The training room

This was made to keep a log of training boosters for jumpchain. This is to mainly help with finding perks without going through multiple reddit posts. The wording is accurate to the jumpdoc the perks come from. If you don't see something here feel free to add.

Magical/Spiritual

Omnipotence, So They Say - 600 Empires of antiquity
A natural born genius, with a mind like Da Vinci, possessing unparalleled intelligence and talent at all things, even when you seem to lack the necessary traits to really ascend to the top. Not only are you able to effortlessly unlock most puzzles and solve most problems, you can absorb entire fields of academic study into your mind in just weeks of study or master multiple systems of magecraft, such as alchemy or elemental magecraft, in a few years, even should you be a completely ordinary first generation magus with just a few ordinary circuits. Whether it be a skill or an ability, you simply
possess an overwhelming talent for it that when combined with your own breathtaking genius, allows you to quickly become world class and then surpass what is thought possible by almost anyone else, despite being a normal person. You're incredibly smart, are incredibly talented in all you do and can take these skills far higher than normally possible for ordinary people.

Magically Gifted - 200 Nasuverse
- You have a knack for understanding all forms of Mystery and how to use them.
- In practical terms, this allows you to learn all forms of magical knowledge twice as fast as you would without this perk.

Magical Genius - 300 Bastard:
You are a magical genius, not only is your raw intelligence increased but you have an unerring instinct of how to manipulate magic in your desired fashion, you are able to make spells that do anything you want provided you can supply the energy. As well as this you are able to learn any magical system provided you put in the time. If you had the capacity you could learn Harry Potter wand magic far faster than any natural wizard in that universe. However the more prerequisites a magic has the longer it takes to learn. No magic is beyond your reach given time and practice. This perk allows you to mimic other forms of magic with the magic native to the Bastard!! setting, it also generalizes to any other magic that you are capable of doing.

Average One- 600 Fate/Stay Night:
You're not just some ordinary magician. You're head and shoulders above each of your peers. Magic is like breathing to you. You can easily figure out the mechanics of magecraft you

encounter, absorb magical knowledge twice as fast as any other student of your level, find making new spells to be the work of weeks or months instead of years and when you actually get down to casting, your magic is twice as strong as that of any of your peers, while only costing as much as you'd normally use without the boost. You've also got an affinity for the 5 elements. Fire, Earth, Water, Air and Ether. Any spells you use involved with these elements will be a fair bit more effective than usual as well as easier for you to learn.

I Am the Bone of My Sword- 400 Fate/Stay Night
One thing. The very core of your being. Something to base your whole life around. For Shirou Emiya, it was Swords. For you? Perhaps something else. You'll find yourself innately understanding the idea you choose, even letting you understand other concepts a bit easier if you can frame it in the context of what you chose. More importantly, you're an absolute genius when it comes to magic based around this one thing. Shirou Emiya, an otherwise poor quality Magus, was able to use magic that approached the level of True Magic when relating to swords. It took him being in a rather unique situation, where usually it would still take years to achieve, but he did what would have been impossible for most Magi. You are on the same level with your chosen idea. When related to that idea, your magic will be many times stronger, many times easier to use and many times easier to learn or create, though the broader the concept is from 'Sword' the lesser the effect will be. Careful to not lose yourself in your own ideal.

Halfway There- 600 Petals of reincarnation:
You really are new to this, you've not even fully completed your Reincarnation yet. That's not to say that's a bad thing. In fact, you seem to have a shocking amount of power already and more room to grow all over. As you use your Reincarnator power, you'll slowly go through evolutions that severely increase the power it offers you and likely grant you some visual alteration when using it as well. Depending on the power, it may be two or even three different stages before it reaches its maximum level of progress through this ability, with each stage granting a hefty power boost. Unlike normal, this will apply to any Reincarnator power you buy in the later Powers section, despite them normally being unable to grow further, and also to any other power that you may possess, including ones that cannot normally grow in this fashion. They are subject to the same limitations as Reincarnator powers are through this perk however.

Simply Perfect- 600 Petals of reincarnation:
An old hand at the whole reincarnation thing, are you? You're a genuinely Perfect Reincarnator, having become able to maintain the transformation for as long as you want. Unlike other Perfect Reincarnators though, you don't need to have any visual changes in this state and can retain the powers despite having a normal appearance. You'll still feel the urges of a Reincarnator however. Achieving this Perfect state has also shown you how to slowly grow other transformations towards a permanent state as well, making them last longer and longer as you use them more and more until you never need to shut them off again. Once they reach this stage, you can cancel any visual changes like you can with the Reincarnator form, though any other side effects will remain.

Natural Genius- 600 Petals of reincarnation:
If you were going to be as lazy and half-hearted as to give up all hope and rely on your ancestors for a free ride in life...well, you'd probably just have killed yourself a while ago. You're no Reincarnator. You're a natural, modern day Great Person. Whatever ability you may have gained from the Ancestor section is instead an innate power unique to you, always active and free of any compulsions to act in any way you do not wish to. It's your power, not borrowed from someone else. Amazingly enough, despite already being the sort of person to one day be used as an Ancestor, you're able to develop even more powers. By accomplishing great things, you can have those accomplishments turn into incredible abilities. For you, the greater the accomplishment, the greater the power you'll receive from it. Strangling a few hundred people and becoming well known for it may just result in supernaturally strong arms while changing the entire world with your discovery and popularisation of easy electricity use may leave you able to tear apart entire cities with lightning bolts sent from your fingers.

Grand Sorcerer -600 God of war 2018:
You have reached the principle of Sorcerers, matching Freya and Odin in terms of knowledge if not in strength and skill. Your ability to learn new magic has been tripled and no magic is impossible for you to learn, though it can be very difficult at times. For example if it was a magic that anyone could theoretically learn, and wasn't particularly strong by itself, then you would be able to learn the basics in a matter of hours if you dedicated yourself to it, but if it was a magic that required a specific bloodline or affinity to use then you would have to spend a few weeks figuring out how to get around the requirements before you would be able to learn the magic itself. Similarly the more powerful the magic itself is the longer it would take for you to learn how to use it.

Number One- 600 Bleach Val's ver:
Potential, what a terrifying concept. In every human soul, there is the potential to change the world. It may only be through little actions for some but for others, like you, your potential marks you as someone with the destiny to make great changes. In regards to war and spiritual power and the innate abilities of a race, as well as all things connected to these concepts, your potential is almost infinite. Matched only by Ichigo Kurosaki, you are able to make what might take most Shinigami decades or even centuries in just months of work.

In regards to unlocking your own hidden potential, discovering abilities not yet available rather than furthering your mastery of existing powers, your potential grows to even greater extents. The result is that you will extremely quickly, perhaps in just half a year, gain access and capable skill with most of the racial abilities and techniques available to you. Progress beyond that will still be astonishingly fast, unbelievable to all but a prodigy and threatening even then, but not quite so swift as before.

Take It Head On- 200 Bleach Val's ver:
What matters most in battle? It's sure as shit not fancy footwork, puffed up sword waving or whiny magic. It's being a hard enough fucker to take the hits and give them back just as good.

Too many of your fellows fall short at the first stage, dropping like flies the moment someone has a good shot. Not you though. You've always been naturally tougher than everyone around you, gifted in all things defensive. The primary initial way this appears is in a greatly increased defensive property. For most races, this is in inordinately tough bodies. A normal human would have skin like tough bark while a Menos or seated Shinigami's skin seems like steel, much more potent than peers of the same level. A Hollow might instead empower their regeneration to be much faster or a Quincy their Blut Vene.

You've got a natural affinity for anything else that falls under the umbrella of just tanking and surviving everything that comes at you. These things will grow quicker and smoother in you, the rate of increasing these gains increasing with your power to help you stand out as a bulwark among your level.

Minimalistic Art, Sure -600 Saikyou Juzoku Tensei:
There are many geniuses at magic in this world, like a certain madman that created artificial spirits capable of killing gods, or the so-called Worst Witch. You decided to go even further when it comes to the arcane powers. Your brain is more akin to a futuristic supercomputer geared towards magic, able to run multiple simulations on a spell you have just created, how it will probably work, potential problems then fixing them in a moment, figuring out an enemy's magic then working out the molecular composition of a magic metal to counter it, and casting it perfectly all in seconds of a life-or-death fight. The creativity, innovation, skill, detail, and raw talent you have at magic puts you at a level enough to leave legendary researchers, magicians, alchemists, and immortals staring without comprehension at your notes. If those geniuses can define generations to come, you redefine magic itself with your insights and creations.

Reverse Moon -600 DXD Ricrod
No one ever is born at its strongest, as there's always room for improvements. Even the Heavenly Dragons that threatened even the Three Factions were once just a pair of random dragons with a single power each, one they developed until it was capable of harming even Gods, and then started to evolve to have more, each of them more ridiculously powerful than the last one. Among the few capable of such a feat, lies your name. Just like how Draig and Albion went from fire and poison to piercing, reflection, boost, and divide. The powers you develop will depend on both your fighting style and the experience you accumulate during time; the only secure thing is that they will have the potential to be as overwhelming as the powers of the Heavenly Dragons and that there won't be an upper limit as to how many you can develop in your life.

[300] Bending Prodigy: **Avatar redux**
To most, bending is an extension of one's self. But to you, bending is acore part of who you are. Like Katara, Toph, or Azula, you are a once-in-a-generation bending talent. Your natural skill with your element would let you go from an untrained novice to an unparalleled master with blinding speed. What's more, you are an excellent innovator. Not only could you master existing specializations and techniques, but inventing your own would only be a matter of time and effort.

It will take intense dedication to reach your full potential, but few will have a greater right to call themselves master. See the Notes section for additional details.

Fairy Founder- 400 **Fairy tail**
Magic is like breathing. The Ethernano that flows in and out of your body is no different than oxygen. In and out, without even conscious thought. Is it really so strange that you would find the use of that energy to feel just as natural? Magical energy flows free and easy in your hands, understanding it the way you would naturally understand the way your fingers should move. To others, it's nothing less than being a prodigy with spells, understanding them several times faster than others and finding it easy to expand on what you new to create variations of existing spells or alter their traits directly. You'll even figure out how to explain the insightful way you look at magic, the way spells are so easy for you to disassemble, and teach others at a greatly accelerated rate.

Physical

In Time For Summer- 100 Generic Muscle:
You are capable of creating physical changes rather fast for important moments and times in your life. Any task that should have taken long past a deadline to achieve will have the time and effort it takes to get there halved - Summer is coming up Jumper.

Slow and Steady- 100 Generic Muscle:
Using any skill, technique or exercise slowly, and with purposeful thought and steadiness will yield twice the results of performing it fast and thoughtlessly.

Twitchin'- 100 Generic Muscle:
Your muscles remain stimulated for twice as long as they otherwise would be after a workout, ensuring that the road to muscles is not so difficult for you. This does not mean that the soreness won't be extended as well.

Roided Up- 400 Generic Muscle:
Any results from working hard and training yourself physically is twice as easy; put in half the work to get the results of a normal person. Do your best and you will see twice the results compared to other people.

I Did It, Kinda, Sorta, Totally- 600 Generic Muscle:
You will get the full results from training methods that perfect technique or slow repetitions would bring, without having to actually spend copious amounts of time training and mastering perfect technique. If you can perform the motions of any technique while training, no matter how sloppily or quickly, you will get full results the training method could provide.

Lifting Is Love, Lifting Is Life- 200 Generic Muscle:

Your body recovers from the muscle tears generated from lifting weights, and similar physically demanding actions, 20 times faster than before. Getting you right back to lifting, and building the muscles that you have always dreamt of.

Destruction Growth -400 Bofuri:
Any time you or your equipment takes damage, when it is repaired you or the item will be stronger for it. The more damage taken, the greater the growth. A nick will hardly cause any growth, while near-total destruction will probably double the potency. This also lets you toggle off any invulnerabilities you have and make any of your equipment temporarily destructible. After all, you need to get destroyed to grind.

Sage-Like Master -200 Generic fist jump:
You are a truly excellent teacher in any subject, though you specialize in teaching martial arts and common sense. You can make even the most mundane activity, such as painting a fence or washing a deck, into a highly effective training method. You can use these methods for yourself, as well as using them to train your students.

400CP - Get More Power **One punch man psychoanon**
The tallest mountain started as a stone, but to become stronger you'll have to train and train hard. Training for you is vastly more effective than the average person, to the point that you see progress at ten times the normal rate. You don't even have to switch up how you train; you could do the same training regiment for years with no drop in efficiency so long as it's taxing and you do it every. Single. Day. This is the secret to true power.

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

Kinesthetic Learning (600cp, Discount Martial Artist) - **Arrowverse**
You're shown to be have an advanced growth rate, quickly learning as you take a hands-on approach to whatever skill you apply yourself to as you've amassed a wide-variety of skills with expert, if not masterful, proficiency in each of them. You learn new moves used against you very quickly, allowing you to use the same move only a few hours later. Lastly, you're also able to execute very skilled techniques perfectly with only short training period. This does not apply to anything supernatural or anything you're unable to physically perform.

200 cp - Muscle Memory **Shaman King**

When possessed by a ghost, they will probably try to fight the way they fought in life, though not as successfully due to the friction between your will and theirs. However, this can be a good thing as much as a bad - you have a unique talent for learning these fighting styles. Of course, first you need a ghost.

Mental

Always Learning - 200 Fate/Legends Land of shadows
The immortal life is one of long years and a constant struggle for meaning as everything around you has begun to fade. You are somewhat familiar with this, as you age at just a fifth the rate other humans do and have already lived for many years. Of course, unlike many immortal beings, you found a great spring of motivation within you. You have apparently endless patience and focus, no matter how boring the task at hand is, and that is coupled with a terrific propensity for learning new information, as if you were still a child-like blank slate to stamp new knowledge onto. If anything, the more you know, the easier you find it to learn new things, as you apply the lessons, principles and data from past subjects to anything even remotely similar to what you have learned before. The final aspect to your lifelong task of endless improvement is that you find you do not technically need a teacher, even for things that normally need such a thing, so long as you work at your task many times longer than normal. Even the strangest of magic can be figured out eventually, given you have centuries of isolation to do so.

Lesson Learned – 400cp Danmachi reddit version:
Making a wrong decision is very common for mortals as they are not perfect and any mistakes that you make make you wiser as you learned from it. Like in battle the mistakes that you made the first time would be gone in your next battle and surviving from trap would make skilled at locating traps. Having you enemy exploiting the weakness of your battle formation and coordination would have a hard time locating a nonexistent weakness in the next battle or getting hit by an arrow would make you skilled at evading or deflecting an arrow the next time.

Grand Scholar -600 CP Renegade Immortal
It is said that when one’s thoughts expand infinitely, then they gain the ability to look at the strongest of cultivators as if they are the smallest of ants. You aren’t at that stage, but you have the sheer capability to one day do so. Your ability to gain insights and comprehend esoteric concepts and ineffable truths is absolutely stunning, allowing you to easily understand even complex or enlightened subjects in a matter of days or weeks that could take others many mortal lifetimes. With time, there is nothing that could escape your comprehension, even things that should be impossible for you to understand or otherwise require certain traits to comprehend. All of this lends you an aura, a heaven piercing gaze that allows you to stare down anyone or anything, no matter how strong or strange, so long as you understand them and the things that motivate them. The greater your relative understanding, the more drastic the effect. Instead of merely intimidating a man, maybe

Malfunction. Need Input- 400 Short Circuit
You have the ability to absorb information, learn and improve at an insane rate. Skills and training are acquired in a day instead of a year. Raw information can be absorbed as fast as you can be exposed to it. You also have the ability to take in and process literally all of your sensory information as if all your attention was focused on each bit of data being taken in. Among other things, this lets you read a full page of text instantly. You also never forget anything, having a perfect and infinite memory with perfect indexing, perfect instantaneous recall, full protection from both harmful memories and memory tampering, and the ability to hide unwanted memories from yourself. This perfect memory is fully retroactive.

