

By Valeria

Introduction

The land of Britannia. A land set in the time of knights and chivalry, with a great deal of magic and monsters thrown in for good measure. Arthurian legends takes the forefront here, inspiring many characters, monsters and tales. This is the land of Seven Deadly Sins and where you will spend the next ten years.

In the ancient past, there was a great war. Fought between the terrible Demon Clan and their righteous opponents- The Human Clan, the Giant Clan, the Fairy Clan and the Goddess Clan. Together, these four races managed to defeat and seal away the Demon menace. The Goddess Clan disappeared after this incident and with them, so did the truth of this ancient war.

3000 years later, the land of Britannia has been split into various kingdoms of the medieval era. Amongst these is the kingdom of Liones, made into the mightiest kingdom of them all with the power of its Holy Knights, human beings empowered with incredible magical abilities. Led by the Great Holy Knight Zaratras, they protected and served the Kingdom of Liones. Along with these Holy Knights were the Seven Deadly Sins, a team of 7 rogues and former criminals, each an incredibly powerful warrior, even beyond the Holy Knights.

On one night, 10 years ago from the modern age, a terrible crime was committed. Zaratras was found brutally murdered, pierced by dozen of blades, at the hands of the Seven Deadly Sins. Or at least, that is what the current Great Holy Knights, Dreyfus and Hendrickson, told the rest of the Kingdom after chasing off their 7 former comrades.

Since that day, the Seven Sins have been spread across the land and the Holy Knights have committed ever crueller acts in order to prepare the kingdom for a coming 'Holy War'. In one year, the Third Princess of Liones, Elizabeth, will escape from Castle Liones and travel to encounter a child-like blonde man by the name of Meliodas.

You begin with 1000 Choice Points (CP) to prepare yourself for your journey.

Locations

You may pay 50cp to change your location to any rollable option.

1. **Boar's Pub, Mama Hawk**
   The travelling pub, the Boar's Pub, owned by one young man named Meliodas. Never staying in one place for more than a few days, and travelling through some mysterious means, this pub serves some truly fine liquor but I wouldn't recommend tasting the food. The pub owner is nice enough, if a bit perverted, and his pet talking pig is always enthusiastic in cleaning up any messes. If you're a cute girl, Meliodas would gladly hire you as a waitress. Otherwise…well, he's always happy for loyal customers.
2. **Camelot**
   The Kingdom of the young King Arthur. Whilst as yet it is still in its youth, this kingdom will one day become the greatest human civilisation ever to grace the face of Britannia. Always enthusiastic to welcome new people, you are sure to find a place in the growing army of Camelot.
3. **Vaizel, Liones**
   A happy little town built into the slopes of a small mountain. Vaizel is mostly a calm and average town but once a year, it becomes louder and more bustling then even the capital. This is the Vaizel Fighting Competition, a great tournament between any and all fighters that wish to enter, held atop a gigantic rock set just outside the town limits. This years' competition just ended but the one next year is definitely going to be the biggest and most explosive yet.
4. **Capital of Liones**
   The centre of all of Liones, where the King supposedly lays deathly ill and from which the two Great Holy Knights direct all official business of the kingdom. The most secure place in the kingdom and packed to the brim with Holy Knights, starting trouble here would be a fool's endeavour. Still, that facility over on the hill next to the castle gives off some mighty strange vibes. Who knows what one might find beneath it?
5. **Fairy King's Forest**
   Home of the Fairy Clan and ordinarily inaccessible to humans, or at least those who don't know the way. Seeming to stretch on forever, this forest is filled with wonders that many humans would believe could not exist such as trees that dwarf entire castles or gigantic bugs that could eat a horse in one bite. If you're not a fairy, you'll probably get expelled from the Forest with both speed and no small amount of force.
6. **Megadozer**
   One of the few remaining communities of Giants that exists in Britannia. This huge, block like mountain structure has a sizeable clan of Giants living within it. Working as mercenaries through much of their lives, they won't be terribly happy to see you but they won't turn you out either. If you ever need a force unmatched by anything less than a legion of Holy Knights, this is where to go.
7. **Edinburgh**
   It's a castle or at least the melted, frozen remains of one. This is Edinburgh, the former strong hold of the Vampire Clan. A few years ago it had a run in with the Seven Sins, who easily wiped out the vile clan and destroyed their castle. There's not much left here save a pretty sculpture and the nearest town is a few hours away, so it's best to get walking.
8. **Free Choice**
   Aren't you fortunate? Have a free pick of the above locations.

Race

You may take one of the following race options.

Human- +100

The normal human found anywhere. By far the most populous civilisation in the modern age, they are also the weakest overall as they possess no innate powers. Still, there is no denying the power of individuals such as the Holy Knights and even the greatest Demons and Goddesses have learnt not to underestimate the potential might of humanity.

Giant- Free

The long lived titans that have lived their war filled lives for millennia. You stand 30 feet tall, with all the raw strength that would grant you, and will live 50 years for every year a human might live. You've likely been raised to fight and kill from the moment you could crawl. Not only do you have great experience with combat and mercenary work, but you have the innate ability to manipulate the earth, called Creation. Thus you gain the Earth Manipulation power for free.

Fairy- Free

Born in the Fairy King's Forest to one of the many fairy families that reside there. You are one of these winged Fae beings. You'll be alive for at least a thousand years, potentially several times that and you will never age from your youthful prime or suffer from mundane sicknesses. You may levitate and fly about at will, at quite great speeds, and you possess the ability to see into the hearts of human beings and know whether their intentions are pure or not, even if those humans attempt some method to hide their presence. Finally, all Fairies possess a limited ability to transform their physical appearance and clothing, though it requires both great concentration and reduces the Fairies power when they use it. Most Fairies only have one or two alternate forms and only the strongest can spend extended periods of time in them. All fairies smell like a particular flower or herb, so feel free to pick something fun.

Demon- 200

One of the many varied members of the Demon Clan, you somehow escaped the fate of being sealed with the rest of your kind and exist outside of the dark tomb they await in. You are much more powerful than the other races, save the goddesses, and will live for around a thousand years. You likely possess a monstrous appearance ranging from an 30 foot tall immensely obese red monster to strange blue bird monster even smaller than a human, though you may also choose to take a more human look with pitch black eyes, and possess a variety of powers based on the specific breed and rank of demon that you are. No matter what breed you are, you possess two separate hearts that must be destroyed for you to die and can possess the bodies of humans if they are weak willed in comparison to your own willpower. Demon blood enhances the power of those who drink it, if they are strong willed enough to survive in the first place. You also have the ability to eat the souls of other beings, able to extract them once you defeat those foes, and gain a measure of energy to refill yourself depending on the strength of that soul, as well as the soul's memories. As a Demon, you gain 1000 bonus Power Level, making you equal to the average Red Demon.

Goddess- 100

Just as rare as the Demon Clan these days, you are one of the angelic Goddesses. Despite the name, there are both male and female Goddesses, all taking the form of angels from Heaven. Indeed, some of these Angels take on quite strange appearances, like having three monstrous heads, so you may

do the same for your own angelic form. You possess far greater power than the average human. Your feathery wings allow you to fly and you possess powerful healing magic, though you are inexperienced in its use, which doubles as a weapon against Demons and other unholy beings. You may also possess human beings in the same fashion as Demons, working in a similar fashion. As a Goddess, you gain 1000 bonus Power Level, making you equal to the common heavenly soldier.

Vampire- 0
A Vampire, perhaps the last of your race, and one that has escaped the purge committed by the Seven Deadly Sins. Your flesh is burnt by the sun and fire causes you agonising pain but in return, you have gained certain advantages. You will live for at least a thousand years, even without regular feeding, and may drink the blood of other living things to replenish your energy and turn them into undead slaves loyal to yourself. You may even turn them into full-fledged vampires if you want. At night, your power is doubled from its normal level during the daytime.

Pig- +200 (Does not count against Drawback CP limits)
You are a Pig. Pink, four legged, hungry, curly tailed and chatty. Yes, you are one special, talking pig. Surprisingly, you are fully intelligent and hold the potential to not only use magic but to grow to incredible sizes and strengths in a long time from now. For now, you're only a little stronger than a normal man. At least you're cute.

Origins

Drop In

You hail from another time and place, not of the current world and perhaps not of this world at all. Because of this you may have a certain tendency to have ancient or lost arts or abilities, if you take the opportunity to gain them. No one here knows of your existence for now and whether you wish to change that fact is entirely up to you.

Royalty

You are a Prince or Princess in line to the throne of one of the many Kingdoms of Britannia. You are not necessarily a blood related relative of the king, as you may be adopted and still in the line of succession. What Kingdom you call home is your own choice, including whether to choose an existing one such as Liones or find yourself in a new place. Whilst you will be a Royal and receive all the benefits of such status, you are for now the last in line to the throne.

Holy Knight- 100

The Holy Knights form the backbone and elite corps of each Kingdom, though they are by far the most prominent, numerous and powerful in Liones. You have joined one of these holy orders, in a kingdom of your choice, as a newly promoted Holy Knight. You will likely be tasked with keeping the peace, assisting in the militarisation of the country and striking down criminals such as the Seven Sins. Of course, questioning those orders may lead you to a darker, much more dangerous truth then you may be prepared for.

Fugitive- 100

On the run, for a crime you didn't commit or just too many crimes you did commit, you don't spend much time around civilised areas anymore. You're a wanted woman of some renown, though nowhere near the bounties of criminals like the Sins just yet, and frolicking into a big city is like to see a Holy Knight come down on your head like an avalanche. Still, the Holy Knights don't know everything and there's plenty of ways to make a sneaky fortune if you're willing to get dirty.

Your age is anything between 15 and 40, as proportionate to your race's lifespan. You may freely choose any gender that you desire.

Perks

100cp perks, for Races and Origins, are free for the connected Race/Origin. All other connected perks are discounted to the respective Race/Origin.

Power Levels

In this series, a character's Power Level measures their overall power level and is separated into three categories-

-Magic, which measures magical power and the strength of all Powers you possess from this jump.

-Strength, which measures overall physical ability such as strength, speed and durability.

-Spirit, which measures the control and willpower a person possesses.

These three categories each have a certain number of points devoted to them which together make up the total score. A man with 10 points in each category would possess an overall Power Level of 30. This is by no means a hard measure and Power Level can change due to factors such as emotional state, physical and mental condition, compatibility between two fighters and overall skill in battle. Some of these factors, such as the influence of the environment on a battle or the strength of certain abilities that do not rely on raw power, cannot be measured at all and thus simply having a higher Power level does not mean certain victory.

The strength of the average human adult is around 20-30, usually possessing a 0 in the Magic category. To be a Holy Knight, you must have a Power Level of at least 300 and thus you gain that amount for free. Power levels are not slowly increasing measures. An average Holy Knight can cut through tens of trees with the pressure wave created by swinging their sword, instead of possessing just ten times the strength of the average man. A difference of just 1000-2000 points overall is often enough to render a battle against that stronger being suicidal. The Seven Deadly Sins and the Great Holy Knights, the general strongest characters for the first quarter of the series, have Power Levels in the upper 2000 to low 3000 ranges. The villains from the rest, the demonic Ten Commandments, start at 24,000 and go up to over 60,000. Near the end of the series, power levels can go into the hundreds of thousands, though they become much more inconsistent than earlier on.

You begin with a Power Level of 300, the basic level for any full Holy Knight, divided between the three categories as you please. You may pay 100CP to get up to an additional 5000 points to your overall Power Level, which may be divided as you see fit as well as bought multiple times.

Wizard/Witch- 200/600

You were apprenticed to a master magician when you were just a child and learnt a great deal of magic over the years. You're a master, still many millenia from the level of the Great Witch Merlin, but a master nonetheless. From countless forms of offensive magic to creation magic to curses to support or enhancement magic to more. The only thing you are not able to do or at least learn with your magical abilities is healing or life magic, as only the Druids and the Goddess Clan are able to access those. The power of your magical spells is governed by your Magic stat. If you instead pay 600 points, you will be able to begin with knowledge and skill equal to the greatest wizards and witches in this world, such as the aforementioned Merlin or the demonic mage Chandler. While you may lack compared to them in magical power, you can replicate hundreds of different magical powers in your spells. From near perfect defenses such as Perfect Cube, cross country teleportation, turning the day to night on a metaphysical level in a short area or even manipulating time or space, it's all possible. Now you just need the power to do something with this.

