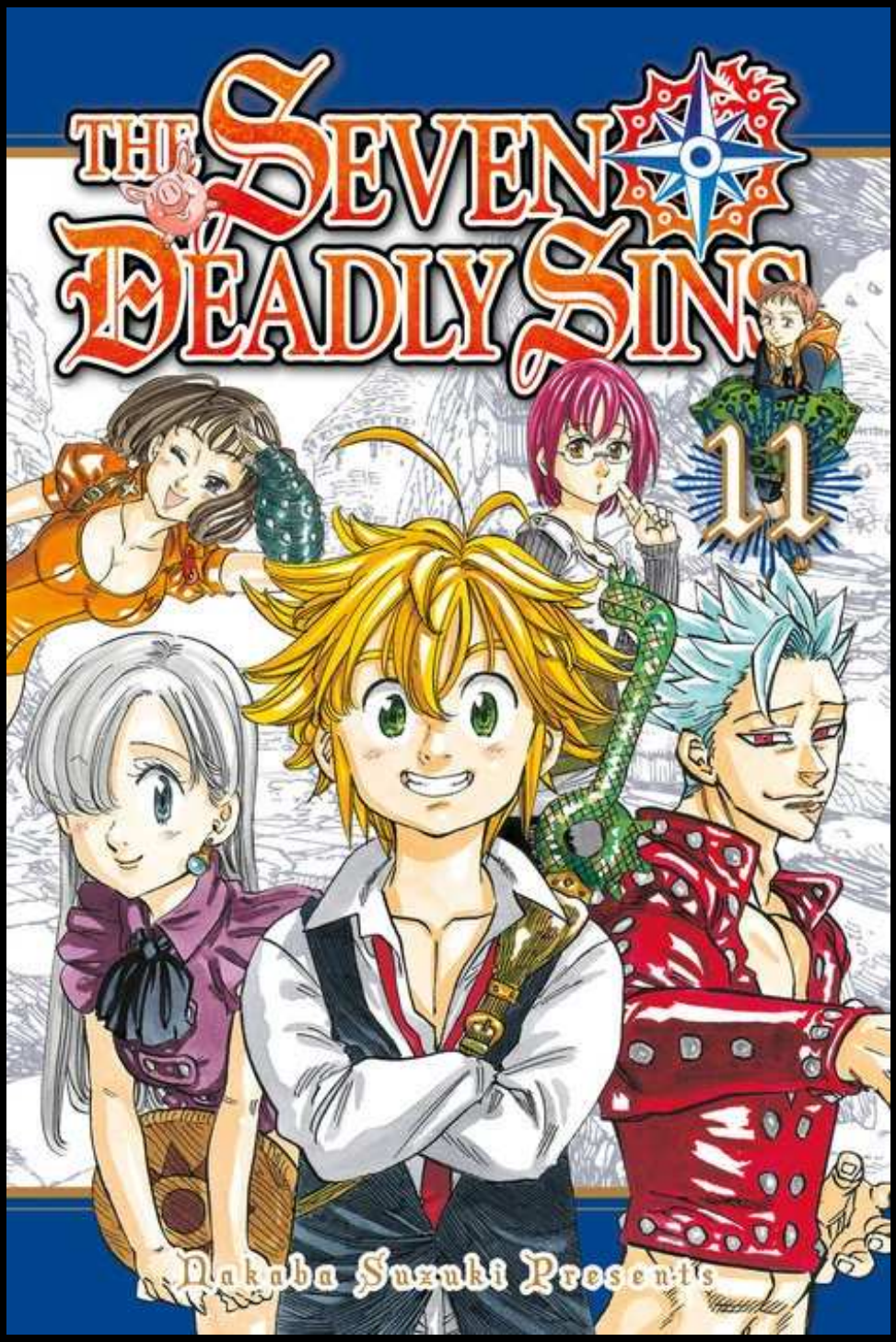
Seven Deadly Sins



By u/Lion_Of_Destruction

Locations

Roll a 1d7. Whatever number you land on is where you go.

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1. Liones: Liones is a kingdom located in northern Britannia, and the original assembly of The Seven Deadly Sins.

2. Camelot: Camelot is the new yet prosperous kingdom to the far south of Britannia led by the current king, Arthur Pendragon who is advised and mentored by the Boar's Sin of Gluttony, Merlin of the Seven Deadly Sins.

3. Danafor: Danafor is a kingdom located within Britannia. It was originally near equal to Liones in power but was destroyed by Meliodas. You appear where it was previously.

4. Fairy King’s Forest: The Fairy King's Forest, later relocated and renamed as the New Fairy King's Forest after the destruction of the original, is a forest within the Fairy Realm and the Human Realm, acting as the border between both realms. The Fairy King's forest (and by extension, the entire Fairy Realm) is ruled by the Fairy King, who is chosen by the Sacred Tree. The current Fairy King is Harlequin.

5. Edinburgh: Edinburgh is a kingdom located within Britannia, located 186 miles east of Liones. The Kingdom served as a prime location for mining minerals to make glass, before its takeover by the Vampire Clan when their seal was broken sixteen years ago, and ultimately its unintentional destruction by Escanor.

6. God's Finger: God's Finger is a small landmass that extends above the clouds where Percival lived with his grandfather, Varghese.

7. Free Choice: You may now choose anywhere in the world.

Origins

Drop In: Randomly popped into existence with no memories. No enemies or allies unless you pay for them. Good luck.

Wanderer: One who never stays in one place ever. Always going from town to town. Maybe a criminal, maybe a drifter. Whatever you are, you're quite tricky to deal with.

Royalty (-100cp): The one who sits upon the throne as a leader. You are now a member of a kingdom not as its knight or worker but as its prince or princess. Maybe even a King. You innately have a lot more resources to work with and also an innate ability to lead others.

Holy Knight (-100cp): The Holy Knights are incredible members of any country. They are said to rival the power of an entire country's armies. The bare minimum power level is 300 which is over 20x that of a normal human. You are one such Holy Knight. Not anything impressive compared to the monsters of this world but to be a Holy Knight is to also have the backing of powerful companions and commanders.

Seven Deadly Sins (-300cp): You are one of the Seven Deadly Sins. Your strength surpasses the imagination as whole armies fall to your strength. Your incredible might rallies your allies as you are the foremost knights of the kingdom of Liones. While you were framed for the death of Zaratras you are still a hero in the eyes of some and you are still far more powerful than the rest of the Holy Knights. You have a Power Level of 3,000 as that is the minimum requirement to be a Sin.

Races

Human (Free/-100cp/-200cp): You are a normal human. They are one of the weakest of the races naturally save the normal fairies but they are also the most numerous of the races and thus can produce an astonishing amount of exceptional warriors such as Gilthunder or Zaratros. For an extra 100cp you can become a Druid. Humans who have decided to stay away from others and worship the Goddess. They have various secret techniques that have various effects as well as healing magic. You start with a power level of 20 if you are a normal human and one of 300 if you are a Druid. Instead of being human for 200cp you may become something different entirely. You become a Beastman. One capable of transforming from beast to human in an instant and with all the power of one. Whether that means you are a fox or a lion or a bear you hold incredible strength and thus have a power level of 400.

Fairy (-200cp): Fairies are naturally born within nature, specifically from the plants that grow around the Sacred Tree, or even the Sacred Tree itself. They therefore have no parents and those born from the same plant are siblings. The average lifespan of a fairy is between 1000 to 1500 years. They don't grow like other races and only have two states: non-adult and adult. When they are born they already have an adolescent appearance without wings. When they become adults, their wings grow and their body ages a little. The transition to adulthood is psychological and it happens more or less slowly depending on the Fairies. You are already capable of turning into an adult and have a magic power of 300. You also have the ability to read the true thoughts and feelings of others. This will increase in strength as you grow in power.

Giant (-200cp): The Giants live for battle and are also extremely large and physically strong. For instance a normal giant is capable of lifting at the very least a couple hundred pounds and all have the same natural power known as Creation which gives them the ability to manipulate the earth with extreme precision. This power also allows the user to transform their bodies into Iron thus making them giant walls of iron. They worship nature and also have an ancient technique known as Drole’s Dance which increases their power immensely. You start with a power level of 600.

Vampire (-200cp): Vampires are extremely powerful beings. They are all incredibly strong and have various abilities such as the Power of Darkness, Extreme regeneration, Pseudo Immortality, and are also capable of draining blood or enslaving those whose blood they have devoured. They have a few major weaknesses. They are incredibly weak to sunlight and holy magic as well as when extreme damage is done to their bodies. There is one advantage though. Their power is doubled at night time. It is shown that powerful Vampires are able to stand in sunlight with only small discomfort. You start with a power level of 600.

Demon (-300cp): Demons are one of the two greatest races. The Demons are numerous in type and some are even unique but they all have similar abilities. They have seven hearts, the infamous Power of Darkness, Hellfire, Soul Stealing, High Resistance to Poison, and Possession. You are a demon with a power level of 2,000. You are a powerful being and you are naturally capable of living within Purgatory. The stronger you are the more powerful your Darkness will be. Eventually you may be able to create enough to wipe out a kingdom. Demons are stronger at night then day.

Goddess (-300cp): Goddesses are one of the two strongest races within this world. They all have wings and the Triskelion symbol within their eyes. They are naturally powerful and have various abilities such as their wings, the holy Ark, Healing magic, and various holy abilities and enchantments such as mind manipulation when you get to higher levels of power. Goddesses are not actually gods but are more similar to angels. You start with a power level of 2,000. You, unlike the others of your race, do not require a vessel for your power.

Monster (Varies): The power option. There are a variety of monsters and magical creatures. These include some of the monsters of purgatory or the beasts that live all around Brittania. You are one of these beasts. Your strength is determined by how much you pay. For free you become a monster about equal to a normal human. For 100cp your power is equal to the Druids or the Fairies. For 200cp you are equal to the Giants and have incredible strength already. For 300cp you are equal to a Demon or a Vampire possessing might that surpasses the other races as well as a racial trait that gives you an edge. For 600cp you become an Indura. The raging monsters that is what becomes of those who give themselves fully to the darkness. But for 1200cp you become a truly terrifying beast. A beast heard of only in legends that would harken the beginning of the end for entire races like the Behemoth. A beast that even the Demon King himself would need to face just to seal away.

Hybrid (Varies): Hybrids are incredibly rare in this day and age. While they are rare it is also true that they are usually incredibly powerful holding both of the racial traits of their parents. For instance a Nephilim holds both the Power of Darkness and the Ark of the Demons and the Goddesses. To determine price take the prices of the races you chose and add 100cp.

Perks

Power Level (-50cp): Your power level is extremely important in this world. It determines just how strong you are in nearly every aspect. Magic is a measure of magical power. Strength is a measure of physical ability. Spirit is a measure of composure, determination, and perseverance. It is to be noted however that power levels are nothing more than rough estimates of one's overall capabilities and, at best, should be used for nothing more than reference. Their values can change, mainly based on the situation at hand, compatibility between powers as well as each individual's physical and mental condition and overall skill. Every purchase you receive a boost of 1200 points.

Doll Face (-300cp): You're a Doll. You have no actual blood or bone in you and you're just a magic doll. This comes with various advantages. You can see in the dark, can survive normally fatal injuries like beheading and you can even see power levels as well as self destruct. Destroying everything within a ten mile radius no matter what at the cost of your life. Unlike normal dolls you have emotions and can eat and drink without a problem.