The Smartest Man Alive -600 God of war 2018:
They call you the second coming of Mimir, and you have more than earned that title. Not only can you process information faster, allowing you to comprehend what is happening around you at a faster rate than most and letting you break down information at a faster rate, but you also have a great talent teaching others lessons from events that have happened in the past. Additionally you have a great gift for coming up with rapid responses without panicking. Your king angrily demands why your advice failed him? You know just what to do that would leave you blameless and either cool his rage or at least direct it elsewhere.

Accelerated Science- 200 Bleach Val's ver:
Science isn't meant to be an overly speedy process. Discovering, studying, researching, testing, replicating results and making sure it's all safe and viable for use. Even something small can take months or years, in the hands of an incompetent dullard. But here, the intelligent make progress beyond any reasonable pace, seemingly only because of their intelligence. Your own research accelerates in step with your cerebral brilliance, allowing a proper genius to fully research and develop ideas in weeks that might normally take months. Those at the top of the field might do it in days or even less, creating incredible new technologies to counter enemies only discovered a week ago. Somehow, you manage to fit enough testing to make these creations reasonably safe for use.

Countermeasure Development- 600 Bleach Val's ver:
You do your very best work when time is critical. When it comes to research and development, you're far more capable when it's done in immediate response to a new and still dangerous threat or challenge. Instead of planning ahead as you're supposed to do, you're able to accomplish incredible feats when the need is great. The higher the stakes of the obstacle if not surpassed or the bigger the danger of the foe that requires countermeasures, the quicker you become. An invading army of Quincies that already toppled your faction once? You could accomplish years of research and production in just a few hours. A next day challenge from a rival scientist? The boost might only be a a ten percent increase in speed. You need a need to get the speed.

You'll also see your efforts greatly increasing in effectiveness when you aim to create things as specific counters, the more so the better. A weapon made to be only effective against a certain

species might exhibit half again as much power, whereas a living being created solely to counter a single person's powers at the cost of everything else? You could affect those of far greater power than you'd normally threaten with your inventions. The bigger the boost you get, the worse your creation tends to be against anything but it's focus. The faults of making counters.

Intellectual Titan- 600 Bleach Val's ver:
With the right foundation, maybe there's not as much need to specialise. Ever since you were born, you felt different from all the other kids. You understood things more easily, everyone felt slow in comparison. You only realised later that it was the signs of genius, the sort of intellect to match Aizen or Urahara. While this does not innately grant any knowledge or skill of it's own, your now thoroughly incredible mind will make up for that in short order. Comprehension comes easily, even complicated concepts being easily understood in short order, and you see that it's simple to innovate and improve on existing ideas. A new skill or discipline progresses swiftly once you focus, able to rapidly progress to levels that would take ordinary souls many years to reach. Spending the decades that most Shinigami or Quincy take to make their own breakthroughs would see you reach the utter mastery of a field expressed by people like Kurotsuchi or Urahara.

Your mind is particularly well suited to breaking new ground where few have approached before, discoveries and progress becoming far easier to reach if you are one of the earliest to research a subject. The combination of Shinigami and Hollow may be taboo but just look at what Kisuke and Aizen accomplished on their own.

Enhanced learning - 100 Devil may cry:
Alright kid, you've been hitting the books and skipping parties to study like a good little bookworm. Had to pay off sometime, right? Learning's as easy as breathing for you now, and you can retain that information a lot easier than normal. You can walk into an Advanced Calculus classroom and then walk out with the professor whimpering on the floor ten minutes later. I'm pretty sure you'll be showing up other scientists in no time! But, uh, do try to go out more, alright? All that textbook reading isn't gonna do wonders for your eyesight.

Learning Program - 600 Metal Gear Rising red edition:
The human brain has evolved over thousands of years to get to where it is now. Thousands of years, experiences, and events to reach an intellectual level that they can create other forms of life. But you do not have the flaws of flesh, and your own evolution shall be much quicker. Your intellect tends to grow and evolve at a much higher rate than a human's brain would, while learning things in a fraction of the time. Warfare and battle only make this evolution faster, optimizing your knowledge and combat prowess at an even faster rate as you review the events of each battle. Just be sure you have the brutality needed to take advantage of it.

Breaking New Ground - 600 Generic DXD:

Man, I guess you really can't discount the value of a fresh perspective, can you? You are so obscenely talented at both learning new skills and pushing and bending the limits of what one can do with those skills that the only people that could compare are those legendary figures that created the current systems of magic in the first place.

Given only a fireball spell, you could in time extrapolate an entire school of magic based on the transference of energy, from fireballs to beams of ice and more. Something on that level would take quite a long time, but that fireball spell would still have become two dozen fire-related spells just by the end of the week, and that's without any instruction. And that first fireball would only take you a day or two to learn, and that's if it was in fact the first spell you learned.

The more comparable knowledge you have, the faster you learn things and can extrapolate from it, with less comparable knowledge providing less of a boost. While that first fireball would take a couple days to learn, your hundredth fire-based spell might only require a few minutes of idly tinkering with your mana. This talent does apply to everything, not just magic, so feel free to revolutionize fields left and right.

I'm a Genius, Sir – 600 Fire force TG:
Viktor Licht is an unusual man. Though he lacks any ability to wield fire and his physical abilities are below average at the very best, he's perhaps one of Company 8's more vital members. The reason for this is his intelligence: a self-professed genius, his analytical abilities have saved both Company 8 and even the Tokyo Empire as a whole several times over through deciphering solutions to problems that no one else could. In all of Tokyo, his mental abilities have no rival... except, perhaps, for you.

Your intelligence is utterly staggering, able to quite easily comprehend whatever you put your mind to in record time. Even if you'd only just graduated from university, your mind would allow you to quickly revolutionise any field you decided to enter, coming up with theories that are years, perhaps decades, ahead of their time, enough that even respected veterans would soon have to defer to you.

Of course, your intelligence isn't only applicable to academic circles. In combat, you'd be able to quickly figure out the exact nature and mechanisms of a person's abilities, no matter how esoteric they might be, and come up with countermeasures to deal with them. Likewise, it doesn't take much effort for you to figure out the intentions behind your enemies' plans, either. What may seem like random events to others could be rather swiftly pieced together by you through only the most tangential of clues.

Innovator- 400 Generic naruto:
It's a pain, isn't it? Seeing all these people who just don't seem to realize how much they can do with their incredible powers. Well, that's not something you need to worry about, at least. You have an incredible imagination, coupled with a ridiculous degree of technical capability. You're

able to come up with new uses for practically anything and everything you see, from jutsu to seals. Whatever it is, you just seem to ‘know’ how to apply them in all sorts of clever, innovative ways to achieve great results.

This is only a side-advantage though. Your real skill lies in playing around with the techniques and abilities themselves. You have a ridiculously great ability to modify, break down and recreate any and all techniques, be they Taijutsu, Genjutsu, Ninjutsu or even specific bloodline applications. You don’t actually learn them any faster but once you have learned them your mind unleashes a veritable flood of ideas for improving them, applying them in ways no one has ever thought of, boosting their power or broadness though simple tricks, merging disparate techniques, lifting principles and elements from one and applying them to the other, coming up with new variants... and these are just a few examples of what you can do to them.

If it still needs to be said, this also massively advances your ability to come up with new tricks and techniques, and lets you easily combo any already-compatible skills and abilities for maximum synergy.

Pure World Pioneer - 600 Chunin exam day:
It was truly a surprise, given the story themes of this world, that it wasn’t Naruto who figured out how to convert the Impure World Resurrection into a true resurrection jutsu instead, providing the targets true life instead of a mockery like Orochimaru’s technique.

But however it happened, you can do it again! And again, over and over. You have a truly brilliant mind, an innovator and an inventor’s sheer brilliance and talent that lets you take just about anything and give it new and exciting turns.

Be it anything, from artefacts to recipes to jutsu methods, you have but to take a look at it and you understand not just how to use it and replicate it perfectly, but also how to take it apart, improve it, put it to new and better uses, combine it with other things you may know... everything.

You can rewrite techniques and even entire fields of mastery on the fly, and can redesign age-old, honored items and artefacts to eliminate weaknesses and boost effectiveness just as effortlessly.

100CP - Comprehension **Fallout 2**
Reading is surprisingly still a common skill after the apocalypse, but very few people can truly appreciate a good book like you. You not only read much faster than others but you can always grasp precisely what was meant in a writing. This means that you learn much more from books than you normally would and can make short work of books that would take others days or weeks to get through.

200CP - Swift Learner **Fallout 2**
In a world as harsh as this one, adaptability is everything, with circumstances changing from day to day. Thankfully, it shouldn't take you much time to adaptas you learn things much faster than most people. You could become decent at something you'd never done before in a week, and become a master over a couple months of consistent, dedicated study and training. Now you'll be ready forjust about anything - except maybe Enclave patrols.

Certified Genius - 400cp **Generic MHA**
Ok there's no denying it, you are a certified genius. Your IQ is off the charts, capable of matching wits with some of the best comic book and anime minds. Your mind is polished and has granted you a superhuman grasp of various subjects. To you no problem is insurmountable only requiring a longer amount of time to crack. Overall you just think faster, you have a greater imagination, and can process information faster. With this you simply need to be motivated and you should be able to go far.

Ultimate Comprehension - 600cp **Generic MHA**
The rate at which you learn things is unmatched. I mean that literally you could go through an entire library in a few days. No subject is outside of your realm of comprehension. You might learn some things faster than others, but your overall speed in any subject is incredible. Even the world's smartest individuals will inevitably lose their titles once you actually put some real effort into learning. Just be sure to remember to take some time off as well.

The Core Truth [300] **Everyone else is a returnee**
Learning multiple disciplines will greatly increase your speed at understanding future ones, as your prior experience lets you build on their foundation. As long as they are related to one another, each discipline will speed up the learning of new ones. Once you learn how to use ten different types of melee weapon, you will find learning the eleventh one extremely easy. Similarly learning a dozen languages could allow you to learn your next in fraction of the time it took the first few, despite sharing no roots or common words.

Linked gains

Unified Focus - 600 Overlord anime - Your physical might is as your magical might, and your magical might is as your physical. The more powerful you are physically the more powerful you will be magically, the more powerful you are magically the more powerful you will be physically. This is not a recursive loop, it simply balances things out such that whichever is lower is raised up to the level of the higher. As you see increases to your physical or magical strength you will see similar increases in its opposite, as they are now forever linked.

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

While this might sound like big talk, training really is more effective for you now, especially in the context of various powers and abilities in this world, and your status as a Meister.
With this perk, your body improves with your soul and vice versa. Weeks of rigorous training won't just give you rippling muscles and tight abs, but larger and more robust soul as well. Training your soul with extensive meditation or soul sapping water won't just make your wavelength more potent, it'll make you stronger! Even the temporary soul amplification that comes with resonating your wavelength with that of your weapon will allow you to move stronger and faster until resonance ends.

Scales of Balance – 600 Danmachi Reddit:
Links all of your basic abilities together making the excellia that you gained are equally distributed in each of your basic ability making it that as one attribute grows the remaining attribute grows as well equally. A small portion of the gained excellia is distributed to all of your developmental skills allowing it grow in a steady rate making it likely to increase in rank every time you level up. In exchange of these benefits the user is unable to level up unless all of their basic abilities reached the maximum cap of Rank-S-999.

Master of All- 600 Generic Gamer:
Specialists focus on depth at the expense of breadth; generalists focus on breadth at the expense of depth. But what if you could focus on a single ability and have it benefit all of them? When you train one skill, ability, or power, that training and development applies not just to it, but to all of the skills, abilities, and powers you possess.

All-Consuming Brilliance - 400 CP Sherlock:
There can be many kinds of ‘genius’ out there. Are you a brilliant multitasker, perhaps? Or an ungodly quick learner, or are you a manipulation and planning type of genius. Perhaps an era-defining scientific pioneer, or an artist beyond peer.

It doesn’t really matter, anymore. Not if you have this perk. Because what this perk does is to make all of your mental gifts and talents equal to your highest ‘level’ in any one of them. Anything from training boosters to artistic talent to scientific genius now boosts all your intellectual faculties instead of just the one.

That is, you do just as well in each and every ‘mental’ field of endeavour as you do in your best one. Your engineering talents carry over perfectly when it comes to singing, and your ability to manipulate groups boosts your ability to learn things quickly too. Mind you, this doesn’t work quite the same for absolutes. ‘Perfect’ feeds into this as ‘just shy of absolute perfection’ instead.

...So I’ll Max Out My Defense -200 Bofuri:
Do you know what’s good for you? Defense. So why not train defense along with everything else? Any improvement to your non-defensive capabilities comes with a similar increase to your defensive capabilities. Shields, armor, or just straight-up durability will all increase.

If you want, half the gains will go into a category related to whatever else you were training. Acrobatics or strength training will give you physical resistance. Practice fire magic and get fire resistance. Practice cooking and get poison immunity. The other half goes into straight-up durability to soak any sort of attack, though I do recommend getting a broad set of resistances so it will last a while against more exotic types of damage.

Blue diamond -600 Artemis Fowl boosted:
Your many and varied skills are not just heightened another several degrees, they're now linked to each other. The better you get in one field, the easier you find it to bring your other skills up to match, and that's for things like practicing law and cooking. In related fields, like, say, different martial arts or so, your skills actually translate 1:1.Furthermore, you will never find yourself in a situation where your skills are useless, from now on. That is, in any and all situations you face, you'll find that there is always some way for you to make the situation better with your skills, by however small a degree. Events might need to bend and coincide to allow this, and if so they do, but you can always play a part.

Singing to Slimes -400 Gaming the system:
You'd think that sitting around and singing as a distraction while you study wouldn't be something that could make you better at lying to people. And for anyone else, you'd be right. But not you. As long as a skill you train is at least tangentially linked to an attribute you want to improve, you can improve the 'base attribute' that connects them. Only one attribute can be improved per skill, but as long as you have lots of skills and can do multiple things at once, that's not really a problem, is it?

Tachibana Traits- 600 Majikoi:
Everyone in the world has a talent in at least one thing. Some have many talents, some have only a few talents though they may be well developed. The world of Martial Arts is the same. You were born with a sort of talent. Perhaps you were simply faster than any other kid your age could even perceive, maybe you were able to lift up and carry the family car by the time you turned three or could it just be that, no matter how much your childhood bullies beat on you, they never left a single bruise? Speed, strength or toughness, pick one of the three to become a truly prodigious talent in. This category, as well as the associated traits to allow it to be effective and not dangerous to you, will greatly outmatch whatever your current abilities are in the two categories you did not pick and will continue to outmatch them both, though your chosen attribute will only continue to scale fully if you improve both others equally, increasing at half the rate otherwise, and if the improvement is a permanent one. Even a normal person would be capable of matching a jet fighter if they chose speed and a member of the 4 Deva who chose the same would be able to cross a city in two seconds.
Boosted:
With this boosted perk, you now instead gain all three traits at their increased levels compared to your original stats in each. All three stats will now scale to each other, increasing all 3 equally when any one of them improves and also preventing any of them from decreasing unless all 3 decrease at once.

Sword Wizard- 400 Garden of avalon:
Magic is a beautiful thing, capable of such incredible things and filled with endless amounts of mystery. Yet...one hates to say it out loud but perhaps the meathead knights have a point. It really is so much quicker to just smack things with holy swords. Even the great Merlin is himself an exceptional warrior, so you saw about taking after this path yourself. As your magical skill rises, you also find your skill in combat rises alongside it too. While you may not learn specific techniques out of nowhere, you do have an easier and easier time fighting others in battle, unarmed or with a weapon, the better you become at magic. Almost as if the two have become linked in some manner. Unfortunately, you do not necessarily gain the physical attributes to make the best use of your skill in combat but perhaps that wondrous magic could be turned to shoring up that fault.