Hidden Potential- 300

There is a great well within you, a source of incredible power that is as of yet untapped. This ocean of potential within you lies locked away from you for now, as you have not yet suffered and struggled enough to even touch the topmost layer of what lays within. To unlock this hidden potential you have, you will need to pit yourself against battles and foes that push you to the very edge of your power and life, continually risking your being and yet still surviving. You must go through hardship on a personal level, growing as a person and as a warrior. Once you have overcome enough foes externally and internally, you will unlock the first tier of power. Your Power Level will be multiplied by 10 times over as you access this first layer of potential. The second layer will be even harder to access, requiring you to repeatedly push yourself well beyond your limits and risk death many times over, only unlocking your power when you have done this and finally reached a battle where you cannot survive without awakening your true power. You'll transform, taking on a more matured and refined appearance, magnifying your already increased Power Level by five times over once more. All your potential in this world has been accessed at this point, along with all the experienced you gained in unlocking it. Do be aware that if you cannot meet the growth conditions, this power will remain inaccessible. You must grow as a person to unlock each level, overcoming your own issues to a significant level, and you must be forced to struggle at your fullest and truly risk death by your foes.

Heart Magic- 200

The creation of life is hardly limited to the deities of the world. If a pair of humans could easily create life just by copulating, why could not a genius create it from scratch? You followed in the footprints of the ancient craftman Gowther, a fearsome demon, and learnt how to create Dolls. Artificial beings that possess souls yet are powered solely by magic. They need no food or rest and often have incredible amounts of magical power. They are usually humanoid beings but you are perfectly capable of transforming any artificial creation of yours into a Doll, granting sapience and souls even to weapons or buildings that you personally create. You have free reign over the personality, tendencies and loyalty of your created Dolls and may even grant them a measure of magical power too. The more you grant them, the longer it will take to create them and you may not grant more power than you yourself have, which would take a year of work to do so. Dolls take very little resources to create, so long as you have magical energy to work with, and may be created so long as your chosen vessel for them is ready.

Human

The Small and the Many- 100

Humanity possesses none of the natural advantages that the other great clans do. They do not have the great size and power of the Giants nor the innate magical abilities of the Fairies or Demons or Goddesses. Indeed, all humans as a whole have going for them is their numbers and their weakness but with how they managed to come to rule all of Britannia, they're obviously good at it. When it comes to other races and species and monsters, you're particularly good at sneaking by them or going unnoticed or underestimated. Why expect anything from someone who is 'only human'?

Beastman- 200

A bit of a lie was told earlier. You are not human, not quite. Rather, in your heritage, a magical beast of some sort can be found and this has turned you into one of the many varied forms of Beastman. Normally, you look completely human, and the only noticeable difference is that you are always in very good shape. However, you may at will take a were form based on an animal of your choice, increasing your physical abilities to levels beyond anything a normal human could achieve. A werefox would have much greater speeds whilst a werebull would have incredible strength. I wouldn't do this around any big cities though, humans can be an awfully racist lot.

Druid Arts- 400

Passed down to a certain sect of humans by the Goddess Clan, you were raised in the arts of the Druid and have become a greatly knowledgeable Master in their use. You are a master of healing magics to repair in an instant any wound short of death, which have incredibly damaging effects against Demons or other unholy creatures. Indeed, you could even kill a Grey Demon with nought but a touch and the use of the Purge technique. You know and have mastered a wide variety of holy and nature based magic for attacking, defending and other utilities, along with many other Druid traditions and you can even revive the dead, so long as you have the body, up to two times each, though they will be weaker each time and the second time twists their personality greatly. And while nowhere near as effective, you also know many natural healing methods using various plants or medicines, as well as an in depth knowledge of the human body not found elsewhere in this time.

King of Man- 600

Much like the Once and Future King himself, you are destined to rule over all of mankind. At least, that is the feeling that human beings get when they look upon you. Even if they've already promised their allegiance to another, when a human being sees you, they recognise you as their true, rightful King and know that the only right thing to do would be to follow your orders as if you were their King in oath, instead of just feeling. This is not mind control or domination, just human beings realising that they want to follow you and your kingdom, so they can deny orders that would result in things they absolutely disagree with, at least until you know each other better or change the circumstances. This can be counteracted by other highly charismatic, strongly willed and powerful human leaders as well, competitors for the throne if you will. Unlike them, you possess one additional ability, the ability to awaken Holy Knight Abilities in your followers. Not all will be strong enough in body and mind to take it but those who are will find themselves with greatly increased physical and magical power, along with possessing an innate magical ability of their own like all Holy Knights. As a King of your race, this perk also confers a bonus Power Level of 20,000 onto you.

Giant

Steps like Thunder- 100
All Giants dance. Even the most brutish, warlike and dumb of the titanic race are as skilled as the greatest human dancers. This isn't just some hobby but how all Giants express their connection with the earth to the world around them, just like their ancestor Drole the Giant King once taught them to do. Countless hours of practice and festivals have taught you a truly breathtaking mastery of countless forms of dancing. Even if you yourself are ugly, the sight of your graceful movements can captivate even the most cynical of humans for a few minutes and you know just which dances the earthen spirits love to see most.

Elephantine Memory- 200
As one of the long lived races of the world, you'll live to see a great many things change, be created and be destroyed. Even your own Giant brethren are slowly disappearing from the world as their mercenary lifestyles take their tolls. You may come to find, as the years pass by, that only your memory feels constant anymore. At least you'll always be able to trust in that. Nothing can interfere with your memories anymore, unless you willingly and without influence allow them to. No adding, no removing, no alteration and no hiding from you. They cannot even be read or peeked at without permission from you. A true Giant never forgets their history or the precious friends that have been lost to all but them.

Even Giants Are Girls- 400
Being thirty feet tall isn't all great. You might be able to throw someone over the horizon, literally, but damn if it's not hard finding someone that sews in your size. Even basic things that humans take for granted can become much harder, like being able to find enough food to eat when your head outsizes a whole cow. Somehow, you just don't seem to run into these problems though. Whether sheer luck or an act of god, events always coincide so that your great size never inhibits you or disadvantages you in life, though it won't prevent people taking advantage during combat. Dressmaker's just happen to be holding a giant dress convention when you come to buy some clothes, restaurants have massive discounts so that you could get just as filling a meal for the same price as a human, human made doors are always just wide enough for you to wriggle through and heck, you won't even be treated differently in life. Being a Giantess doesn't make you a monster and if you're just 15 years old, comparatively, then even humans will treat you as a 15 year old girl rather than a huge monster. Life as a Giantess isn't all great but with this, there's a lot less bad to drag down what is great.

King of the Mountain- 600
Drole was the first of your kind, the King over all Giants. He led your kind into battle against the Demons three thousand years prior and then disappeared. Since that day, the Giant Clan has been split into many tribes without one great King to unite them all. You are the one who can change that. In your blood flows the same traits that made Drole the King he was. Giants acknowledge your authority innately and only another powerful leader could countermand your orders to any Giant, who would bend at the knee to you in a second. Your body is as magnificent as the aura you possess, standing at 84 and a bit feet tall and, optionally, possessing an extra pair of arms beneath your original ones.Much like your ancestor king, you are able to rapidly grow in power so long as you are continuously in the act of some kind of performance. Dancing, singing, painting, so long as you're making art your power level will steadily increase the longer you do so. The better you are at whatever art form you are practising, the faster your power will grow. Once you stop performing

however, your power will very quickly drop back down to its ordinary levels. As a King of your race, you will also receive 20,000 bonus Power Level from taking this perk.

Fairy

Fey Moods-100

Fairies have a certain reputation and expected way of acting amongst humans. Flighty, mysterious, incomprehensible, otherworldly and strange. Fae is the word humans came up to describe these sorts of beings and actions and many of the things humans could not explain came to be blamed on your race. While you don't know about that sort of stuff, you do seem to be able to act in those ways without drawing ire because of it. You actually do seem mysterious and otherworldly when you try to be and acting flighty or mischievously while passing it off as just a fairy tradition will more likely than not get you off the hook. After all, punishing a fairy for being what they are is sure to bring bad luck on the household, right? It'll only extend so far without really playing into those themes, so make sure to keep an escape route ready.

A Most Mysterious Being- 200

The Fairy Forest is hidden from the eyes of humans but Fairies themselves are for the most part perfectly visible, they've just gotten good at hiding and flitting about unseen. There are certain breeds and family lines that differ however. Your own is one of them. You have the ability to turn completely invisible and take on a tiny size, about as big as a human hand at most, whenever you will it. None will be able to see you when you wish not to be, save for those you explicitly desire to see you and those who have great magical powers of perception. And your small size, when you take that form, makes for excellent sneaking around as it creates little noise and can sneak through the smallest of gaps.

Holy Maiden- 400

After the last Maiden was killed by the Red Demon who attacked the Fairy Forest, there was need of a replacement. They found you to be most suitable to take on the Holy Maiden's role, though whether you carry out your duties is another role. As caretaker of the Fairy Forest, you can communicate with and exert great control over plants of all different kinds as long as you are near them, though your true ability is to create seeds that can be used to form Fairy Forests over time. While it will take years or decades to form the far-as-the-eye-can-see forests like the existing Fairy Forests, even a few days or weeks of care will see one of these seeds cover the area of a whole town with ease. When in one of these forests you are aware of all that the plants within it are and can freely control any of those plants no matter where in the forest you are.

Fairy King- 600

The last true Fairy King left the Fairy Forest 700 years ago. In all that time the Forest chose no successor. Perhaps it was waiting for you to appear all this time? As chosen by the heart of the Fairy Forest, you have been crowned King of the Fairies till the day that you die. All Fairies, so long as they themselves are not kings or powerful leaders, will obey your will as their King. Of course, a Fairy King is not such a thing without their Sacred Spear. These mighty shape shifting weapons are grown from the great tree at the centre of the Fairy Forest. Yours is not the match of Chastiefol or Basquias as yet, much like any plant it will grow over time into something with various forms fitting to your fighting style. Your innate Fairy abilities have grown as well. You'll live for at least four thousand years, fly far faster than any other fairy and your transformation ability is no longer tiring or weakening to maintain. As a Fairy King, you may also take on a bonus Power Level of up to 20,000 points.

Demon

RBG- 100

Below the Superior breeds, there exist three main forms of Demon. Whilst you are not limited to taking on the appearance of one of these three bestial species if you choose differently, choosing to have one in your heritage does give you certain abilities you might not otherwise have access to. Choosing to come from a Red Demon line greatly enhances your physical strength and toughness, allowing you to spew black fire from your mouth that will retard regeneration or healing magic. Grey Demon descendants have more powerful magical abilities and can create and manipulate black energy that is highly lethal to living things form their hands. Blue Demons lack the special darkness of their brethren but are instead much, much faster and capable of natural flight. You may buy this multiple times to get the benefits of other ancestor demons.

Alternatively, you may choose to come from a non-demon line of hellish monster, such as a Monster Snake. These forms won't be better than the above three options but do allow customisation of your form to a much greater degree and some level of originality in coming up with powers. You can't gain anything on the level of the Powers section later but a Snake gaining poisonous fangs and spit or a spider having web spinning abilities is within the limits of possibility. Whatever you choose, RBG also allows you to swap to a human form from your monster state.

The Next Generation- 200

All Demons may empower others by allowing them to drink the blood running through their bodies, turning them into partial demons named Reactors, though without a strong will or with the command of certain dark spells, they will just twist into terrible demonic wretches that attack all life blindly. You have gained an enhanced form of this blood-linked ability. You may pass on any biological powers, even supernatural biology, to those who drink your blood without the risk of madness or corruption or death. The more they drink, the closer their new powers will be to your own level with them. This even extends to other blood based sharing, removing the risk of sickness, incompatibility or other forms of degradation.

