority.

Flame of Prometheus [600 CP/900 CP/1200 CP]
Congratulation, your soul has awakened, the flame of Prometheus burn with you, you have awaken to your place between heaven and earth, took your true first breath of Pneuma and started your path to Olympus Mon, child of the earth and starry heavens, the heavens are of your birth, for you have the divine spark from Dionysus and the ashes that became your body from the titans. You can now bid your soul to multiply and cultivate in the style of the world of Virtuous Son. Choose a cult, and you will be given the basics to cultivate up to the heroic realm, along with how to gain its iconic abilities, such as Achilles' armor or the golden thread.
For an additional 300CP, you have been touched by a higher power and painted in its colors; your path has been augmented much like the tweaks Zagreus made for the Orphic cult, though without the caveat he intentionally placed, the downside of Virtue cultivation will also be reduced, so you do not invert your breath during moments of weakness.
And for another 300CP, you are now closer to be recognize as the heir of Olympic world than anything else, you can cultivate in all the styles of all the gods at once, in fact it has been streamlined for you, you also have been slightly touched by all the gods and titans, making you a sort of greater mystery on your own, and Raging Father no longer put obstacles in your ascensions so the knowledge up to the Heroic realm is updated to avoid roadblock and highlight new opportunities for you.

Native

Fateful encounter [100 CP]
You must have been blessed by the fates, or more likely beloved by the Muse, because luck always seem to bend your way so you tend to arrive during critical juncture, giving the chance to make the world better with minimum effort, such as stopping Geto's spiral of madness, or before the Reapers started to plot, this won't give you the power to stop it, just the opportunity, alternatively, there is a non-zero chance to encounter an outsider with the means to help you, mentor you and heal your mental wounds or with the advice you might need for your growth, who knows, you might meet Zagreus and be put under his wings, like Gojo or Megumi, there is a Non-Zero chance after all, toggleable.

Systemic power [100 CP]
Chakra from the elemental nation, cursed energy from Japan, magic circuits from the moonlight world, it all an expression of the mind, body and soul, choose any power system, you will be given access and have an average talent at it, not the pinnacle like gojo, or special bloodlines like Rwby Rose, but still above average talent in all universal aspects.

Interpretatio graeca **[200 CP]**
As which roughly translates to 'interpretation through the Greek model', what it does is simple, any foreign power or system you witness, you can incorporate under an umbrella that is familiar to you, for example; if you see a god with similar domains to one you worship, you can categorize them as another facet or version of that god, if you see the star rage cursed technique, you can categorize it as a virtuous technique and use its principle of "bridging or contracting space to nullify distance" like Zagreus did. It also allows you to gain access to power that would normally be impossible under restrictions like bloodlines, sex, or other birth-related/gene-related power systems.

Blessing of Zagreus [200 CP]
To die is usually the end, not for you, for life and death is wheel, for once every jump, or every 5 centuries, whichever is sooner, you have a choice, rebirth into a new body, its initial stats, birth condition, social status and gender will be up to chance(you cant influence this), but may chose to reincarnate in the world you died or a neighboring one, if there is a world you know as fiction in your current jump or verse, you can petition to be reborn in that world, as you age you will recover your memories, around 8 years old you will regain them in full, but your identity and ego, will be from day one, as for your power, you will slowly recover any ability, but your cultivation(s) will be brought down by one level, you will regain all your skills one level down once you achieve full maturity.

Midnight Mantle [400 CP]
Even the most knowledgeable of beings cannot pierce the mantle of anonymity; this one is the pinnacle of shrouds. Its abilities are two-fold; it is impossible to predict your future from any means, even if you were a famous manga character. If an insert expects you to follow canon, they're in for a rude awakening. Second is protection from any supernatural method of gathering information; you may optionally have false information fed instead.

Mystery receptacle [400 CP]
Mysteries are named as such because they are mysteries; they fly in the face of human understanding of the world, in fact the two tenet "Everything has an explanation" and "Everything can be understood" are contradictory when you consider it, your soul is an ideal vessel to house such mysteries, tempering you and granting you power, in fact, you even have qualities that qualify you as an oracle, regardless of your sex.