The Doom of Jumper- 400 **Warhammer tyranids**
The raw psychic power that courses through your mind has now imbued itself into your very body whilst your physical form has now strengthened your mind considerably. Your physical power and your psychic power are now linked to each other, rising and falling as the other does so. The more power you gain in one category, even if only a temporary boost, the more power you will gain in the other. Psychic energy will cause your body to grow stronger, faster and tougher whilst increasing your physical forms capabilities will increase the power, speed and tenacity of your mental abilities.

Skill

Root of all Swords - 600 Land of the rising sun:
For years, you swung your blade in pursuit of a greater truth. While others sought power or wealth or glory in battle, your blade pulled you onwards past where they all faltered. As you learned, others fell in droves to your skill. Maybe before you even looked back and realised just how far beyond other swordsmen you have already come.

You have reached a level of swordsmanship that cannot be described as just supernatural or divine. To the eyes of the few others on your level, they describe it as having reached the Truth of the World with a single cut. The result is the ability to accomplish many impossible feats through your sword style. Cutting any physical material, repelling vastly superior opponents from a location your guard without injury to yourself, cutting through armies of threatening foes with grace and fluidity. Even with the body of an ordinary man, rather than some powerful heroic form, you remain one of the most lethal combatants in Japan. Your style currently culminates in a single perfect expression of your talent, which has been taken so far as to warp reality itself. A technique that incorporates the Second Magic to cut three times with one slash, creating an inescapable prison of steel, is the best known example. But this peak you have reached is just the base of another mountain, as you have the ability to rapidly bring new techniques to such a

supreme level. Your repertoire, provided you continue your harsh practice, will likely see new abilities like this every few months. Additionally, bringing other sword-based fighting styles to the level you have reached with this one is a speedy process of around a year's practice, your existing skills easily bridging the gap.

Battle Born- 600 UQ Holder
You're gonna be leaving people speechless when they watch you get stronger. You've got an inborn talent for combat like few others, enabling you to master all things related to fighting and combat with trivial ease. You're able to accomplish years of learning in just an hour of practice or outright copy combat techniques just by seeing them once, though you'll need to practice a bit to really get them down. You'll be surpassing the masters in no time, so long as you're aiming to get better than them at fighting. Do note that this does not help you grow, just learn. If you want to get bigger muscles, you'll need to put in the work to train and grow them.

God of War- 300 Shinmai Maou no Testament
In the history of the hero clans, few names have ever gone down in legend like the name of Tojo Jin, the strongest hero of all time. A remarkable genius who earned his nickname even as a teenager, in his prime the God of War was an invincible juggernaut who slew dozens of high-ranking demons and was even said to be a match for the gods themselves. That same obscene talent for battle resides in you: you possess a mind capable of dissecting and mastering even the most complex strategies and fighting techniques. Your tactical genius is unmatched, allowing you to create multi-layered plots on the fly and rapidly adjust those plans to any sudden shifts in the battlefield conditions. This same brilliance allows you to rapidly master new fighting techniques, learning in days or weeks what others can only do after many years of training. You're even able to refine those techniques further than anyone else, gaining bursts of insight in the midst of battle that can lead you to discover entirely new levels of power in any techniques you've mastered.

Instinct of Doug -200 Rune factory world:
So when it comes to combat, monsters are pretty tough to beat, especially ones that you aren't familiar with. From now when you're fighting an enemy, you'll innately know the extent of their abilities and how strong they are. You learn attack patterns, weaknesses, variants, resistances, you name it. As you fight them and win, you become better at taking them down or killing them, even if you shouldn't be. While this does help you in combat, this doesn't give you any combat skills or help you to exploit the knowledge you actually have, this just gets you a way to not die within the first 12 seconds or so.

Flash Goddess- 600 Bleach Val's ver:
It all comes down to speed, in the end. The first strike, the power in each hit, dodging everything the opponents try and taking on them all at once. If you don't have speed, you'll be lacking in all of them. But if there's anything you can call your own, it's that flashing speed. Compared to your peers, your speed, agility and reflexes are completely off the charts. Someone might be able to hurt you in a fight but they'll barely catch a glimpse of you once you get moving. Dozens of

skilled martial artists can barely graze you as you dance gracefully through their ranks. You'll leave quite a few bodies in
your wake too, given the ease with which you enhance your martial arts with that sheer speed.

Your natural talent for quick movement and agility will see you continually increase it with ease, having a gift for any techniques relating to such things. It's left you an expert in the enhanced movement techniques of your race, such as Shunpo or Sonido, and even taught you some things that probably shouldn't be possible, like making solid afterimages to attack alongside you. If you could reach the Reiryoku levels of a Captain, you can even claim equality with the Flash Goddess herself.

Sturdy Spear- 600 Land of the rising sun:
A humble weapon, with none of the status of the sword, is the spear. But to those that devote themselves to this versatile tool, they discover a depth few weapons possess. You've gone quite a few steps further. The spear became the target of a religious obsession, a fanatical drive to master it to the utmost. It paid off with a mastery that verges on the realm of godliness, such pure skill with the spear that it has changed your very being. If it weren't for their lesser reputation, you'd be remembered alongside the likes of Musashi and Munetori for your military talents. The divine nature of your skill greatly increases your physical power, smashing down whole dojo buildings in a single
swing of your staff is a great way to teach these sword using brats a thing or two. The focus you've achieved when wielding a spear allows you to ignore most attempts at interfering with your mind, the bloodthirst of your foes being so evident to your purified mind that it allows you to move before most of them can finish the thought of attacking you.

Nothing else demonstrates your mastery more than your ability to respond to any enemy or technique however. Even on your first encounter, you can adapt your style to whatever you encounter with a few moments consideration, letting you counter even truly bizarre things that should not be matched with a simple spear. Cutting apart magical spells, piercing a spirit's core, turning aside the three thousand bullets of your foe. While your ability to create martial arts to respond to any challenge is impressive, and possible to expand beyond the realm of a spear with some work, it can require enough power to keep up with your foe to some degree. Too far beyond you and even all your skill will falter. Additionally, these techniques are often partially effective at
first, requiring time to hone to full mastery before you can fully negate or counter their intended target.

You may optionally exchange the parts of this perk that focus on spears with another fairly specific weapon type. You can't have it for all swords or anything you do

The Goku Method- 600 Dragon ball:

It took the Turtle Hermit Master Roshi almost his entire life to learn and master the Kamehameha, and it may take you...wait, you just did it?! You can quickly learn individual techniques you and your body hold the normal capacity to learn just by seeing them in action. While you still have to train to master it, your opponents can teach you just as much about martial arts or other powers you both possess the capacity for that a normal teacher could. Do note, the more complex or esoteric the technique or ability, the longer it will take for you to grasp just from observing it...ki blasts and individual attacks are easy, things like teleportation or magic spells will need more than a few times. And of course, you simply can't learn or use things you don't have the capacity for, but you can at least understand how they work after seeing them enough times.

A Rare Genius -600 TG Dragon ball Z:
You're something else, you know that? A savant, a rare genius when it comes to martial arts. Your growth rate in combat skills is on par with that of Son Goku, and you will quickly find new and interesting ways to utilize your abilities in such, even if it has little to do with ki. As long as it's fighting related, you are a prodigy in picking it up and mastering it, though you still need to keep up your training to reach such heights. In addition, you become very perceptive in watching and predicting an opponent, able to read the flow of combat and quickly find flaws in your own fighting style or your enemy's.

The Young Kai- 400 Dragonball super:
There are few born under the stars with the talent for martial arts that you possess. You mastered the stances and combination attacks of the masters before you'd even reached two digits of age. Your skill since then? It's only skyrocketed further. You have an unbelievably high level of natural talent for all things relating to martial arts, including the use of Ki in combat. It can take you just a tiny fraction of the time, perhaps just days, to learn styles of battle that may take others half a lifetime to master. Of course, as great as your skill may be, it remains just that. Skill. There are some unskilled brutes who may defeat you simply through the raw power that they stole from the gods like the dirty monkeys they are. But it'd take a lot of power to get past your skill.

True Genius - 600 Generic Naruto fanfic:
Oh, wow. There's geniuses, there's legends... then there's you. Not only do you have vast potential in just about every Ninja Art out there, but your ability to master new skills, arts, techniques, or anything else is utterly absurd. You pick up the basics of new things almost immediately and improve from there at dazzling speed; a month of hard training would give you the sort of gains that an average ninja would spend a lifetime trying to achieve.

This works for everything learnable or trainable, in this world or any other. Physical development, chakra capacity, you name it. And you never need to waste time laboriously practicing or reconditioning what you have already learned; your skills and abilities will remain razor-sharp no matter how long they are left unused.

Better still, what real genius ever needs to rely on others? You could teach yourself how to become a seal master just from reading the textbook, learn advanced jutsu from half-legible scrolls fished out of the garbage, and master new taijutsu styles by secretly watching other ninjas perform their daily kata.

Nor do you suffer any bottlenecks or 'down' periods in your training. Every step on the path to power is as simple and obvious as the very first one, when it comes to you.
The only limitation on your ability to learn new skills, techniques, or abilities is that you cannot create new information from nothing or train in powers or special abilities that you don't have the capacity to use.

Lastly, the very first lesson you learned was that genius is wasted without the proper application. Your work ethic is excellent and you not only have the dedication to keep grinding away for prolonged periods of time but actually enjoy doing so.

Endless Night Party - 400 DXD Ricrod
It's finally your turn, your time to shine on the bright stage of the world. The wind is beginning to shift towards a new era. Never too late, as one can't be expected to rely on old relics or the innate power of old bloodlines or Sacred Gears to do everything. You have become a formless master, a student warrior with a staunch body and spirit. To put it in other ways, you're a genius, almost a savant when it comes to picking up fighting styles and mastering them with a little focus and time. Techniques are your game, where each practice, each fight, each hardship or even defeat does nothing but honing yourself even further and getting you closer to a perfected technique. Of course, this not only makes you the king of growth and turnaround in fighting, but in anything that can be said to be methodical or technique-based at its core.

Get Gains Bro 200cp **FInal fantasy 3**
Experience points are an abstract, something that represents the improvement and acquisition of skills, and experience grinding is an age old tradition around here. Your learning speed is enhanced, and any skills of yours including those from classes, freelancer or otherwise improve almost twice as fast as others in this world.

Progress [400] - **TES series**
Training skills can often be a chore. They take too long for there to be a notable improvement, and that sometimes causes you to drop it entirely. With this, youno longer have that problem, as all of your skills improve at a noticeable rate the more you use them, even new ones.

Sink or Swim [600] – **Castlevania aria of sorrow**
Okay, let's be perfectly honest. Being handed a butter knife android you need to fight through a castle of monsters might be just a tiny bit overwhelming for the average high school student or even some interdimensional travelers out there...or maybe not. Stll, you need to learn quick, and hands-on experience is the best available. You quickly learn how to properly wield any weapon

you pick up like an expert, even ones you've never used before. Inn addition, you quickly learn and master skills through constant practice or danger involving them. The aforementioned high school student could become a master of killing hordes of monsters in droves while jumping around like a skilled acrobat in a single evening with the help of this ability. It's slightly less effective towards passive or intellectual skills, being most effective for direct combat abilities or something 'hands-on' like crafting.

Martial Memory Adaptation- 600 **God of highschool**
You were born with a talent for Martial Arts and an even greater talent for copying off of others. All it takes is a single instance of a martial arts technique being performed in front of your eyes for you to not only learn how to do it, but also understand the principles behind it. That kick you saw isn't just a way to move the muscles in your body but a way to control your opponent's momentum as well and to lead up to a new attack leading on. This isn't just for mundane martial arts. Even forms of fighting that involve magic or supernatural elements can be instantly understood by you. It has to be Martial Arts, not just an attack spell or power that buffs the user, but you can instantly copy and understand any sort of Ki attack or special martial skill that you see. Of course, if you don't have the necessary qualities to perform what you copy, you won't be able to use it, but you'll still gain a deep understanding of how the technique works.
Boosted: Just a single technique is quite small scale for you. You understand the technique and the ideas behind it, it's not hard to expand that knowledge in an instant. You don't just copy singular techniques anymore, you're able to draw out entire sets at once when you see a fighting technique. See someone perform a kick technique? You'll be able to figure out, understand and be able to expertly perform a large section of that entire fighting style just by extrapolating from that kick. You won't take in everything but anything that could be related to what you copied will appear in your mind.

Jack of all trades

A Purpose or Lack Thereof - 600 Fate/Zero
To some, the reason children learn so much faster than adults is that they have not yet experienced life, being like empty books to ascribe knowledge onto. Whilst you are no longer a child, you have an emptiness within you. The only thing that fills this empty space is knowledge. With this ability, you may focus it on one subject at a time. A particular style of combat or magecraft, a single discipline of academia or a single sport are examples of such subjects. You learn this subject in a tenth the time you would normally take to do so, racing through all the stages of skill and knowledge involved with it. However, just as you reach the verge of mastery, this chosen skill will become unaffected by this ability, leaving you to choose another target. The void within you desires purpose, but it is flighty and will seek variety, even if you desire otherwise

Boosted: The purpose you have found is not limited to one subject. Rather, it is knowledge itself. Whilst the increased learning speed will still leave you just before you reach mastery in any skill or knowledge field, you are no longer limited to one specific task or area at a time..

Hard Work Conquering Talent- 600 Fate/Zero
Talent. Natural aptitude or skill. You either have it or you don't. Your entire life could be decided at the moment you were conceived. You struggled so desperately to pass this barrier, this unbreakable glass ceiling and somehow, you did the impossible. You became living proof of the value of hard work. When you put in the work, the long hours, you get more out of it than anyone else would. The longer you work at learning something, the better this gets, but it won't continue forever. You enjoy working in this way, so don't worry about not having the will to put in that effort. And when you come up against something that only those with talent could do, something limited to those born with it? With enough work, you could match them in that too, no matter what your elders say.

Training Montage - 600 Universal Perks Supplement
Know how annoying it can be to need to continuously train, and concentrate on it? With this Perk, you can trigger a "Training Montage", though it may also be about learning and studying, where you will be on autopilot and wake up at the end. This will last an hour but will have the effect of doing whatever you set out to do for an entire week.

Master Student - 600 Universal Perks Supplement
Know how difficult it can be to learn or train? Well, with this you will make those gains quite rapidly. Whenever you train or study your progress will accelerate every hour. How much does it accelerate? Your Training and studying speed will double for every hour you spend doing so.

Training Booster - 200 Each, first purchase free Universal Perks Supplement
This Perk is quite simple. This grants you a x5 training/studying/learning multiplier, additional purchases multiply the multiplier by the same factor.

Liaris Freese – 600 Danmachi Reddit
Gives you access to the ranks of SS and SSS in your basic abilities but you must give yourself a grand goal that you must chase after with all of your might. So long as you are striving to complete the goal you will advance at an astronomical rate. Naturally this skill is a result of you having the drive to actually pursue such a goal, so it also comes with some pretty decent willpower and determination to ensure you're willing to go out there and get it done. If you complete a given goal you may select a new one or the perk won't work.

Training From Hell- 400 UQ Holder
Blood, sweat and tears. The cornerstone for all hard work training. It's just a shame that not everything can be solved by putting your head to that grindstone and beating it till it bleeds. You

managed to break that invisible boundary and get the chance to make yourself miserable to solve all your issues. You've become able to train anything about yourself. By repeatedly using and abusing some part, power or aspect of your being, you can slowly start to make it better overall. Want your regeneration speed to work faster? Subject yourself to horrific injuries over and over and over again for a few months and watch yourself regenerate in just a fraction of the time it normally takes you. Want to have more magical energy? Empty out your reserves over and over for a couple weeks and see how many sizes that inner lake grows. So long as you can use it, you can grow it.