Superior Demon- 400

Whilst not yet of the same class as the Ten Commandments, there are few other Demons that possess the natural abilities that you have access too. You have 7 hearts, each of which must be destroyed to kill you, and which allows you to enter the dreaded Indra super mode by destroying 6 of those hearts and entering a berserker frenzy, though those with Power Levels below 50,000 will die as a result of entering this state. You also possess the Power of Darkness tattooed onto your body. This dark purple, almost black, tattoo is under your full control and can be shaped to your desire and even manifest outside of your skin. It heals your form by moving over injuries, though doing some often in quick succession is tiring, and can acts as an incredible defensive armour. You may remove it from your body to form objects or limbs, such as extra arms or wings that are every bit as powerful as your normal body. It can grow in size or shape as you wish, though it won't be able to grow more ink like substance then would cover your whole body at once.

Eleventh Commandment- 600

You have joined the second highest level in the Demon Hierarchy, just below the Demon King himself. You are the Eleventh Commandment, representing a virtue or commandment of your choice. You have authority over the rest of the Demon Clan, with only the other Commandments or the Demon King himself able to counteract your orders and this authority, along with the sorts able to oppose you, will carry onto all future worlds. You are now able to enter the Indra Form without

destroying your own hearts or risking your life, though doing this without also being a Superior breed will make these transformations last only a few minutes each day. You can also transfer the effects of drinking demon blood, or indeed any blood related power, through the slightest contact with your body to any other being. Brush a finger against a bird and turn them into a hellish abomination for example. You may optionally choose to start sealed alongside your brethren in the Coffin and be released alongside them, which is when your jump will start. As one of the Commandments, you will gain power suited to being a member, having 20,000 bonus Power Level from taking this perk.

Goddess

Be Not Afraid- 100

You're angelic in more ways than just having feathery wings. You're more gorgeous then any human could possibly be and you know it. Your physique only barely pays attention to what is physically possible. And while you are certainly a pleasing sight to look at, there is more to you than just looks. Your presence is deeply calming to all human beings. Having you near assures humanity that someone really is there to protect them, whether that is true or not, and calms their doubts and lessens any fears that they might hold.

Last Line of Defence- 200

When the Goddess race sealed away the Demons, they exhausted themselves so much that they came to the brink of destruction. They were forced to seal themselves away in artefacts across the world in order to survive and to effect the world at all, they must work through intermediaries. Whilst for them this is a flawed emergency path, you have turned this ability into an advantage. When you would normally run completely empty on magical energy, or simply desire to, you may turn yourself into a strange artefact or weapon of your own design. While this will prevent you from dying due to energy loss and allow you to recuperate your reserves in a protected form, as it is tougher then you normally are, it also lets you still continue the fight with the help of an ally. So long as you are in this form, an ally who picks you up may channel their energy through your artefact to use your powers as their own. This is solely a temporary measure but it will empower those who fight alongside you and allow you to fight against evil even when you might be otherwise weak and ineffectual.

Peacemaker- 400

The Goddess Clan was supposed to be the ones who brought peace and unity to Britannia three thousand years ago and for a time, it seemed like they would succeed at this task. But the racism, arrogance and overwhelming desire for control corrupted them, brought them to break their treaties and try to purge their rivals, the Demons, from the world. You differ from those cruel angels, in that you never lost sight of what your purpose was. You have a god-given gift for solving arguments and talking down people from hostile actions. Your presence alone is enough to make people be more reasonable and when you take an active part, you can bring all but the most embittered foes to at least a temporary truce whilst they try to work out a peaceful situation. You might even be able to talk down a whole demon army, at least one without personal grievances. Kill a demon's child in front of him and no amount of talk on peace will stop him from trying to tear off your wings and beating you to death with them.

Arch-Angel- 600

Six great white wings fan out behind you, marking your status as the fifth Arch Angel of the Goddess race. Your authority over other heavenly beings is near-supreme, with only the other Arch Angels, or possibly the one above it all, able to act or order otherwise. Holy Magic infuses the very core of your being, such that a mere graze of your hand is enough to scorch Red or Grey demons to destruction and your own Holy or Light Magics have been empower to breathtaking levels. An Ark spell that might normally kill only a single Demon would be expanded to slay dozens in the same casting without any increase in energy. You are a beacon of light in the darkness of this world and no matter your true intentions, people are likely to believe the best of you until you prove them wrong directly. As one of the Arch Angels, you also gain a bonus Power Level of 20,000 from taking this position.

Vampire

Surprisingly Classic- 100

One might think that the whole black leather, immortal child, drinking blood from a wine glass deal is a bit overplayed. Usually, one would be right about it too. But a certain quality of yours allows you to do these things with a straight face and get treated just as straight. No matter how embarrassingly cliché you are acting to your race, your actions won't result in laughter or mocking. Why, you even make it look good and new, at least if you're putting some effort into it. Sadly, any compatriots of yours will likely be just as foolish-looking as they were before.

Darkness Fears Not Light- 200

Not all Vampires are the same, even within the Vampire Clan. Certainly, most fear fire and sunlight as death itself but there are those to whom it takes stronger stuff to really hurt. You are one of these higher breeds of Vampire as unlike the common sorts below you, you don't need to fear sunlight or fire as the deadly factors that they usually are. Sunlight burns you, but as a particularly harsh sunburn instead of the incineration it delivers on other Vampires. Fire hurts you worse than any human but nowhere near the death-in-seconds that your kindred receive from it. If you possess any other such weaknesses, flaws linked to your species or race, they will be similarly reduced. They will still be present and weakening but the severity will be greatly reduced.

Till There's Nothing But Bone Left- 400

When blood tastes as delicious as you find it, it's often a test of control to not gorge yourself on your victims. Especially when you meet that rare human with particularly scrumptious blood in their veins. You know it'd be better in the long term to just lock them up and take sips now and then but gosh, it just tastes too good that you might eat until you burst. It might sound comical but it's indeed a problem that many vampires encounter, especially after finding how good some of the supernatural beings in this world taste. Whilst you might still want to save those yummy meals for later, you'll never need to worry about hurting yourself through feeding like this. As long as it's not living or actively meant to be harmful, like magma, then what you eat won't hurt you, no matter how much of it you guzzle down. Whether it's a whole lake of blood or a city's worth of souls, you'll never be in fear of popping or bursting because of your endless desire to satiate your hunger.

Lord of the Night- 600

The true lord of the night. Perhaps you are the last of your race that you know of but even a race of one is not without a King these days. Other bloodsuckers will know from whatever shrivelled organ they call their hearts that you are the one that is meant to lead them. The powers of night and space that you wield are only proof of such things. You are able to extend an eternal night over several miles around yourself, for all intents and purposes this would count as a natural night and midnight at that too. Your influence over space however, is able to over time warp the land and buildings around you to make a strange landscape that should be impossible. Corridors that lead into rooms that should be on the other side of a castle, stairs that one must walk up to go down, rooms within rooms and doors that only exist from one side. This strange architecture can be controlled and increased by you over time, as your power grows and as you nest in the one place more and more. You also have a strange and quite terrible degree of control over your own body. With time and practice, you could learn animate your veins to extend through the air and suck blood from others, survive as a single eyeball that grows wings or even outright shapeshift to look like someone else. Thankfully you have many years to learn these functions. As a Vampiric King, you will also gain up to 20,000 Power Level as a bonus.

Pig

Pigtastic- 100

Pigs don't exactly have the right equipment to speak as humans do but their pluck and good attitude doesn't let that stop them. Despite not having the same human voice equipment, you are able to speak as clearly, concisely and well as if you were a normal man. Even if you don't have a mouth at all or your mouth is currently bound up, you could still make yourself be heard by those around you. It doesn't guarantee that those people will listen, particularly if you act as Pigs are known to, but you'll be able to chatter to your heart's content.

Big Pig- 200

You're no ordinary pig. Most wouldn't even call you an ordinary animal. You tower over elephants and whole houses. You're a Big Pig and you've got all the power and speed that great size would bestow on a Pig. You're even large enough to hold a whole house on your back with no trouble at all. Because of this evolution of Pig form, you've also gained a number of survival abilities. Even Big Pigs need to hide sometimes, with no natural weapons, so you're an excellent digger even with the stubby feet you have and can change your colouration at will to match with your surroundings. And while it might not make you happy to not indulge in the classic Piggy diet, you can go for a few weeks without any food just fine.

Self Porkrifice- 400

Pigs aren't the most combat capable of beings. Certainly, there are many famous Pig fighters in the long history of your great race but compared against the vast number of your porcine kind that exists, these lucky few are one in a million miracles. Still, even if you are weak and unskilled, it doesn't mean you can't try to support your friends when they're in need. And at least that bulk of yours lets your protect them better than anyone else. Long as you can get in front of it in time, you're able to take all of an attack that would normally hit an ally, suffering its effects and power yourself to spare them the pain. Pigs are tough and quicker than one might think, so as you stick by the side of your friends, they'll feel safe and secure for sure. Even a Pig meets its match one day though and you might find some time that you are willing to give up your porky life to save another. With a self-sacrifice this noble, you'll be granted a one-time reprieve from the death this would cause. You'll be brought back from whatever attack you nobly blocked with your own life, as a smaller version of yourself that will slowly grow to full size once more. Only once per ten years can you do this however.

The Pork Lord- 600

The almighty pork, the supreme ham, the unconquerable bacon. You are the King of All Pigs and the sight of your majestic form is all that needs to be done to make the other Pigs fall in line behind you. This is not just the four legged, pink sort either. Any Porcine being, whether on four legs or two, will know who you are and who they must prostrate themselves before. No longer are you limited by your four legged form in a fight, instead your Pig form can easily translate the martial arts to its use. You have also unlocked an ability shared only by one other Pig, the legendary Hawk Mama. If you can swallow an attack, it will be rendered harmless, little more than puffs of smoke out of your snout. Whether it be a gout of poison, an immense fireball or a wave of kinetic force, as long as you can fit your mouth around it and gulp down, it will be nullified. Of course, there are attacks that may prove too much for you, at least as you are now. Whilst even at this base level you could chug down fireballs that tear through mountains, eventually you will hit a limit of what you can safely down. Only improving your own power will allow you to increase this limit. As the legendary hero long

foretold, you gain 20,000 bonus Power Level, signifying that you are the greatest hero of the Porcine race.

Drop In

Taking it from the Ass- 100

It's not that you don't have the time to explain things, it's just that you can't be arsed talking to all these idiots for too long. They should know this shit by now if they're fighting along your side and taking the time out to explain things is a bore at best, wasting valuable murdering time at worst. Thankfully everyone seems to understand you, even when you're just grunting or giving them a word or two. Long as you actually verbalise in some way, you can always manage to get across even fairly complicated ideas or speeches in just a few seconds. No more than a few minutes' worth of talking can be condensed into every few seconds but it sure as shit makes the boring stuff get done quicker.

No Getting By Me- 100

A great deal of the warriors in this world hide their true power. For most it is a matter of holding back consciously but some fighters really do only grow strong at certain times or conditions. This can be a nasty shock to your ego and potentially your life if you're walking into a situation thinking you've got things handled. Long as you take a second or two to consider someone you can see, you'll always be able to figure out if they're hiding their power levels. Whether a result of their abilities being limited or just them holding back, you don't know, but you'll never be walking into a fight not knowing how far your opponents can potentially go.

We've Slept For How Long?- 200

Just because you don't physically age, that doesn't mean the ravages of time won't affect you in some way. Everyone changes over time, for better or worse, but that's another matter. What's important right now is that, especially after a good few thousands of snoozing in a coffin, your power isn't just a static trait. You can grow weaker over time, from not practicing those hard worked for muscles to just seeing your magic drain away over time. Your power really is static, at least in this fashion. No matter how much time passes, you'll never find yourself weakening because of it. Your muscles never atrophy, your magic will not empty over time, and your mind will not rot as you age. You'll still physically age and die once your lifespan reaches its end but until that time you'll be as healthy as you were in your prime.