The wheel turning [600 CP]
The wheel turning is the Wheel of life and death, and also the wheel of the ages and the Wheel of fortune, it is the foundation Mystery of the Zagreus, and now it is yours, it act in a similar manner to Mahoraga's adaptation, it also have multiple chambers of Pneuma to use, and have traces of Primordial Qi for you to refine, it signature ability is similar to a zenkai boost, as long as your alive, the harder the beating the stronger you bounce back, additionally, buying this make sure your Deamon, your Muse is equal to his, a chief of muse that stand head and shoulder above others, as well as completely subordinate to you, no heart demon problem for you. Finally, as long as you put in effort, your physical parameters will always increase.

Human A-ray [600 CP/900CP/1200CP]
Congratulation, you are an adult, and achieve the purpose of life, sort of, you see, you're a human A-ray, and not a land of steel schmuck, but a bonified one, a True Demon, a Sub-Bell, an incarnated soul, and a hero, in the most optimal and compact form possible, this confer you A LOT of abilities, here are the most basic ones:
Dreams for the Stars (Origin) (Ex), High-Servant (A), Phantasmal Metamorphosis (Ex), Independent Manifestation (EX), **NIGREDO**: **Celestial World Egg – Planetary Memory (Origin), ALBEDO: Moral Foundations of Man – Twelve Crystalized Principles, CITRINITAS: Twelve Noble Phantasm, RUBEDO: the impenetrable shield that can't be pierced and the unstoppable spear that can never be blocked while fighting other stellar entities.** Thankfully, buying this instead of ascending allows you to keep your identity rather than sacrificing it for the greater self. There are even more abilities than that, like thought partition and personal magecraft, but that's up to you to discover, not to mention that as a living servant, your record isn't closed, and you can grow.
For an additional 300CP, you're closer to Overhaul than regular ones. First, the Moon had as much influence as the Earth in your birth, giving you its mystic eyes, vampirism, and Brunestud Castle. It gives you the attribute of a dead apostle ancestor as well as a true ancestor. This also allows you to have the Original One skill, albeit at the E rank for now.
For another 300CP, this time you weren't born, you were designed as the pinnacle of your race, imagine if every past incarnations of you, was born with the best stats and advantage, knew you will be born and made it their life goal to stack up everything in preparation for your birth, there is a stone they haven't turn or a skill they haven't learn, there isn't a species they haven't gained the skills of or a craft they haven't dabbled with, to say your principles aren't at the theoretical limit would be a disservice, if all other A-rays were High Servants, you would be their Grand, even their Beast. Your Original Skill is EX-rank now, and you have busted skill and noble phantasm like Homo Universalis, since every Citrinitas status is worthy of being a 5-Star servant. You might even have a chance against ORT on your own, surviving that is. THAT's the caliber you're at.

Items

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. All origins get their 100cp perks for free, and all other purchases for that origin are discounted by 50%.

General [Undiscounted]

Basic equipment [Free]
Clothes and resources, by that I mean clothes appropriate to the world you first enter, cash to survive for a week, a pocketknife, a box of matches, and a band-aid roll.

Waifu Catalogue client contract[600 CP]
Rather than simply become some sort of contractor, I used the 600CP to negotiate with the Company to buy you a sort of personal waifu catalogue, you get 800 point for the catalog and gain more as you capture Recognizable target(no NPC/unknown), and you can buy from that catalogue, which identical to the one used by agents.it has everything but waifus/husbandos, there isn't a date limit and the contract end once you buy everything.

Incarnation

Shard of Babel [100 CP]
This handy fragment of THAT tower allows its wearer to permanently understand and be understood, removing the problem of language barriers.

Philosopher stone [200 CP]
A tool by alchemists, this allows for transformation from base material to something higher, be it nectar or celestial bronze; its value depends more on the skill of the philosopher than anything else.

Lesser grail [400 CP]
This is not the all-powerful grail; this is the lesser creation that can call the true version. With this, you could make a mini grail war, have a minor wish granted, or use it as an egg to hatch a new a-ray, provided you know how.

