Bleach Powers Supplement:

Since the Soul can express itself in multiple ways, so too will your powers. While the different beings can have effects that are similar, the way that they are expressed are different. Each race has certain freebies and discounts to distinguish typical traits of themselves. If you have a matching weapon type, you can import it for free into this section. For wordiness sake, the term Source of Power (SoP) will be used as a catch-all term for whatever your power is based on. If you buy into a power that you do not have a race for (ie a Shinigami buying a doll) it will be explained as a manifestation of your power (so it would be your sword spirit fighting alongside you). Each racial purchase grants 1000pp. You can convert cp to pp in a 1:2 ratio. Purchasing the 200cp option for race (Lt. Captain level) grants an additional 200pp, while Captain level grants 400pp.

Shinigami: Their SoP is expressed via a melee weapon like a sword rather than through your own body. Grants 500pp usable in the Shinigami and melee based tree.
Bount: Similar to Shinigami, the bounts have their power expressed through a different medium, dolls. Dolls fight autonomously of their masters, but can fuse with them in a powered-up state. Grants 700pp usable in the Doll Based section
Hollow: Rather than expressing their power through a medium like the above, the hollow's powers come straight through their body. When they power-up their bodies usually change form to match. Grants 500pp usable in the Hollow/Arrancar section and Body-based tree.
Quincy: Quincies express their powers via the surrounding Reishi, with stronger ones being able to utilize more of it. Their powered-up form can come with a change in their body, or by the manifestation of some type of wings and a halo. Grants 500pp usable in the Quincy section and the ranged based tree.
Fullbring: Since Fullbringers can have an object or their body as the source of their fullbring, there isn't really any sort of class that can group them together. Contrary to this though, all of their powered-up states have an impact on their body somehow. Grants 500pp usable in the Fullbring section and the body-based tree.
Asauchi: Being Blank Slates, their power can come through as many forms. To represent this, they gain 500pp usable on any section, and a unlock discount to all trees that are not origin restricted or the powered up tree.

Starting Off: While you can buy-in powers that aren't related to yours, each race does have a sort of benefit conferred only to them. These are listed below.

Shinigami: Pick the form of your Zanpakuto

- **Katana:** The most well known shinigami weapon, the katana has one sharp edge and a minor curve to it. Contains a slight bonus to all listed aspects, but with a smaller effect.
- **Rapier:** Fast paced strikes and stabs, this sword is made to strike deep. Contains a bonus for speed when wielded.
- **Gladius:** A short sword of Roman make, this design hasn't seen much use in years, though like its army it grants a bonus to defense when wielded.
- **Dagger:** Small and concealable, the dagger is a design that has been stabbing backs since we've had them. Grants a bonus to stealth when wielded.
- **Sabre:** Majestic swords that have been in the hands of royalty and anyone who wants to be important. Even if they are no longer used in the modern era they are still desired for the status it implies. Grants a bonus to leadership when wielded.
- **Crusader:** These swords were a rage when people could Deus Vult!, and still carries some of that charm. Attack bonus.

Combat Arts: Shinigami can specialize in a combat art, which greatly increases their abilities in battle. Each purchase is 200pp.

- **Hakuda:** The way of the body, using it to take down armed opponents while unarmed. Purchasing this perk grants you a great skill and ability with this art, enough to spar with the combat division's vice captain, and a boost to strength.
- **Hoho:** The way of the feet, using it to move at blinding speeds and create after-images of yourself in order to break the enemy's focus. Purchasing this perk grants expert skill with these techniques, and a boost to your speed.
- **Kido:** The way of the spirit, using your inner power and incantations to create spells to serve almost any conceivable purpose. Purchasing this perk grants you enough skill and knowledge to cast a spell without incantations, and a great deal of extra Reiryoku reserves
- **Zanjatsu:** The way of the sword, using your Zanpakuto to fight. While it may seems pointless to buy a perk for swordsmanship, Zanjatsu is more than just flailing a blade. Masters in this art are capable of moving their Zanpakuto while it is airborne and creating holes in opponents that are farther than their blade's reach. Purchasing this perk grants you high-level skill of this technique, and a bonus to endurance.