Kin of the Faith- 200

The problem with having teams of incredibly powerful people, is that they often seem to never actually work as a team. Now, sometimes this really just seems to have no explanation. But there are indeed those beings whose powers would affect all around them, indiscriminate towards friend or foe. You and any of your allies no longer suffer this particular barrier to fighting together. You'll be able to freely use any of your abilities, as will your allies, without risking harm to any ally. These powers simply wash over the others, leaving them unharmed and unaffected unless you want them to be. Sure, your enemies may call it out as being horribly unfair of you to force them to obey magical rules whilst you fight unopposed but they'll be dead soon.

Band of Bastards- 400

Rogues, criminals and villains of all stripes and colours. Normally, any alliance is just one of convenience, to be betrayed as soon as it becomes more beneficial than the current alliance. But this world seems to differ. Whether good or bad, the criminals of this place often seem to be just as close as the heroes one might find elsewhere. You carry this trait, of villainous friendship and cooperation, wherever you go. Even if originally the alliances you are in with other villains were formed from spur of the moment profit, over days and weeks you'll find yourselves becoming actual

friends. Certainly, you're still villains and your goals won't change, but helping each other out when it doesn't benefit yourself, remaining loyal to each other and covering each other's backs when you each need it are all very possible. Even this vaunted power of friendship that the heroes blabber on about isn't out of reach for you and your posse to take advantage of.

Hand Made Perfection- 400
You are not made from meat, bone and blood anymore. You're not quite sure what you're made of in fact, only that it's in no way natural. You've been turned into a fully aware, living Doll. There's been no loss in function either, only improvements. Your movements are powered by magic, not by muscle or bone and so it does not matter if either is broken or torn apart, as long as your body is roughly together it'll still move as you will it. You don't need to eat, drink, sleep or breathe, though you still possess all the organs required for such and can do so if you wish, it's just not necessary for you anymore. Even tearing out your brain wouldn't kill you, you just need to be smashed into itty bitty pieces and have the magic that powers you be stamped out for it to finally stick. You also find it quite easily to plug in or take out new parts or even biological organs from outside sources and have them work within you and even benefit you. Despite how that seems impossible.

Gonna Need a Better Prison- 600
The Goddess Clan may have struck the final blow in the ancient war with their sealing of the Demon Clan 3000 years ago but it was hardly the first time such an event occurred. Sealing away beings or whole Clans was seemingly a popular alternate choice to those who couldn't or wouldn't kill them outright. You are always able to avoid these fates however, as there is not a thing that can keep you imprisoned in one place. No prison or binding, whether physical or magical or stranger than either, can limit the freedom with which you move. Prison doors are left unlocked or walls crumble before you, magic spells fray apart in front of your eyes and even the great Coffin of Eternal Darkness would crack open just enough for you to pass through.

Vengeful Souls- 600
The dead rarely go on their way with no regrets. Those ghosts who still hold onto their grudges against the living, who feel great rage against the ones who survived what killed them, can be called back. You know the forbidden arts to do so and to direct these returned souls against your enemies. So long as their rage lasts them, they will pursue the ones that still anchor them to the world and use all their original power to kill them and drag them back to the underworld. Once a spirit has destroyed what grudge linked them to the world, or been convinced to let go of their rage, they will return to the underworld once more. This ability costs nothing from you to use, powered entirely by the fury and hate of the souls you call up and unlike the normal version of this spell, you may even direct the ghosts against a specific target first before they move on to find their own desired targets. You may dismiss the ghosts at any time though you retain no specific awareness of each and every one of them.

Royalty

Brought Up on Gold- 100

Being raised in the lap of luxury and then dumped into a life of serving beer and collecting tips…it can be a bit of a shock to a girl. Princesses never had to work before now, it's no wonder they don't adjust well. With the tumultuous nature of your life, you'll have to be able to adapt to these changing environments quickly and indeed you can. You're able to adapt to changes in your life, such as from changing financial situations or a change in location, with just a day or two's getting used to things. A noble-born lady easily figuring out how to act as a commoner or the reverse, or adjusting to the culture of a foreign land are simple matters for you.

Shaky Memories, Shaky Art- 100

You've got one of those faces, the one's people never seem able to remember right when asked by the police. Whenever you commit a crime, nothing seems to record your appearance just right. People's memories get fuzzy and recording devices get glitchy. Certainly, if you rip someone off and then walk up to them, you'll jog their memory just enough but without you there to compare to, it's doubtful anyone will ever give a good description of you. You'll probably find some rather ridiculous wanted posters when you go into town again.

Those Who Stand at my Side- 200

It is the fate of a royal to have people die for them. They are as much symbols, as much ideals as they are people and to the citizens of the kingdom, there is often no more honourable death then dying in protection of the crown. Knowing this fact may tear at your heart but there is often little you can do to stop them from being willing to die from you. At least, you can make them less likely to die. Whenever someone protects you, they are far less likely to die. If they stand in front of you, shield raised to block any attack, then the blows that would normally tear them in half would simply fling them to the side, unconscious and badly wounded but alive. If someone purposefully does sacrifice their life for you, you'll be unable to save them but so long as there's a chance that they could survive for you, they are far more likely to.

More of a Father Figure- 200

Rare is the King who finds his way to the throne without learning at the feet of another. Certainly any Prince raised in a royal family will have countless tutors and the like but even one who starts as a humble commoner will often find his way into the tutelage of some powerful sorcerer. These teachers often become quite close to their students, such that sacrificing themselves so that they might fulfil their destinies is quite common. Whilst you won't inspire quite that level of closeness without some work, you do find that any teachers become very fond of you very quickly. They'll quickly stop being so distant and even become a good friend, when they aren't beating some skills into your head.

Latent Power- 400

A would-be King has a long way to go from where he starts to become a worthy king. Whilst he might have the potential to rule, no one starts with that potential fully realised and indeed, some never find the true extent of their own talent despite searching all their lives for it. You'll never need to try so hard to unlock what hidden strength lays within you though. When it comes to finding the power that hides locked away somewhere in your being, you're a natural unlike any other. This does not create new powers, only greatly help the process of finding and gaining the use of those abilities that you have the potential to use but are somehow blocked. It also assist you greatly in reaching your overall potential quicker, making it far easier for you to train or study as compared to your own

peers. It is a King's destiny to stand atop his Kingdom and the rest of the world, you'd hardly be much of a King if you didn't have the ability to match.

Classical Princess- 400
From birth or childhood, you have become the epitome of what people believe is the perfect Princess. You are, or at least are able to appear as, the kindest, gentlest and most charitable soul in the kingdom. You are certainly most beautiful and being graced by your presence, rather than overawe and dominate people like a King might, makes them feel special, valued and important. Whilst you have relatively little knowledge in the ways of governance or warfare, you can navigate court politics like the back of your hand and you are well experienced with the ins and outs of courtly love too. Indeed, your purity is such that you could even over-time talk your enemies over to your side. It will be hard to gain such repeated audiences with people as is necessary and great minds may resist you, but it will be rare to find the ransom kidnapper or band of thieves who won't end up pledging their loyalties to yourself rather than their former leader.

Apostle- 600
A long lost Apostle of the Goddesses, thought to have largely disappeared from the world, unlike what few Druids are left in Britannia. You've discovered both your heritage and the ability to use these holy powers to benefit other beings. You have incredible, innate powers of healing that require little effort on your behalf. Unlike the Druids or the magic of the Goddesses, this is not reliant on individual spells but raw magical power. Even at the beginning you can heal the wounds of dozens or hundreds of combatants at once and even bring back to life those who have died in the last few minutes. As your power improves, the range and area that your powers will increase. Apostles who also take the Druids option find that they have already mastered their new powers. They are able to heal a small army at once and bring back those who have been dead for very long times even without a body, though no more than once will their ghost return from the afterlife.

Predestined for Greatness- 600
The prophecies have already been told long before you were born. A new King will rise and lead his nation to greatness. Fate has already decreed your ultimate destiny and thus any attempted alternate ends to your story must be truly mighty to force your fate to meet its end. Events that might lead to your death often decide to not do so, with you managing to escape just barely alive when you would have died. So long as you strive for greatness and Kingship, this protection will remain strong and unmarred but there are fair number of foes deadly enough that they might overpower even a destiny as great as yours. And remember, this destiny only cares for your survival. A King is nothing if he cannot claim the throne for himself, all this fate will do is ensure that you do not die an ignoble fate to some unimportant commoner.

Holy Knight

My One Truthful King- 100

A Holy Knight is bound to their King every bit as much as a normal knight. Much like normal knights however, their leaders are not always deserving of the loyalty that a Holy Knight gives them. There are those who lie or cheat their soldiers and those who are being forcibly controlled by dark powers. This will not give you the power to stop the lies or save the controlled but it does ensure that you will always be aware of such. When you are lied to by someone with authority over you, you always know that the lie has been spoken, though not what the truth is. And when the person with authority over you is being controlled through some method, you'll be able to tell that they are and get a rough idea of what possesses them just by approaching them.

My Code- 100

Like the Code of Chivalry but more personal, your own code of honour and morality is a valuable thing. Breaking the tenets that you yourself believe are right and good things can only lead to madness or degradation of your morals, until you are just as foul as the demons you oppose. Far more sinister then breaking your code because of personal sin is breaking it out of trickery or manipulation by others. This at least you will not suffer. No matter how charismatic they seem, how well they justify the action or how they obscure the results of what you do, you'll always know whether the actions will or will not break your own personal code of morality.

Knight Squadron- 200

Each Holy Knight only has one innate magical power to their name, so they can get pretty damn creative with these abilities. Still, there's only so far one can go alone. Which is where the partners and teams come into play. You're definitely a natural when it comes to working with others and even when you dislike your partners, you can effectively team up, but its combo-techniques that you really took a shine too. Coming up with effective, easily used and totally crazy combinations of powers between yourself and other people is the work of seconds, rather than long hours of practice between the two of you. All you need for the other person to get it is a few shouted instructions. Go make that explosive tornado or that golem made of lightning and use them to crush every blasted demon to dust.

With Any Means- 200

The Holy War to come is not one that can be won with the nation as it stands now. The Holy Knights are strong yes, but they are too few and too weak compared to the seemingly endless ranks of powerful demons. If you are to be ready for the promised day in time, you cannot afford to let petty morals or weak humanity get in your way. You know how to get the absolute most out of people or objects, even at the cost of hurting or killing them, for your purposes. When you drive them personally, you can even draw out higher quality than would be produced if you just left them to work at their own paces. Work a smith to death and he'll produce a sword finer than he could have made with a whole year's work. Force the conscripts to build the new fortifications until they starve and you will have a castle made of stone yet stronger than steel. With you at the helm, there can only be victory or death, so it matters little what is sacrificed to ensure even the smallest victory.

Holier Than Thou- 400

You certainly put the Holy into Holy Knight and thankfully it's not just the attitude. Your very being is an absolute bulwark against corruption or possession of any kind, an inviolable sanctuary of which no dark force may defile and no spirit may enter uninvited. If you hold faith in anything, this incredible defence against corruption also bolsters the strength of your faith, making it even harder

to convince you that it is wrong to believe in what you do. Of course, if you decided to purposefully lower the protections around your being and let something in, it would only be so that you could influence it over time. If you purposefully allow a being to possess you then you may, without their knowledge, slowly affect them so that they become a more good or more evil being over time. Perhaps even a vile demon could be turned into a heroic warrior if you had enough time to work with them in this fashion, though it may take years to do.

Growing Into the Role- 400
A Holy Knight must fulfil many roles in the course of their duties. They are not just unstoppable juggernauts in battle but also policing officers, guards, generals, diplomats and teachers. Most Knights master these roles over time, learning from their mistakes and errors to become great men that serve their Kingdom to the best of their abilities but you require very little time to get used to these roles and ranks. Whenever you are placed into a position or rank, you begin to very quickly learn the skills and abilities needed for excelling in that position. You will not gain new powers, even if the rank requires them, but you will master any powers you have that the rank you have been given is required to have mastered. While this unique talent is able to condense what might otherwise take years of experience into just a few weeks, it is only when focused on a singular role that the benefit is so great. If you lay this effect on more than one position or take a rank required to cover many different roles, the effect will be spread out amongst each role.