Give Me One Month- 600 UQ Holder
When you put in the work, you get a lot more gains than anyone else in your place would. You don't learn faster with this, you just grow faster. Attempts to train your body or powers or some other thing that requires you to put in effort over a long period to grow goes far quicker for you, around forty times as fast as normal in fact. You'd do in just a fraction of the time what everyone is expecting you to do. Really helps when you're under a time limit too.

Peerless Prodigy- 600 Arifureta
For people here, every level is harder to obtain than the last, fitting for this kind of system. Each increase in power is more difficult to gain, requiring more training, more time and higher walls to overcome. Each point in those stats is more difficult to gain than the previous one. Not for you. This will make grinding a thing of the past, as you don't have that escalation of difficulties when obtaining greater power. Making you able to reach hundreds of gains with the time and effort that would take others to reach a dozen or so. For you, the escalating walls to obtain power are all flat and equal. The same is applied to your skills and other powers, a pace fast enough to make the gains of a decade of hard work in some days with little effort on your part.

To Live Like A King -600 CP Renegade Immortal
Perhaps it's not your motivation, but there is another in this world who wants this simple, yet arrogant position. And like him, you are a genius of unparalleled caliber. Other people need to put in effort and bleed for their advancement, it's something that needs to be built towards, something that their life hinges upon.
But not you. No, you're the kind of heaven defying genius that can use his cultivation as a mere tool to enable his base desires. If you wanted, you could enter closed door cultivation and simply break through realm after realm at speeds that would leave any other cultivator numb with shock.

Talent in this world encompasses a number of definitions, extending across mere mental genius to the potential of your body and the rate at which it can safely absorb energy. You can learn new skills and techniques and innovate on old ones at a rate thousands of times faster than your peers with similarly monstrous speed at advancing your strength in any other area, such as that of the body or the soul.

Finally, you'll find that your talent becomes even greater when under threat. When you're

running against a deadline, when you're hiding from a hateful senior who wants you dead and your advancement is all that will save your life, then your rate of advancement will increase even further, up to dozens of times over your already existing rate when under threat of complete annihilation, allowing you to cram even more growth into ever smaller spaces of time.

Regretful - 400 Generic Isekai TG:
You know what it's like to squander your life. To spend years wasting away, accomplishing nothing and leeching off of the charity of others. But that you is dead. This time, you won't waste a moment of your life. You have boundless patience and determination when it comes to studying and practicing new skills, and this applies doubly to things you truly enjoy learning. If you find swordplay entrancing, you can absorb months of training in days. If magical explosions make you flush, you can master schools of casting in mere weeks. In addition, you are nearly fearless in the face of danger, because you know nothing is as terrifying as a life ruled by fear.

The Grind - 600 Generic Isekai::
You were born for the grind. You live it, and you love it. Your character was max level long before you found yourself in the game, and now you get to enjoy the benefits. Each of your basic attributes is at, or near cap, and your proficiency with your skills is absurdly high. You are, in short, really strong. Your experience grinding your character up to cap has also given you considerably insight on how to train efficiently, making all future grinding twice as efficient as it would otherwise be.

Growth Cheat -400 Generic Isekai replacement anon ver
Whether it's a product of reduced experience cost, increased experience gains, or a combination of both, this perk alone makes you grow at 400 times your normal rate. Enjoy.

Experience Booster- 400 Generic Gamer:
It's not uncommon for a story to have its main character progress in power rapidly, far faster than anyone ever has. In the Gamer and the stories it inspired, this trope is actually built into the main character's power. You'll have access to that even without this, but if you're looking to make even that look like chump change, then this is the Perk for you, as whatever development or training you undergo becomes a hundred times more effective than it otherwise would be. You may purchase this multiple times, at a price of 200 CP each after the first purchase.

Hyperspecialization- 600 Generic Gamer:
There's focusing in a few specific areas, and then there's this. Select a single skill, ability, power, Perk, whatever. At base, two things happen. A: the chosen ability progresses as if you're training with it all the time, even when you're doing nothing; if you were to actively train with it, the rate of growth would be effectively doubled. B: the rate of growth and development for the chosen ability is multiplied by a hundred. Now, keep in mind that that's just at base — both of these boosts increase gradually but exponentially the longer you focus on a single ability. Give it a few days, and the rate of growth will be multiplied by two hundred; a month, and by a

thousand. You can change what ability you're focusing on at any time, at the cost of resetting the accrued exponential boosts.

Muscle Building Time- 200 Generic Muscle:
Training that is difficult in any way becomes twice as rewarding for you, netting you twice the results.

100 Push Ups, 100 Sit Ups - 600 One Punch Man Reddit ver:
100 squats and a 10KM run. Every. Single. Day. This perk ensures that no matter how powerful you are you'll always continue to improve with training, as if you still had your, 'Nooby Gainz.' Any amount of exercise will trigger this perk and it applies equally to all your abilities, even just the effort of going about your day to day normally will guarantee a very small but noticeable increase in abilities over time, enough to beat the you from yesterday in a fist fight the majority of the timeif just barely. Unfortunately this perk doesn't scale linearly to your exercise on its own so don't worry about working as hard as you can, just putting in the effort is enough. Ability gained from this perk's effects will not fade under normal circumstancesunless otherwise specified assume consistent exercise with this perk's effects will improve your abilities by roughly 30% per month.

Growth Curve- 200 Fate Grand Order
Not everyone learns the same way. An oft repeated childhood saying has rather more relevance in this world and for you especially on buying this option. The way and speed you learn has been altered to one of three modes of which you may pick only one. Linear Mode will allow you to always learn at a constant rate. You will learn as fast as at the start as you do during the middle and ending stages of your learning, even if the process would normally slow down greatly in one of these phases. S Mode learning reduces your learning rate during the beginning and ending stages of training but magnifies it greatly during the middle portion of your growth. Reverse S Mode alters this by having you grow much faster during the beginning and later stages of growth, while slowing down significantly during the middle stages. This alteration cannot be changed once picked.

Renaissance Woman- 600 Fate Grand Order:
Every once in a while, a person comes along who's pretty much fated to bring about changes to the world. Masters of all they survey, bringing invention after invention and working with concepts decades or centuries ahead of all their peers. The quintessential Renaissance Man, if you will. One much like yourself. You have incredible natural talent in everything you do, whether that be painting or casting spells, fighting or creating artificial homunculi bodies. This natural talent not only allows
you to start with a shocking amount of skill in anything you try your hand at, as if you'd already been practising for months, but it allows you to learn even more in any subject you put your mind to than any other, progressing at several times the speed of any of your peers. You could accomplish in just a month what takes other scientist's years and move on to learn even more disciplines on top of that one

Boosted: The progress of science gets faster and faster as time goes on and you, as one of those at the forefront of mankind's evolution, are no different. The more you learn, the faster you'll learn more. The more knowledge you obtain, the easier it is to obtain more knowledge. While the exact boost to learning is relatively low, you will continue to grow faster as long as you dedicate yourself to science.

You're Courting Life- 600 Arifureta:
Levels, a number to check the progress you have made so far, a way to understand how close you are from reaching your full potential. The only way to gain more levels is by elevating your stats. Well, let me tell you that you won't be gaining levels very fast here. Your potential is unfathomable, you gain stats by the hundreds and still no sign of a new level in the horizon. Likewise, you learn quickly, develop skills and derivative skills with ease and leave all veterans looking like failures at life. The very definition of a one-in-a-millennia genius. With almost unlimited potential and incredible speeds of growth.

Idaten!- 400 Kumo Des Ga:
Everyone has something they're good at. Some are good runners, some are exceptionally strong. But you take to one of your statistics in a quite frankly ridiculous way. You've gotten a maxed out version of one of the highest level passive stat boost skilled, which multiplies the statistics' level by x100 and increases the growth rate of that stat past that by x10 as well. You may choose to boost physical offensive power, physical defensive power, magical offensive power or magical defensive power or, last but not least, speed.

Little Monster- 400 Kumo Des Ga:
Many of those who have come from the other world are seen as gifted prodigies. They're not really, they've just been given a wealth of starting advantages that put them so far ahead of the curve from the first day that an ordinary person catching up seems impossible. Luckily, you're not an ordinary person. You learn as fast as lightning, even to a speed others think is pure magic. You could learn to see and manipulate magic in just a few weeks after seeing it used a few times by your older brother, despite it usually taking 3-4 years of education to start showing aptitude. You could even catch up with the sort of isekai hero that gains a dozen different advantages and boons just by existing, should you dedicate yourself to training, and even surpass them. Despite that person training just as hard. You really are a little monster in the making. This learning speed also enables you to gain proficiency in skills fast too.

Genius- 200 The Record of a fallen vampire:
You make the brightest of geniuses green with envy not only with your absurdly high intelligence and wisdom but because you pick up on skills and subjects at a supernatural rate. While being hands-on with something will let you master it better than any prodigy you can merely listen to a general explanation on a subject such as rocket engineering and it will result in you developing an understanding of it that matches those who have decades of experience. You could just as easily read a short book or story on the same subject and get the same benefit as well. Not only

will you quickly match the wisest people of any given subject but you'll even improve and figure out how to make things vastly better within mere days.

As any skill or subject that can be trained or learned can be mastered by you this effect extends well beyond the mundane area of human expertise. Swordsmanship, gun-kata, or even magic itself, along with any spiritual/innate energies are also to be mastered so long as you have the capability to do it. This basically means you can't go up to a mage and instantly become a master at using magic if you don't have magic to begin with.

Alternative Learning -200,The Pretender:
Even if you can learn anything it's sometimes not feasible to learn under exact work conditions so you can learn skills while working with substitutes. Can't learn driving to drive a real race car, spend your time learning on a arcade machine instead. Need to train to work in outer space, spend some time at the pool in the YMCA you'll be fine.

Pretender -600 The Pretender
You are a Pretender; a genius who can become anything they want to be. Not only do you have a genius intellect but your learning rate is absurd. You can master a skill or profession in a matter of days to a week. You could read a book on surgery in the morning and flawlessly preform it in the evening. More than that you have the ability with props and time to preform simulations. The ability to simulate the recreation of an event and even understanding what the individual people involved are feeling during the event. Lastly for your time here if you take this perk and you are of the Pretender or Drop In Backgrounds, you must take the hunted by the Center drawback. However you do gain the points. If you are from the Center Operative background you must take the indebted to the center drawback you do however receive the points.

Leonardo Da Vinci- 800 Petals of reincarnation:
The great polymath and Renaissance man himself, master of many disciplines and as it turns out, many powers too. You have become a Universal Vessel, capable of learning anything from anyone. Not only do you absorb months or years of information within days, you are also able to learn what shouldn't be able to be learned, such as gaining powers by having the holders of powers teach you about their abilities. A few days or weeks of tutelage is enough to start to gain the ability, with it rapidly growing to match the original as you continue to receive their teachings. There is no limit to what you can learn nor how many things you can learn at once in this way, just that you are being actively taught them by somebody or something that possesses those powers.

A fast learner - 200 Rune factory world:
You might know what you need to do, but what good is it if it takes you forever to do it? This should help with that. From now on you are able to learn skills and improve them in half the time required for the skill ordinarily, and if you have any multipliers to increasing these skills, this doubles it. This doesn't just extend to things like crafting or fighting, but also to everyday things

like talking, walking and jumping. There might be a cap on how far you can grow, but with this you will reach the highest level if you just try.

Divine Mind - 200 God of war 2018:
With this perk your mind is something truly divine, in comparison to mortals that is. Not only is your intellect greatly boosted but your ability to develop your skills is as well. If you put enough focus into one skill, let's say for a decade, then you would be able to become skilled enough to be known even by the gods. Though keep in mind that this skill alone would not make you the best among the gods, though it could if you spent a century practicing this one skill.
Keep in mind that this perk does synergize with other perks that boost skill development.

True Progress - 600 Devil may cry:
Any form of training you put yourself through will be exponentially more effective, allowing you to learn and master new skills at a blistering speed and retain them without any form of degradation. Pick up the guitar and shred solos in an afternoon. Pick up a sword and kick a master fencer's ass by the weekend.

This potential to improve is unparalleled. Sure, it's easy to throw in the towel and call it quits, but when someone really applies themselves through hard work and effort, they can reach incredible heights. And a really hot-blooded, stubborn bastard could eventually surpass the limits of their ability over and over, so long as their will keeps on burning.
Boosted:
Well, I guess the only thing that's really impossible is impossibility itself. Not only can you improve your skills without limit, you can now even acquire skills through combat, as well. Similarly to a certain blue bomber, whenever you fight someone or something, you can learn one of their skills, so long as you're able to defeat them. On top of that, even weird, esoteric abilities can be gained this way. Learn how to slow down time from a horse; learn to turn your own shadow into a clone from... well, a shadow clone. If you can see it, you can do it.

Training takes time- 600 Saints row:
Time is money. You can now train with money. You may burn earned money or valuable items for an equivalent of 8 hours of focused and brilliantly tutored training in anything you could train or condition for.
Prices start at roughly at five grand for the unskilled and rise with ability.

Improved Experience Modifier- 200 Bofuri:
It seems you collect three times the experience as normal. And I'm not just talking about in NWO. Any training, learning, or practice yields three times the result it otherwise would.

Mister Bad Man - 600 Castlevania rondo of blood:
Who would leave a child to defeat a god? Someone with no choice perhaps, but in this case it's more along the lines that you ran ahead and dealt with him before your allies ever arrived. You thrive in the darkness, and take great joy in being the shining light in this gloomy place. When

faced with adversity, with foes that are dozens of times stronger than you, endless legions of undying monsters, you are in your element. Should you choose to fight back, you'll find yourself growing to meet the challenge far quicker than should be possible. An untrained child could do serious damage to the forces of darkness before falling, learning to use weapons and dodge blows with the skill of a hunter decades their elder in the process. If that child had a familiar or two, perhaps a pair of doves, then you might see your battle with darkness acting as the trigger for an entire zoo of mythological animals to come to your aid to forge a contract with you. With even minimal training beforehand, you could equal a Belmont at the height of their power in mere days. You are the light, so shine as brightly as you can.

Sink or Swim- 600 Castlevania aria of sorrow:
Okay, let's be perfectly honest. Being handed a butter knife and
told you need to fight through a castle of monsters might be just a tiny bit overwhelming for the average high school student or even some interdimensional travelers out there...or maybe not. Stll, you need to learn quick, and hands-on experience is the best available. You quickly learn how to properly wield any weapon you pick up like an expert, even ones you've never used before. In addition, you quickly learn and master skills through constant practce or danger involving them. The aforementioned high school student could become a master of killing hordes of monsters in droves while jumping around like a skilled acrobat in a single evening with the help of this ability. Int's slightly less effective towards passive or intellectual skills, being most effective for direct combat abilities or something 'hands-on' like crafting.

The New Heroes- 400 Dragonball GT:
The young shall surpass their fathers! Each generation in this world is only getting better and better at what their predecessors focused on. Children learning to become Super Saiyans before they're even in the double digit years, unlike their middle aged parents. You follow this rule as any other, growing and learning ten times faster than normal for your parents' generation, though in your case this simply increases your growth and learning rates ten times over. Your children will grow and learn ten times faster than you do as well, their children following the same rule and so on. Careful your kids don't surpass you old man.

Break My Limits - 400 TG Dragon ball Z:
Just when you think you've hit your absolute peak, you manage to go just a little further beyond. You are excellent at quickly pushing your physical body to its absolute limit, which is useful for training. Speaking of training, you are much more effective at it, and the harder you push yourself, the more you will improve.

Meet The Challenge -600 Dragon ball Xenoverse:
Even among the many members of the growing Time Patrol, you're nothing short of a prodigy. Your abilities have an absolutely meteoric growth rate, and you could see yourself go from an average fighter to capable of fighting even an angry God of Destruction on even ground in a mere month or two. However, the price of such growth is being able to challenge yourself...you must both train and push your powers to their absolute limit against foes that are equal or

greater to you. Slacking off or playing it safe will see this monumental growth wane and eventually stop altogether. So long as there is a challenge to you, all abilities you can improve through experience and training will grow exponentially...but if there is no challenge in the first place, it's little better than mundane training.