Bount Powers: Who did you train under when you were young?

- **Jin Kariya:** Realizing the true power and potential of the bounts, Jin is now actively seeking a way to enact revenge on the soul society for creating him. You will be tasked with assisting him on these endeavors and your Bount powers have increased from your extended dominance over your doll as well.
- **Yoshino Soma:** Unable to watch as Jin went mad for revenge and power, Yoshino has decided to abandon the group altogether. You will work with her to prevent any more humans from being drained and your doll bond is much greater as a result. Because you work and function in harmony with your doll there is a mutual respect for eachother. Gain an additional 200pp and a free tree unlock to symbolize this relationship.

Hollow Powers:

Mask types: Hollow masks are formed from their lost heart, coating their face and concealing their true identity. Powerful hollows are able to remove their mask and become arrancars, gaining great power and a humanoid appearance in the process. All masks are white and at least partially cover the face, no exceptions can be made to this.

- **Human:** While most Hollows tend for other skulls, you seem to be different. Having a human skull as a mask will increase your spiritual power.
- **Mammal:** From dogs to whales, any skull that was a part of a mammal will be your mask. Gain a strength bonus.
- **Reptilian:** Dinosaurs, lizards and the like, these kinds of masks grant a bonus to defense.
- **Amphibian:** For the partially aquatic creatures, these masks improve your regenerative abilities, allowing you to recover from non-fatal wounds rapidly, and will allow for slower healing to wounds that should have been fatal, provided that you survive the skirmish.
- **Bird:** Anything that has wings or flies, these masks improve both your reflexes and speed in spirit of the elegant Emu.

Arrancar Powers: Every Hollow has a story, whether depressing or enraging, each one lost contact with their “heart” in a different way, and as such each of their powers differ as well. Access to this tree requires the 300cp to be spent on the race section.
Lower ranked hollows are almost bound to your will, and as such will follow your orders without question. Unless you prove to be a terrible leader, in which case they will flee.

Freebies

- **Regeneration:** Ever accidentally cut your own arm off? Well that is no longer a problem for you, as those types of injuries heal within seconds. Does not apply to vital organs such as the heart, brain, etc. You can sacrifice this regeneration to gain greater power in all aspects.
- **Store Reiryoku:** Arrancars are better able to store accumulated spiritual energy, becoming one permanently increases the amount you can store by a factor of 3.

- **Special:** All arrancar have a gimmick of some sort, whether by speed or strength. You too have one, and one of your base attributes (Strength, speed, stamina, health, regenerative abilities, or spiritual power) have been greatly enhanced.
- **Resurreccion Ability:** Once a Hollow becomes an Arrancar they gain a new power, called a resurreccion, which can vary greatly depending on a defining characteristic. Pick one, you can purchase more for 400pp each.
    - **Codicia:** Greed, the want for everything without compromise. By consuming the entire body of those you have slain you can gain their powers as well. The powers that you acquire this way are much weaker than how they were when you killed the original owner, so training them is going to be needed if you want to take any use out of of this and get to the level (and possibly beyond) of the original holder.
    - **Descanso:** Drift peacefully into the end, by designating a single target you can force it to lose consciousness and slowly drift off into sleep. Be warned though, as you will get almost as tired as they do. Almost.
    - **Celos:** No matter how much you train, there's always someone better than you, it's helpless trying to surpass them, but what if you could become them? With this you will be able to swap bodies and physical attributes with a single being at will, usable once per use of resurreccion. While this is useful, remember that this means you're leaving behind every non-spiritual power. Don't worry though, this won't transfer between jumps
    - **Pride:** Even if you give your opponents an advantage, you'll still win. While fighting an opponent you can offer them a deal; you will increase a single (or multiple) abilities of theirs, but you will gain the same boost as well.
    - **Éxtasis:** Lust, or love. Your resurreccion will allow you to control a single object that you have focused on, allowing you to have full control as if it were a limb. The amount of eyes you have limit the control of this, and once you have cast your gaze you cannot change your target until you re-seal your power.
    - **Ira:** Wrath, or anger. Upon release, physical and spiritual abilities are multiplied 10-fold, allowing you to easily crush buildings in your way. In addition to this, the angrier you get the more powerful you become, but the less control you possess over this power.
    - **Senectud:** The end of life, of all life. Upon release you have the ability to age those that you touch, draining them of their life force. Immortal beings are unaffected and this can accidentally empower certain ones as well...
    - **Sacrifice:** To receive, but also give. Upon release you will be able to continuously decrease your health/stamina/ki/magic for a great increase in your battle prowess. While anything can be sacrificed, the ones listed have the highest boost, and sacrificing health is much above the other listed.
    - **Phoenix:** Release and be reborn. You sprout a pair of wings onto your back, gain a large increase in regeneration and spiritual reserves, and can absorb the remaining energies of those you have recently defeated.