The Holy War- 600
The future battle may be a righteous cause but not everyone may agree with the methods you believe must be taken to get there. That's alright, as your silver tongue seems capable of bringing low even the best of heroes. People are just like little bits of string, oh so easy to wrap around your fingers. Manipulating them, getting them to do what you want and believe it was not only their idea but also the most good and just action too? Perhaps not child's play but it's certainly not great task for you. All but the most heroic of men are likely to be entrapped by the justifications you offer for doing awful, awful things. Even making a Holy Knight enslave and kill the citizens he has sworn to protect is within your prowess. And through this all, your reputation will almost certainly remain pristine. Obviously you are one of the finest examples of Chivalry and Knightly honour that lives in this day and age, nothing less than the most solid and comprehensive of evidence will convince most people otherwise.

Reactor- 600
You drunk from the veins of both a Red Demon and a Grey Demon and survived both sinful acts to emerge as a being of incredible power. The act has boosted your power below by 3000 and granted you the innate abilities of both a Red and a Grey demon, particularly the creation and control of the Power of Darkness, along with the ability to manipulate the same tattoo like energy that Superior Demons have access too, though not in as great amounts. Your attacks and various powers may be switched into demonic versions, coloured a deep black and dealing damage that cannot be healed by magic and will leave scars even on immortal foes. Unlike a normal Reactor, you do not receive any changes to your appearance or mentality that you do not desire and may not be driven out of control by other demons or dark magics.

Additionally, you find that the Reactor nature and your particular compatibility continues on in the future. Regardless of the nature of the substance, you find that you only gain positive benefits from what you eat or drink going forward. While it is entirely positive to still gain nothing, you'll not need

to risk exploding or mutating from downing liter after liter of demon blood or even suffering from poison in your food.

Fugitive

Just Checking-100

Like one young blonde man, you've got a charm of some sort when it comes to lovely ladies and, despite his dislike for it, handsome men. The usual reaction to you suddenly groping someone out of nowhere would, at best, be screams of alarm and maybe a slap or two, if not a call to the local constable. But despite all sense and reason, people let you get away with your mildly perverted actions generally free of charge. Getting up close and personal with someone gets blushes and giggles at worst, though going too far will still get the usual responses. Maybe you're just that cute/handsome.

Foxhound-100

Growing up on the streets is never easy, especially in the rough parts of Britannia. Not all the world enjoys the protection of the Holy Knights and plenty of cesspools of human life exist in pockets around the globe. You grew up fending for yourself, not relying on anyone else in case they betrayed you. You're a masterful pickpocket, able to walk through a crowd and snatch a dozen purses with no one the wiser. You can easily sneak into anything short of a Castle and you're second to none in wriggling out of manacles or a prison cell. Just keep an eye on the guys around you, it's rare to find someone you can truly trust to have your back.

The Deadly Truth- 200

Being a former criminal in now legal service to a King might be a good gig for a while, especially with the whole rescinding of prior crimes, but even a fool could see the potential for scapegoating that it brings. The Seven Deadly Sins, the famous rogues and criminals that served the Kingdom of Liones, suffered from this very same fate. You force people to be truthful however, at least when they are talking about you with ill intent. Attempts to frame you for crimes always fail, false gossip about you from behind your back falls flat on the lips of the speaker and even those who get jealous and try to deny or degrade your achievements or feats will be forced to be truthful about what you have done. The only ones spared are those lying about you in a way that could not harm you or that would assist you, such as those who lie about you to your enemies to trick them.

The Hidden Storm- 200

A Holy Knight is known for the compassion and self-control that they master but you can hardly be said to be one of those ponces. Still, many of the lessons they learn are useful to your sort too and one of the ones you remember most well is the perfect control over your emotions that you worked hard to gain. No matter what you feel or how intense those feelings are, they will never influence your actions unless you allow them to. More than just perfect control however, your long experience with the great extremes that humans can go to in order to survive has taught you how to take advantages of your emotions even despite not allowing them to control your actions. Your rage can still empower your blows to greater heights despite not clouding your mind and your love still strengthens your will to fight on, even if you don't let it guide your decisions.

In The Zone- 400

Being strong enough to shatter whole mountains in a single blow is certainly a great boon when battle the epic demons and angels of the past but if you're not the type to send human foes splattering across the fields and actually want to leave some alive, it's not the most useful of powers. What would normally take countless hours of training to achieve is something that comes to you naturally and that's having perfect control over your own physical form. You retain full awareness of every single inch of your body, inside and out, and possess full control over it. You'll never exert

more strength then you mean to and can always judge what that exertion will do to the world around you. It has also greatly enhanced your awareness of yourself, improving your agility and skill in combat by a great deal.

You Are My Light- 400
You don't just inspire people, you become the light in their lives that brightens all the darkness and scares away all their demons. Those who trust you don't just feel heartened by your presence at their side, they feel like they've become king of the whole wide world and that nothing could possibly stop them anymore. To any ally of yours that chooses to believe in you, you'll be a source of constant inspiration and confidence, even just the thought of you driving them to stand up when they would fall down and fight on when they would normally surrender. To someone who loved you, the mere mention of your name would go beyond lighting the fire in their wills, it'll rejuvenate their bodies and refill their mention. And if you happened to appear before them and remind them of just how dazzling a sun you are to them? They could access powers normally impossible for them to use at that time, fight harder than they ever could without you and battle until their heads are crushed and their hearts are torn from their chests. Of course, to push themselves so far would exhaust them and leave them dangerously close to death, so please don't abuse the position you have in the hearts of your friends and loved ones.

Heretic- 600
The Great Witch Merlin professes an innate ability to resist the laws of the Ten Commandments, a set of ten absolute abilities that would normally only be resisted by the other Commandments and the very greatest of the Goddess and Demon Clans. Supposedly as a result of her ancestry including a particularly powerful demon, you too share this trait with her now. Effects that would normally be 'Absolute', even if only against certain categories of being, are not so much anymore against you. Oh, if you lack power in comparison to the foe using this ability, it will in effect be almost as perfect an ability as normal. Rather, if you are weaker than or equal to the foe, all this will grant is the chance, potentially a very small one indeed, to dodge or block that effect when you ordinarily could not. This chance will be greater the closer you are to that foe's power and will continue to grow even if the foe is weaker than you. If you are sufficiently powerful in comparison to your foe, to the level that a battle between the two of you would be an effortless win without this ability of theirs being taken into question, this won't be a matter of chance anymore, their supposedly perfect power will simply not be so anymore, weakened in the face of your obvious superiority.

Zombie- 600
You drunk from a Fountain of Youth. You drunk all of a Fountain of Youth to be more specific. Somehow you found another one and stole away with the gift of immortality. You possess a body that is completely immortal and will heal quickly from any damage. No matter the damage done to your physical form, it will never kill you, no matter how badly you are torn apart or how much are you is burnt away to nothing. You do not need to eat or drink, thus never fearing starvation, and you never need to fear death from old age as you no longer age. You cannot even be affected by poisons or diseases. The only thing that can kill you now is by attacking your soul directly. Of course, whilst you are immortal and regenerating, there are weapons and abilities that can force your body to heal at the normal rate or even to leave scars.

Powers

Knights and Fugitive Origin takers gain a 200CP stipend for use in this section alone. Demon race takers gain 200cp for use on the Commandment sub-subsection of this section alone while Goddess race takers receive 200cp for use on the Grace sub-subsection of this part alone.

The Powers found below are all innate magical abilities. Their power is based on the number of points in your Magic category in the Power Level perk earlier and are all able to be improved in both control and power over time, with new uses, methods and techniques being unlocked or discovered.

Wall- 100
You can create magical walls and barriers, of almost any shape and size. These are powerful defensive shields and the amount and size that you can create will only increase as their defensive power does. They cannot be used in an offensive way such as creating the shields inside of another being. It can however be used to push and crush against others or the environment, as anything that does not break through the shield will treat it like a solid, moving wall.

Overpower- 100
You can convert your magical power into a terrible aura of fear and horror. Just the sight of you in this state is enough to paralyse a normal man or even stop the heart of a weaker one. You can even cause those stronger then you to pause for a moment, though too great a distance and they may be able to reverse this power onto you.

Invisibility- 100
You can turn invisible at will. You'll be completely undetectable to the eye and you can even extend this to things that you physically touch. Quite a simple power but if you're strong and fast enough, removing the advantage of sight from your opponents can be more than enough.

Bug Control- 200
You are able to command insect life around you, calling them from across a many mile wide area to serve your purposes. You are also able to see through these insects as if their senses were your own. At first you will be limited to ordinary insects but just as your power increases your range, so too will your power increase the sorts of insects that you can control. You may optionally purchase this same option but for different sorts of animals, such as mammals or fish, with the same rules and limitations.

Illusion- 200
You can create illusions, covering all five senses, to trick opponents. The subject of these illusions is limited only by your imaginations and whilst both great willpower and magical power can break out of them, the targets need to realise they are in an illusion to be capable of breaking out.

Fury of the Elements (Giants gain Earth for free)- 200
You have the power to create and control one of the many elements of the world. Fire, Earth, Wind, Water, Lightning. You are able to control both the pieces of that element that you create as well as natural instances of that element or that created by other people, though the latter feat is quite difficult. You could even take on the properties associated with that element or turn into it yourself eventually, becoming a golem of solid steel or a bolt of lightning.

Location- 200
A unique power capable of tracking down people or objects, not even requiring the user to know what the person or object is or looks like. All that is required is a name and the Location power will indicate where that target is. The range is limited to a mile or three at first but will grow with your power.

Acid- 200
You can summon and control an extremely powerful form of acid, capable of melting armoured knights in seconds if they get covered in it. If someone gets wounded by it, even just a small amount on their actual body, it'll cause the area around that wound to start to rot and decay.

Gravity- 200
You are able to manipulate gravity in localised areas. You can increase or decrease the gravity over small spaces, enough to catch a giant within your affected spaces, and an average Holy Knight would be able to increase it up to ten times over or reduce it to a tenth. You can also learn how to use a variety of other effects such as flight or more specific increases of gravity over time.

Vain- 200
You can imbue your attacks with a special quality, one that increase the cost of using magic or magical abilities to any foe you hit. This quality applies again every time you hit your opponent, stacking each use on top of each other and making their powers cost more and more to use each time. Even a single hit will usually be a noticeable increase in cost to all but the strongest of foes and a whole barrage of blows may leave a foe unable to use magic at all.

Explosion- 200
You are able to cause explosions on physical contact with other forms of physical matter. The strength of this is governed by your magical power but you have quite a variety of ways to use this. You are able to create flares that will float or fly through the air and explode on contact with things, link explosions together to hit long distance targets or even place time or remote activated mines within physical matter with no visible trace left.

Vision- 400
You can see the future. The visions come to you when you desire it, though they do require some interpretation, they are always almost 100% accurate. They will only relate to you or the ones that are close to you but they are not absolute predictions. If you can interpret them right, you can avert the future.

Invasion- 400
By creating and firing an energy bow into the target creature, not harming them physically, you may now read and control their mind and memories. The initial use of this is to simply fire a tiny energy arrow from your finger into a being to have full access to their memories, even subconscious ones. Various other techniques will allow you to alter, add or removes memories, forcibly take control of the bodies of those you hit with your arrows, knock out everyone within a large area or other mental effects transmitted through your arrows.

Critical Over- 400
By pushing your magical power through your body, you can enter a state known as Critical Over. In this form, your Physical abilities are magnified to 1.5 times their normal rate in strength as long as

your magical energy lasts. Your appearance grows far more monstrous in this form, often taking on a brutal and bestial look and voice as compared to your normal state.

Combo Star- 400
The longer a fight goes on, the more dangerous you are. Every uninterrupted hit in a single combo you get, on the same opponent or on different ones, adds 200,000 pounds or 100 tons of force to your next blow, increasing without limit. They have to be living targets though. Beating on the ground isn't going to up your combo.