You've Got The Gift - 600 Dragon ball Xenoverse:
Aren't you such a good student? There's a hidden potential in you that powerful beings and great fighters can sense, and you will look like an ideal apprentice to most if not all of them so long as you're capable of getting along...so sworn enemies or people actively opposing you don't count. Most are eager to take you in as a student, though some need coaxing or a show of power to prove yourself depending on their personality. You'll find that they will be eager to pass down their techniques to you, which you will soak up like a sponge and learn extremely quickly, and the longer you keep them as a personal mentor, the more they will pass down even jealously-guarded techniques and heirlooms down to you, seeing you as their star pupil. The sole catch is that this only works on one mentor at a time, and you'll have to start over with the same person if you switched over suddenly...they're usually quick to forgive you after an apology, so long as you didn't blatantly betray them, though.

Keep Up Your Training! -600 Dragonball Xenoverse:
Not everyone is a prodigy at fighting like Goku or certain wish-made warriors, but that's no excuse to not keep racing for greater heights! You will find that not only is training more effective and efficient for you, but you're able to benefit from even outdated methods you've outgrown by suppressing your own power. By lowering your strength down to low levels, you can benefit from even Roshi's famed Milk Crate training methods and weighted clothes, and the result will be proportionate to your full power. It's a bit more gradual compared to the Future Warrior's own shooting star in potential, but with work and humility, you may also reach those heights in time!

Triumph of the Pickle- 600 Dragonball Super:
The threats never cease to grow stronger here. Nor do a lot of your allies it seems. Apparently they were just blessed with that much talent and natural ability. Bit unfair really, especially when certain boys don't like to train and yet catch up in power straight away. You'll be able to keep up, generally, with this though. Having taken this, you'll now find that you are always able to reach the general power levels that most of your allies and enemies are fighting at in your current world, not taking more than a month or two at most even if you're going from blowing up planets and stars with your best attacks to threatening the stability of entire universes with each blow. This doesn't mean you can easily reach the level of the strongest guys around but it does mean that you won't be taken out by a bunch of mooks that all your friends can beat and that you'll be a useful ally against some of the bad guy's better servants.

Blooming Caulifla- 600 Dragonball super:
Ain't no one got time to wait around studying and learning shit for years just to get good. The tournament is right around the corner and you've got to catch up with guys who've got decades on you. Guess that just means you'll need to take a week off to catch up to them, eh? Your

learning and growth rates are absolutely off the charts, allowing you to accomplish growth that takes talented people years to achieve in just days of practice and training. Even if you've just relied on your natural power till now and been too lazy to train, a solid week or month would see you matching even some of the greatest warriors in the world. If you happen to be training an ability or skill that is inherent to your species in some way, such as a biological transformation state or a brawling style of fighting that works well with your animalistic nature, then you'll find yourself instantly learning the early stages, taking in years of practice in just moments and then progressing at an even faster than normal rate for your already prodigious growth speed past that first burst of advancement.

The Z-Effect -800 Sb Dragon ball z:
Some people believe that one is strongest when they have something to protect, maybe you're one of them. Whenever you have something or someone else to protect, you'll find yourself rapidly growing to match that threat. Protect your home planet from a bunch of elite invaders? You could go from a power level in the hundreds to the hundreds of thousands within a few months the minimum amount of time needed to train to combat these threats. While you do need to actually know the threat is coming/there, and a rough idea of how strong it could be, once you have all that your training will explode in potency. Luck also seems to be on your side when it comes to helping you out in battle, enemies will be willing to gloat, and mess around, or even arrive late. Sometimes their henchmen will be incompetent, or they'll get distracted. Whatever the case, the thing you're protecting must be incredibly important to you. Equal to a close family member at the very least.

Glitch -600 Shinobi strikers:
Well, this is most curious. It seems your body has fully adapted to the use of VR simulations to the point that anything you learn in said simulations apply to your flesh and blood body. Whether this is a new bloodline that showed itself after the Fourth Shinobi War and the advent of such technology or just the nature of your status as a jumper, you have gained the capacity to learn anything. If you train in VR form, any benefits you would have gained apply to your true form. And yet, you can also learn from others directly, but finding a master willing to teach you their deepest secrets would be a challenge in and of itself. You can even learn the bloodlines and genetic abilities of others, should they be willing to teach you.

Bewildering Brilliance -600 Against the Gods:
To be the heir of a mighty clan, you must be a great genius like no other, even among the luminaries of your generation. You are undoubtedly one such figure. Your rate of learning new things, techniques and ideas and even entirely new arts, is something almost beyond imagining. You are a peerless genius, the kind of person who can master entire martial styles, or new fields of magic or practice, in days, weeks at the most. This doesn't just affect your mind, either. Your body can keep up perfectly with everything your mind learns, growing at an equal pace with every new insight you gain.

A Great Student -400 Gaming the system:

It isn't just the teacher who makes a lesson go smoothly. The students must be receptive to learning and able to process the information they're given. You are now one of the world's greatest students. No matter how bad a person is at teaching you a particular skill, as long as they put in even a token effort at showing you how it's done, you'll be able to pick it up like they're the best teacher in the world. Even when people are teaching you unintentionally as you observe them, you can drink in every last detail with all of your senses, quickly grasping every part of the skill that can be observed, making you brilliant at learning on the fly and breaking down an opponent's techniques. Even watching them when they aren't doing anything directly related to what you're trying to learn could lead to some surprisingly useful breakthroughs, like watching how someone walks when out of battle to learn martial arts. And with an actually decent teacher? You'll be catching up to them in no time at all.

Work Hard, Harder- 200 **Noblesse**
Originally, Werewolves did not rely on the Modification made by mankind. Nor did they train in the use of weapons as did the Family Leaders of the Noble clan. They had their claws, their fists, their bodies and that was all they needed. These natural abilities improved over time, all that was needed was patience and dedication. As Modification became popularised amongst the Clan, fewer and fewer Werewolves would bother to put in any time honing their power. Those that did not cease to train themselves, like yourself, would find that not only did they improve over time but the methods with which they improved themselves also became refined over time. So long as it is natural and innate to you, whether physically or through your aura, you find that any attempts to improve yourself come far, far easier to you than to any other Wolf. Things such as improving your physical abilities or your aura come thrice as fast to you as they would to any peers you might have, both in the extent of those abilities and the skill in which you use them.

Born With It Baby- 600 **Dies irae**
Some people find that they get good at things faster than anyone else. Others like yourself, don't even need to bother getting good. You've got natural talent for everything you try, almost as if you'd already been doing whatever you start doing for a whole decade. Whether it be picking up a strange magical weapon, trying out a new martial arts move or even just trying to study for exams, you'll find you're just as good as if you'd already had ten years' worth of regular practice. This won't give you any knowledge out of the blue, just increase your innate skill in a subject as if you had years of training. Deciding to study how firearms are made won't suddenly give you all the knowledge you'd obtain through ten years of studying how firearms are made but it will give you ten years of experience in studying and, once you try out those firearm making techniques, ten years of experience in each technique.

Shining Supernova - 400 CP **Generic one piece**
There's something to be said for hard work, but eventually there's a point where pure determination can't combat genius. The bastards just seem to get more out of the same amount of training than any reasonable folk. Lucky you, you're now one of those geniuses, with a truly prodigious rate of growth, to say the least. You grow at a comparable rate to the Monster Trio.

Like them, with two years of intense training, and around half a year of training and adventures, you could go from decently strong for the weakest of the four Blues, to the upper echelons of the world, enough to make even an Admiral get serious. With quite literally just a description of what a technique is supposed to do and nothing more, you could puzzle it out in a few weeks. With actual instruction, you'd learn it in a few days if not a few hours. Keep working at it, and you'll be throwing hands with the Emperor's in short order.

600BP - A Life With No Limits: **Fantasy life**
You're really quite something, you know? The only person who's managed anything close to this level of polymathic competence would be Gladstone Stone, andeven he, after all his years, could only manage to be a Legendary Paladin, having to content himself with being a mere Master in all other fields. You, however...you have what it takes tostart from a position of a complete Novice in any Life, and, in a matter of a few weeks, months at worst, become a Legend in them all! In fact, should you find yourself with the right connections, you might find yourself joining the ranks of the Creators through skill alone.

Novice Hero 100cp **Eiyu senki**
Have you ever heard of beginner's luck? Well, you have taken the saying to its extremes and then some more. Every time you start something new, like training in martial arts or practicing drawing, you will find yourself mastering the basics at an amazing rate, enough to make others think that you were born for the task. This boost will continue until you reach a level slightly higher than what can be considered as the average in the craft, afterwards the rest will depend on you.

[200] Born Lucky: **Avatar Redux**
Born at noon on the summer solstice, your life has always seemed brighter than most. Fortune always seems to favor you, granting you opportunities that those with less luck would miss out on. More importantly, you've learned to make your own success. You're a natural prodigy, capable of learning new skills at an astounding rate. With hard work and the help of good teachers, you could accomplish incredible things. Hope those high expectations don't come back to bite you!

[200] Lucky To Be Born: **Avatar Redux**
Born at midnight on the winter solstice, you've had to struggle for your place in this world. And yet, your fight has left you with a strength all your own. You are physically tougher than your peers, capable of withstanding injuries and setbacks that would crush someone with less resolve. As a chronic survivor, you've gained a sixth sense for danger and deceit. You can spot ambushes, smell lies, and know how to slip out of the traps that others set for you.

Sparkling Hollows (200cp) **DXD Ricrod**
It's not enough to defeat middle tiers after middle tiers, you need to go bigger! What this little blessing does is to give you some boosts after each consecutive victory, ensuring that each one has you stronger and better prepared. The effect stacks with each victory,as long as there isn't a

defeat, tie, or such in between. The effects are small at first,especially if the opponent was some weak random, but they become greater and greater alongside your opponents. More mana reserves, better reflexes, greater learning capacity, and more. Remember, to the victor, the spoils. And to the losers, the shame.

I Will Be The Main Character! [600, Discount for Drop-In] – **Disgaea**
So you want to be the protagonist. Not just a main character, THE protagonist. To have your own game, to have your own supporting cast of characters, to finally escape development hell! Well, first, shut up Asagi. Second, you may or may not be able to supplant a protagonist with what you have now, but you certainly have the growth of one. You can now apply the principle for experience points – fighting bigger, tougher, better enemies than you – to any skill or power you currently have. In short, the more outmatched you are and the harder you get your butt kicked, the more your abilities will increase in potency and skill. If you survive, anyways. Actually defeating said enemies while the power gap is wide (and it has to be an up close and personal affair – no using a doomsday weapon in the safety of a moon base or something) will result in an even greater boost. That said, this is a high-risk, high-reward sort of ability – a low risk will give you little to nothing, while something that beats you within an inch of your life and has a real chance of ending your chain will make you rise like a phoenix. You know, if you don't die.

I AM ATOMIC -600cp **Eminence in shadow**
Once, there was a man who challenged the power of nuclear bombs, and trained his body and mind to hone his techniques. But nukes remained far beyond his reach, the limits of human beings seeming impossible to surpass. He agonized over how he could surmount this wall, and eventually, he arrived at a conclusion. How do you challenge a nuke? You become the nuke. You have the same drive and sheer passion for training that one Cid Kagenou possesses, as well as his talent. You can dedicate the entirety of your life to training as hard as you can in pursuit of more power if you wished, and the results you could obtain would be far, far greater than that of other people. You could skyrocket to possessing world-class swordsmanship in years, discover how to remove the negative symptoms of possession in this world with but a month of experimentation, learn to compress your magic into extremely thin threads and small particles to overcome anti-magic effects, and given proper training, you would be able to reproduce Shadow's most iconic technique; a magical nuke, produced from your power alone. You still have limits, and you will likely run into them like a speeding car mere decades into your training, but if you just keep trying harder, surely you'll arrive at some insight or opportunity to grasp ever greater power, right?

Crunch Time (600 CP) **Atelier Ryza**
Research and investigation are demanding activities requiring long hours of concentration, which is a nice way of saying that being a student at the royal academy is a lot of hard work. Whether you're an attendee or not though you have the work ethic of a graduate down pat. You're able to force yourself into a state of absolute focus on a task at hand, ignoring boredom, discomfort, and even your physical needs like meals and sleep, though you remain peripherally aware of them and can "snap out of it" any time you like. This trance-like state allows you to

study like a madman or work yourself to the bone training for hours or even days on end, absorbing vast amounts of skill and knowledge in a fraction of the time you'd normally need and without allowing anything to disrupt your focus while you're at it. Just make sure you don't study so hard that you keel over from lack of sleep, your grades aren't that important!

Oni Princess [-200 CP] - **Slime tensei LN**
The ultimate assistant, you seem to have a talent for any sort of mundane skill that you can get a short time to practice on. Be it something more manual like sewing or playing an instrument, to more abstract things like civil administration, you only need to try your hand on it for a few sessions before you can claim to be among the best in your nation.

When Did You Learn That? - 400cp **Generic MHA**
Whether it's the threat of imminent death or just your natural instincts as work you are capable of rapid improvement. This shows itself particularly well in the middle of intense combat. You might be on the brink of defeat only to suddenly receive the inspiration for a powerful technique perfect for the moment. This won't happen all the time so you shouldn't rely on it, but this will still give you a boost every now and then. The more dangerous the situation is the more likely you are to come up with something.

I Can Advance Even Faster Now - 100 CP **3 S-class talents**
Many races have techniques that allow them to advance at an exponentially faster rate. For example Vincent gathers a dozen of these techniques so that he can compete with the more powerful races as he explores allowing him to cultivate faster. Each time you purchase this perk you may double the rate that you grow. This will provide an all encompassing boost to your learning capabilities as well as the rate you gather energy. Lastly keep in mind that some races are already naturally able to do this at a rate thousands of times faster than a human so you may need this. Alternatively you could simply acquire some of the methods in jump that provide a similar boost.

S Rank Potential [Free for Summoned Hero/ 600cp]: **Lazy dungeon master**
You've been summoned here, maybe as a hero or maybe not, but your potential is undeniable. You have a true hero's potential, a reserve of yet to be discovered and utilized power that would set you head, shoulder, and body above nearly every being in the world barring the gods and those on their level. For now, however, you are seemingly unchanged, though you will find that every bit of training for you increases your skill and power far faster than even the most prodigious of normal humans. Today you are human, tomorrow you will be superhuman.

Bonus Experience (400 CP) **Isekai maou**
Adventuring is a much more lethal occupation in Cross Reverie than it is in the MMO and few adventurers live long enough to get anywhere near the level cap. That is, unless they have the kind of insane learning curve that you possess. Much like a particular air-headed elf princess you are a wellspring of natural talent, learning simple skills on your first attempt and absorbing weeks and months of training in a fraction of that time. You'll need a teacher to make the best

use of this perk, but once you have one you can level grind like nobody's business, even replicating Shera's feat of becoming an expert fighter with only a few days of intense training.

Experience Like a River [600] - **Generic exalted**
Experience flows like a river for you, and you'll be making incredible leaps and bounds in training and personal development at speeds that might just terrify the casual observer. As a mortal this gives you the equivalent of an Exalts ability in learning speed and training times, able to master specific skills in weeks or months that would take mortals lifetimes, and able to push yourself mentally and physically such that you'd be at the absolute top of your game in almost no time at all.

As an Exalt this is amplified even further, compressing into days what would take other Exalts weeks. Additionally any skills you have will never degrade from lack of use, you'll be able to take that one obscure skill you learned hundreds of years ago and use it at the same level of skill it used to be, as if no time had passed at all. To elaborate this doesn't let you exceed the limit or 'cap' on any skills or abilities you might have, but it will let you reach those limits in a bare fraction of the time it normally would.