Cero Powers: Free for a basic red normal damage Cero. Multiple purchases of the same item receive a 50% discount, capping at 50pp. Ceros can be upgraded in the range section as well. Ceros are beams that high ranking hollows fire, either from their body or their weapon. While you can create Ceros on your own, purchasing them here grants immediate mastery over them.

- **Gran Ray Cero (free):** By mixing your blood into your Cero you can use a Gran Ray Cero. This attack is many times stronger, faster, and is so powerful it seems to expand and contract while spinning mid-flight. The strength of this Cero is determinant on how much blood you use to create it.
- **Cero Doble (100pp):** You can swallow an opponent's cero, or other magical attack and fuse it with your own cero to more than double the damage of it.
- **Cero Dividido (200pp):** Your Cero can be divided into two beams mid attack.
- **Cero Grasa (200pp):** Your Cero has a wider area of effect.
- **Cero Sincretico (200pp):** You can fuse your Cero with another Arrancar's Cero to greatly increase the damage of them.
- **Cero Daño (200pp):** Your Cero is much more powerful.
- **Cero Quatro (200pp):** You can quadruple the amount of Ceros you can fire at once.

Quincy Powers: Quincy powers can be shaped by those that they have trained under. Who did you train under?

Yhwach Compound: You've been training for years in a compound dedicated to Yhwach's return, and have more powerful Quincy abilities as a result of the very gifted individual that you had befriended.

Older Mentor: You learned this skill from a mother, grandfather, or any single family member older than you. Your skill in manipulating Reishi and the efficiency of your abilities has increased from the low spiritual pressure from where you trained.

Unheard Offshoot Camp: A camp that hasn't contacted Yhwach since his fall many years ago, and believe themselves to be the last Quincies. The lack of a strong organization to support you made you go wild and experiment with different tactics, shown with a fre unlock to any one tree.

Bow: Every Quincy fights with bows and arrows, though the form these take can look and act more like a gun or sword more than anything. The baseline weapon is an average hunting bow made of Reiatsu that acts just as you'd expect it to, other than an amazing piercing ability. You can pick a single upgrade for your bow if you would like to.

- **Shield:** While only one person in the series has ever used a shield, its presence shows that Quincies can in fact create them. Your shield, like all other Quincy weapons are made from accumulated Reishi, and can block all physical attacks, so long as you can compensate for the stagger. It can also function as a blunt weapon by bashing, and a blade if using the edges of the shield.
- **Sword:** Similar to the shield, this construct can be used as a shield of any size you can think of, with the amount of Reishi needed to construct it increasing with size. This can be used as a very powerful arrow as well, if you notch it in the bow.