Melody- 400
You can control the rhythm and flow of magic around you. This allows you to speed up or delay magic around you, regardless of its' level of power. You can make magical spells used against you fire a few seconds later than normal, letting you easily dodge attacks or speed up your own magic to make it harder to dodge.

Snatch- 400
Your thievery has progressed to a supernatural level. You can Rob things from other people from a distance, pulling their gear or equipment towards you through the air in an instant and bypassing obstructions between you. You can also reverse this, pulling yourself towards something instead. The true power of Snatch is that it is not limited to stealing physical objects. You are able to temporarily steal the physical abilities of foes, such as strength and speed, and use them as your own, though there is an upper limit on how much your body can contain at once. This ability can be used over a wide area at once, such as a hundred foot radius of yourself, and you can also steal the awareness others have of you to sneak by undetected even right in front of them.

Love Drive- 600
You are able to forcibly awaken love towards you in other beings, with nothing more than an intimate gesture. The more intimate this gesture is, the greater the effects will be as a result. A caress of the face might induce a strong attraction towards you in most men but a kiss on the lips? You'd make a guy fall completely and totally in love with you, such that they'd do anything you ask them to do. Those with great force of will might resist but ultimately, only those who truly and totally outmatch you could ignore the effect. Even a merely above average Holy Knight could make a lower member of the Ten Commandments obey her with this.

Transpork- 600
The legendary porcine secret ability, thought to be known only to the eldest of pigs in hidden stys deep in the mountains. Somehow, someway, you got ahold of the Transpork ability and mastered it too. By eating a piece of a magical being, you are able to take on their power and abilities as your own. It will be as if you were that same being, plus your own abilities, so long as you can get a full mouthful of their flesh. Your body will remain the same, even if it gains additions like wings, so certain abilities may work differently or less effective if you have an inappropriate body type. A fat pig will have trouble flying with normally proportioned wings. These gained abilities provide a great boon but they do come with a pair of drawbacks. The first is that their use consumes large quantities of calories from the user. If you run out of stamina, the absorbed powers will leave you entirely even if the meat is still in your belly. The second is that once the meat you ate has been digested and expelled from your body, the power will leave you.

Link- 600
You have the ability to create a small, magical orb. Any being allied with you who stands near this orb and allows it may share their abilities and Power Level with you, in whatever fraction that they desire. There is no limit on the distance between you and this orb and those who share their power with you through the orb are also able to converse with you. You are also able to force those connected to the Orb to follow your orders, though strong enough beings may yet resist this.

Break- 600
An incredibly versatile power manifested throughout the user's body. Break allows for a variety of effects. First is the emitting of powerful blasts of energy, often releases as a beam by thrusting at the opponent with a weapon or a wave of energy through a slash. This energy is incredibly destructive, even at a low level. The user also gains a resistance to all magic cast against them that will only increase as their own magic power grows in strength. Finally, users of the Break power have bodies that will never rust, decay or rot. This makes them immune to forms of acid, ignore the weakening effects time has on their bodies, though not death from old age, and be impervious to any form of rotting power.

Full Counter/Physical Counter- 600
You've gained the power to reflect attacks back upon your opponent. No matter their strength, you can reflect it back at the opponent with a little over double the power of the original attack. This has several limitations however. You must actively parry these attacks and if you are not fast enough, or cannot read the nature or timing of an attack, then you will not be able to reflect it. Furthermore, there are two variations on this technique, only one of which may be taken with each purchase of the power. The first is Full Counter, which can only reflect Magic attacks and is ineffective against indirect attacks or purely physical blows. The second is Physical Counter, which can only reflect purely physical attacks and is useless against magic or indirect attacks. Both of these versions can also choose to simply make an incoming attack vanish instead of reflecting it or store the damage of attacks within themselves by taking the hit and the damage head on instead of reflecting it, releasing all that stored damage twice over against a specific enemy later on.

Disaster- 600
A power that reigns over both life and death. It can elevate or diminish living things as the user commands. Through it, they may make wounds or sicknesses worse, such as making a small cut upgrade into a gaping wound, make mild poisons into deadly concoctions or rapidly progress the cancer in someone's body. They can also elevate things such as greatly increasing and directing the growth of plans or healing a person's body of wounds.

God- 600
A power sourced from the Demon King. The usage of God lets you instantly negate any and all magical attacks or effects against you. Even things that are much stronger than you will be nullified once you activate this ability. However, there is a one second delay between uses of this ability that is enforced, which speedy attackers can take advantage of to hit you with magic anyway.

Infinity- 600
This is just unfair. You hold the power of Infinity, allowing you to extend the duration of any magic spell you cast for as long as you want, making it impossible for it to run out until you say it should end. Flames that burn forever, ice that never melts and even stopping one's own time is all within reach, normally impossible for the energy drain they'd incur.

Commandments

The Commandments are nigh absolute laws given to each of the Ten Commandments by the Demon King. Their users are just as subject to their conditions and effects as any enemies they may have but other beings with Commandments are not affected by them. They may potentially be resisted by truly terrific foes but the gap in power that would require this would mean someone on the level of the Demon King himself in comparison to one of the Ten Commandments.

Commandments each carry a portion of the Demon King's power. Having a Commandment provides a significant boost in power level, usually between 5000 to 10,000. Multiple commands provided much greater boosts than this, quickly scaling to the tens of thousands.

Ordinarily, the Commandments are a weakness that the Demon King can manipulate and gathering more than one Commandment together would create serious mental instability and eventually result in possession by the Demon King. Any Commandment bought here will avert any corruption, instability or vulnerability like that. However, Commandments in universe retain that issue.

Faith- 400

The Commandment of Faith. Any in your presence, including yourself, who show faithlessness towards those they love, by betraying them or denying them, will have their eyes set aflame with fire that cannot be put out.

Pacifism- 600

The Commandment of Pacifism. Any who kill another living being in the presence of the wielder will have all of their time stolen from them, aging them to a dusty corpse in a few instants. Only immortals or other beings with eternal lifespans can resist this power.

Truth- 600

The Commandment of Truth. All those in your presence, including yourself, must always speak the truth as they know it. Anyone who knowingly lies in your presence, including yourself, will be turned to stone.

Piety- 800

The Commandment of Piety. Any who turn their back on the wielder are treated as having treated an act of treason against them and will thus be cursed into serving the wielder, following all of their commands. If the wielder turns their back to their foes however, they will in turn be enslaved to them.

Love- 800

The Commandment of Love. Any who stand before you with hatred in their hearts will be rendered powerless to cause harm to others. Harmful magic turns to wisps of energy in their hands, their arms lose the strength to raise their weapons and any attack that is managed to be made will fail to cause any damage. You too are subject to this, if you hold hatred towards others.

Graces

Similar to the Commandments, the Graces are the holy gifts granted to the Archangels by the Supreme Goddess. Unlike the Commandments, these Graces do not carry raw power, only the actual ability, but each ability is truly amazing in the power it grants.

Graces do not appear to have the same downsides as Commandments but it is possible they still exist. No one has gathered more than one Grace within the setting before.

Ocean/Tornado- 400

Two separate but similar Graces, each being a separate purchase. Each is an extremely potent elemental ability, more than capable of harming even the powerful Commandment demons. Ocean governs the creation and control of water, even turning one's own body into the substance. Tornado is similar, but targeted towards control over the winds. Both Graces have an enormous range, capable of manipulating their elements across an entire country and a special technique, forcing them and anyone in contact with their element in short range to the Domain of God. This pocket dimension is a vast plane of nothing but air and water, all of which is solely under the control of the holder of the Graces here. Anyone with less raw power than the Grace holder cannot escape from this dimension, regardless of means used.

Flash- 600

A world in slow motion, stretching out before you to infinity. The Grace of Flash is the power of speed, speed beyond all but the greatest of warriors here to even track, much less compete with. Cross all of Britannia in a single breath or unleash flurries of many thousands of blows on all those around you. Your Grace brings you mundane speed to this immense level, along with your ability to react. To a great extent, your attacks are also empowered by the speed, hitting with far greater force due to their far greater speed. However, as incredible as your Grace is, it is not an invincible ability. While little short of the Demon King, or beings at similar or close levels of power, could actually fight you directly it is still possible for others to predict and counter you. Skill, intelligence and strange abilities are your worst enemies.

Sunshine- 1000

Your current form and power is no longer your maximum. Rather, it is your new minimum. At night, just after dusk and until dawn, you are as you are now. But the moment Dawn breaks, you begin to grow in power, magic, size and pride. As time progresses towards dawn, you will grow stronger and stronger, physically and magically, as well as more and more of a paragon of your race in appearance. You will begin to give off waves of light that are so hot that they can easily melt even the armour of a holy knight or gather this light into a miniature sun in your hand. When the sun hits its' noon point, you will enter the state known as The One, a form so powerful that anything short of the Demon King himself is essentially powerless against your might, as well as having grown to gargantuan sizes in comparison to your original form. During the day, the burning light that emanates from your body will also suffuse your soul, affecting any who try to attack or devour it. This power will begin to leave you as the day turns from Noon towards Dusk, finally disappearing entirely as night falls and awaiting until the next day. This power does not grow as your magic power does, as it is independent of it.

Items

100cp items are free for their connected origins and all other connected items are discounted for their origin.

Sacred Treasure- 400

You have come into the possession of a unique artefact, seemingly crafted personally for you despite you never meeting the creator. It is of mighty power and will enhance any abilities you gain from this jump. To create this Sacred Treasure, refer to the Sacred Treasure section later in the jump. You may optionally buy this option at 200 CP instead but this will grant no stipend for use in the Sacred Treasure customization table. You can convert CP as normal. You can buy this option, at either price, multiple times by paying again.

You may also buy the 400CP option and give up your stipend willingly in exchange for a copy of a canon Treasure. Any Treasure can be obtained this way but, due to their immense power, breadth of application and future potential, both Chastiefol and Basquias cost a further 400CP on top to obtain in this way.

Special Mushrooms- 50

A wide variety of magical mushrooms have been gifted to you. Most of these only have an array of amusing effects like changing your colour or temporarily increasing or decreasing your weight. There are some that can for a few hours decrease a person's overall size significantly, turning humans into hand sized dwarves and giants into human sized beings. These mushroom will respawn a few days after being used.

Drop In

Booze- 100

You've been gifted with a limitless supply of Booze. Capital B. Every type and in hundreds of varieties, perfectly brewed and stored. You'll never run out, no matter how much you chug down and even if you happen to be a demon or superhuman far beyond the constitution of an ordinary man, you'll still be able to get right sloshed if you drink enough of what's stored here.

Peace Amulet- 200

An amulet mounted onto an arm wrap, which will resize to fit any arm no matter how big or small, this useful artefact allows one to contain any negative feelings that they might feel, even at the great extremes of fury or sadness. They won't show on your face or affect your control of any magical powers but you could still lose control of your actions due to anger if you're not careful. It'll also help you to fight off unnatural influences or control on your mind, though this is more of a help then a big feature.

Labyrinth- 400

It rose up in a place of your choosing, a several mile wide labyrinth with walls that stretch tens of meters into the sky above you. Filled with winding pathways and deadly traps, the centre of the maze consists of a large, open platform that is easily used as a fighting tournament arena. Even if you're not a Giant or have no abilities to manipulate the earth, this labyrinth heeds your will and commands. This great maze's walls bend and reconfigure as guided by your will and you may even actively direct the floor and walls to aid you in combat. It'll take a few minutes but you can even completely redesign the extent of the whole maze.

Druid Sanctuary- 600

Your own private little hideaway. Only accessible with your permission through a Stonehenge that is located in a place of your choosing, this small pocket realm is a sacred place to all druids and beings connected with the earth or with life itself. The realm is not terribly large, stretching about a few hundred meters across from side to side in a perfect circle. The pocket realm has an incredibly calming effect on any who enter and is the perfect place to meditate and to come into contact with the earth or any spirits associated with it. It has a large lake in the centre of the realm, surrounded on all sides by nature's bountiful plants and animals in perfect health. At the centre of the lake lies a tower in good condition, with many simply furnished but comfortable rooms and utilities. Across to the far side of the lake from where you entered lies a cave, filled with sealed away monsters. They're all relatively tame and can be useful training partners, though none of them are stronger than a Red Demon at best. In an emergency, you could releases these monsters to help protect the realm.