400CP - Progression - **Kenshi**
Just like in the game of Kenshi, all of your actions now level up stats associated with them. This progression isn't fast or even immediately noticeable, but the incremental progression adds up more than you'd think over time. Think months and years rather than days and weeks. This effect stacks with any natural learning and ability you already have.

Self Trained (100cp) **Sevens**
Being the last spare in a noble family can be troublesome when trying to study, while your siblings had private tutors or were sent to academies, you had to make it do with old books and cheap records. At least you can say that it worked, to some extent, thanks to your mind, instinct and imagination. You are able to gain a proficient level of mastery in any skill just by studying theoretical knowledge and practicing alone. Sure, it doesn't give you the battle experience to use it to the fullest, but it's a great way to gain an edge without endangering yourself.

Future Full Of Potential (600cp) **Sevens**
Someone get the admins because what I'm seeing is pure hacks! Experienced veterans and even known prodigies get jealous of you, for you are just a damn genius. From mundane matters like cooking or sewing, to the art of war and arcane magic, you just have a natural talent to excel at everything you try your hand at. To the point you can equal ten years of practice and experience in a couple of months if you tried. For as long as you apply to it, no mortal in this world could ever catch up to you. However, wonderkid, remember that not everything is so easy, and being so much of a shining sun in this world may attract the wrong kind of attention towards you.

Solar Hero Supremacy (100 CP): **Exalted first age**

Though the other Chosen have their ordained roles and responsibilities, the Solar Exalted define the terms on which they rule the world. It matters not if you were a fisherman or a gladiator in a previous life-you now have a boundless talent for all things, and a voracious hunger for learning more. Training and study in all its forms is efficacious for you as it is for the protagonists of a story; others may be more specialised, more experienced but should you find the motivation to rise to the occasion you'll find your mind and body united like a well-oiled machine to catch up. Who says an accountant can't be a martial artist the next day and a doctor in a week? Whether you walk unseen among your subjects or bedazzle them from your ivory tower, you'll not seem wanting compared to them.

Earnest Little Puppy- 600 **Majikoi**
It's not an easy thing to become a master at smashing in people's faces. Not for most anyway. Some are born with enough natural talent that they can get to the face smashing before they even enter kindergarten. You don't seem to have been born with that same starting talent but you've got something special about you even so. When it comes to something you have no talent in or that is difficult to learn, you'll actually learn faster. The harder it is, the less talent you have at it, the faster you'll learn it. It'll be hard work mind. You might be learning faster than even the prodigies if the task is hard enough but you'll feel every second of that effort when you do so. There are some limits however. Even if it's the hardest thing in the world, you won't be able to surpass your own maximum limits with this and you'll never be able to accelerate your learning rate beyond a months' worth for every hour of work and even that would only be with the hardest of subjects that you possesses utterly not talent for.
Boosted: Perhaps you are not a prodigy. Perhaps all you can do is hard work. But even a stubborn hard working brat can have some insight every now and then. Whenever you are trying to learn something or practice something, you'll get at least one moment of sudden clarity. Inspired by something you see around you, as you train or during a break, or just a light bulb moment, this realisation will propel you forward in a great leap of learning or even teaching you something completely new, showing you a new trick or way to use something.

A New Era of Martial Arts- 600 **God of highschool**
And a new phase of human evolution. Through sheer effort and talent, you managed to bypass a part of the Taboo that seals Humanity's potential away from them. This has not granted you increase power, rather it has unlocked the potential you have to grow. When it comes to training, you are tenfold the speed of any other human. Training, in this case, is not useless book learning or the memorisation of martial techniques. Training is the improvement of your physical muscles and the growth of your life energy, things which can only be improved by putting in the work, regardless of how clever one might be. With the speed at which your power now grows, the idea of reaching the level of the Gods seems far less far-fetched now.
Boosted There's nothing like a good War to kick-start the development of new technologies. Both the sort you buy in a store and the sort you learn in a dojo. Martial Arts is every bit a science as weapons manufacturing in this respect. When you a great conflict approaches or is happening around you, you'll start to train even faster. The bigger the conflict? The bigger the boost you get. A street fight with your best friend set up a week in advance? There'll be

something but it won't be much. A fast approaching war with a entire world of immensely powerful Gods that will cover the entire world? You'd be stuffing years of growth into days of training.

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

Let It Happen (100cp) **Tsuki tsuki**
There are people that have to fight tooth and nail every step of the way, they shed tears, blood, and sweat for the smallest of improvements. You're not like those losers. You're a natural, at basically everything you try, you find yourself having an easy time learning about it. Truthfully, it's not like you're a genius at it, but you're certainly talented. Be at cooking, martial arts, or artistic pursuits.

For The Girl 600cp **Tsuki tsuki**
There's an undeniable gap between those with talent and those without. With the same amount of effort, time and training, the former will always be ahead from the latter. Even if the talentless were to pour years and years into getting better, it would be relatively easy for a more talented person to leave them in the dust. This serves to balance out that injustice. It allows you to break that wall between talent and talentless by using effort. The more you pour into something, the more talented you will become at it. It's something that encourages constant practice and effort. However, the effects can keep staking endlessly.

[400CP] If You Require Further Training...: **Oblivion Stupiddog**
The best techniques are passed on by the survivors. Unless you are the undisputed master of your skill, you will always be able to track down someone who has the ability and willingness to guide you further. They may require you to prove your worth or otherwise perform a favour for them to earn the privilege, but the opportunity exists. As with anyone, they will likely require some kind of compensation for their time but it is well worth the payment for the freedom to become a master of all, no? Curiously, you are able to rapidly make gains through these exchanges. When you have a skillful teacher assisting you, what takes days or weeks for others can be accomplished in mere hours. At times you grasp what they're trying to instruct you in instantly! The results of hard work and dedication always look like luck. But you know you've earned every ounce of your success.

Hard Work Overcomes All [400] - **All star superman**
You may not have superpowers. Indeed, you may be dwarfed in comparison to the Kryptonian or just the many heroes of planet Earth. That's fine. Humans got where they did with hard work and dedication, not innate power. You will find efforts you make to improve your body through training, your skills and abilities through pushing them to their limits or experimentation, and more will yield results more quickly. Should you be a studious or a creating type, you will find science and studies will open the way to breakthroughs a bit more quickly than they normally would for you, as well.

Tutorial [200] **Everyone else is a returnee**
When you happen to learn a new skill or encounter some new magic, the speed at which you can train with it will be exponentially increased for a short period of time. This period will last until you are at the very least familiar with the basic uses of it. In many ways, this could be considered having a tutorial in the use of the ability.

Shonen Power-Ups – 600 CP **Magi sinbad**
When the going gets rough, when the hero's beaten down by an insurmountable foe and on their last legs, there's only one thing that's certain – the hero will suddenly pull a new power out of their ass to claim victory. And well, what do you know, you seem to be a hero, at least for the purposes of this perk. During actual battle, your abilities and skills you use progress far faster than they otherwise would. This boost increases the more challenging the battle is for you – a fight you could win in your sleep, for example, would barely give you any improvement, if at all. But a fight that you actually struggle during or, better yet, are almost guaranteed to die in? Those are the kinds that cause your abilities to advance of prodigious paces, often unlocking new abilities or superior versions of your existing powers in the middle of battle. There doesn't seem to be any real limit to how powerful your abilities can become using this, though expect diminishing returns each time an ability has been empowered.

Uncappers

Boosted: Hard Work Conquering Talent- Fate/Zero Your hard work has begun to surpass even the limits of humanity, much less the limits of your birth. So long as it is something that can be improved or trained with hard work in the first place, such as physical fitness or skill in magic, there is no practical limit on how far you can train it. However, as with all things, as you get better, it will take longer and longer to see substantial results.

Lifting Yourself Up - 600 Chronicle
The powers you have gained here work just like an invisible muscle. Ignore them, and they will stagnate. But actively use and train them, and you will see just how far dedication can take you. And now, all other abilities in your repertoire gain the same potential. Exercising your powers will increase their strength, no matter of what nature they might be or how mighty they already

are. Unlike normal exercise, where after a certain point further progress becomes simply impossible, you will always see the same gains if you keep on putting in the time and effort. Don't neglect you real muscles, though. Playing superman is only fun if you also look the part.

And the Abyss Stares Back- 600 TG Solo Leveling: Much like Hunter Jin-Woo, the well that fuels your powers is an endless abyss that constantly gives you more and more energy. Unlike him, your personal source of power is not tied to The System, but it is capable of supplying power for all your abilities. What this means is that your abilities can be trained without limit, allowing you to draw more and more from your personal reserves, going past your previous limits the more you use each of your powers, making them improve and grow with you.
Keep in mind that while this 'abyss' is endless, you still need to give yourself an actual challenge to maintain a stable grow. After all, you can't expect a lion to train its fangs by squashing ants.

World's Predator -800 Arifureta
You madman, what have you done? A power that shouldn't exist, a skill born from gluttony, greed, envy, wrath, and pride. "Steel Stomach". A wicked advantage, one that lets you become stronger, raise your stats, gain skills, obtain new magic, and even increase your affinities or resistances... by eating. Not any meal, but the blood, meat and bones of monsters and enemies. The higher the difference between both of you, the more you will gain from it, though you will still win powers from weaker enemies. You can choose to some extend what exactly you gain from your meals, but how much can be gained depends on how much of the food you eat and how strong it was. Even things like vitality, intelligence, natural advantages, or talents are feasible. As side effects you also get the ability to freely manipulate mana and a set of teeth capable of piercing and chewing basically anything. Of course, now you have no set limit in how much strength or versatility you can gain, but that applies only to the gains using this power and not in general.

Eight Hundred Years of Cutting- 600 UQ Holder
After 38 years, this blade cut steel. After 80, no demon or spirit could withstand this edge. After 200, anything in the visible realm split in two. In 500, even invisible matter ceased to be an obstacle. And in 800 years, anything in this world would be cut. Curses, Karma, even Concepts. But this was not possible through talent, not something anyone could achieve just from being a prodigy. It was only through the miracle of hard work beyond hard work that it became real. You have the same propensity for hard work that let Juuzou Shishimi learn to cut all things in the world. As long as you constantly work hard at practicing a skill for long lengths of time, you can push it to far beyond anything normally or in some ways even supernaturally possible. Cutting concepts with mastery of the blade, pinning gravity fields through tremendous skill in grappling, burning time itself with fire magic. The broader the skillset, the longer it will take.

Limit Break- 400 Generic Isekai:

Every attribute and skill normally has a maximum level, after which it can no longer be improved. This skill allows you to surpass those natural limits,progressing and developing your strength and skills indefinitely. No longer will you find your progress stymied by a status window filled with nines- they will always roll over to add a new digit.

Empty Frame- 400 Generic Isekai :
Your arrival in this world disrupted the web of fate, leaving you with no pre-determined destiny or fortune to guide your journey. While some may call this a boon in itself, it has had other effects. Being outside the constraining limits of fate has allowed your soul unprecedented room to grow. Your mana reserve is a thousand times larger than a master mage, and that reserve can grow without any hard limits, as long as you continue to train.

Uncapped -Free Generic Gamer:
It wouldn't be much of a Gamer System if it put the brakes on you after an arbitrary period, would it? You may now improve anything about you to any level with sufficient time and effort. You might still need other Perks or abilities to make such improvement easy, but your potential now has no real limits.

Unlimited Growth -200 Bastard:
Your growth is truly unlimited, anything that you know can grow to the highest of highs. Like the current Seraphs you could grow from a normal Angel Third Choir to a Seraph First Choir provided you train for a few hundred thousand years. While you can grow to any heights, I hope you have training perks as it will take you millions of years to equal Lucifer or Satanel, or trillions to even come close to God.

Pure Progress- 600 DragonBall Super:
Life is about learning. Through every moment, you are always growing and changing. A battle is no different, certainly when you apply it to yourself. When you are in battle and pushed to your limits, you are able to rapidly increase the power, scope and effects of your skills, your techniques and even your abilities, so long as you are using them at their limit during these stressful battles. Powers to control a few seconds of time quickly allow you to control more and more time, over wider rangers and with less energy cost. Your skills rapidly sharpen and your techniques are honed to perfection and then brought even further beyond that. Even abilities that cannot naturally grow are improved when you use them in these times. The improvements are permanent, even once your battle ends, so there is never a reason to cease seeking out properly powerful opponents. A battle of course, need not be just a purely physical matter either. Pitting your wits and skills against an opponent in a game of chess could see similar effects on your mental capabilities and strategic skills.

Ordinary Man- 600 Fate Grand Order:
You weren't born with magical powers. You didn't discover a mighty artefact. You didn't have some magic old man to make you a king. You had yourself, your own human body and whatever weapons you could find. In a world of legendary heroes and terrible monsters, the odds say you

should have died. Yet here you are, having earned your spot in the ranks of mankind's legends. How? You got so damn good that you made the mundane become magical. Your ordinary fists went so far beyond the limits of human possibility that they become weapons of legend. Your skill with a gun so awe inspiring that the World itself can't comprehend it as not being magical. Your swordsmanship literally warping space and time to try and keep up with your skills. You've got no limits on how far you can take any skill and the further you take any skill, the more magical it becomes. Become a great enough master and you might even see those ordinary skills forming into Noble Phantasms in their own right.

God of War- 600 God of war 2018:
You find that your combat prowess seem to grow endlessly, though they seem to grow the fastest when in combat. Whether it be your reaction time, your reflexes, your martial prowess and skill, how you use magic in fights, or even just how to dodge while making minimal movements you will always find that you can go further. Keep in mind that you grow slower if you vastly outmatch your opponents not growing any faster then if you were training alone. If you fought your equal then your growth rate would triple and if you fought a challenge like an army or your superior in combat? Your growth would accelerate to give you the skills you need to fight on equal footing with them.

Fires of War- 600 Bleach Val's ver:
The crucible of war is where mankind has often made it's greatest advancements. In power and strategy, science and technology, even in growing as a moral species. Perhaps you're something similar, on an individual scale. Far more than most, conflict brings out your full potential. Not only in combat but any competition or battle in which the stakes are high, you are able to grow and learn at a far greater rate than is normal for you. Ordinary battles to the death will quickly sharpen your abilities but fatal fights that are also for the sake of others you care for will greatly increase the benefits as the stakes rise higher. From huge bounds in growth to potentially discovering entirely new powers, you can even use this conflict- derived growth to push past normal limits or caps on your potential and continue to increased your abilities. The benefits are potent but will begin to drop off as the stakes keep rising. For the sake of a world, you could bring forth unheard of potential, but beyond such global stakes you'll find little more increases to be had.

Universal Science- 600 Bleach Val's ver:
Perfection is a lie! There is no culmination of all work, no end to the path of science. The fool who says so is merely afraid that they lack the ability to go any further. You know the truth, the only truth that matters, which is that science is all encompassing and without limitations or morality. You are able to endlessly push the boundaries of your research further, continually able to make improvements and new discoveries, even if only minute gains for years of study. There is no true end to how far knowledge or skill can be taken, as long as you continue to grind away as the ages go by. Even if a feat appears physically impossible, that the science simply cannot progress to a greater scale, it is only a matter of time before you prove the nay-sayers wrong and find a way forward.

And if you happened to do so with means others would consider unethical, it'll only get easier. Science is unbound by petty morality, in the eyes of some scientists, and releasing those bonds from your work will greatly increase your progress, even beyond reasonable measures. One could try to study the Quincy with willing participation, slowly teasing out what secrets they know about their own powers. Or one could dissect hundreds of them to obtain information not even they were aware of, a slaughterhouse to support your hunger for knowledge.