Spirit Arts (-300cp): You are a user of the Spirit Arts. The Spirit Arts are used to summon Spirits to aid the user in battle. It is said that this art requires the most precise pronunciation within the entire magic system and very few are capable of using it. The stronger you get the more powerful the spirit you can summon. One day you may be able to summon even a Life Spirit, the highest ranking spirit.

Mage (-400cp): A mage is one who studies magic nearly religiously in most cases as seen with the city of Belialuin. There are many powerful spells and you have showcased incredible talent in the art of magic. Enough that you could easily be comparable to Vivian in talent. While not enough to make you the strongest, your knowledge of spells allows you to cast various powerful spells such as Extermination Ray or Perfect Cube. These spells are incredibly potent and proper knowledge of their uses would allow you to become a terrifying opponent. You have talent enough to possibly even create your own spells one day.

Life Spirit (-500cp): You are a Life Spirit. Unaging. Nearly impossible to kill. And the highest ranking of all life spirits. You have the ability to communicate with your brothers as well as the ability to possess other beings with enough skill. You are the highest form of spirit and thus most other lesser spirits will try and stay away from you when you are fighting against them. You have an innate form that when you become thrust into despair you can immediately curse those that you touch causing their limbs to turn mummified. There are probably a lot of other things you could do but as Life Spirits are otherwise completely unknown you will have to work it out on your own. You have a personality and unlike your brethren are completely sentient. You have the innate ability to survive in purgatory and gain an increase of power level by 25,000. Have fun, you absolutely mysterious existence.

That Night (-1000cp): You were whisked away one day long ago. On that day you were taken to a realm entirely different from our own. Nobody has any idea what the hell happened there and

you probably won't talk about it but when you reappeared you had gained power and skill equivalent to some of the greatest in the world. Your skill with magic reached a realm that only true masters have ever even tasted. You gain a magical power that is like a river swallowing the inflows of other magic. Taking that power into yourself. You are skilled enough that you can even shape magic power into weapons and your magic itself glows with a great golden light that some would even call holy in a way. Your strength itself is in another league. You gain a power level of 150,000 with this alone. There is one single problem. Your magical power is so incredibly powerful that any normal weapon is obliterated after a single use. I recommend finding a legendary blacksmith to forge you a proper weapon or finding a bow to use until you can.

King of Chaos (-2500cp): You are now the grand King of Chaos. Space and Time bend to your will as does all of reality. Your will is what causes it all to twist and turn just so that it can fit your desires. This is the true power of Chaos. Chaos was the creator of the world and thus has the ability to transform it as they see fit. And you are now the King of Chaos. Chaos has decided that you are to be it's host and its power is nothing but impossible to defeat your abilities range from being able to see anywhere in the world to transcending life and death to repair yourself from being turned into chunks of meat to transforming the world around you into a realm that moves to your will devouring anybody you wish and granting great blessings to those whom you choose. Transforming rocks to birds and even grant power to those whom you choose as your Chaos Knights. Unlike Arthur this won't twist you into a monster hellbent on genocide. Just so you know if anybody hurts you too badly Chaos will automatically act to protect its host. I would stay away from Cath though. That bastard will still try and eat you.

Origin Perks

Drop In

Ambidextrous (-100cp): You are now ambidextrous. I mean who wouldn't want to be? It's really cool. Fight with your right or left or use both at the same time. You are now the coolest guy in the gang.

Unchanging (-200cp): You do not change with the passing of time. Not necessarily immortal but you will be as physically well as you were in your twenties when you are eighty. Starving won't even stop you from using your full strength.

Blessed Be (-400cp): You have gained three great boons from the gods. From the Supreme Deity you were given protection from the Commandments as well as all Dark Curses and from the Demon King you were given knowledge of the magic of the demon realm as well as immunity to brainwashing and possession of others. These things are quite incredibly powerful not to mention useful. I mean who knows what you could do with all that knowledge and power. Not to mention the fact that how you obtained this is up to you. Did you trick the two gods into giving you these blessings or did they give them to you for nothing else but their love of you.

Every jump you may gain three other boons from gods in other worlds. Up to one from three different gods. This could be knowledge or immunity to a certain thing. Maybe you gain knowledge of swordsmanship or magic or perhaps you wish to learn of the secret knowledge the gods hold.

Grand Creations (-600cp): You have great skill with forging things. Comparable in skill to the Craftsman Dubs. You have the great power to forge weapons that have great unique abilities. From cloning to extending the range of a power to diverting attacks into the ground. You have extreme skill in all subsequent arts such as architecture or cooking since your skill expands to encompass these things in nearly every direction. Your food gives energy to the weak and your grand designs cause awe to those that see them. Your forged creations all recognize you as their creator innately and thus cannot harm you no matter who wields them. You can also create elaborate magic items like the Coffin of Eternal Darkness with enough time and materials. Your items may just become as legendary as those made by Dubs himself someday and your designs would be sought after by many a royal to create a grand palace for them to stay in. You can impart a unique ability or a power to anything you create like a palace with the unique ability to nullify all powers when inside of it.

Wanderer

A Place to Lay one's Head (-100cp): You seem to just have this luck whenever you're wandering around. You always find a place you can afford with the little money you probably have. It will have food and shelter even if it probably looks abandoned. Maybe it is abandoned? Who knows.

The Little Things (-200cp): You always enjoy everything that made you happy once. Even if it’s been thousands of years, the scent of your favorite pie and some good ale still make you smile like they did all that time ago. Even if you haven’t seen someone for ten years you can still have the same conversations with them that bring you joy. It’s a happy time to be a free spirit y’know.

Family Reunion (-400cp): You seem to meet those who have something to teach you or those who are willing to help you stay alive. Whether that be teaching you how to steal or how to fight you always seem to run into somebody willing to help. And no matter how far apart you end up you always seem to end up finding them in their final moments or close to them. Whether that be finding the father figure who abandoned you in their final moments and granting them forgiveness or finding your teacher who imparts a final lesson to you so that you power up and get strong enough to demolish your enemies. No matter what so long as you still have the love for them you will end up meeting them again. They may not be dying though maybe just getting a mug of ale at the tavern or beating the crap out of bandits.

Immortality (-600cp): You have gained the Immortality of the Fountain of Youth. The power to live through any physical damage no matter how grave. Even suffering your entire top half being turned into nothing but blood you would still eventually return to your origin form. There are various other things such as your ability to basically ignore pain so that you don’t go insane getting your lungs ripped out or your arms torn off or something. You also have some really

great tasting blood. Your blood is basically the top tier SSS-Class for vampires and other blood drinkers. You do have a few weaknesses. This doesn't make you invulnerable so you have to heal from damage and neither your soul nor your mind are protected from damage so demons and illusion casters are your worst enemies at this point as well as their being certain things that can permanently injure you such as the Purgatory Fire of the High Ranking demons and certain specific powers. Your blood also assists plants in their growth and other such things. Just don't let anyone turn you into a blood pack or a sprinkler you hear? You gain an increase of 5,000 to your power level and once every ten years you may sacrifice your immortality to truly revive someone from death. It will return after your jump or ten years.

Royalty

Headstrong (-100cp): You will not bend or break in your orders. No matter who begs you to do so, what must be done will be done. You can steel yourself to give orders that many would hesitate to do. Even if you regret it it must be done in the end.

Grand Parent (-200cp): You are the greatest of parents. Even if you were the only father figure around you somehow can fill in the place of a mother and raise your children the right way. No matter what you try your damndest to get your children in the best possible position as adults. You're a great parent.

A Prophecy (-400cp): You are the child of prophecy. The one who shall pull out the legendary sword and wield it against a great evil. Or it could be you considering you mysteriously fit every single prophecy that has ever and will ever exist. Mysteriously you seem to be able to do and wield every weapon that has a prophesied wielder and you seem to just be able to kill everybody that needs to have a certain person kill them. No matter who, what, when, or where you are innately able to make everything already happen even if they aren't. Need to kill a dude at midnight? Well midday is good enough.

Great Leader of the People (-600cp): Those under you praise your rule. They worship you as their great king. Your laws always seem to be followed as they always fit the world around them. You will never go too far nor will you do too little. You always seem to be able to lead your allies into the fray of a disaster and come out unscathed. They revere you as their ever great king who is wise and seems to just have that ability to rule and they seem to work ever harder just to follow your lead. They fight harder and work faster. They seem to have neverending springs of energy from nowhere so as to better serve you day and night. This affects even the people of your kingdom so that they will always prosper. There will be nearly no crime and no tragedy in your great kingdom.

Holy Knight

Help Me (-100cp): When all hope seems lost somehow some way you seem to be able to get through to your companions and tell them you need help. And they will help you no matter the cost.

Ever Loyal (-200cp): You will never be betrayed by those whomst you care for. No matter what. Even if they were possessed by a demon in the moments they have with you they will somehow break through the control and warn you of the plot and beg you to save them. And you will do your damndest because true loyalty can break even the greatest of control.

Mighty Vessel (-400cp): You seem to be the perfect vessel for anybody needing one. No matter how evil or good they are, you are always the perfect one for them. Here's the problem. They won't ever actually be able to take you over. They will try and they might succeed for a few seconds but you always have the ability to drive them out. And in the process you may just take something from them. Whether that be taking their own power or their memories you will always gain something. And even if you did willingly give up your body they will impart something willingly. And when you do give in they seem to be able to draw out 100% of all their power inside your body letting them fight to the fullest without a single risk to your body from the overload.

Grandmaster (-600cp): For one to be worthy of the title Grandmaster they have to be strong as one. You have skill. Skill that even to a three thousand year old demon would make you seem nearly invincible. Your application of your power and your skill with your weapon makes it seem as if you have trained for ten thousand years straight. Every angle and every swing seems perfectly timed. You have this innate battle sense that makes it seem as if you can see around you at 360 degrees and you can in a way. Your instincts cause you to dodge no matter if you can see or not relying on every other sense in your body. Your sword techniques seem to be those of true grandmasters and you seem to exude an aura of leadership that causes those around you to rally and charge forwards. Your application of your power makes it seem as if you had a million different applications for it no matter how simple it was. Every aspect of you has been raised to the level of a True Grandmaster. You gain an increase of 4,000 in your power level.

Seven Deadly Sins

Control (-100cp): You have great control of your emotions, never losing control of your power when you don't want to. This is quite useful when powers and abilities are usually tied to emotions.

Do Your Duty (-200cp): There will always be strife when there is a group of people who do nearly everything together. And in that strife things might make it hard to do one's duty. Not for your team. Everybody knows duty comes first and when it comes time they always throw away their strife and do their duty.

The Will of a Sin (-400cp): You have got will and drive that would see you walking through the depths of actual hell just so you could save your buddy. You could be tortured for decades by people wanting you to snitch on your friends but you spit and tell them where to stab. You could tear your own arm off just to get to your companion just so that you could protect them. This is

the type of will that is seen in one rare individual. The absolute drive you have to keep moving forwards even after hundreds of thousands of years. Facing a futile endeavor for that small near infinitesimal possibility of doing what you set out to do. Even if it took 8 million years you would never stop trying. This is truly the will of someone who faces the God's.