Absalom station [800 CP]
The magnum opus forged by Zagreus and Reila, this station is vaster than it looks and possesses many defenses. Its function is simple: to manifest and manipulate the life stream that courses from it, and being of sufficient strength, it can use it to revitalize and give life to entire planets, should they wish. It has more functions and surprises, but I will let you explore them. The station is well worth its price.

Native

Book of philosophy [100 CP]
This book is a collection of the many musings of the philosopher of antiquity, their thought on as many topics as they have mused over their lives, written from their point of view, which makes this book contain far more pages than its size suggests.

Crates of dust [200 CP]
You get a weekly supply of the four basic types of dust, around one crate each, more than enough for a hunter team.

Origin Flame [400 CP]
This flame was the first of the Dou continent. It can be combined with the other ranked flames to create the original flame, the Sage, to form the number one on the rank.

Void runes [400 CP]
The founder, first mage of the Void had a familiar with four runes, the Left, Right, Mind and Heart of god, which allowed for respectively the powers to, wield any weapon as thought you were a master, control other animals and simple minded/animalistic creatures, use any artifact or magic tool and serve as an extra reservoir you can detonate like a void nuke(non-lethal for you/extremely lethal to spirits).you can give them to yourself or distribute them to others through touch, making them your familiars, those familiars will be compelled to be subordinated to you and slowly but surely make them loyal and submissive to you above their own goals and principles. Having all four allows you to wield void spells; they can be removed at will.

Divine Hyperion [600 CP]
Now this is a ship worthy of a god. This the modified Hyperion, the culmination of the best technology owned by Schicksal, modified with multiplied Herscherr cores,being Void and Thunder and Reason, further Tinkered by The CEO and genius of Raiden and further enhanced by the Domain and Blessing of Poseidon, giving it true independence including changing parts and power source, the ability of light speed and Interdimensional travel and enough firepower and defense to fight multiple gods for a full day.

Companions

Companion Import [200]
Import a single companion into any origin for 200 CP each. Each one has 600 CP to use, up to four companions.

Canon Companion [100]
So, you want to take any other existing character from the realms. Well then, this option is for you.

Divine twin [400] (free with [Duality of the Green hues] perk)
Much of the divinity that dwelt within faded, yet their existence persists beyond their world thanks to your faith. This is your twin, the Artemis to your Apollo, though whether you play the coffin of Zeus and Hera with them is up to you.

Scenarios (cannot take both)

[The Age of Will Early-Acess]

Normally, simply appearing will not truly affect the story written, the True Demon Overhaul would still be born, starting the new mythic age as he prepares Earth for a new fight for survival, not anymore, you will be deposited in the London singularity, with three command seals in your body mods, survive and steal the holy grail from allies and enemies and ascend.
Reward
Achieving such a feat grants you 1000CP and the perk **Human A-ray** for the first level free if you have it, take the next level, and if you already have them all, you get reimbursed the cost.

[Through another lens]

Rather than Zagreus being forced to join the Orphic cult and slowly fighting against the diminishment of the world, it would be up to you. Your job is simple: become a god and kill the Moon God Rher, permanently, along with the Sulfur God.
Reward
Achieving such a feat grants you 1000CP and the possibility to take another origin, refunding you the excess CP saved by their discount if you purchased their perks. If all origins are discounted, you gain an additional 600CP.

Drawbacks

Extended Stay [+100 CP]
For each purchase of this, your time here is extended by 10 years. You can buy multiple times.

Unfortunate Luck [+200]
Luck does NOT smile on you; expect daily inconvenience to be the norm.

Lovely Curse [+200]
Every time the matter of the heart is mentioned, it's like you become allergic to knowledge, and many infatuated maidens will resent you for it.

ethos[+400]
It is said that the death of the spirit is far more terrifying to the cultivator and that inverting your ethos is no different than death. This is very literal, as the more you restrain your desires, the more damage you take, and it will always be slightly worse than your healing.

cursed[+400/+600]
It seems you have been cursed by some higher power. Choose a god and suffer a curse that is thematically appropriate to that god. For 600, that curse is worse or unbreakable.