Cuh-Ray-Zee! - Free Devil may cry:
The moment you step into the world of Devil May Cry, you, and anyone you brought with you, will have the innate potential to do incredibly amazing stuff all day long, pal. However, it will take great skill and effort to pull off anything like blocking attacks with the back of your hand, or playing an air guitar that actually produces audible sound for others to hear. But never fear, if you train hard enough, and git gud enough, you too will be able to deflect bullets with other bullets, destroy buildings by spouting out innuendos, and become a worthy disciple of my ways. And yes, you totally get to see your rank whenever you're doing anything.

Cancer 800 Cells at work:
Why be satisfied with the limits that your position in life have placed upon
you? Thanks to some quirk, your chains have truly been broken, and your limits no longer exist. You can grow and grow, practically without limit, expanding in strength and power. Your body is constantly mutating and changing, and thanks to this perk, all of those changes are optimized towards making you better. Whether improvements to your muscles, mind, or some esoteric power you've picked up on another world, you will now never stop changing and becoming better. Level caps or their equivalents are removed, and your 'stats' can always improve. While in this jump, your body may feature some large growths and may end up looking distended or grossly mutated when you use this ability often. However, after this Jump, such mutations will only appear if you choose. Powers and perks that you have picked up in other Jumps can improve over time. These 'mutations' will generally make the powers more versatile, and only very rarely will they become more powerful. Such mutations take time, and you'll likely only see one or two powers mutate in any given Jump.

Level Cap? What Level Cap? -200 Bofuri:
Your physical and magical abilities have no upper limit. Speed, strength, reflexes,
power, control, all of those have no cap. Become tough enough that even the final boss couldn't touch your HP bar, become fast enough to dodge attacks most consider instant, toss mountains, hit an entire world with a spell, and keep going from there.
Well, eventually, at least. Note that having ridiculous STR, or any ability for that matter, won't have any effect on your appearance. See Mai and Yui - they have a lot of STR and not a lot of muscle.

Eternal Evolution - 600 Naruto Otsutsuki clan jump:

Evolution is the key part of the Ōtsutsuki Will. We must keep evolving to fulfill our ultimate goal, achieve godhood and become a unique existence. Unfortunately, every creature has its limits, restricting their growth and potential and our limits are the main obstacle to achieve our goal, but not for you. You don't have any limit and your potential is infinite, letting you grow stronger and evolve without the worry of having a roof to your growth. You're also very compatible with any form of power boost, being able to become more powerful by absorbing energy and training without needing to worry about being incompatible with some form of power. This lets you become stronger with this, but doesn't nullify their side effects and downsides.

Potential -600 Dragon ball AF:
To be a warrior is to climb the mountain of power, always seeking whatever peak may exist. For you, however, there exists no peak, no limit to how far you can climb. You possess unlimited potential and unmatched growth, allowing you to train forever without limit while simultaneously outpacing almost all around you even when performing the same training. Your growth is such that you could gain the same power in a day that others would need a month to achieve, and the more you push yourself the faster your growth will become.

Monstrous Genius-800 SB Dragon ball z:
What's that? You haven't trained a single day in your entire life? Well that's no surprise, you're obviously a massively talented Genius. Unlike other people you don't exactly have a limit to how far you can grow. Whether it's your speed, strength, ki, magic, or techniques, none of them have any limit in their growth. Even racial abilities find themselves far outstripping that of your peers. In addition to that, you also gain power incredibly fast. Enough that you can expect to match Son Goku's strength by the end of the Buu saga in the same amount of time it took him assuming you only put in token training. Facing challenging foes and doing regular training would see you matching Majin Buu by the end of the decade. Additionally when you meet those vastly stronger than you this is "unlocked" again allowing for you to catch up to their strength in a similar amount of timerelative to your own strength in comparison.

Intense Training - 200 Fallout series:
Humanity is often beset by all sides, and so must improve in order to survive. This has been what kept us alive since they first found the killing power of rocks, and this drive to improve will keep them alive long after the apocalypse. Now, through training and hard work, you can improve without limit.

Unlimiter - 400 Generic Naruto Fanfic:
Your potential knows no bounds. Even with everything that chakra can do, other ninjas eventually reach a limit on how strong or fast or agile they can be, how much chakra they can store or channel, etc.

But not you. Never you.

You have the capacity for limitless growth inside of you, breaking all of the natural limits on the

human body, mind, or soul. With enough training you could eventually grow to equal the gods, and then to surpass them. Furthermore, your potential stands unlimited in another way as well. Normally, gaining a skill or ability changes people. Muscles develop along a certain way, the nature of their chakra changes, and a thousand and one other things. The point is that this tends

to reduce the extent to which they can learn other things. With you... that just doesn't happen. No matter what you learn and what you train in, your ability to master other skills remains completely unaffected. It doesn't even matter if it's somehow a requirement for you to toss aside other arts to progress in one, you can ignore that and go right ahead all the same. This applies to

any skills you have already acquired as well. Time, atrophy, curses, nothing short of jump-fiat can make you lose an iota of your ability, come hell or high water.
Even deliberate attempts to cripple your capacity will always fail short of actual destruction of the relevant body parts. In case the last does happen, you can be assured that while this does nothing to speed it up, you will heal from such damage. Finally, you yourself are also protected from the effects of your arts, such that even the most dangerous techniques or abilities you ever use can only do temporary damage at worst, even if said damage is an intrinsic part of their function.

Inheritor - 500 Against the Gods:
You are beyond other, lesser, beings. In you is the gift of a god, or a god-like being such as a Divine Beast. You have special powers above and beyond anything possessed by mere mortals, barring those who possess similar gifts. You may pick one Inheritance from the following list per purchase. Smooth people get three purchases for free, and a discount on more.

Dragon God's Bloodline - You have six drops of the Dragon God's blood in your veins, and his marrow which will produce more, at a glacial pace of like a drop every several years until you're 10% Dragon. This gives you extreme durability, to the extent that your bones are like tempered steel, and you gain a potent regenerative effect, regaining both your strength, health and profound energy at a rapid pace even in the middle of combat. It also makes you massively more resistant to poisons and other harmful effects.

This perk makes it so that strictly speaking you don't even need to cultivate now. Any powers you possess will continue getting stronger as you grow older, with no upper limits except your lifespan, which is extended to several hundred years. Finally, once per jump including this jump you can produce a 'Dragon Seed', which you may impart to someone else of your choice through sex. This heals them of any and all injuries or illnesses they may have, and nearly doubles their powers and energies. With time, you can learn to impart it without the sex too, but one person can only benefit from it once. This changes to once every ten
years after your chain ends.

Darkness Under The Sun - 600 DXD Ricrod
Slow and steady wins the race, you know that all too well. In fact, you might not have the explosive growth, or extra fast learning period of someone younger, but what you do have is a lack of limitations. Whilst many will find themselves in front of wall after wall showing their inherent limits, you just keep going on as always, gradually building up more and more power without any setbacks. Growing beyond what was thought possible, you have surpassed the natural limits and became able to keep doing so forevermore, not only power, but skills, techniques, magic, and whichever other abilities you happen to pick up. Only time can tell how strong you will become.

A Warrior and His Pride- 600 **Noblesse**
When the Werewolves gained Modification, the number of Werewolves who became Warriors on their own merits decreased sharply. What need was there to train themselves when Modification alone made them equal to all but a dozen or two beings outside of the clan? Even those who had already became Warriors by themselves took on the process, largely out of the depression they felt when they believed that they had reached a limit in how far their power could naturally grow. Only two Wolves in the entire clan refused to accept this treatment and refused to accept the idea that they had some kind of upper limit on how mighty they could become on their own. You saw the fruits of their efforts and learned well from them. So long as what you seek to improve can be improved through training, effort and will at all, you'll find that there are no upper limits to how far you can potentially take it. This is in no way an easy task. It is one thing to have the potential to be great, another thing entirely to get there and the further away your goal, the longer it will take to reach it.

Train the Basics 300 CP **Final fantasy 2**
There are those that will find that their skills, their understandings, their power seems to struggle to increase once a certain point has been reached. You are not those. Even repeating the most basic of training will increase your skills. Form practice with your blade every morning, even after you've mastered the forms? You'll continue to increase in your skill as if it were all new to you, without limitations.

Beyond Limits 300 CP **Final fantasy 2**
There is a presumed limit that will be reached. That once you have the ability to strike at your opponent three or four times before they can attack you once, or once you've reached the third level of a spell, that such is the end. Not at all. Your talent can be refined and practiced again and again, whereupon even the most basic spells can reach cataclysmic levels, or your weapon skill surpass logic and explanation.

1000CP - Power Without Limit **One punch man TG**
There is a reason why every being in the world has a limiter - a level beyond which their strength stops growing. It is there to prevent freaks of nature like you from existing. Just as Saitama did you have broken and removed your limiter, reaching strength that surpasses all reason. You are more powerful than nearly every other being in this world, strong enough to

obliterate the Earth with one punch, and your power is rapidly growing with each passing day with the only one still far ahead of you being Saitama himself. Should you ever be even slightly challenged, your power will continuously increase exponentially mid-fight to either remain far ahead of your opponent or quickly overtake them. This applies not only to your physical strength but other abilities you may have such as psychic or monstrous powers.

You are strong enough to resist and outright ignore the abilities of those weaker than you; even the world's strongest psychic could barely lift you a few feet off the ground, your mind can't be controlled and poison or cosmic radiation would have no effect on you where it would kill even a very powerful human being. You don't even need to breathe and you can somehow talk in outer space.

Your strength even allows you to do things that are seemingly impossible. You could enter or exit a purely mental/spiritual realm simply by punching your way through. You can, even without any assistance from God, master all forces in the universe to manipulate reality itself by controlling things such as gravity, space and time. Who knows what else you may be capable of? Wait, how did-

Hey, just so you know, you might not want this. I know it sounds crazy, but absolute power is, well, kinda boring. Oh crap, I'm gonna be late for a sale at the grocery store! See ya later!

Almost Too Easy (-600 CP): **I'm the evil lord**
Whether because your family put you into specially potent education capsules since you were a child, or because of your own natural disposition, you seem to be extremely talented in everything you try your hand to. Normally, an evil lord would leave these petty matters to his subordinates, but you wanted to live this life to its fullest. Even as a child, you will be considered a master of almost any subject that you put your mind into, easily surpassing the adults that have lived ten times longer than you, to the point of making them green with envy.

What's more, as long as you truly believe that something is possible, you can even shatter the limits of what should be possible. Much like Liam, who was tricked into developing the One Flash, to the point that he was eventually able to even strike those beings that could be called gods, you are able to train and develop new abilities without much limit but your own perceptions of what's possible to you.

The Favored Son of Heaven - 600 CP **3 S-class talents**
Some beings are blessed with legendary talent allowing them to cultivate at unsurpassed rates. These beings are capable of reaching heights beyond their species capabilities and doing so in a fraction of the time that it would take others. By taking you this perk you will now be blessed with this level of talent. You will grow stronger at an exponentially growing rate and you can even surpass normal restrictions such as your species level limit. This talent however can draw negative attention so you will need to be careful. After all there is no lack of geniuses, but only a small portion reach their potential.

Perks that keep the gains

Satan's Stasis - 200 Bastard:
Your body seem to be in a beneficial stasis with nothing regressing or getting worse not matter what you put it through. Skills never get rusty, you never gain weight past your optimum body type, your magic never weakens with time and disuse. Nothing about you ever diminishes with lack of use or practice it simply stays ready to grow again when you devote time to it. While this perk keeps you in your prime forever including appearance it does not forestall ageing.

You Have Been Reborn - 400 Invincible:
You have somehow been caught in a time machine accident, and have been reconstituted with molecules from millions of years in the future. Thanks to this you have become better than you once were, far better.

You have gained slightly beyond peak human physical and mental attributes, and neither your body or skills ever degrade in any way due to the passing of time or lack of exertion. Given time and effort you could easily win the entire Olympics if you'd like, break world records daily, become the greatest Chess Master in the world, these are all now possible for you. Beyond this however you have gained a minor ability to use Telekinesis. Able to use Telekinesis to lift a maximum of 10 lbs currently, though should you train enough this ability will quickly grow seemingly without limit. Given a year or two, you might be able to lift houses with no effort.

More than this however these future atoms seem to have had an interesting effect on your existing abilities and will operate as a Capstone Booster on all capstones.

Healthy and Hearty- 200 Dragonball super:
There are some truly ancient fighters floating around the upper reaches of this universe. And even older things from beyond it. Are they really getting in their daily martial arts practice or do they cheat a little bit like you are? You no longer grow weaker from age, not working out or not practicing. You retain the highest level of power and fitness your natural base form has ever achieved through practice, training, good diet and being in the prime of your youth. Even being decades into your elder years won't lower your effectiveness in combat, though you might still be pretty senile out of combat, and your power won't fade at all even if you don't practice for years. You'll be good to go for a knock down brawl even if you've been a nerd for a the past five years.

This Is My Perfect Form! -600 SB Dragon ball z:
While I wouldn't really call it "perfect" your form as it stands now is a hell of a lot better than it used to be. That's why as it stands, you'll never really "devolve" so to speak. Any

improvement to your physical capabilities and other abilities finds itself maintained no matter how long you spend without practice. The same applies to your skills, whether mental, physical, or spiritual. Even your personality won't change for the worse, you'll find that you'll never grow disenfranchised or bitter. In addition, none of these abilities can be suppressed, removed, or weakened in any way. The only way for your state to change is for the better, and only in the way you see it.

Not really focused on training but has training booster effects

Worthy-800 Garden of avalon
Once every few centuries, someone special is born. The sort of person that you just know will be something great as soon as you see them, even as a child. In these times, that person is Arturia Pendragon, the future king of Britain. But what if there was another like her? You've been found worthy of the favour of the World now and been blessed for it. Your path is one of great destiny, paved with many gifts and prizes, leading to truly incredible feats. And all it takes from you is to take the first step to adventure. So long as you pursue great feats and pursuits, you'll find yourself surrounded by advantages. Mentors and teachers of incredible skill and fame appear to teach you skills, spells and abilities. You'll find yourself involved in many stories in favourable ways, gathering friends, allies and resources without even trying to gain them. **As you attempt to improve yourself, so long as it is in the aim of accomplishing great things later on, you'll find no end to the breakthroughs and leaps of progress you achieve.** While on this golden path, you'll be protected from many minor dangers and risks, never needing to fear dying or failing because of accidents or the threat of unimportant foes in your story. Finally, this blessing of the World has ensured your natural charisma has skyrocketed to immense heights. Even if you act as an emotionless robot, you could gather a small army of devoted and powerful retainers over just a few years. It has it's limits though, don't expect people to stick around forever if you never show them a smile. Whatever path you take, it is one where you are assured to reach the centre stage of the story.

Godspeed- 400 Fate/Legends God save the Queen
Life is full of wonders and those that lag behind on the path are going to find life waits for no one. To make the most of this beautiful land, one has to have the speed of the gods in body and mind. How else can you appreciate it all? The gods may debate your speed being equal to theirs but it is true that something has infused your being with the essence of speed. Both body and mind hold awesome mobility. From the north of the British Isles to the most southern point, it'd only take you an hour to race across at a sprint, a speed shared by your movements in combat. The dozens of slashes each second are more than most opponents can come close to

following, much less block! The longer you remain in active battle, the faster your body will move. You'll have made noticeable increases in speed compared to your base level every few minutes, with no apparent limit as long as there is no lull in the fight of more than a minute or two.

Mentally, the story is much the same. Information is easily taken in and memorised at supernatural speeds for humans, creating a situation where you can learn the basics of most tasks in a few minutes and become a master in months of skills that take mundane men years to reach the same level of competency. No doubt you already have considerable skill in several medieval talents, such as sword fighting and horse riding and apparently even the arts of love making. Like your physical body, your learning speed will increase the longer you remain in continuous practice and study. The growth is slower than the physical kind but in return the lull is any break from your training for more than five minutes at a time.