Eighth Deadly Sin (-600cp): Well now it seems we have another sinner here. You see you did something a long time ago and that resulted in you bearing a sin. What that sin is is up to you but you are an incredibly strong yet incredibly devious person. You have potential to reach incredible levels of strength in short amounts of time. Whether this be through your own growth or through evolving your racial abilities such as a fairy gaining wings or a giant gaining far more skill with their Creation power. Maybe you're a demon who has become far better at the control of your Darkness or even a Goddess who has become far more skilled with the Ark then they should be. This doesn't make you equal to an Archangel or a High Ranking Demon or one of the Fairy Kings but your growth is of a similar level. In less than a year if you went through incredible hardships you could go from a power level of 3,000 to a power level of well into the hundred thousands. Your growth is insatiable. You gain a power level of 30,000 just to give you a bit of a headstart in your growth. You also gain a magic tattoo of an animal on your body that is colored red to represent your sin.

Race Perks

Human

Sneaky Little Buggers (-100cp): You just seem kind of unnoticeable. Not that nobody will ever not notice you but if they aren't trying to find you you just seem to fade into the background like an extra usually would. Not that everybody will all of a sudden forget about you but you won't be found unless they actually want to find you. Not with this alone.

Human Trickery (-200cp): Humans are innately weaker than the other races. So they have to rely on tricks. You know the insane amount of tricks that are gonna let you even the odds between you and your opponent. Whether that be through your power or through the tricks you learned through a fight you know the best ways to do it. Whether that be by dislocating your arm to smack your opponent in the face or by keeping a spare dagger in your sleeve to throw in the middle of a fight. It's way easier to even the odds when you have prep time so make sure to plan ahead.

Costless (-400cp): No matter what you use or how you use it nothing will ever put a strain on your body. Even absorbing the power of a Grace will ever be close to putting even a single strain on your body. You seem to just have limitless room for it in your great soul and body. No matter how or what you use. You could be using a power that should be breaking you to actual pieces and shattering your soul to dust but you just seem to be able to ignore all that and use the power to its fullest potential.

Lucky Bastard (-600cp): You have this insane luck that lets you push through and defy the terrible and horrifying odds whether that be getting saved in the nick of time by your friend or your lover deciding to sacrifice themselves for you so that you can live by giving you the fountain of youth and then for the next long long years you try and bring her back and on a trip from purgatory you learn how to gift things like that immortality away and you bring her spirit back from the dead. You have the luck that eventually leads you through hardship and gives you everything in the world. This insane luck that works on the small as well as the large. You dodge that strike that should have killed you by falling on your ass or you barely get hit by your opponents ultimate strike. This luck is quite intense as well and always pulls out the right random circumstance. Be careful though. You're quite lucky but house always wins in the end y'know?

Fairy

SCAMMER (-100cp): You have an innate sense of when someone is attempting to scam you out of something. Whether that be lying about an item or cheating at cards. This doesn't tell you the actual worth of the item just that you're being conned.

Fated Meeting (-200cp): In every world you go to you will always meet someone. They will probably be incredibly different from you but you just seem to click with them and they will always aim to be able to stand by your side as your friend or lover.

The Forest Speaks (-400cp): You are capable of speaking with nature itself. Animals and plants all speak to you and let you ask them questions. They are all incredibly nice and they allow you to also find things within the great expanses of nature. Fairies are innately close to nature but you are more so than any other. You have the power to transform plants into clothes and weapons like spears or knives and can talk to animals innately and seem to have an aura that forces them to like you. This doesn't work on things like demons or humans but being able to make friends with strong animals like a Black Hound is quite useful.

Fae King (-600cp): Well it seems we have a truly wonderful existence here. Firstly you are the current Fairy King of this era. Whether Harlequin has been dethroned or for some reason there are two of you is up to you but you are incredibly powerful. Firstly is the fact that you have a great connection over the fairies and can thus command them as their king as well as gaining a potent connection to nature. You can easily find your way through any forest as well as gain a slight control over plant life. Your own innate fairy abilities are strengthened. You fly far faster than any other fairy and you are far stronger and larger about the size of a human. You also gain a discount on the Disaster ability as well as gaining a discount on the Spirit Spear weapon as well as a potent increase in your Heart Reading. This may let you even read the deeper thoughts as well as even memories of those you use it on. You have yet to grow your wings sadly and even after a hundred years you have yet to grow them. But mayhaps you might end up gaining them in a dire situation. You gain an increase of 40,000 to your power level and if your wings bloom you will gain a far greater increase.

Giant

Pigtails Pigtails Pigtails Pigtails (-100cp): You seem to always be able to have hair just how you want it. It will never grow into a bird's nest nor will it fall out.

Normal Gal (-200cp): When everybody looks at you they don’t see a monster. They see a person. Someone who is working on getting through life just like everybody else is. This won’t stop everybody from hating you for being a murderer but it will stop the people who despise the other races.

Dancing Warrior (-400cp): You are a warrior through and through. Even if you have not the heart for it, your fists do. They land where they must and you seem to have an instinct for battle. Not to mention your innate skill with Drole’s dance. You seem to dodge attacks before they even have the slightest chance of hitting you as you dance through your opponents strikes and bring about the power of the earth to swallow them whole. You move instinctively with no effort at all as you slam against your opponents and wield your mighty giant strength against them. You seem to instinctively turn into metal just as your opponents attempt to strike you as you slam your fist against their skulls. Cracking of bones and the smell of blood as you demolish them as if they were nothing but twigs to be snapped in half.

King of Giants (-600cp): You're built differently in more ways than one. For starters your way larger than other giants. I’m talking huge. Most other giants don’t even make it up to your chest and those that do are still lagging behind. You have four massive burly arms and your movements and skill are on a whole other level when comparing the rest of your species with you. Your racial magic has even evolved as well turning Creation into Ground. This works nearly identically save it has the power to usurp control of the earth from those weaker than you. You also have a magic eye that would even go on to be turned into a magic item of the same name “The Eye of Balor” which allows you to see the power level of those around you as well as read their mind. You have gained a greater connection to the earth and can increase your own power to double what it was before when you perform your dance at minimum. You gain a power level of 30,000 on top of what you already have. Your connection to the Giants is boosted and also grants you the ability to give a weaker version of this perk. Truly you are worthy to be King.

Vampire

Seductive (-100cp): You sure you're not a Succubus? Well who cares. You see you have this incredibly sultry nature that just gets everybody going. A voice that's huskier than an actual husky and a stare that makes everybody shudder.

Seal Me Away (-200cp): Instead of killing you if you were to ask your opponent so long as you know them they will do so and leave you there. For who knows how long but upon being unsealed you will be free to go. This doesn’t work unless you have a reason for being sealed like wanting to meet your lover. You also need to know the person.

That's Odd (-400cp): You seem to be able to just straight up ignore racial weaknesses as if they didn't exist. Like the writers forgot you had the weakness in the first place. As a vampire you can stand in the sun. As a Demon you can go through Ark. it's like they don't exist. It's borderline insane but now you can have fun sunbathing. This works on future species you may become. Enjoy that nice looking silver cutlery and that nice tasting wolfsbane as a werewolf.

Vampire Lord (-600cp): You are the lord of all vampires. Yeah you have the classic blood draining and the ability to regenerate but you also have the ability to warp the space around you into an eternal night that will stay for as long as you wish even after dawn breaks. You have a powerful ability to create other royal vampires through the biting of their necks just like how lesser vampires are made. These royals are far stronger than normal vampires and will share your control over the lesser vampires. They all will be absolutely loyal to you and you also warp the space as you wish causing the entire area to become a hellscape of your creation that will be a representation of your existence. You also can manipulate your body in really really weird ways. Like how some vampires can use invisible tubes to suck blood out of their prey you can do that and more. Bending your arms in weird ways or causing your hands to turn to claws. Even scarier is your regeneration. Nothing but outrightly cutting you to super tiny pieces or burning you to ash will be enough to kill you. Borderline impossible to kill with control over an area for miles around you as well as a power level of 30,000. You are quite strong, especially under your domain.

Demon

Cheery Mask (-100cp): You can somehow always keep up that cheery smile. Even when everything is falling apart you seem to just be able to smile even in the face of death.

Battle Form (-200cp): You have a form that you can take fit for battle. This doesn't raise your power at all but it does give you a larger amount of natural advantages. You might gain wings, arms, tentacles, mouths, and various other things. This form is meant to give you not a boost in power but some more advantages to draw upon. The size of this form can be up to five times your original size.

Condense It (-400cp): You are quite skilled at emulating others abilities through your Darkness. Whether it's condensing Darkness into small balls and launching them at people or emulating swords and spears. You gain incredible insight and inspiration with your abilities and can be quite creative when it comes to its use letting you use far greater power with less resources. You also can use this on other powers and abilities. Flames condensed into lasers and ice turned into swords.

Demon Prince (-600cp): You are now a son of the Demon King. You are the highest ranked demon and hold great power over those under you. Firstly your darkness is far more potent and you have great control over low ranking demons allowing you to force them to do your bidding. Your ability to use darkness has evolved and grown making it far easier to use in battle. Your Hellfire has grown to a purple color that allows you to cut and injure even undying immortals.

You even gain your own Assault Mode which removes your emotions while bringing out your fullest potential. Drawing out all the power of your darkness and other abilities. This makes you a merciless fighter who can easily defeat powerful foes as you now have a base power level of 60,000 and in assault mode this is raised by 2.5 times to a total of 140,000.

Goddess

Good Lookin (-100cp): Truly a divine being. You need not have a normal Human form. Perhaps you have three heads or four eyes.

Silver Tongue (-200cp): You know how to both lie and act quite well. You fill those you manipulate with confidence that you are their ally and doing everything you can to help them. Even when you are merely trying to get them to fight harder.

Angel of Death (-400cp): Your words are the greatest of powers. Even against the demons you can talk them into turning away from their enemies. Even the Ten Commandments may one day fall to your sweet words. Genocidal monsters will be turned away and mass murderers will shed tears in your presence and the sinners shall confess their sins to you as they beg you for their repentance. You have the ability to turn enemies into allies and even pure evil may transform and gain a shred of good. Looking into your eyes they lose the will to fight you slowly as you beg them for peace. This also transforms into a charismatic aura that allows you to better lead your troops through raising morale. You are truly the Grand Marshal of the Heavens.

Archangel (-600cp): The Four Archangels are those who were hand made by the Supreme Deity. Their strength surpasses that of any of the other Goddesses and they surpass most of the Commandments. You see they may only be four in number but their strength is incredible. The Ark has been evolved into Omega Ark as well as your strength being shot into the stratosphere compared to everybody else. Your power level is 140,000 and you gain great power. Even without a grace your skill with your abilities surpasses most. You can create blasts of power capable of leveling mountains in the form of Triskelions as well as capable of creating barriers to survive even the worst of darkness gaining immunity to the effects of the Ten Commandments. You are incredibly strong as well as fast. Your speed allows you to fly fast enough to catch up with even a Fairy King and your strength lets you wrestle with even the worst of Demons. You gain a great skill with your weapon of choice as well and your enchantments allow you to cut through the greatest of darkness. Your blessings and healing have also reached a similar realm. With you being capable of healing curses and ailments of all kinds as well as the most grievous of wounds. You also have magic that works similar to mind control. You are a grand blessing to behold truly you are.

Monster

Piggy Trot Piggy Trot Piggy Trot (-100cp): You are incredibly fast when it comes to running away. This works by turning around and running away at full speed. So fast they would never even see it.

Tiny Tot (-200cp): You have the ability to take on a “Chibi” form such as how Cath takes on a tiny form and then transforms into a monster when they want to fight. You have that same ability.