- **Cannon:** While this is the most cumbersome and difficult to aim weapon, its power should not be underestimated. Large orbs of Reishi that fly to the target, detonating 30m upon impact and disrupting any supernatural powers are the main properties of this weapon. In addition to this, the cannon also includes a mount of some sort that allows it to freely aim and move with you as if it were weightless.
    - **100pp Missile:** the cannon can also be upgraded, granting it with an additional barrel, and the Reishi that it fires is twice as small, but explodes twice as far, and is twice as strong.
- **Rifle:** A two-handed rifle, like the SCAR-H, your construct allows for fully automatic firing, and boasts greater range and damage than the default bow.
    - **100pp Machine Gun:** Similar to a gatling gun, your weapon has a vastly increased fire rate and mildly increased damage.
    - **100pp Sniper Rifle:** Taking the opposite route of the **Machine Gun** upgrade, your rifle now has a very decreased fire rate but also gains much greater damage and range.
- **Pistol:** While lacking the modifiers that other weapons possess, the pistol instead has a well rounded bonus to its stats. This grants it with a semi-auto fire that is as fast as your fingers can move it, innate multishot (2x multiplier), but has damage slightly less than the baseline **Rifle**.
    - **100pp Revolver:** A direct upgrade from the **Pistol**, the **Revolver** increases the damage dealt to be even greater than that of a rifle.
- **Shotgun:** Pump action fury, your construct now takes the form of a shotgun, giving it innate 10x multishot.
    - **100pp Dragon's Breath:** Rather than focusing on penetration alone, you can allow your projectiles to be coated in a single element (from the below options)
- **100pp Physical Weapon:** Most Quincy weapons have a glowing energy appearance to them, and dissipate once it leaves the owner's hand. Through your own power your weapon has a physical form, greatly increasing all of its damaging properties and range. Purchasing this allows you to load physical rounds into the weapon, increasing the effect of said round in relation to your own strength.
- **200pp Hybrid Weaponry:** Maybe you can't pick between only one of the options, and would like to have a single, hybrid item. An example would be Cannon+Shotgun = Cannon with multishot, or Shotgun+Cannon granting the Shotgun explosive rounds.

Other Powers: (200pp each)

- **Hirenkyaku:** An advanced technique that allows the user to travel at lightning fast speeds by using the spiritual pressure to propel them. Purchasing this grants you with an innate sped bonus
- **Blut:** A highly advanced Quincy technique that superhumanly boosts how much damage they can deal and soak up. If purchased here then you also receive greater defense from attacks
- **Spellcaster:** You have an innate ability to cast Quincy spells. These require you to store your spiritual power and the effects are almost identical to holy magic (barriers, traps that destroy souls, etc.). Purchasing this here makes any "Holy" power much more powerful.

- **Pure Blood:** Your ancestors were all pure blood Quincies, and as a result you are as well. Your powers are much stronger and effective against targets, and you have a knack with words and sewing.

Fullbringer Powers: A brief description first. These beings can bring out the souls in objects, which can be used for amazing offensive and defensive purposes. Your weapon does not get "stronger" like the other beings, instead you "unlock" the true potential of your Fullbring, which will probably be more powerful, and less familiar than the form you start it with.

Base "Object": Any choice makes you moderately more proficient in the object and moderately makes it above-average in its function. Item imports are free.

- **The Blade:** Similar to Ichigo's or Kugo's fullbring, yours manifests in the form of a close ranged melee weapon. Swords and shields would go here; unlocks the melee weapon tree.
- **The Range:** Maybe a gun, a bow, or even a replenishing pouch of something like grenades, your fullbring is meant for controlling the battlefield at a distance. Unlocks the Range Tree.
- **The Heart:** Nothing is quite as powerful, or as durable as your body, so why settle for an object other than yourself? Unlocks the Body tree.

Active Form: Pick one. The others can be purchased for 100pp each.