Royalty

Sack of Gold- 100

A coming of age gift from your parents or maybe a rather affectionate aunt or uncle. It's a sack so packed it's bigger than your torso, all filled with gold coins. It's enough to buy yourself a small castle of your own and still have enough to furnish and supply it for a while. Maybe it's a hint to get your own place? Nah.

House Carriage-200

It might seem unreal but it really is exactly what it says on the tin. Pulled by a half dozen horses bigger then you've ever seen and driven by a very dedicated Holy Knight, though of average power, is an entire house on wheels. While it only has one bathroom, one bedroom and one large living room/kitchen combination, the house is most luxuriously furnished, fit for one of the royal family, and somehow stays completely stable in anything less than an outright free-fall down the side of a cliff. It'll certainly make those achingly long trips to other kingdoms more bearable. If it ever breaks or gets wrecked, you'll find it awaiting at your please once more the next day.

Royal Lineage- 400

You're not just the last in line to the throne anymore. You're Heir Apparent to whatever Kingdom you call home. You've been raised and groomed to one day be King or Queen of all your lands and the protection and authority you wield in the Kingdom even now is second only to your parents and perhaps their most trusted advisors. This will cause you to retain your royal status even in future jumps, being in the direct royal family of your starting country or the nearest equivalent, though you are not guaranteed to be the Heir Apparent unless your age and situation would make it so already.

Jewel of the Kingdom- 600

It could be a very small kingdom in its hatching stages or just a fiefdom that your parents gave to you so that you could get some experience in governing but either way, you are the proud ruler of a particularly magnificent city of your own. Just under the size of Liones, making it about three miles across at the widest, this fine city is a model of what the others in your family's kingdom should strive to achieve. Clean and efficient, with little crime, strong business and a friendly and closely connected community, a leader could ask for little more. You even have a small contingent of Holy Knights loyal to you, protectors of the city and even a capable military force in emergencies. The exact layout and design of the city is up to you but it will have at least a few thousand residents, a castle in the centre and a good deal of farmland around the city's outsides.

Holy Knight

Knightly Armour- 100

A Knight is nothing without their armour. All Holy Knights have a personalised set of armour, in their own custom design and colouration. This set of armour is quite powerful, though it will eventually be outmatched by your own natural defences for the work of the average Holy Knight it will serve you well enough. This suit will always fit you, no matter what size or shape you are, though some beings may indeed end up looking quite terrifying.

Goddess Amber- 200

A curious set of jewels, made from a strange kind of amber. These are tools used by the Druids to seal away demons and monsters. By placing the jewel within a few feet of the demon to be sealed and calling out a short incantation, anything up to the strength of a Grey Demon will be sealed within the gem. The only way they could get out is if they somehow had a way to increase their power from the level it was. You gain a dozen or so of these gems, each about as big as your palm, as well as instructions on how to craft more of the substance. The bigger the gem, the stronger the demon it is able to store within itself.

Magic Pellets- 400

Little black balls imbued with powerful enchantments, these were made by a Master Magician. They work by taking a spell and binding it to one of the small black balls and when the pellets are broken, they release the spell as if cast by the original magician at wherever the balls broke. You've got a good few dozen of these pellets, made by a magician in the upper class of the Holy Knights, which generally respawn about a day after being used. Most of them take the form of offensive magic of the various elements, buffing spells or the rare few healing magics but you do possess one special pellet that can cast the Perfect Cube spell, creating a box that reflects all attacks back on the attacker, whether they originate from within or without of the spell and no matter their strength, though it is vulnerable to dispelling effects.

Magical Research Facility- 600

Perched atop a large hill lies a good sized facility with several floors above the surface and extensive excavated caverns within the hill below it. This is a brand new research facility focused on magic. Filled with artefacts of low to mid power and usefulness, research and studies from wizards across Britannia and even a number of personal notebooks left by Merlin herself, this facility is sure to start off even one with no magic on the right path to becoming a master magician. There are plenty of rooms for carrying out experiments, warded to stop explosions, sound or magic from escaping within a certain level and the caves below the main facility possess some darker secrets. These secrets range from dubiously legal studies on necromancy and other dark magics to even the corpse of a Red Demon, long dead and locked away but still filled with incredibly valuable demon blood. It'll carry over to future jumps and update the information, notebooks and research it has to those new settings as well.

Fugitive

Balor's Power Eye- 100

A small piece of jewellery, worn as an earring or piercing of some kind, that allows one to accurately and instantly gauge the current power level of any being that they can see. This is organised in the same fashion as described earlier in the Power Level perk, giving a reading on their overall Power Level and then separating it into Magic, Strength and Spirit. The Eye will never shatter on reading a Power Level too high either.

My Best Helmet- 200

It's a sturdy helmet. Pretty rust and beaten up but with a bit of work, you're sure it'd serve you quite well. A nice piece of headgear isn't what you're paying for though. The moment you put on the helmet for the first time, you'll meet the resident spirit of the helmet. By default, they're a very friendly, helpful and quite lonely fairy. Long as you're not to mean, she'll do her best to give you advice, be eyes to watch your back for you and even be a sounding board for any ideas you have. If you prefer, you can have the helmet be an empty vessel capable of containing any spare soul you have around, who will manifest in the same way.

Baste Prison MK2- 400

A huge, bulbous tower rises up from the dusty ground. This is the Baste Prison, or at least something very like it. The original will soon enough be destroyed by a simple arm wrestle between two of the Seven Deadly Sins, showing off their incredible physical strength. Whilst the first one was built with Tyrant Dragons in mind, this new Prison is built to contain even individuals like Zombie Ban or Meliodas the Dragon, beings capable of destroying entire villages in a single blow. Able to store thousands of prisoners in all the old school conditions you could want, you are both the warden and owner of the prison. You have a good hundred or so guards and more staff to handle operations and may rent out the prison, which starts with a reputation of being very secure, to kingdoms or nations looking to offload certain people into a secure and unknown location.

Boar Pub- 600

Hawk Mama returns! Rather, her twin sister, who shares the same name, does. A gigantic green pig, akin to the Big Pig option, with a cozy pub on top of her has decided to join you on your journey. The pub is quite small but possesses a regenerating stock of excellent alcohol and middling food, along with a comfy bedroom for two. Hawk Mama sees you as one of her precious children and will fight to the death to protect you and any friends you bring along. She's not pushover either, able to tear about dozens of red or grey demons in just under a minute and put up a good fight even against one of the Ten Commandments. If you happen to be a Pig she'll even do her best to teach you the Porcine Martial Arts she knows, though she'll try really hard to help you even if you're not. At the end of your jump, this motherly, intelligent Pig maybe made into a companion or get as a follower, though if the latter then she will not be able to be imported. This Hawk Mama has no chaotic secrets hiding in her.

Sacred Treasure

Here's where you'll make your Sacred Treasure, if you bought one earlier. Each Treasure is a unique artefact to its owner that can take the form of a weapon, item or set of armour and enhances their personal powers greatly. Whilst all Treasures possess certain powers, no matter their form, each one also has its own unique abilities and thus you have been provided with 1000 Sacred Points (SP) to buy modifications and upgrades with. You may convert CP into SP at a 1:1 ratio, though you may not convert SP into CP at all.

All Treasures possess certain abilities. They cannot be used or even picked up by anyone except the one true owner and will come flying at high speeds towards the owner when they call for it. They also greatly enhance, several times over, the user's Powers from this setting when they wield it. The difference between a user's Powers with this item and without it is like comparing the water one might find in a lake to the water one might carry in a bucket.

Basic Form- Free/50
The basic form of your Treasure that you gain for free. There are few limits as to its shape and it can take the form of any sort of mundane weapon of this time or the form of any kind of armour or even any sort of mundane item. Whatever form is chosen, it will be impressively durable and difficult to break, though not impossible.

If you've also bought Additional Forms, you can buy extra forms as guided above for 50cp each.

Import- 0/50
Perhaps you want to make into your Sacred Treasure a piece of equipment already in your possession? You may import any weapon, set of armour or accessory into this table to become your Sacred Treasure for free, a single time and you cannot import another Sacred Treasure you have bought in this same jump. You can pay 50CP to import another such item in to either combine it with the first or, if you have also bought Additional Forms, you may do this multiple times to import them as new forms for your Treasure.

Power Enhancement- 200
All Sacred Treasures increase the strength of ones' Powers but ordinary, this applies only to those Powers that are gained in this world and not to any others. But with the purchase of this option, that restriction is now lightened. The boost in power now applies to any form of magic that you can wield whilst also wielding this treasure, including superpowers based on magic in some fashion like the powers of this world.

Additional Forms- 200
Like one of the Sacred Spears, your Treasure can take many varied forms. To reflect those different forms, this option exists, allowing you to divide and create those forms from your Treasure. For this one time option, you may create up to ten separate forms for your Sacred Treasure from your Sacred Treasure. You may share or divide the powers of your Treasure between these forms. If you have a Treasure with Fire, Ice and Wind powers, then you might have three swords with one of each or three swords with all three. Whatever combinations you create are up to you.

You may use the above Basic Form and Import options to create new forms, as well as make imports into whole forms or share/divide powers between imports, but if not you can decide to simply make

cosmetically different versions of the same type of weapon/armour/item to differentiate between forms. Once you create your Ten Forms, you cannot add to them later with this option. However, if you desire more than then forms now, you may pay an additional 50cp for every two extra slots you make available during this build section.

Utility- 50 per
Under this option, a great deal of minor effects are gathered. If you want your Treasure to have a variety of minor abilities or effects, this Utility purchase may be taken multiple times to gather them. These minor abilities are indeed minor, examples of the things you might be able to take are thing such as the ability to shine light around itself or on specific locations at will, produce a variety of sounds at varying but non-damaging levels of volume, teleporting to your side when called or being exceedingly comfortable to use or rest on.

Attack Enhancement- 300
Your Treasure was made for offense and its attacking power has thus been greatly increased. Blades become far sharper, hammers hit with far more force than they should and wounds left are much deeper than they would normally be. This increases the physical attack power of a Treasure, rather than any magical power. As your innate Magic increases, the enhancement of this option on your Treasure will also slowly increase too.

Defence Enhancement- 300
Created to be nigh impervious to attacks, your Treasure has a much greater focus on defence then it previously possessed. Your Armour is able to shrug off blows that would normally have shorn straight through it and shields can stop attacks that would ordinarily have impaled the shield and your body in one go. As your innate Magic increases, the enhancement of this option on your Treasure will also slowly increase too.

Healing- 100
Your Treasure possesses the power to heal other beings, including yourself. Simply holding the Treasure will see wounds close before your eyes and bruises fade. You'll never die from blood loss whilst holding this Treasure, though if you've been cut in half at the waist it might be beyond the initial power of this healing. You may also extend this healing to others in an area around the treasure

Clones- 200
The Treasure in your hands has the ability to divide your own body in multiple copies, each possessing all your powers, abilities and equipment, including a copy of this same treasure. However, your power is divided between these clones- the more you make, the weaker they'll be. While this does divide your physical and magical power, if you happen to have abilities that don't rely on your own power to keep their level of strength, those will remain just as strong. You're able to make up to 4 clones at once.

Autonomous- 100
Your new weapon doesn't even need to be wielded by yourself at all. It's perfectly able to fight on its own, such as by flying through the air and stabbing into the soft, fleshy bits of any enemies you happen to have when you desire it. It'll fight at the same speed you do, powered by your own magical energy, but it's only a mildly skilled fighter and is better used in concert with fighting by

yourself as well, letting you double team any foes. If you also bought Mental Mastery, the Treasure can copy your skills and become as good at fighting as if you yourself were personally wielding it.

Mental Mastery- 100
With nought but a thought, you can direct your Treasure to act for you. You don't even need to touch it to direct the blade to fight for you, though you must actively guide each slash and swing, or to have your shield block attacks for you, though you must place it in the air yourself. It will work as if you were personally wielding it with your own two hands, though you may instead have its speed and agility be dependent on your Magic Power instead of your physical speed and skill.