Titanic passion [+400]
Be it as a Hero or an A-ray, the verdict is clear, you think like a human, feel like a human, yet vastly more. What can anger a man will drown you in divine wrath, and with this, it will overwhelm even your good sense.

Eternal foreigner [+600]
You love the world, or perhaps hate it, yet you live in it, but for every meeting is a parting. Every ten years, fate conspires to throw you a world-changing cataclysm equal to your strength, before banishing you to a new one, never to retrace your steps.

Mother's Enmity [+600]
The wheel turn, everywhere you go you are a foreigner, the mother hate you and take the form of a native woman to urge them to drive you off, yet you persist throught spite, and the father see you and drown the world in tears as you accumulate sins for vins more bitter than the last, this is Dionysus' curse, and now yours.

Termina's festival [+600]
Regardless of what you choose and what you bring, your powers will be scaled down to barely supernatural, and you will be summoned as an extra candidate of the Termina Festival in Prehevil. If you survive, you will be sent to your supposed location.

Lockdown [+600]
You have no **out-of-context** items, powers, or warehouse.

Alone [+600]
You cannot import companions from previous jumps anymore.

Decisions

You have three choices …

Go to next Jump
Continue onto the next jump.

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home? Well, then this is for you. Grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation

Notes

-All the works of the author can be found in this realm, along with a version of famous fictional works found on earth, with the exceptions of those whose world has a different multiversal structure that is incompatible, which includes DC and Marvel for now, fate and Honkai (not GGZ)works, because the imaginary tree is technically a single universe and Fate does not have a fixed multiversal structure or hierarchy beside the root.

-Yes, I am aware the second 600CP perk, third level is way too op for the price, no, I will not change it. If you bought it, it means you want it to be a power fantasy or need the boost, have fun.

Empyreans are the equivalent of an elden ring empyrean, a pho demigod(Gilgamesh style), and a Herscherr body, all with stupid synergy and boosted to high level.

-here are the DND stats of a sorcerer king: Custom Race [Sorcerer King (40 RP)]
Advanced (4 RP): +2 INT, WIS, CHA & +4 CON & -2 STR
Advanced Charisma (9 RP): +4 CHA
Outsider (native) (3 RP): Astral Plane, darkvision 60 feet racial trait.
Low-Light Vision (1 RP)
Fast Healing (6 RP): regain 1 hit point each round
Spell Resistance, Greater (3 RP): spell resistance equal to 11 + their character level
Instinctive Spell Resistance (1 RP): voluntarily lower his spell resistance for 1 round as a swift action.
Static Bonus Feat (2 RP): Combat Casting as a bonus feat.
Quick Reactions (2 RP): receive Improved Initiative as a bonus feat.

Flexible Bonus Feat (4 RP): select one extra feat at 1st level.
SK. Immunities (2 RP): immune to magic sleep effects and gain a +2 racial bonus on saving throws made against enchantment spells and effects.
Arcane Focus (1 RP): +2 racial bonus on concentration checks made to cast arcane spells defensively.
SK. Magic (3 RP): +2 bonus on caster level checks made to overcome spell resistance. And +2 racial bonus on Spellcraft checks made to identify the properties of magic items.
Favored Class: sorcerer – Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.
Bloodline Arcana: Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1.

Arcane Bond (Su): At 1st level, you gain an arcane bond, as a wizard equal to your sorcerer level. Your sorcerer levels stack with any wizard levels you possess when determining the powers of your familiar or bonded object. Once per day, your bonded item allows you to cast any one of your spells known (unlike a wizard's bonded item, which allows him to cast any one spell in his spellbook). This ability does not allow you to have both a familiar and a bonded item.
Metamagic Adept (Ex): At 3rd level, you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell. You can use this ability once per day at 3rd level and one additional time per day for every four sorcerer levels you possess beyond 3rd, up to five times per day at 19th level. At 20th level, this ability is replaced by arcane apotheosis.
New Arcana (Ex): At 9th level, you can add any one spell from the sorcerer/wizard spell list to your list of spells known. This spell must be of a level that you are capable of casting. You can also add one additional spell at 13th level and 17th level.
School Power (Ex): At 15th level, pick one school of magic. The DC for any spells you cast from that school increases by +2. This bonus stacks with the bonus granted by Spell Focus.
Arcane Apotheosis (Ex): At 20th level, your body surges with arcane power. You can add any metamagic feats that you know to your spells without increasing their casting time, although you must still expend higher-level spell slots. Whenever you use magic items that require charges, you can instead expend spell slots to power the item. For every three levels of spell slots that you expend, you consume one less charge when using a magic item that expends charges.
Init +11 ; Senses darkvision 60 ft., Low-Light Vision