- **Size:** Your fullbring can change the sizes of different parts of it like making the head suddenly a foot shorter or longer than the rest of the blade. Pairing with Whip on a bodily fullbring means that you have complete control over your bodily functions, and increases the range that you can stretch outwards and inwards.
- **Coat:** Your Fullbring now coats a part of, or completely your body as a set of armor, mildly increasing the difficulty moving but greatly increasing your strength and resistances. Picking this as a bodily fullbring would make you armored greatly increasing your strength, while with range or blade making your body grow barrels/blades.
- **Vibration:** Hypersonic vibrations that increase the slashing damage of a blade, blocking ability of your body, or penetration of a ranged weapon.
- **Whip:** Your weapon can now greatly swing and bend without losing an ounce of power, as if it were a telekinetically controlled string. For **Blade** this means that your weapon can be moved without touching, for **Range** this means your bullets can curve around objects, perhaps even turning around and penetrating the same target again, and for bodily this allows your body to move as if it were made of rubber, allowing you to stretch your body or shrink it as you see fit.

Melee Weapon Based: swords will be the catch-all term used here, but these can easily be shields, whips, or other types of melee weapons instead. Unlock cost of 200pp.

- **300pp Dual Swords:** Maybe you have a split personality and want a sword to go along with it, or just want to look cool. Either way you can import a second weapon as your Zanpakuto/melee weapon, with both carrying the same powers.
- **300pp Merge:** Can't decide on a single weapon? No problem! You can instead choose to import two swords, fusing them into a single form. Additional purchases are 50pp. This is permanent and irreversible.
- **100pp Bigger:** Your original sword gets bigger in all dimensions. While this means that you can hit harder and farther, it also means that your attacks are slower. The total size is increased in all directions by a meaningful degree.
- **200pp Longer:** If you want to increase reach, this is the way. Your sword's length is much longer than before.
- **100pp Shorter:** It's hard to backstab if your opponents can see your weapon so clearly. The length of your sword can been moderately shortened.
- **100pp Cloth Hilt:** Much like Ichigo's Tensa Zangetsu your sword has a hilt that has a long string of cloth attached to it, making it usable as a grip or a means to swing the weapon on.
- **100pp Ornaments:** Miscellaneous attachments for your sword so you won't look so plebian, these can be rings, piercings, or whatever you can manage to attach to your sword. In addition to that, you can launch these ornaments around you at high speeds and have them come back to you at will.
- **100pp Fragile Blade:** It's a feature, I swear! Your blade can become brittle at any point you wish for it to, breaking open and launching pieces of the sword off like a fragmentation grenade while exposing whatever is in the core. This also means that any elements applied will stick to the shard fragments even after separation. Yes, this will fix itself once you sheath the sword.
- **100pp Extra Blades:** Different from increasing the amount of weapons, this will allow your hilt to have twice the amount of blades that it should have. Don't cut yourself on all that edge!
- **300pp Dissolving Blade:** It's gone! The blade of your weapon dissolves, or rather scatters into 100s of small particles that you can control as a group. You can increase the amount with training of course.
- **200pp Splitter:** While this form does not increase any part of your weapon, it instead allows it to be broken up into 2-5 parts that are linked by a chain at will. An example would be a full staff that breaks into 3 parts which can make them be used like nunchucks.
- **200pp Sentries:** Unlike the Dissolving Blade, this form allows your shikai's blade to break off into 8 parts that have your design of choosing. These parts can be controlled individually and possess the same powers as your weapon With enough training you can increase the amount of Sentries produced. If you're impatient you can instead make

additional purchases here, with each one doubling the amount of sentries you can produce

Ranged Based: Unlock cost of 200pp.