Devourer (-400cp): You have the unique ability to devour the power of any being you eat. This innate power is quite incredible as it allows you to gain the power of the things you eat. For instance devouring the arm of your opponent would allow you to gain a fragment of their magic power and allow you to face them with it. This happens instantaneously after you devour it and it allows you to grow any powers you gain through this. Your teeth allow you to tear through nearly any piece of flesh and scales and you gain more power the more you eat. Even Gods will fall prey to this. No matter how strong the being they will fall prey to your jaws. A beast of destruction hellbent on power is what you have become. Go have a feast.

King of the Monsters (-600cp): You are the King of your Kind. Your innate traits and powers are far stronger than any others of your race at least by 2x’s. You have major skills in every aspect. Whether this is a powerful innate ability such as the Demons Power of Darkness or the Goddesses Ark you have taken your ability to the next level. You have at least three lesser abilities that are quite useful that nobody else in your race has. Perhaps you have eyes that can allow you to see both the power level of your opponent and even read the thoughts of your opponent or maybe you have the ability to use a potent venom in your attacks. An example is Hawk Mama’s ability to eat magic and spit it back out at the opponent. You gain a power level of 30,000 with this.

Hybrid

Best of Both Worlds (-100cp): You seem to be the sum of your parents and your races. A fairy giant could somehow seem to have greater insight into the earth and nature and apply that to their abilities while a demon goddess could be quite the creative fighter with Ark and Darkness alike.

Full Blood (-200cp): You have the ability to use your innate hybrid abilities even if they would normally be weaker as a hybrid. They operate on the same level as even a full blooded member of that race. It allows you to also always have the innate powers of your bloodline such as a Uchiha always having the Sharingan or some random magic bloodline having that magic. You can also use this to make yourself appear as one race and not a hybrid.

Creativity (-400cp): You're creative. Maybe it’s the fact you are the one who bridges two races or the fact that you're just awesome. You are capable of bending your powers and abilities to the limit. Maybe you have both the Creation and Ark of the Goddesses and Giants and you apply Ark to your creations to better destroy Demons. Maybe you apply Ark to your physical blows to condense all that power into a great spear to pierce right through your demonic foes. Maybe you use Creation way easier or are better at manipulating elements to different forms. A clear image is needed when using magic so you have a great ease when coming up with ideas. It’s like it’s innate to you.

Annihilation (-600cp): The power of a hybrid is incredible. You see when combining the racial traits of a being they usually have major advantages. But you see some powers are difficult to use in tandem and thus also weaken each other. Tristan for instance cannot use his Power of Darkness and Ark as efficiently as a full blood of either race. So he used them at the same time and the effect was incredible. You see they repelled each other and caused an explosion capable of obliterating an opponent that was able to defeat him easily. This perk works in a similar way. You can combine two opposing elements or abilities and gain a power greater than what you put in. While you could just make cold fire or hot ice this power truly shines in its ability to cause them to gain greater strength through that combination by causing the opposing forces to forcefully combine and then repel each other and using that repulsion give a grand boost to the power of your attack.

Items

You gain four discounts each of which can be applied to each price level except for the 800cp items unless you get certain perks. Seven Deadly Sins origin takers can discount any sacred treasure except the Spirit Spear level. Fae King can discount Spirit Spear twice if they want to.

Sacred Treasure (Varies): You have a powerful weapon. How strong it is depends upon how much you pay. For 100cp you get an above average weapon. Something like what Gilthunder wields. For 200cp this is a weapon about equal to the one that Meliodas wielded before he got Lostvayne which gives a small increase to the abilities used through it or the weapon Shirojika. Made by Dubs with no actual ability. For 400cp you have a weapon that is equal to Courechouse which causes your Power to be increased to new levels. Mayhaps the weapon allows you to focus far better than before so that you may use it to attack from great distances with great finesse or it stores your power to give greater precision to otherwise destructive abilities. But for 500cp you get a weapon like Lostvayne. Nigh indestructible with an entirely unique ability made to completely compliment your own. Perhaps you have the ability to Clone yourself splitting your power between them so that you may utilize your Full Counter to its fullest. This weapon also boosts your combat power slightly as a warrior without a weapon will never beat one with a good weapon. If you wish for the 400cp and up weapons they may be made by Dubs himself. For 800cp you have a weapon as powerful as the Spirit Spear of the Fairy King. This weapon is made for the ruler of the fairy king's forest to defend it and it is incredibly powerful. The strongest weapon in the world actually.

Sack of Gold (-100cp): 1,000 gold every month. That's how much you get by purchasing this. This is about enough to start a bar with a bit left over.

Infinite Ale (-100cp): This is a flask of the best ale in the world. Not only ale but any drink you wish. It is infinite in amount and if you were to pour it out you could fill an infinite amount of

oceans with enough time. It tastes the greatest and changes into the highest quality of the drink you want. From hot chocolate to wine to ale.

Monster Bits (-100cp): You have a bag full of various parts of monsters. Demons, Animals, Monsters, and even Dragons. This refills every day at midnight.

Goddess Amber (-200cp): This is a fist sized goddess amber that has the ability to store dark power within it. You receive a single goddess amber every day and you may combine the ambers to make bigger and bigger ones.

Sequence (-200cp): A elaborately made sword with a single unique ability. Sequence possesses the ability to revert itself back to normal if it were to be broken. It is quite durable though.

Shirojika (-200cp): Shiromika or White Deer is a katana that was created by the famous blacksmith Dubs. It is extremely durable and quite sharp. Strong enough to cut through steel. Though it has no special ability.

Carnwennan (-200cp) Carnewennan is a weapon that was created from Chaos. Carnwennan is able to instantly and completely regenerate its blade from any kind of damage.

Armored Giant (-300cp): You have quite a strong armor. It is incredibly durable at least above that of your own personal durability. Enough to survive otherwise lethal blows with minimum damage. It can be of any design you want as it is quite well made.

Ouroboros (-300cp): Ouoroboros is a sword capable of changing its size from small enough to be a cooking knife to being large enough to be a greatsword. It is extremely durable enough to take strikes from a powerful holy knight from point blank range.

Mael and Estarossa (-300cp): "Mael" is a sword with a Goddess inspired design and "Estarossa" is a sword with a Demon inspired design. Mael has an enchantment that makes the user less susceptible to the enemies mental attacks and Estarossa is enchanted with the power to break through the target's magic defenses.

Winged Sword (-300cp): The Winged Sword was created to fight the Demon Clan. It is capable of wounding high-ranking Demons without allowing them to regenerate. Its true power is the ability to seal demons, to be used in conjunction with one's allies. It burns those of the Demon Race and cannot be used save by its owner, which is you.

Incantation Orb (-300cp): Incantation Orbs are magical items that activate a spell upon destruction. Each orb is marked with a distinct symbol to indicate which spell will be triggered. There are four different orbs. Eternal Seal is a spell that is used for purposes related to the trapping and sealing of very powerful individuals. It has enough strength to contain ten Tyrant Dragons, each of whom had the strength to level an entire town single handedly. Hyper Recovery is a spell that heals and cures injuries of a group of people within a certain range at

an extremely fast rate and very efficiently. This includes regenerating lost limbs and curing minor injuries of numerous organisms within a small range where the Incantation Orb is triggered. It is also capable of dispelling lethal powers, such as Acid. Absolute Cancel by breaking this orb on a spell it is able to completely erase it from existence. However, if the particularity of the magic is sufficiently powerful, it may be difficult to erase completely, instead being temporarily suspended. Finally, Perfect Cube is a spell that denies entry to anyone but the caster. Originating from the demon world, the spell surrounds a specified area and reflects all attacks, whether strong or weak, back at the opponent. Upon using one of these orbs it will return in six hours. You gain a free glove with this purchase that has spots to place it in.

Dragon Handle (-300cp): The hilt of the sword, the fragment of the Coffin of Eternal Darkness, displayed the ability to create an immensely huge ethereal dragon-like creature, that resembles the dragon on the other side of the hilt, and seems to be visible only to the victim. This sword's blade is also quite strong and is strong enough to cut through iron and stone. When you have this blade you may use it as a piece of a greater puzzle or thing like the Coffin of Eternal Darkness. You get this back after you use it in ten years.

Dragon Slayer Sword (-400cp): This here is a giant greatsword that is elaborately made and about as big as two people. It is quite heavy for anyone except you and it has the unique ability that it is indestructible. It will never bend or break no matter how much you use it or what hits it. It is light enough in your own hands that you can wield it with one hand. This weapon draws out the user's full power.

Herrit (-400cp): Herrit allows the user to extend the range of their abilities massively. Abilities that previously allowed only use through physical touch would be enhanced to allow the user to use it for miles around them. It takes the form of two purple energy bows that appear from the user's arms.

Gideon (-400cp): Gideon, like the other Sacred Treasures, fully draws out the user's powers. With it, the user's ability to manipulate the earth is multiplied manifold. Lightning Rod allows Gideon to absorb magical attacks it receives and redirect them into the earth, canceling them as a result. However, the redirected magic causes serious damage to the earth and the creatures that live on it.

Courechouse (-400cp): Courechouse, like the other Sacred Treasures, fully draws out its users power. It has the ability to both lengthen and distort its chain’s length, letting the wielder release free and erratic attacks compared to other Sacred Treasures. Super Concentration is the unique ability possessed by Courechouse, which raises the users physical and mental capabilities to their maximum level of accuracy.

Rhitta (-400cp): Rhitta allows the user to store power within it through its special ability Charge & Fire. The ability specifically allows its user to utilize their power with more precision. This works best with an element like Fire or Lightning. This weapon draws out its users full potential.

Albion (-400cp): You gain the giant weapon of the Demon clan the Albion. These giant weapons come in two different forms with a power level of 5,500. The first form is a hulking rotund giant that uses giant cannons to blast away their enemies along with crushing opponents with the giant thick arms it has. The second form is a tall gangly looking Albion that specializes in slashing with its giant long thin arms like whips along with mouth blasts. These Albion are extremely powerful and you can purchase this two times the second at a discount. You can manually pilot these giant things from a cockpit in the head.

Lostvayne (-500cp): Lostvayne is a shortsword created by Dubs. Lostvayne's special ability allows the user to create up to four or six clones of themself. The clones only retain a fraction of the original's power, with one clone having half the power level of the original. The halved power level is divided among each additional clone. This weapon changes color when the user enters a higher level form like assault mode. If you wish you may choose the color or import a different weapon into this.

Boar Hat Tavern (-500cp): The Boar Hat Tavern is a traveling tavern that has three floors and its one staff. It has a huge amount of liquor in stock and will always have the best of the best alcohol in the land. From the liquor of Bernia ale to delicious food such as the Boar Hat Meat Pie special. It will always have enough money to pay your workers and a bit of profit. It is always stocked with alcohol and ingredients from all over the world. It travels through the fact that it rests atop of a giant green pig that will dig itself a hole and rest in the ground when you land in the place you want to be. This pig is seemingly invincible and can actually eat large magical attacks and spit them back out at your opponent.

Avallo (-500cp): The Avallo is a traveling bar that walks on eight huge legs like a spider. It is quite large and its building is also booby trapped. If you wish it can instantly activate any booby traps around the person whom you wish to be removed from your tavern. It has a large stock of alcohol and it has a mysterious chef that makes delicious food that nobody has actually ever seen cooking. It has a control room in the basement which you can use to move the entirety of the tavern. It will take in a large amount of money and will do so in nearly any populated place that you go to.