AC 35, touch 21 (+5 armor, +5 deflection, +6 Dex, +5 natural, +4 shield), Heavy Fortification 75%

Hp 300 (20d6 + 180)

Fort +20, Ref +17, Will +23 (+2 enchantment)

DR 10/adamant, SR 31

Permanent Effects: arcane sight, analyze aura, tongues

Sorcerer Spells Known (CL 20th; concentration +39) [+26 to pierce SR (+32 fireball)]

9th (8/day)— wish, time stop, overwhelming presence (DC 37), mage's disjunction (DC 32), summon monster IX
8th (8/day)— power word stun, maze, prismatic wall (DC 31), sunburst (DC 40), greater bestow curse (DC 31), moment of prescience, polymorph any object (DC 35), greater planar binding (DC 34)
7th (8/day)— greater teleport, spell turning, plane shift, reverse gravity, caustic eruption (DC 33), legendary proportions
6th (8/day)— true seeing, disintegrate (DC 33), sirocco (DC 38), mass suggestion (DC 34), guards and wards, permanent image (DC 29), borrowed time
5th (8/day)— overland flight, feeblemind (DC 33), telekinesis (DC 32), stoneskin (communal), telepathic bond, prying eyes, Icy Prison (DC 37)
4th (9/day)— dimension door, emergency force sphere, black tentacles, enervation, confusion (DC 32), protection from energy (communal), dimensional anchor, scrying (DC 27)
3rd (9/day)— dispel magic, fireball (DC 39/44), haste, slow(DC 30), displacement, gaseous form, major image, Irradiate (DC 29)
2nd (9/day)— invisibility, mirror image, glitterdust (DC 28), web (DC 28), hypnotic pattern, detect thoughts (DC 30), make whole, protection from evil (communal)
1st (10/day)— identify, magic missile, shield, charm person (DC 29), disguise self (DC 24), unseen servant, ears of the city, blood money
0th (at will)—detect magic, mage hand, message, read magic, ghost sound, prestidigitation, mending, open/close, arcane mark, dancing lights, detect poison, alter phallus

STR 14, DEX 22, CON 28, INT 22, WIS 22, CHA 36

FEATS: Eschew Materials, Improved Initiative, Combat Casting, Scribe Scroll, Spell Focus (evocation), Greater Spell Focus (evocation), Spell Penetration, Greater Spell Penetration, Heighten Spell, Quicken Spell, Dazing Spell, Persistent Spell, Elemental Spell, Selective Spell, Reach Spell, Spell Perfection (fireball), Expanded Arcana (9th)

Skills Unchained: Appraise +10, Bluff4 +36, Diplomacy4 +33, Fly4 +29, Perception4 +26, Knowledge (arcana)4 +29, Intimidate +17, Profession (architect, cook, courtesan, gambler, merchant, midwife, tailor, scribe) +10, Sense Motive3 +21, Spellcraft4 +31, Use Magic Device3 +31

AUTOMATIC BONUS PROGRESSION (Magical Aura)

Weapon Attunement +5, Armor Attunement +5, Deflection +5, Toughening+ 5, Resistance +5, Physical Prowess +4/+6/+6, Mental Prowess +6(all), Legendary Ability +3 DEX/+4 CON/+5 CHA, Legendary Armor +5, Legendary Twin Weapons (x2)

Weapon Attunement to increase DC of one School of magic: +5 evocation, +5 enchantment, +4 transmutation & +3 conjuration.