- **100pp Range:** Sometimes the enemy is farther away than you can possibly hit, and if you really need to hit them then you'd be SOL without help. This allows your weapon to hit objects 1000m out before factoring in environmental conditions and gravity. In addition to this after hitting the first target, you can "mark" it, making all subsequent projectiles home in on it. If you purchased a physical weapon (as a Quincy) then this multiplies its base range by 10x and grants it with a scope.
- **100pp Flashbang:** Hearing loss and blindness, any normal person within close range of your attack will be temporarily blinded and deafened by this upgrade. The effects of this vary based on the individual strengths of the target(s). Somehow you can train this to increase the effectiveness and range.
- **100pp Harpoon:** Thar she blows! Your weapon embodies the spirits of sailors, making your projectile contain a tether of Reishi that will allow you to pull at it, and anything that it punctures as if it with ease.
- **200pp Grenade Launcher:** Closer to a mini **Cannon** in effect, the Grenade Launcher possesses the same abilities as the cannon, but only with a 10m blast radius. As an upside, this weapon also has a much faster fire rate and can launch in arches as well to get behind cover.
- **200pp Bladed Rounds:** jagged projectiles that maim the area of impact, pairing this with an explosive would increase the amount and the velocity of the fragmentations.
- **200pp Radius:** If your weapon possesses an aoe attack, you can improve said radius with each purchase. If not then this would simply add a shockwave to your attacks.
- **200pp Fire Rate:** Maybe your weapon is terribly slow, or just not fast enough, either way you can increase the rate at which your weapon fires, even if it does not make sense.
- **300pp Laser Speed:** Rather than waiting a second or two for the projectile to travel downrange, your range attack is granted with a laser-like property, allowing it to travel across the battlefield almost instantly.
- **300pp Multishot:** Similar to the weapon Uryuu wielded in Hueco Mundo, your ranged weapon has an innate and powerful multi shot capability (10x multiplier).
- **400pp Extra Barrel:** Or an extra weapon if you have the means to carry it (**Cannon** would get to mount it anywhere on their original mount), doubling all of your weapon modifiers.
- **400pp Bullets:** If you have any special ammunition that you'd miss, you can import it into your range attack, flawlessly merging its effect. As previously mentioned, Quincies who purchase physical weapon gain this for free.

Bodily Based: Unlock cost of 200pp.

- **Body Types:** This allows you to customize your body plan, granting it with special properties depending on the one chosen. For hollows this will be their permanent body, while for everyone else it will be only when their SoP is active. If you choose snake like you can fly around. Additional purchases are 200pp.
    - **Biped:** Or humanoid, you've known this body type for a while so I'll just skip it. Grants a bonus to power.
    - **Multi-Legged:** Things like Centaurs, Horses and Spiders, anything with more than 2 legs and less than 3 arms. Grants a bonus to strength.
    - **Snake-Like:** The body with no legs, your lower half instead resembles that of a snake or other limbless creature. Grants a bonus to stealth.
    - **Multi-Arms:** Similar to Multi-Legged, but up top. Grants a bonus to agility and dexterity.
    - **100pp Animal Frame:** A horse's endurance, a gorilla's strength. You can pick a single animal to be your body's frame, granting you an appearance reminiscent of said animal, and the relative strength (compared to a human) of one.
    - **400pp Demonic Frame:** Similar to the above, this will make you take on a demonic variant of the animal chosen, increasing your abilities in the same, but from the difference of someone who has picked Animal Frame to a human, instead of animal to a human.
    - **[drawback] (+200pp) No Arms:** No arms. You can still have legs if you want, but no matter what it will be weird.
- **100pp Projectiles:** By default purchasing this will allow you to possess two specialized organs anywhere on your body which can shoot out bone fragments at your enemies, with the fire rate of them being once every 5 seconds.
    - **200pp Mind control Effect:** Enemies that you manage to land a hit on with your Body-Bullets will enter an altered state of consciousness where your words direct their actions. Stronger enemies can resist this up to a point, so multiple shots might be necessary.
    - **100pp Double-Shot:** The more the merrier right? Each time you purchase this, the amount of projectiles fired per shot is doubled. Simple right?
    - **100pp Speed:** If the 5 second delay is too long for whatever you have planned, you can double the fire rate of your projectiles and their flight speed with each purchase.
    - **200pp Bullets:** Maybe you were an experiment of Aizen, or maybe you were just a gun-nut in life, either way you seem to have modified your body to shoot out bullets instead of the normal boney projectile. Congrats?