Istar (-500cp): This is the sacred land of the druids. Within are various things. First are two goddess caretakers who take care of the land and train new druids. Second is the main part of this land, the Cave of Training. It is a cave that you will only be given a wooden stick to go through. Inside you will feel no hunger and when you enter you will be faced with an opponent stronger than you. They will be strong and fast and they will be beyond you. When you die in this cave you will appear outside lying on the ground. All growth inside the cave is sped up by 1.5 times.

Baste Prison (-500cp): You have a bulbous mushroom looking prison that is the greatest in the world. You see once you get anything inside of this prison it will never be able to leave. No matter how powerful it is. Even if they/it were somehow able to get out of its cell then they would be met with stone guardians far stronger than them. These guardians are nigh invincible and

are capable of battling even gods. They will then force them back into their cell and seal them away once more. This only activates if someone is inside the prison. You may enter and leave as you wish and the guardians will not be capable of leaving the prison grounds.

My Everlasting Kingdom (-500cp): You have a giant kingdom here. About the size of Camelot with an army of Holy Knights and with a large castle and city. This city is about three miles long and has a terrain of your choice. Such as having the royal palace atop a giant hulking hill in the middle of the city. Perhaps you designed the entire city with the idea that your knights should be able to get through to the walls that circle the city in the fastest time possible or perhaps you made all the houses in straight rows so that the city is as simple as possible with as little amounts of alleys as possible. Your own castle is quite elaborate and it has a large army of Holy Knights. About 10,000 at least and each with a minimum power level of 300. You have a large amount of land not only in the kingdom but around it about the size of a small country like Ireland. It can have a land of your design. Mayhaps it has rolling hills or is nearly completely flat with great rivers running all throughout the land. You can import this land into other jumps and may be the ruler of the country.

Magic Research Tower (-500cp): You are now the proud owner of a Tower meant to research all kinds of insane magical items or abilities or creatures. With a load of tools and notes you could create nearly anything. You have a load of magical resources such as monster parts or odd magic items to use in your experiments. This thing is always top of the line with the top tier of resources possible inside of it. It is bigger on the inside than the outside. It may look like a tall tower but it has enough room to rival a mansion.

Belialuin (-600cp): You are now the king of the Capital of Wizards Belialuin. This capital is a grand city that is filled with mage towers and every single inhabitant of this place is a wizard. This country is a prosperous nation filled with wizards who are all quite powerful but that isn't what's important. You see every 10 years or every jump whichever comes first this capital will birth a wizard or witch that will be head and shoulders above even the greatest of mages. Their intellect is stellar but they will also have an incredible power equal to that of the Infinity held by Merlin. While they may only appear every ten years there will still be a large amount of prodigious children in this capital. This capital will treat all of its subjects humanely and none of them will be turned into guinea pigs. Nobody will ever run away from this country unlike the original because those born here will love everything to do with magic. You are the de facto ruler who will be considered the head of the state and the strongest person around.

Holy Sword Excalibur (-600cp): A sword made solely of warriors. This blade is the embodiment of the generations of heroes and their cumulative experience. This blade holds hundreds of techniques within it and each and every one of them is extraordinary. This blade has a simple ability. When you go to different worlds this blade will absorb the techniques of the strongest and greatest in the world. As you use the blade it will slowly drain those techniques into you. Slowly but surely making those techniques yours. No matter what, this will take at most ten years. This sword unlike the original does not discriminate against the techniques it absorbs. Demon, Goddess, Giant, Human, Fairy and even God. All those techniques will be placed in this sword

and eventually be absorbed by you. The speed it takes for the techniques to be absorbed is reliant upon your Spirit and Power. If you use techniques far greater than is possible for you you will eventually end up causing your body to break apart.

Spirit Spear Jumper (Discounted for Fae King) (-800cp): The Spirit Spears are some of the most powerful weapons ever to exist within this world. They are created from the power of the Sacred Tree of the fairies which grants them incredible power based on nature. Your Spirit Spear has a couple differences. Firstly is that you can connect it to your race instead of the fairies giving it a different look and nature. Like a Demon's spear being inclined to dark and deadly abilities rather than the Goddesses being light based. Second is that it can have up to ten different forms varying from an autonomous guardian that fights for you to a set of armor or clothes which boost your physical attacks. You can have barriers or plants that heal even the most grievous of wounds. Your spear is a powerful weapon but it has the ability to grow stronger through evolution. The more powerful you get the stronger the spear gets. Things like growing your wings or gaining a giant boost in power might cause it to evolve. You do not have to be a Fairy King to use this item.

Magic

Everybody receives a 300cp stipend for their Magic Power.
Any powers that you buy here will affect things like magic, ki, cursed energy, or nen.
There are various types of magic and they all have a certain Type to them.

Destruction-Type: Allows the user to exert magical power with destructive properties, with natural forces like thunder or flame, or an unnatural dark force.

Shifting-Type: Allows the user to modify the properties of matter. There are multiple varieties to it, like modifying an object's weight, the hardness or water into ice.

Healing-Type: Allows the user to heal injuries and ailments of themselves or others. Its effects and scope are diverse and are regarded to be mostly belonging to the Goddess Clan and the Druids who worship them.

Search-Type: Different forces, like locating a particular object or finding out how genuine a person is, have been identified.

Mental-Type: It is regarded to be able to manipulate a person's mind and their memories. Depending how it is used, it can be even more powerful than the Destruction-Type.

Deception-Type: A magic power that generates illusions or causes auditory hallucinations. It is thought to be found mostly in the Fairy Clan.

Stealth-Type: Allows the user to approach their opponent without being noticed or track the opponent's movements from faraway.

Enchantment-Type: Allows the user to imbue things with magic (e.g., their fists or weapons) to strengthen them and/or give them the properties of said magic.

Oracle-Type: A force surpassing the human intellect, that predicts the weather or the future events. It is regarded to be the rarest of all magic.

Hero-Type: An extremely rare type of power possibly rarer than even an Oracle-Type; those who possess four or more different types of magic fall into this category.

To create a Magic use these as a basis. Add 50 for each type you add to your own magic and use the prices of the magics below to gain a sense of the base cost. Honor system Jumper. No omnipotence or anything like that. I have my eye on you. The stronger your magical power level is, the stronger this ability will be.

There are two different evolutionary paths for powers. One is Enhancement which just makes your power stronger than it was before. But the other one is Evolution. Which causes your magic power to change and grow stronger. It will keep the core of it the same but it will be changed. Like a power to see through lies and illusions being changed into one that punishes even the caster if they tell a lie. The basic frame is that both reveal the “Truth”. You may add Enhancement to any created magic for free but must add 50cp on if you want to instead have an Evolutionary Magic.

Elemental Magic (Varies): You have control of an element. It could be any of the naturally occurring ones such as fire, lightning, earth, wind, or water. The strength of your magic is determined by how much you pay. Something like Cain Barzads you would pay 200 for something stronger like Thunderbolt it’s 300cp but for something like Great Thunder wielded by the former Grandmaster of the Holy Knights then you would pay something like 400 as it is a more potent form of Thunderbolt. For the Ground held by the King of Giants Drole then you must pay 500cp as it is a higher level of power as well as allows the user to take control of the same element so long as its user is weaker than you. This doesn’t necessarily let you easily beat someone with a lesser ability as Magic Power makes a grand difference not to mention the differences in skill but this will determine just how powerful your power is innately as well as it’s flexibility and it’s growth.

Hollow Sound (-200cp): A power that allows the user to distract and confuse their opponent by giving them auditory hallucinations. They may create sounds even over great distances. Unimpressive but useful when used correctly.

Blaze (-200cp): Blaze, enables the user to create fire out of nothing, manipulate it, and release it in the form of huge powerful fireballs in battle. This type of Power can be used in ranged combat.

Boost (-200cp): Boost is a power that allows the user to propel themself at high speeds. This allows one to both increase the power of their strikes as well as escape an enemy with great speed.

Discriminate (-200cp): Allows the user to get a description of other people's abilities and weaknesses. This has no other abilities.

Location (-200cp): Allows the user to track a person wherever they go, regardless if their appearance is known or not.

Overpower (-200cp): Overpower has the ability to essentially intimidate the opponent, leaving them defenseless, distracted or even paralyzed for a specific amount of time by converting the user's magic power into an aura of malicious intent. However Overpower is useless against opponents who have a greater malicious aura or are far stronger than the user.

Impact (-300cp): This power allows to generate an energy wave with a radius of 50 feet.

Trick Star (-300cp): Trick Star allows the user to switch two objects or beings with each other. They must be relatively the same size but this ability makes it nearly impossible to restrain you as you can merely switch out with your opponent or someone nearby.

Acid (-300cp): Acid is a corrosive power that eats away at the enemies flesh. Should it come into contact with matter or living organisms, it causes corrosion and deterioration. If an enemy is wounded by the power, they experience a lethal side effect that causes their body to rot. The power is ineffective against members of the Demon Clan.

Strike (-300cp): You have the ability to release powerful blasts from your sword or weapon. Even at a minimum this is capable of cutting through an entire forest in a single strike at full power.

Pyre (-300cp): You have the ability to create fireballs that are completely under your control. These flames will burn continuously until they are either put out or the user wills it. The user can also create explosions from their body to keep from being restrained as if the users arms are restrained they become unable to use this power.

Summon Creature (-300cp): This power allows the user to take control of all small creatures within range. This includes insects, small birds like owls and reptiles like snakes. The user is able to summon them to aid the user in battle or share their senses with the user to create a sort of surveillance system. However, if the user is deprived of any of their senses, the creatures will lose them as well. Although the creatures normally obey the user without question, the user

does not have absolute control over them, as they may disobey their orders to follow their own survival instincts.

Perverseness (-300cp): By inflicting a wound on a target, they will only move in the opposite manner to their will. For example, if they want to turn their head right, they will turn it left; or if they want to lift something, they will drop it instead.

Judgment (-300cp): Judgment allows the user to take advantage of the opponent's guilt of the people they killed depending on how many they have come across in the past and "judge" them harshly upon their psyche. This will only have an actual effect on the opponent if they feel guilty as if they don’t they can just kill the manifestations all over again.

Transpork (-300cp): When the user eats (part or whole) of a magical creature, they will gain the same power and traits as the creature, even gaining a similar appearance. The transformation will wear off once the user empties their bowels, flushing the source of magic from their body.

Venom Waltz (-300cp): This power allows to spread a slow-acting neurotoxin similar to that of demon snakes, which derails the three semicircular canals and gradually reduces the opponent's sense of direction, accuracy and evasion. The toxin takes some time to take effect and requires direct inhalation to do so. However, since it is practically undetectable, the enemy can hardly anticipate its exposure.

Transparency (-300cp): An ability that allows the user to turn completely invisible and reappear at any moment. However, the technique is incapable of completely masking the smell of the user thus they can be found by those with sufficient enough senses.

Tempest (-300cp): This ability allows its user to manipulate the wind into violent and powerful twisters that can shred through flesh and tear meat from bones. You may one day become able to create twisters so large that they resemble real hurricanes.

Thunderbolt (-300cp): The power is remarkably versatile and can be used in a number of ways, allowing them to perform such feats as creating rings of lightning that bind and paralyze their opponents or imbuing their sword with lightning and stabbing it into the ground to seal off an underground water source. By imbuing a weapon with lightning, its destructive potential vastly increases. In addition to being able to channel lightning through weaponry, they can discharge large amounts of it from their body. Thunderbolt also grants the user a degree of control over the weather, allowing them to call forth large thunderstorms.