Guardian- 300
Your Treasure has a special form indeed. It is able to turn itself into a giant guardian that will fight for you and protect you from all harm. The design and make up of this creature can vary massively but even at an average level of Magic Power, it will be a large, fast and powerful fighter that feels no pain and loyally follows every order that you give it. As your Magic Power increases, this Guardian will also grow in power and even size if you so desire it.

Multiplication- 300
Your Treasure is able to divide itself into a great number of lesser copies of itself at once. The number of copies can be controlled but the more numerous they are, the more the Treasures power is divided between them. The Treasure can split or reform instantly, so long as all component pieces are together. If they are not, it will take a minute or two for it to reform.

Elemental Traits- 200 per
Your Treasures possesses elemental properties of a magical nature. Whilst this is limited to the major five elements- fire, earth, wind, water or lightning- the ways it can manifest are many and varied. The most simple is simply the creation and direction of each of these elements, much like the Elemental Power. Stranger effects, such as transferring properties relating to those elements on contact, are also possible however. Petrifying a being into stone by stabbing them with an Earth aligned sword or wearing a Wind aligned necklace increasing the speed and agility of the wielder. You may buy this multiple times, both to get new effects for the same elements and to gain new elements. The relative strength of these powers is based on your own Magical power and will grow as you do.

Dirty Weapons- 200
Certainly no honourable path but the effectiveness can't be denied. Your Treasure is filled with poisons, diseases and ailments of the nastiest kinds. Whether you want it covered at all times or to have this ability hidden within it, you're able to inject many varieties of poisons and illnesses into those who come into contact with the Treasure. You'll be immune to any of the filth that comes from your Weapon at least, though it can still hurt your allies if you're not careful.

Self-Repairing- 50
A Sacred Treasure is not indestructible. Though hardier then almost anything in this world, they are ultimately breakable by certain powerful entities. Whilst your own Treasure may repair itself a few days after being broken or lost, taking this option will greatly speed that process up. Instead of taking days, your Treasure will be able to reform itself after being broken in just a few minutes at most.

Living-100
This Treasure isn't a shaped but dead piece of metal or wood, rather it is an entire living organism of its own. It does not possess a human level of intelligence nor the ability to simply wield itself as the Autonomous option grants but instead converts the Treasure into an organic form of some manner. It can take either animal or plant like varieties. A whip might take the form of spiny tentacles or a healing Treasure becoming a sap filled flower or vine. Animal type Treasures will be capable of limited action on their own, such as attacking or defending automatically and slowly healing injuries done to themselves, but may require feeding. Plant types cannot act on their own but heal much more quickly and may share the energy they gather from the sun or soil with their owner, allowing them to survive through the same means that plants do.

Battery- 100/400
Your Treasure is able to absorb energy or magic in the air around it, building up a greater and greater charge until it releases it in the form of a terrifyingly destructive attack. The 100cp option is limited to just one form of energy, such as heat or magic, but the 400cp option will remove this restriction. There is no limit on how much energy the Treasure may store but it can only hold on to any amount of energy for a minute or two at most before it is forcibly expelled, whether the wielder wishes it or not. With experience, you can also learn to maintain the energy for longer periods of time, at least from smaller amounts at first.

Soulbound- 400
A link has been formed, between your soul and your Treasure. When your body would normally be destroyed, but not your soul which will instead take up residence within the Treasure. So long as the Treasure is not broken, your soul will be able to continue to survive, even past the death of your original body. You are able to move around your Treasure with your will, though this option provides no ability to recreate your body on its own.

True Form- 400
Your Sacred Treasure has a secret form, not one of the ones it normally has access to. By calling out the name of your Sacred Treasure, you may force it to become something far greater, entering it's true form. In this form, the power of the Treasure and all its various forms and abilities is greatly increased, by at least an entire magnitude, potentially even unlocking new ways to utilise certain powers. While in this form, there is a significant drain on your magic reserves to keep it active. The abilities of the Treasure scale with your magical power and thus so do the costs of this greatest form. The Treasure itself may change appearance to reflect its increased power in this form if desired, often by greatly increasing its size or complexity. In time, with power and experience, it can be possible to permanently maintain the True Form, as a Fairy King eventually learns to do.

Companions

Import/Create a Companion- 50

For 50CP each, you may import or create a companion of your choice. All such imports/creations will gain 800cp to spend along with one of the free origins and free races, though they may spend CP to take one of the costing options instead. They gain freebies and discounts as dictated by their origin and race choices. Any created companions may have their appearance, personality, history and other such details decided by you, as well as their starting relationship to you and how you will meet. You may not use this to grant them any significant advantage that is not reflected in their purchases with CP.

You may convert CP to Companion CP on a 1:1 basis, though this is for each separate individual and not all of them at once. Converting 100CP allows one companion to get 100CP more, not all of them. There is no limit on how much you may convert from your own stores.

Canon Companion- 50

With this option, you can get the chance to take along any character that you might find already exists in this world. Does a certain Giantess make your heart swoon? Have you got a bit of hero worship going on for one of the many Holy Knights here? Buying this will not give you a chance to convince them to come along with you as a companion but also to dictate how your relationship with them is initially. You could start off as a trusted friend or close sibling or even a secret crush. The relationship does need to make some logical sense and it can't be the most important thing in their life, but you're certain to matter to them.

Drawbacks

You may choose up to 1000cp in drawbacks. Any further does not grant CP.

Is It a Side Story?- 0

By taking this option, you will not begin one year before the first chapter of the story but instead, have the option to choose a range of different starting points. The 'betrayal' of the Sins ten years ago, their first founding twenty years ago, the starting points of the stories decades ago like Ban's theft of the Fairy Forest or Arthur's first forays into heroism. Even centuries and thousands of years ago, such as during the Great War between the Demon and Goddess Clans. You can pick any starting point between the start of that first great war and the canon start to begin at, so long as you are beginning around the time of an important story event and not in peaceful times where nothing happens.

This option also works as a time extension, if you wish, and allows you to stay any amount of time until the epilogue at latest, around ten years after the canon story finishes or about two years after you would normally finish the jump.

Never Said It Was Good- 100

Every meal you sit down to have, no matter where you find it or who made it, will manage to have been made by one Meliodas. Even those made by yourself. And Meliodas…he's infamous for many things and yet his cooking manages to be his most terrifying skill. Tasting like ash is a good effort from him and his worst examples are often still moving. They'll all be edible but….well, you won't have a tasty time.

Too Holy Knight- 100

Not all Holy Knights are the paragons of good and honourable behaviour that they would like you to believe they are. Some are little more than particularly brutish, rude, obnoxious and unpleasant thugs, especially those ones who are only apprentices. You're one of these sorts through and through. If you're Royalty or part of the Holy Knights yourself, you'll probably just be very unpopular with your bitchy ways but an outsider or criminal acting this way to everyone might find themselves in some actual hot water more than once.

Solo Battles Only- 100

It's safe to say that your powers have become…awkward to be around for others. It's not so much that you cannot control them anymore as it is that any sort of supernatural power, even mere super strength or speed, causes widespread destruction around you. Somehow, it never seems to beat your enemies for you but it'll always put any allies you have at risk. You'll have to fight your battles alone more often than not, even when your enemies team up on you, unless you want to risk your allies being hurt by your own attacks.

Punching Ban- 200

Doesn't it seem to you like the guys who can regenerate get hurt far more often and far more brutally than any other guys? Maybe you just need a close up experience to realise it. When you get hit, it makes wounds a lot worse than normal. What might normally just nick your arm instead delivers a ragged slash that spurts out blood. A fist being driven into your stomach instead goes straight through your body. It might not be quite so bad as if you were a normal human, since those on the level of a Holy Knight are much tougher, but you're still going to want to avoid even the

smallest of hits. Even you can only hold so much blood and any big hits are going to put you down like a brick.

That Is My Sin- 200
Each of the Seven Deadly Sins has one deadly sin that they embody with their personality or their powers. Some feel this far more than others and among them, Escanor suffers during the day the worst, becoming the most prideful man in the world. Perhaps justified by his seemingly limitless strength but when you are placed in that situation? Mayhap less so. Choose one of the 7 classic deadly sins, you now embody this sin as strongly as Escanor embodies the sin of Pride in his worst moments. This will always manage to get you into some trouble or bad situation, though depending on your own character taking on one of the Sins may be less difference then is really noticed by others who take on the sins.

Peace on Britannia- 200
You can't stand these violent louts that run about the countryside, terrorising the populace. Whether they claim to be good or evil, you know that ultimately they're all just troublemakers without a spot of decency to them. You'll have none of it. In fact, you long ago took an oath of nonviolence to show your dedication to the peaceful solutions that you believe are right in this world. Not only will you not fight to harm others, you'll not even raise a hand against another life form to save yourself and you'll show a hearty disapproval of any other who does. Best hope you've got either great running legs or some friends willing to put up with you insulting them for helping you out.

It's High Noon- 300
You have been cursed with Sunshine but not the mighty power Escanor is known for. Instead, you are given an inversed version. Your power is only at its proper, original level at the very highest point of noon. As it progresses further and further towards night time, your power will fall more and more. By the point it hits midnight you will be even weaker than a normal adult human and be bereft of any supernatural powers. As the day progresses towards Noon once more, you will slowly be empowered back to your original level. But you suffer more than just power fluctuations from this. Your personality changes too, slowly inverting as it approaches midnight until you are the opposite person from what you originally are, before again reverting at Noon. This curse will only lift as the Jump finishes, no sooner.

A King's Burden- 300
Luck is not your strong suite. Neither is a happy life, come to think of it. You're doomed to suffer setback after setback in your time here. Foes get away to fight another day friends and lovers find every reason possible to fight or hurt you and the whims of fate force you to fight against those you most desperately wish would stop to listen and make peace with you. You will never be brought to the point of insanity, that would be too much of a kindness. Instead, for the next ten years, you will be used as a chew toy. Anytime the misery you are subjected to would break you, you are briefly given a reprieve and events coincide to make you happier. This is only in order to almost break you once more later on. If you try to lay still and let the misery take you, you will die. The only way to survive is to endure the suffering and push on for the sake of yourself and those you love, even when they turn on you.

Traitor- 300

You are the reincarnation of a great and terrible traitor to your current race. You remember nothing of this previous life and indeed, there seems to be little evidence that they ever existed, but the ones you hurt have not forgotten and cannot be convinced to back off from you. Whichever Clan you chose as your race now hunts you as their most hated criminal, simply for sharing the same face as the one who truly committed those horrible acts. Humans, Giants and Fairies will be unaltered but the Demon, Goddess and Vampire Clans will find that they have far more active members than normal to hunt after you. If you chose the Pig Clan as their race will find a small army of those like Mama Hawk have come to find you and stamp you into the dirt. Any companions you buy are exempt from this effect.

Ending

Ten years have gone by and it is time to make the choice.

Will you *Go Home* to your original universe?
Will you *Stay Here* in the world of the Seven Deadly Sins?
Will you *Move On* to your next world?

Notes

Various Racial Capstone perks- This isn't mind control. People won't do anything you ask. Tell someone to kill themselves or their family and they won't obey you anymore. It makes them see you as their rightful king and leader so they'll do a shitload for you, even fight and go to war for you with little convincing, but there are limits. Treat your subjects well and they'll do right by you too.

Predestined for Greatness- Think of it as plot armour of a sort. You won't die to humiliatingly stupid deaths or getting your throat slit as you sleep in some inn somewhere and unless you're really begging for it, you're not going to die to some nameless soldier getting a lucky hit in. It'll improve your chances of surviving against named opponents but at that point it's more like luck that lessens the stronger/more important the foe is. If King Arthur from this setting had this and went up against Escanor at noon or Estarossa, two of the strongest characters in the series, then he's pretty much dead no matter what. But if he was facing the demonic Hendrickson, the mid series main villain and a man a good deal stronger than Arthur, he'd likely be able to get away alive from one or two fights he might've died in but a third fight would be his doom.