Merlin Returned - 600 Harry Potter Generic Fanfic

There were ancient tales of your coming, Jumper. Actually, wait, no. There weren't. But there should have been. You were born to greatness, and this reflects in everything you do. Magic is second nature to you. While you don't get any skill or knowledge innate with this perk, nor any gifts or talents that pass down bloodlines or through rituals, you now have limitless talent in every single branch of magic apart from these limitations. **Besides that, you are a genius at learning magic too, mastering years' worth of material in days and weeks without even stressing yourself. This growth continues indefinitely, never slowing no matter what.** Your grasp of magic and its theoretical framework is such that you can manipulate the very nature of it, and do so with an almost contemptuous ease. You can take apart spells, rituals or even entire magic systems, and put them back together in whatever different arrangement you like, even in entirely new magic systems of your own. Even altering spells in real time is second nature to you, changing their effects, size, scope, everything. As is coming up with entirely new pieces of magic, with due research and innovation. Finally, to fuel all this, your 'Magical Core', per se, is proportionately vast. You have a humongous amount of magic at your fingertips, stretching far and beyond any known metrics well into the realm of legends like Merlin and the Founders. This perk follows you in the future too, providing you all of these effects in any and all magic you become able to do. This perk is a capstone booster, meaning that it serves to enhance each of the origin capstones in their own ways. The interactions are mentioned alongside the respective perks

Afarkaup Avarkostir -600 Generic Norse:

Everything has a price in norse mythology and there is no means around that, but the price is sometimes negotiable or able to be paid by others, and you have already paid a great price it seems and in return this gift. **The cost for you will be reduced by an order of 3 and your gains will be increased by an order of 3. The cost of what? Anything within reason really**. If you went to purchase a cow for 50 gold, you'd hand over 17gold and get 3 cows instead or one cow that was 3 times better. How does that work; like, where do the extra cows come from?

Seriously, just roll with it. If you were crafting a sword it would take up a third of the material and you might get three copies of it; it would take a third of the time to craft and be of three times higher quality. You can not cycle items this way by repurchasing something that has been acquired, enhanced, multiplied, or made through this, but god help the money markets as its still fairly exploitable.

Working out for an hour will take 20 minutes and only a third of the stamina and provide growth as if you worked out for three hours and received 3 times the gains per hour. While it can never reduce your cp cost, purchasing things like levels in an rpg setting with exp, items, or cp will grant you 3 times the amount, it functions as you please either in a gestalt fashion or increasing your capacity for hard limits and levels by an order of 3. You will receive 3 of any item purchased with cp.

The costs you pay are now indifferent to the specifications, if you make a contract with a demon for your soul, you can substitute in anyone else's unless there are other stipulations like a powerful or good soul, if the specifications are for unique items or things so rare they might as well be, you may all but ignore such specificities with even a glancing notion of an attempt for equivalency a deal for the strongest soul in the universe, you could just go grab the soul of a random guy just getting into bodybuilding or a gym rat. A deal for your life, ok I have this slave here you can use as you wish for 1/3rd of each day or here is 1% of the life force from 100 people under my rule or power. The ability to substitute is in direct proportion to how specific the deal is meant to be, how rare the thing being paid is, and how personal it is to you; something like gold you may MAY be able to switch out for jewels gemstones and other currencies if the dealer isn't a stickler but you could not switch out for fool's gold and receive the benefits of this perk, an heirloom magic necklace thats been in your family for generations could be switched out for a necklace of similar craft and make containing some magic blessings. This will not stop people from noticing a substitution has been made or getting miffed about it, but the deal will be considered valid if you try to stay within reason.

Medaka Sue- 1200 Medaka Box Abnormal
Could there be any being as perfect as you? Only the youngest Kurokami heiress can match your natural abilities, all of which are described below. Your body, mind and spirit are all incredibly far beyond even the peak of human capability. You possess superhuman ability in adaptability, agility, analysis, awareness, attractiveness, balance, calculation, charisma, cognition, combat, competence, coordination, deduction, dexterity, durability, eloquence, endurance, flexibility, instinct, intelligence, intuition, invincibility, leadership, memory, meta-luck, mimicry, perception, persuasion, reasoning, reflexes, regeneration, senses, speed, strength, tactics, vitality, and willpower. To illustrate the sheer level of each of these traits, some examples follow. Your speed allows you to travel at Mach 20 with no training at all, strength enough to pull thousands of tons just by walking forward, charisma enough to get 98% of a student vote to become student president, regeneration to heal every single bone in your body from shattered to full health in ninety seconds and so on. These attributes will also scale up in the case of non-human species that have greater baselines for their average.

Your learning rate is perhaps your most shocking ability. You are able to perfectly learn, memorize, recall, understand, master, and utilize anything and any skill by experiencing or observing it once, within seconds. Even things that take years or even decades for prodigies to learn, you can master, truly master, in just a few seconds. You also have no limitations on how far you can grow or learn, able to improve all skills and attributes and abilities without limit and with no loss in speed. You have total control over all parts of your body, including muscles, bones, flesh, blood, organs, nerves, hair, and veins. All of these can be consciously or subconsciously controlled, moved or adjusted, including improving them through thought to inhuman levels. This control is precise to an atomic level. This also allows you to be immune to any forced control of your physical body.

Finally, you have a series of super modes that you can unlock over time. Each one greatly boosts the power of your physical abilities and all of your powers, though at first your initial mode will drive you to a mad fury whilst in it. As you grow and learn to use these, you will be able to retain control of your temper and even all other aspects of yourself, rendering you immune to any attempt to control your mind or body or spirit. Eventually you may even be able to keep yourself permanently within this form or to unlock new, unheard of forms based on the powers you have or that you encounter.

Protagonist - 600 Generic Isekai Replacement anon ver
Congrats, you're an isekai protagonist. You have substantial plot armour, things generally go your way, and opportunities fall into your lap. Even if there are enemies more powerful than you, this perk will maintain a gradual power escalation structure, ensuring that you won't need to fight these opponents until it's feasible for you to win. Like other isekai protagonists, you've also been given a singular cheat skill, such as instant mana regeneration, **uncapped growth**, or even an AI that lives inside your head.

Eternal Atoms -300 Bastard:
Your body is made entirely out of Eternal Atoms. Eternal Atoms are mimicked on three levels, the physical ody, the astral mind, and the spiritual soul. By having these Eternal Atoms the only way to truly kill you is to destroy you on all the levels upon which you exist, necessitating the destruction of every atom that makes up your astral, physical and spiritual self, all of which are linked and share your resistance to damage. In addition to having the three levels that must be destroyed your body now regenerates nigh-instantaneously from damage on a level beyond space/time allowing you to seemingly regrow your entire body on all three levels from a single atom on the physical, astral, or spiritual level. Eternal Atoms make their possessor ageless, as well as removing the need for food, air, water, or sleep to survive, although they do not remove the pleasure from doing these things.

Eternal Atoms also inexorably link their bearer across all three levels of existence causing all of the levels to grow together, this functions in such a way that the weakest aspects are brought up to the level of the strongest, and that each time any aspect

grows in power or potency the other immediately grows to match. If you were a physically weak mage prior to taking this perk you will find that upon taking it your physical, and astral might instantaneously grows to match your mystical, and that from now on any aspect of your body will grow to match any other. Watch and laugh as others are shocked by your spells getting stronger from bicep curls.

The only way to truly kill someone with Eternal Atoms is to eradicate every single atom of the individual's body across all three levels of existence at faster than the speed of light, to prevent the regeneration from having time to kick in. Individuals with immense willpower or rage driving them have been shown to be able to boost the rate of healing of their eternal atoms as well as to resist disintegration of their Eternal Atoms for up to two minutes in order to make a final action.

Black Swan -600 The record of a fallen vampire:
The Black Swan is a curse that was created by the legendary Saberhagen and has been cursing generations of humans all for the sake of killing the vampire king. You receive a copy of this curse although it is slightly changed from the original one as it offers only benefits and takes away any of the drawbacks. Some of the most notable changes that you receive are a significant boost to your physical capabilities along with the ability to fly. While you might not yet have the strength to match a vampire blow for blow you effortlessly surpass the vampire queen and king in speed. Keep in mind that when those two go all out they are easily able to move at significant relativistic speeds so this boost isn't meant to be taken lightly.

The greatest ability of the black swan is its ability to nullify any magic it comes in contact with. Any magic that comes within an inch of any part of your body will be nullified unlike the original which only had the arms. You're able to form a solid anti-magic barrier around yourself and others in case you have to protect people from by magic spammers. This nullification is selective so any magic you want to be affected by will work along with your own.

The final ability of the black swan is its ability to grow in power with every generation. With each passing year, you grow stronger surpassing the past version of yourself as any limits you have are broken. Given enough time all of your abilities, powers, and everything else about you will be boosted in strength the longer you exist. Even when doing absolutely nothing you'll find that you surpass the previous year's version of yourself by quite a margin. **If you were to train any of your skills they would gain an astronomical boost as any gains will be heavily accelerated due to your time limiter being removed**. There is no limit to this either so given a year or a short workout you'll surpass the vampire king in strength and will go even further beyond. While you may not be unstoppable now time is all you need before you surpass everyone.

The Vampire King -600The record of a fallen vampire:
It is said that the vampire king and queen are the strongest beings on the world due to their immense power that is capable of shattering planets. While it might seem to be hyperbole those

two do indeed possess a power strong enough to destroy an entire planet. Given that you are the third vampire currently in existence, you too possess an immense power that rivals those monsters. Your body has been transformed granting you immense physical capabilities and a new dangerous power. You are immune to the dangers of space and can stay in the vacuum for an indefinite amount of time. When going all out you can move at significant relativistic speeds capable of freely going from the earth to the moon in a couple seconds and can trivially go much further beyond even that. You can go to the edge of the milky way but it will take time using just your base speed.
The power you possess is just as frightening given that even when tremendously holding back you can effortlessly destroy an entire city with a wave of your hand. The vampire king, who is your equal easily sliced over a million planetoid sized objects located across the globe and moon in a mere second when in space. Suffice to say with just power alone you could cut apart entire sections of the world just by swinging a sword at the planet.

Finally, you gain a deadly power called Moonlight Corrosion which will be your deadliest ability. This corrosive power is deadly beyond belief as it is not only capable of corroding objects but even light itself resulting in the total annihilation of anything it touches. The Queen was able to corrode a moon-sized spaceship in a few seconds and wasn't the least bit tired from the endeavor and you are her equal. Given enough time you could even corrode an entire planet. Surprisingly the corrosion can be used to terraform inhospitable areas into places suitable for habitation that will last for centuries. This process does take a lot of energy, however, as the queen used all of her life-force to terraform the moon.

You'll surpass even those two though as the limiter on how strong you can get is broken in a way that allows for limitless growth. Whether through training, abuse of your body, or something else you'll always be able to improve without a limit in anything you want to be trained. **You can grow or learn without limit in anything from strength to luck. You will always find a way to train that is immensely more effective than even the best training methods and any gains will be immensely faster given you gain years worth of training in a short workout. Diminishing returns will be a non-factor as you are able to improve at the same rate or above regardless of your skill level**. Finally, you'll find that atrophy, curses, time, or other circumstances can never diminish your skills as you always remain at your prime level regardless of internal or external forces.

The Legend of Kross- 600 Rune factory:
You are a paragon of war, able to take on hordes and hordes of
the strongest monsters and soldiers around. You can see the weaknesses of a foe just by looking at them, you know how many hits they can take, and every time you slay one you get an item based on how tough they were, and this stacks with other items drops. Whenever you are using combat techniques you only need a tenth of the normal energy required to use any moves, and you quickly learn how to improve from each fight, from the lowest of monsters to world ending foes. Everything you know how to use is a weapon in your hands, from taking out tanks with a watering can, to taking out Gelwein with a fishing pole if you ever get that strong.

Every form of combat you have can be used with other combat forms, Non-combat skills can be used this way as well, and you can even use combat skills for mundane tasks quite easily. **You constantly improve your abilities in combat, from strength and speed, to things like improving your more unique abilities from other jumps.**

Boosted:

Well now... I guess the previous description is beneath you. In battle your body and every ability you have constantly increases, and even in fights with weak monsters like woolies all of your abilities can increase by up to 1 percent in a one on one fight. With every battle you engage in you'll learn new applications for your abilities, and you will gain new abilities derived from the old ones you had, either individually or as combinations. If you choose to spar with others, while they won't nearly gain the same benefits as you at first,

they will gain a somewhat reduced version of this non-boosted perk. Anyone you beat in a fight, regardless of if it's fair or not, will at minimum gain a great respect for your abilities and will grant you one request, provided they live. Have fun mowing down armies or bosses rapidly. The effects of this perk can also be used to upgrade equipment or anything else you own by dividing your boost between yourself and your possessions, but this is guaranteed to be less effective and less efficient than using the blacksmith perks to upgrade them.

Kenpachi- 600 Bleach Val's ver

You were always strong. Stronger than anyone you met. Maybe strong enough to be one of the strongest in all the worlds. But even as a kid, that strength limited you. How could you ever connect with others or learn from them? How could you ever enjoy a fight when you were swatting them like flies? Through your own subconscious action or the binding of another, this power was sealed away deep within as potential. Similar to Zaraki Kenpachi, you hold the potential for vast physical and spiritual power, along with a natural instinct for combat unmatched by almost any spiritual being. But this is largely inaccessible now. As you put yourself into deadly battles against worthy foes, you'll see that power begin to return in leaps and bounds. Your muscles become denser, your spiritual pressure rages hotter and heavier with each battle, until you can eventually reach the same awakening of power as Zaraki did. **Even after having reached your full potential, you'll still have an effortless talent for all things relating to violence. Martial styles are easy to learn, becoming a capable user of techniques with a single day's learning, and each battle you enter only increases your experience. With every fight, you become deadlier, even if there's rarely a need to bother with your strength.**

Once In A Thousand Years -800 Helck:

Heroes are rare beings among both humans and demons alike. They only come once in a generation, to lead their people into greatness. But even then, heroes are still far for invincible, especially for human heroes.

You however, are a miracle that could only come to pass once in a thousand years, perhaps even more. You possess a physical might that knows no equal in this world,

save for the hero Helck, and perhaps the Demon Emperor himself. You could one-punch most creatures that walk across this land without breaking a sweat, defeat entire armies of prototype winged soldiers on your own, destroy the ancient golems of the human ruins in a single attack or even wipe out a mountain sized kaiju in a single attack if you were to give your all. In fact, all your physical abilities will skyrocket, your dexterity increases to the point that you could build a large card castle out of a slippery deck of cards, your stamina letting you swim for days across a dangerous ocean after a battle with a titanic kraken and still be full of energy when you arrive ashore, and your speed is so great that even all but the most legendary divine beasts will seem slow in comparison to you.

Not only is your strength legendary, but also your learning abilities are on a similar realm. You can master up skills in mere minutes. This is especially intense when it comes to mundane skills. To put an example, if you were to pick up a bow right now, you may fail the first shot, but you will always pull a bullseye in every consecutive one, to the despair of the ones who took years to refine their technique. If you were to pursue a more esoteric path, such as magic, you will also surely attain greatness faster than others, being able to advance at least 10 times faster in the most complex subjects, and many more times the simpler the skill you are trying to learn is.

Body of the Reaction God -600 Against the Gods: A very important way used to improve one's strength and abilities in this world is the use of herbs and medicines, and certain other substances such as crystals and other supplements. Lesser known styles even use mystical aspects such as the Mystical Yin or Yang of people, allowing for great benefits through sex.

You are especially fortunate in such things, possessing a body and soul that allows you to reap over thrice the normal rewards from any such methods you use. Regardless of whether they affect your body, soul or profound veins, the rewards are immense enough to leave even veteran experts mind-boggled. At the same time, the harmful effects of any poisons or venoms you might have been exposed to are entirely removed. Barring the absolute greatest threats like the Absolute God Slaying Poison, nothing else holds a chance of affecting you.