Wither (-400cp): This power allows the user to generate a magical substance that reduces the strength and durability on what is applied, be it metal, wood or human flesh.

Haste (-400cp): This power increases the user's speed to the point of being able to deliver such fast blows with a sword that can slice a person to pieces before they realize it.

Curse (-400cp): Curse is a power that enables its user to inflict their targets with various kinds of ailments, making it possible to defeat enemies without having to resort to violence. These include curses that remove the user's five senses or force them to stay in a general area until they are dead or the caster is dead.

Creation (-400cp) (Giants gain this for free): This power enables the wielder to control and shape the earth as they please, which includes raise the ground in the form of towers, to bend iron as if "it is made of toffee", and, by making certain hand symbols, to also turn minerals in the ground into sand. The wielder is also able to turn their body into metal, thus increasing their mass and enabling them to use the resulting increased gravitational force in attacks. This power is heavily connected to the Giant's connection to nature, and as a result the deeper their connection to nature is and the more skill they have at using their ability, the wider and more powerful the range of their attacks become. As a result, there are some Giants whose skill and mastery of this power are comparably greater than others.

Vain (-400cp): Weapons imbued with this power can increase the magical burden of an opponent's abilities. This effect can be applied multiple times, preventing powers which use a significant amount of magic from activating. Each time the opponent is hit is times the amount of magic needed.

Iai (-400cp): This power allows the user to cut almost anything with a single swing of his sword, creating destructive slash waves by rapidly un- and re-sheathing your blade. This power requires a sword but it can cut almost anything. Even dark blasts from demons or the light of the goddesses and can even ignore the mucus of the Earth Crawlers.

Full Size (-400cp): Full Size allows its user to grow their body to gargantuan proportions. Damage dealt to the user before they activate this ability can be minimized with this transformation. In giant form, your attacks have more power and your range is increased.

Explosion (-400cp): Explosion, as its name suggests, enables its wielder to generate powerful explosions, whose sizes can be controlled and manipulated. This can be used through a weapon and has various other effects such as allowing its user to create smokescreens through their explosions.

Curse (-400cp): Curse is a power that enables its user to inflict their targets with various kinds of ailments, making it possible to defeat enemies without having to resort to violence. This also excels with supporting allies by weakening enemies.

Hell Gate (-400cp): This power allows the user to form portals for various purposes, such as summoning demons, traveling or communication.

Homing (-400cp): This power allows the user to infuse a weapon with magic in order to launch it against a target regardless of its distance the weapon will follow after the target and strike unless it is destroyed.

Love Drive (-400cp): With just a simple gesture of affection the user is capable of inspiring intense feelings of love and affection in others. The more intimate the gesture, the stronger the effect is. A wink and peck on the cheek won't affect someone many times stronger than you but a kiss on the lips would make even the strongest fall under your control.

Love Bomb (-400cp): This power allows the user to manipulate small sparks that explode after being placed on a hit target. This can even be applied to the air. The stronger the user the stronger the explosions.

Miracle Wind (-400cp): This power gives its user the ability to control wind through a mere flick of their hand. The user can blow physical objects or people away, and even manipulate the shape of the wind itself.

Link (-400cp): Allows the user to form a magical link with anyone who has allied themselves with the user and allows the user to access their powers and abilities. If the linked ally gives too much power or the user draws too much out they will die. There is no upper limit to the amount of people you may link with.

Melody (-400cp): Melody allows the user to control the rhythm and flow of magic, similarly to a song. The user is able to delay magical attacks by a considerable amount of time. This practically makes any offensive magic used before the user redundant. It can also control the "movement" of magic as it makes magical attacks veer off course. On the other hand, the user cannot use it against physical attacks or when the user must concentrate to fight more than one opponent.

Truth or Lie (-400cp): This ability allows the user to see through lies and can tell whether a person is lying or hiding something. It also allows the user to see the truth through illusions and discern the real magic user from a group of fakes. There are various rules for this magic: The user inflicts physical pressure that immobilizes any target that answers their questions with a lie, The "pressure" returns to normal after the opponent finally tells the truth, The "pressure" increases the more one lies, The "pressure" returns to normal if the user faints, There is no effect when someone other than the user asks the question, There is no effect on an opponent who does not speak or understand the same language as the user.

Duelist (-400cp): This power allows the user to lock themself and whoever agrees to a duel with them to a "Dueling Chamber", a separate dimension from which only the winner can emerge. Behind each "duelist" stands a crystal monument in the shape of what they value most; in the case of Mortlach, it is his nephew, Diodra, per example.The challenge works according to the following rules: The winner is the one who first manages either to put the opponent out of action: either by killing them or by knocking them out. The two "duelists" cannot use Magic, and can only fight each other with physical attacks.

Vision (-400cp): Allows the user to see a vague glimpse of the future at random, with them having no control of these visions or when they will happen. This allows for one to see great disasters before they happen.

Jamming (-400cp): This power allows the user to place an enchantment over a specific location, nullifying all sorts of magical detection within that area. This applies to the natural ability to detect magic, as well as other Search-type magic such as the Fairy Clan's Heart Reading.

Wall (-400cp): Wall enables the user to form spherical, defensive barriers that cannot be affected by ordinary magic or physical attacks. The user can form a barrier around themself, and omnidirectionally expand it, allowing the user to push individuals away without direct contact. The barrier also has an additional effect of crushing the ground and creating a crater in the area where it is present

Ice Fang (-400cp): Ice Fang is a power that allows for the creation and manipulation of ice. The user's body temperature drops when the power is activated and ice crystals form around them.

Great Thunder (-400cp): Great Thunder grants the user the ability to generate and manipulate lightning. Great Thunder allows for large amounts of versatility like Thunderbolt but is a lot more powerful in comparison. It is extremely powerful and allows for small manipulation of weather as well as powerful strikes of lightning that could harm extremely powerful opponents.

Critical Over (-500cp): Critical Over augments the user's physical strength to its absolute limits and lasts until the magic wears off. This can make someone with only a 24,000 strength level reach 40,000, nearly doubling the user's strength. This ability works best as a trump card used in times of crisis.

Reverse (-500cp): This power sends all living beings within 5 yards back to their infant age, both physically and mentally. To take effect, this power requires one minute for each year to fall back.

Invasion (-500cp): Invasion is a power described as a "long-range type" that affects the mind and spirit. Invasion allows the user to imprison an opponent in an illusion of their fondest memory. The illusion can be triggered either directly with physical contact or through range with the use of specific items or weapons. The user has other various abilities such as the ability to manipulate the minds of those they use this on as well as the ability to erase or manipulate memories. It is a dangerous power that also affects the mental capacity of the opponent through the manipulation of their brain and nerves.

Mix Venom (-500cp): Mix Venom enables the user to ingest any kind of poison and "teach" its composition to your body, letting you replicate it and create your own mix. The user can also enchant weapons with his mixes. This power also renders the user immune to poisons (and certain substances such as the magical effects of Wither), since the user is able to synthesize and neutralize them within their body. The user seems to be capable of releasing said drugs in various forms, ranging from condensed liquid to mist. Despite being supposedly limited to

"poisons" - it seems to encompass certain substances that affect the body that qualify as "drugs", such as alcoholic brewages.

Break (-500cp): Break is shown to be an incredibly powerful ability which is manifested from the user's will. This ability is very versatile with it being capable of emitting energy blasts, helping the user to resist magic and being used for close combat. This also makes the user invulnerable to acid or corrosive attacks as their will protects them and makes it so their body will not decay, rust, or rot. This doesn't give protection from curses sadly so be wary of crazy psychos who cast back pain curses.

Star Cutting (-500cp): This power allows the user to inflict star-shaped cutting attacks by pointing two fingers at the opponent and anything that stands in the way. This is incredibly simple yet incredibly destructive.

Combo Star (-500cp): As long as the user continues attacking their opponent without interruption, each consecutive blow receives an additional 200,000 pounds of force compared to the previous one. If the chain of attacks is interrupted then it resets and then you have to restart the count once more. Incredibly powerful when combined with skill in martial arts.

Calamity (-500cp): An incredibly simple yet incredibly powerful power. Calamity allows its user to control the weather for a variety of effects including the creation of lightning, hail, and high winds. You can even mix the various effects together to create far more powerful attacks. This is a simple yet incredibly powerful ability.

Ground (-500cp) (King of Giants gains this for free): This is a far more potent version of the “Creation” held by the Giants. This allows for far more potent and powerful control of the earth even with comparable magic power to you you dwarf the creations of your equals. This ability has the power to take control of the creations of the earth from those weaker than you, allowing you to turn their own creations away. Truly the strength of the Earth dwells within this power.

Crisis (-500cp): This ability allows the user's power to constantly increase while taking damage. So the more you are dying, the more your power is enhanced. This allows your power to grow in leaps and bounds as after a mere few minutes of taking damage you may just be able to demolish your opponent.

Kaleidoscope (-600cp): Allows the user to see their own future in their dreams with perfect accuracy, being able to see and hear everything that will happen to them and those around them up until the end of their life. There are certain consequences for attempting to change what one sees. There is also a limit on what the user can see being they cannot see anything else save about their own future or those around them. They cannot see anything about the world at large or anything after their own death.

Snatch (-600cp): An ability that enables its wielder to "rob" physical objects and the abilities of other creatures, without making any actual or direct contact, because it is an intangible attack.

This attack is extremely dangerous if used properly, because it bypasses any obstacle on its way, this includes: magic based barriers, armors, battle equipment, etc. "Robbing" objects seems to have the effect of stopping the particular object's motion, and also allows the wielder to grab and pull it; such an ability can be used to stop the usage of equipment during a battle. One drawback is that while the weapons themselves become unusable, techniques that do not require motion are not restricted. Wielders are also able to basically steal the physical abilities of their opponents, including speed, stamina and raw strength, and add it to their own, thus strengthening themselves, and weakening their opponents. You also have an innate limit to how much you can take and you also must know where something is to take it. If you become skilled enough with this you may be able to “Give” instead of “Take” but that requires you to have mastered this ability and experience giving instead of taking.

Disaster (-600p) (Fae King gain this at a discount): This power is one that is capable of exercising complete control over life and death, by which the user can elevate or diminish the natural state of something. A slight scratch can develop into a severe wound, mild poisons become lethal toxins and a small tumor can rapidly spread throughout the body. This works on living things as well as plants so you can easily control the entire population of a forest with ease. This also allows you to create golems of wood or plants with ease.

Hope (-600cp): The user is able to tap into the hope of their allies, allowing them to generate a magical aura around their body, or part of it. This aura can be used in several different ways such as creating mini yous or enhancing your strength in leaps and bounds as well as healing and even flight. This is a Hero Type magic and is one of the few to have ever been recorded. This ability has far more to it then it seems so hope you have fun.

Full Counter (-600cp): Full Counter enables its wielder to reflect attacks aimed at them back at their enemy, but with more than double the power; therefore, the stronger the opponent's powers are, the stronger the user's power becomes. However, there are also many drawbacks to Full Counter: the user cannot initiate any attacks themselves, and they would not be able to reflect attacks if the opponent does not allow them to read the nature and timing of their attacks. There are two variations of Full Counter. One that works on physical attacks and one that works on magical attacks. You may purchase this twice if you want to have both, one at a discount.

Ominous Nebula (-600cp): Ominous Nebula is a technique of extreme concentration where the user revolves a dark energy around themselves at immense speeds to the point of seeming invisible, creating a vortex that surrounds and attracts all living beings around them. This power makes the air flow and creates a vacuum and everything that comes in contact with it is sliced by the user at a god-like speed by pure reflexes, making this technique a Full React. The attack power of the technique is virtually insurmountable as any object or person that comes into the user's stance radius is instantly diced or knocked away by instinct unless they possess sufficient fortitude or can destroy the user's blade. This ability requires the use of a weapon but it also makes the user effectively immune to physical attacks. This is nearly impossible to get through if the opponent is not sufficiently powerful.

God (-800cp): This allows you to completely nullify all magical attacks. However, should it be dispelled, it would take one second for it to reactivate. This also allows you to seal away your opponents magic under the condition you are far stronger than them. This power unlike the original will still work on the Demon King.

Infinity (-800cp): The most overpowered ability that any mortal has ever had. Infinity allows the user to cast a spell only once and then keep it active for no extra cost until the user chooses to dispel it. It can be used in a variety of ways including freezing others in ice eternally, causing flames to burn endlessly, or even stopping one's own time for all of eternity. The user can also apply Infinity into a spell, to continuously channel magical power to it, making it exponentially more powerful so much so that it would dwarf the same spell cast by anyone else.

The Ruler (-1200cp): There are two versions of The Ruler. The Demon King's Ruler nullifies all magical abilities and transforms it into healing and fortification while the Supreme Deities Ruler nullifies all physical attacks and transforms it into healing and magical power. These both work on the power of Inversion and thus if one were to be struck with something that actually heals they would instead be damaged. This ability can be turned off and thus the only weakness of this ability is nullified. You may purchase this twice to receive both versions of this power.

The Destroyer (-1500cp): You hold in your body the power of destruction. The ability to damage any being no matter the protections they hold. The great powers of The Ruler would do nothing nor would invulnerability or a perfect cube. The ability is simple. It reduces and turns all beings vulnerable and mortal. The defensive abilities of an opponent are useless. Even one who has drunk the fountain of youth would be destroyed with this great power. Chaos itself would fall if the user of this power were able to strike them. No ability to stop it. No ability to defend. The only way to survive is to dodge. Truly this is the power of a Destroyer.

Grace

The Graces are four unique powers created by the Supreme Deity whom she gave to her four strongest fighters to fight against the Demon Clan and the Ten Commandments. These powers give their users a special ability and augments both their magical and raw power to make up for the difference in numbers between the Commandments and Archangels. You gain a power level increase of 20,000 for each one you take.

Tornado (-600cp): A powerful Grace. A Grace with control over the wind. You have great power. You can create grand tornadoes with a mere flick of your wrist and can shield yourself from any attack by creating a great sphere of wind around you that will shred your opponent to bits if they even try to touch you. The power of this grace is simple yet incredibly powerful. Your strength reaches the truly divine as your wind punishes all evil with the great might of the Winds of justice.

Ocean (-600cp): Ocean is an incredibly powerful Grace. It allows you to connect to an entirely different plane made up entirely of an Ocean. A space entirely made up of your Grace. This allows you to trap your opponent within this plane and unless they are stronger than you they will be unable to escape and will be worn down by your Ocean. You also have various other abilities. You can summon this water from your Ocean to attack your opponent with enough force that you could easily crush your enemy into nothing but mush. You can also transform yourself into liquid allowing you to be nearly immune to physical attacks as well as allow you to transform into liquid to escape nearly all possible restraints. Truly you are one who crushes the Darkness of evil under the great Ocean of Justice.

Flash (-600cp): A world of motion. Everything moves and all things move at different speeds. And yet you are the fastest of the fast. Everything is slow for you. Your speed reaches unprecedented levels with this Grace. So fast are you that it seems you are teleporting instead of merely moving. Reaction speeds and attack speeds that reach the same instantaneous movement allows you to immediately slay your opponent without them even having the chance to dodge. You utilize this grand speed in every aspect of your life. Your ability to defend thousands of attacks and attack a thousand times in the same breath. Truly you are the Fastest of the Fastest. You are the Flash of Light that will cleave the darkness.

Sunshine (-1000cp): This power is truly the one for the supreme warrior of the Heavens. You see at night your strength is merely at its minimum. But as the sun rises slowly but surely your strength too shall rise. This explosive growth is not merely in the hundreds or thousands but the tens of thousands and even hundreds of thousands the closer it is to noon. You gain control over heat and can create Suns that you can throw out to burn your enemies with your divine might. By the time noon hits you will already be in the low 100,000's even if you were a mere normal human. You are capable of allowing the heat that you create permeate into your body and cause it to melt anything that gets too close to you. Not to mention that when noon does come you will grow into The One. This form is so powerful that even the Demon King would be forced to take you seriously. Matching the blows of Gods and even the greatest of opponents will fall to your might. This form only lasts for one minute though and if you attempt to keep it going you will have to burn away your lifeforce. Using this Grace you may one day even be able to call the Sun to pierce through any false veils of night.

Commandment

The commandments each hold incredible power. For one they make you immune to other commandments save your own. You gain an increase of 35,000 to your power level. You may also transform the Commandments into physical weapons and items with various abilities. This makes them incredibly powerful and versatile.

Faith (-500): Anybody who shows a lack of faith in front of you will have their eyes set ablaze. This could be many different ways such as marrying another after the death of a lover or an

abandonment of someone you believe in. This weapon transforms into a blazing torch that burns anybody who abandons faith in you with the flames of purgatory.

Patience (-500cp): Anyone who shows intolerance of pain will be inflicted with further pain. This Commandment can be transformed into a Floating Eye which when an opponent is caught in its gaze will feel excruciating and crippling pain in every part of their body.

Purity (-500cp): Anyone who conducts impure deeds will be inflicted with illness. This commandment can be turned into a big incense, the smoke of which causes people to be immobilized by a great pressure and suffer hallucinations of what their hearts truly desire.

Selflessness (-500cp): Anyone who holds desire from another person will lose their memories, emotions, and sense of self. This works based on the “desire from each other”. This commandment can be turned into a Sword that when struck against the opponent causes them to lose 3 seconds of consciousness.

Truth (-500cp): Anyone who lies or goes back on their word will be turned to stone. This commandment can be used to create a bell that when rung disperses all illusions and falsities.

Repose (-600cp): Anyone who fights without rest will get their magic sealed away. This Commandment can be transformed into a horn which when blown will cause all magic to stop working for those who hear its note.

Reticence (-600cp): Anyone who expresses hidden feelings and/or emotions will be rendered unable to speak. This Commandment can transform into a scythe that brands anyone hit with the cursed seal of the Commandment, sealing their magic.

Piety (-600cp): Anyone who shows their back to the wielder will become an obedient slave to you. This commandment transforms into a whip that causes the one struck by it to fall under the control of the user.

Love (-600cp): Anybody who holds hate in their heart will be unable to afflict any sort of harm unto anybody else. This commandment transforms into an incredibly destructive explosion. The effects of the Commandment turns any pain and suffering in the opponents into pleasure, causing them to grow sleepy and finally die.

Pacifism (-600cp): Anyone who kills will rapidly have their own time stolen away, causing them to rapidly age and die. This can be transformed into a clock which rings and causes all violence to immediately be forced to stop within the range of 500 meters.

Companions

You gain 4 discounts on anything except import and export.

Import (-200cp): You can import as many people as you want and they come with 800cp to spend on this document.

Export (-200cp): You may export as many people as you want.

Simba (-300cp): You have a pet lion. This guy's name is Simba and he has a variety of odd traits. For one he’s bigger than a house and can project his emotions to you. He has the ability to absorb sunlight and launch it in bursts of fire as a Solar Lion beast as well as being naturally resistant to natural phenomena as he is from Purgatory and he also has the ability to eat fire. He has a power level of 15,000. He has the perks Piggy Trot Piggy Trot Piggy Trot, Tiny Tot, Devourer, and King of the Monsters. He is a really strong beast and he has the magic power Calamity.

I AM SPEED (-300cp): This gal here is well known as a fast fighter. With a grand personality that bounces around more than her chest, she has zero problem with running around everywhere like she’s high as all hell. She has the energetic joyous personality as one would expect of this with never frowning ever and always trying to make people happy she is the life of the party. She has the perks Human Trickery, Lucky Bastard, Grandmaster, The Will of a Sin, and Eighth Deadly Sin. She has the Grace of Flash and is quite tricky because she also has the perk Mage as well as the weapon Shirojika.

Thieving Thief (-300cp): This man here is quite the thief. Known all over the world for robbing literally everybody of everything he can get his hands on. As you would expect he has quite the personality. A combination of greed and passion. He is incredibly annoying as he is both immortal and sticky fingered. He has the perks Immortality, Grandmaster, The Will of a Sin, and Eighth Deadly Sin. He has the power Snatch and wields the Sacred Treasure Lostvayne. He has a power level of 15,000. Try not to let him near anything important or he might just steal it.

Lovely Doll (-400cp): This is a Doll. She is shaped like a woman and is quite the looker. She likes long walks on the beach, fights, and you. And when I say you I mean YOU. She is absolutely obsessed with being near and around you. She thinks about you basically all the time and It’s kind of scary. She has the perks Doll Face, The Will of a Sin, and Eighth Deadly Sin. She has the magic power Love Bomb and the item Armored Giant and Herrit.

Giant Giant (-400cp): This is a giant who does not have the Magic Power of his brethren Creation. No, instead he has the power Full Size. He grows into a size even larger than an Albion and his strength is incredible in his full size. He is quite insecure as he was an outcast but you took him in and thus he pledged his loyalty to you as his new captain. He has the perks Dancing Warrior, Ever Loyal, The Will of a Sin, and Eighth Deadly Sin. He wields the weapon Ouroboros and he has a power level of 50,000.

Beautiful Goddess (-400cp): The one who is praised as the most beautiful of all those living under the sun this woman here is quite powerful and regal. She is a fairy goddess hybrid. She is also a monstrously strong woman with a personality like Escanor and Diane combined. So prideful yet friendly and kind. She is also obsessively in love with you. Even if you are a woman (She swings any way you want). She is incredibly strong as well with a power level of 50,000 and the Grace of Sunshine. She also has her own Sacred Treasure spear called Frey. It stores the immense heat she generates and allows her to use it as she wants. She has the perks The Forest Speaks, Best of Both Worlds, Full Blood, Grandmaster, The Will of a Sin, and Eighth Deadly Sin.

Nephilim (-500cp): A Nephilim birthed from a powerful demon and goddess who fell in love during the war and ran away. He has a lot of power even when he is a lot younger than most people at only 20. He has the personality of a caring yet cold hero who is misunderstood a lot. He usually doesn't voice his opinions and is quite the shut in. He has the perks Best of Both Worlds, Full Blood, Creativity, Annihilation, The Will of a Sin, and Eighth Deadly Sin. He inherited his parents magic powers and has the powers Crisis and Calamity. He has a power level of 120,000. He has the sacred treasure Dragon Slayer Sword.

Grand Marshal (-500cp): You have here quite the powerful Holy Knight. He is incredibly strong and is as famed as the previous Grandmaster of the Holy Knights Zaratras. He is also a Druid and has various abilities. He is powerful with skill far surpassing anybody in his same realm of power. He is considered a loose cannon who does as he pleases and fights who he wishes but is also incredibly loyal and will die for his friends. He has the perks Lucky Bastard, Human Trickery, Grandmaster, Ever Loyal, The Will of a Sin, and Eighth Deadly Sin. He has the magic power Calamity and he has the Holy Sword Excalibur. He has a power level of 120,000.

Great Hero (-500cp): This woman here is quite the hero. While she is cold and seems emotionless she is actually someone who is misunderstood most of the time. She is a powerful swordswoman and mage. She has the perks Grandmaster, Spirit Arts, Mage, Lucky Bastard, Human Trickery, Eighth Deadly Sin, and The Will of a Sin. She has the magic power of Infinity and she wields a rapier Sacred Treasure (400) that allows her to summon spirits and have them inhabit it to enhance its power. She is incredibly strong with a power level of 120,000.

Giant Warrior (-500cp): This here is the strongest giant around. He has the perks King of Giants, Dancing Warrior, Grand Creations, Eighth Deadly Sin, and The Will of a Sin. He has the power Ground and is incredibly powerful with a power level of 90,000. He has the personality of a sleeping giant. He won't fight until he has to but when he does he absolutely demolishes the opponent that faces him. Especially when his friends are involved. He wields no weapon save the gloves on each of his four arms called Earth Shaker (400). They have the ability to gather the power of the earth from his dances for later use.

The Demon Prince (-600cp): This here is a Demon Prince. The second of four kids (Actually 3) he is quite the merciless warrior. He has the perks Demon Prince, Condense It, Battle Form, Grandmaster, Eighth Deadly Sin, and The Will of a Sin. He has the personality of a calamity

who does not care for the lives of others and will do as he wishes how he wishes even if he has to ignore his father the Demon King himself. He has the Magic Power of Star Cutting and he wields the weapon Ouroboros and the Dragon Slayer Sword. He has a power level of 100,000 normally but it jumps to 250,000 in Assault mode. He has a battle form of four arms and two mouths and his face is a dysplastic combination of two heads.

Titania (-600cp): The only Fairy King that is female, this here is Titania. Red Haired and Fiery. She has a personality that can only be described as regal yet kind and fiery. Everyone who wishes to be her subject is under her protection and she will fight for all those who need protection. She has her own Spirit Spear as well as the perks Fae King, The Forest Speaks, Great Leader of the People, Grandmaster, Eighth Deadly Sin, and The Will of a Sin. She also has the magic power Disaster. She has a power level of 250,000. She has a great amount of strength and is still considered a great King even if she left the forest before Harlequins birth. Her wings are fully bloomed as well. They are a pink red color that shine like blood.

The One who Left it all Behind (-600cp): A powerful Goddess who has taken the station of Archangel. He has a great amount of power and is considered one of the strongest of the originals. But he left it all behind abandoning his people due to his disagreements with Ludociel and Mael. He has a great amount of power as one of the Archangels. He has the personality of a cool-headed, confident man who has a pension for gambling and getting lost in a fight. He has the perks Archangel, Angel of Death, Grandmaster, Eighth Deadly Sin, and The Will of a Sin. He wields the weapon Dragon Slayer Sword and he has the magic powers Iai and Hope. He has a power level of 250,000.

The Golden Beast (-600cp): A wandering immortal Beastman (Lion). He has incredible strength and is quite the skilled fighter. He has various stories to tell you since he has been alive for 3000 years and has been living as a powerful warrior with a pension for destruction. He has various perks such as That Night, Immortality, Grandmaster, Eighth Deadly Sin, and The Will of a Sin. He has the power Break and Crisis as well as a power level of 250,000. His personality can only be described as a charismatic man who has a love for battle as well as philosophy and he always keeps his word. He loves the feeling of his blonde hair flying everywhere as he attempts to skewer his opponent on his spear the Longinus sacred treasure (400) which has the ability to store his power into it and release it all in a great blast when thrown.

Drawbacks

Self Insert (+0): You may take the place of a character if you have the appropriate Origin or Perk. If you have the perk “Eighth Deadly Sin” or the origin Seven Deadly Sins then you may instead take the place of one of the Four Knights of the Apocalypse instead of the sins.

Seven Deadly Schmucks (+0): You are now thrust into an abridged version of the Seven Deadly Sins. Elizabeth’s voice is completely and utterly disgusting to hear and Meliodas is apparently Irish and really angry all the time and hates hearing Elizabeth talk. He also likes Potatoes.

TIme Turner (+0): You start at a different time. Instead of starting around the time Elizabeth finds Meliodas you are thrust into a different time entirely. You may take Extension to stay until the end of canon. If you take Four Knights of the Apocalypse as well then you will stay until after that too.

Four Knights of the Apocalypse (+0): You start instead of during the time of the Seven Sins you start in the time of the Four Knights of the Apocalypse. Four prophesied warriors who will bring the end of the monster that has become of King Arthur.

Extension (+100cp): You stay another 10 years. You may take this up to 10 times for points.

Freaky (+100cp): You act a bit pervy sometimes. Don't know why but you do. It goes from taking panties from your lover and stealing boob looks to groping your lover in public. And I mean grope like full on, hands on boobs squeeze.

FUCKING EAR SHATTERING (+100cp): You have a voice that would make the Demon King himself cry in agony. Sounds like glass being dragged against chalkboard while ten thousand cats all scream as twenty out of tune terrible singers all try and sing. It's horrible.

What are you? (+100cp): You now look the opposite of your gender. If you're a man you look quite feminine and if you're a woman you look masculine. It won't be too bad but it will be annoying.

Alone (+100cp): Usually on your days off you go out with friends or have a party. You stay alone. Everybody mysteriously always has a thing to do or someone they need to see. You will be all alone with your thoughts and sorrow.

Garbage Cook (+200cp): Not just garbage but the actual worst at it. The food you make could cause the strongest man to cry in pain and make the most stone hearted scream in agony. It's really really bad.

Virgin (+200cp): You have to remain a chaste virgin for the entirety of this jump. No sexy time at all. Not even a handy AND NO BOOBIES.

Clothes Destroyed (+200cp): Somehow in every fight your clothes get destroyed. Even if it shouldn't be possible they will get absolutely destroyed. Completely unwearable anymore. So you now need to get new clothes after every fight.

Emotions Get in the Way (+200cp): You feel no emotions. This isn't just a I barely feel anything it's a I feel actually nothing. You will be logical purely because you have no emotions and can thus not understand sadness or anger. This might get people mad at you.

BATTLE CRAZED (+300cp): YOUR CRAZY FOR IT JUMPER. BATTLE IS IN YOUR BLOOD AT THIS POINT. YOU EAT SLEEP AND LIVE FOR BATTLE. You pick fights when you don't

have to and you do it even when there isn't a reason. Random dude bumps into you and you throw him through a wall. Pray to god nobody actually deserves your anger.

Scars to your Beautiful (+300cp): You have a lot of ugly and terrifying looking scars. Not just burn scars but like 90% of your body is covered in horrific looking scars that are just completely off putting to everybody around you.

Limbless (+300cp): You have lost either a limb or a sense. Either way without it you have to now get used to fighting with one arm or leg or while blind. This can be taken multiple times.

Amnesia (+300cp): You forget not only the entirety of the series but also your history. You are dropped or reincarnated into this world without a single memory and will be forced to learn how to use your new abilities and old abilities. You will eventually remember who you are but that will take a while.

Absolute Destruction (+300cp): Your abilities are way too destructive to use around people. Think how Escanor would have literally burned the people around him to cinders had he fought Estarossa in close proximity or how he nearly killed Ludociel when he used Crazy Prominence after Merlin got hurt. This doesn't make them any more powerful but they do become really hard to use without either extreme focus beyond what you would usually need or fighting alone without people nearby. Even if you did try and control your power there is a 10% chance of hitting somebody around you you don't want to hit.

Luckless Life (+400cp): You have actually zero luck. I mean if you were to flip a coin and call it it would land on the other side every single time. If it did land on your side it would mysteriously flip onto the other side. You would actually have a nightmare of a life right now. You have negative luck. Absolutely negative.

Normal Human (+400cp): Your Escanor now. But not really. Instead of your power rising in the mornings it rises at night. During the day it is at that of a normal human but when it starts turning to night your power slowly rises to become its original power level. You're effectively screwed.

Bad Guy (+400cp): You have flipped the switch. If you're good you are now evil, if you are evil you are now good. Somehow this will always end up making you regret your time here no matter what. You will be doing the complete opposite of what you would usually do in any given situation.

Punching Bag (+400cp): Every enemy and heavy hitter just seems to target you specifically out of the bunch. It ranges from being targeted by an attack to them just straight up ignoring everybody else to target you specifically. It's really annoying. I mean when you're fighting an actual god you don't want to have them focused on you. It won't end well.

The Traitor (+600cp): You are considered a traitor by the entirety of one of the five races. Whether that is the demons or the goddesses they despise you with every fiber of their being

and will hunt you down to the best of their ability. The fairy king would hunt you himself if you were to pick the fairies while the Ten Commandments would try to kill you on sight. This doesn't get their gods involved but they will give power to them to kill you. This may be taken multiple times for each race.

The Holy War Begins (+600cp): You are thrust into the Holy War. The Demons have been released, the Goddesses have descended again and Everyone wants to kill each other. You are thrust right into the middle of it and are going to have to get your hands dirty. The Holy War is a horrific battle so be prepared to see innocents on both sides dying.

Cursed Lovers (+600cp): You have been cursed in a similar way to Meliodas and Elizabeth. You have a lover. You love them so much that it hurts. And you are immortal. You start three thousand years in the past. Cursed to live and meet your lover again. And when you do they will begin to remember their past life with you. And when they completely remember they will die in three days. Upon their death you will then meet them again. And it happens all over again. Your agony and pain will never stop. Even if you attempt to seal your emotions upon meeting them you will have them released. Your agony will never stop until your time here ends in three thousand and ten years.

Wrath of the Gods (+800cp): The Supreme Deity and the Demon King have both decided that you do not fit in with their plans. You are now forced into a battle with the two's forces gunning for your head. This means that the entirety of the forces of the Demon King and the Supreme Deity such as the Ten Commandments and the Four Archangels will be hunting you down to give your head to their god. Not only that but the two beings will team up to hunt you down by coming down to the material world. Both already having ideal vessels to fight through. The Demon King having a vessel comparable to Meliodas while the supreme deity would come down personally.

Notes

Companions based off of:

Simba: Cath and Hawk and Wild.

I AM SPEED: Ludociel but way better. And hotter.

Thieving Thief: Ban but with a little bit of Meliodas in there.

Lovely Doll: Gowther but combined with Isolde.

Giant Giant: Idea I came up with.

Lovely Goddess: Freyja from the game.

Nephilim: Leon Cromwell from That Time I got Reincarnated as a Slime. Nephilim because he was a hero then a demon lord so…

Grand Marshal: Zaratras from the series.

Great Hero: Hinata Sakaguchi from That Time I got Reincarnated as a Slime.

Giant Warrior: Diane and Drole combined with Dubs.

Demon Prince: Sukuna from Jujutsu Kaisen.

Titania: Erza Scarlet from Fairy Tail.

The One who Left it all Behind: Toji Fushiguro from Jujutsu Kaisen.

The Golden Beast: Reinhard from Dies Irae.