    - **200pp Element:** If you already have an elemental attack it can be applied to the projectile for free, if not then choose one basic element from the general pool below.
    - **200pp Drain:** Your projectile seems to contain a sort of toxin, that while doing nothing to harm the target directly will slowly drain away at any one of their stats until they collapse. Can be bought multiple times.

- **100pp Natural Weapons:** Your body can also have weapons as part of itself. Each purchase can either grant a melee weapon to one of your limbs, or cover your body in spikes or armor for protection. Each additional purchase will increase the size, strength, and number of these upgrades.
    - **200pp Anatomical Attachment:** If you have an existing item, you can import it here, making it a part of your body.
- **100pp Marking target:** Upon encountering an individual, you can “mark” them and have knowledge of their locations at all times.
- **100pp Prehensile appendage:** While not as strong as a limb is, these appendages have greater numbers for the purchase, and have much more controllability. The first purchase grants you 5, and subsequent purchases grant you double the previous amounts.
- **200pp Shrieker:** What better way to scare the poor souls you eat than with an ear-piercing cry? You are able to emit a sound in decibels loud enough to break the sound barrier from your mouth, and have immunity to <u>any</u> vibration based attack. REEEEEEE.
- **200pp Extra Limb:** Not satisfied with your base form, are you? Like this you can add on 2 extra limbs of any kind, and with each additional purchase that amount doubles (2,4,8,etc.). On a fullbringer these arms would likely look as if they were made out of a substance similar to a hollow’s mask. Try not to get your hands too full though…
- **(Free) Spit:** While this may seem like a rather pointless power, having a direct attack to someone in close range should never be under assumed. Can be secreted from your pores for an additional 100pp
    - **100pp Corrosive:** Your spit takes on a corrosive property, melting and dissolving things that come into contact with it. While objects and weak individuals will be taken quickly, more powerful beings can resist this ability.
    - **100pp Toxic:** While this takes a little bit more skill to land, shooting poison down someone's throat will certainly end the battle quickly.
    - **100pp Sticky:** Shooting fast acting cement is a great way to slow down a pesky shinigami, and does not require good accuracy for great results either! But there are always those who are strong enough to break free, so try and train your spit before going against someone out of your league.
- **300pp Aura:** Within 10m of you your allies gain a boost to any three stats while your foes lose from a single stat.
- **300pp Boosto:** Instead of gaining an additional power, your existing ones are enhanced two times over.

- **300pp Skinwalker:** Some Hollows have power of their own, others can instead steal them for themselves. By putting an enemy in the brink of death you are able to enter their body, gaining full control over it and its powers. This effect cannot stack, and possessing a new body will relinquish control of your old one and its powers as well unless you have an existing means to keep said power.
- **300pp Elemental Form:** There have been at least once recorded occurrence of a Hollow being made of a formed element instead of a body, and you're now one of a kind too! You can turn your body into any natural and dense substance, like sand or water gaining the strengths, weaknesses, and control of said element. Pick an element from the elemental tree to be said form. Picking this with an elemental release would greatly improve both the amount, and the power of the element you exude.
- **300pp Invisibility:** Light waves pass through you. All of them.
- **300pp Keen Eye:** Pick any sense. Said sense is increased to super-human levels, and cannot be fooled in any way.
- **400pp Regen:** While Hollows already possess the ability to recover from any injury that does not kill them, you seem to have an innate gift with this skill, and can very quickly regenerate from any wound so long as you have the energy to do so. If this is purchased as an arrancar it would grant near-instantaneous recovery from any injury inflicted.
- **400pp Minions:** You can grow or spit up non-sentient minions, that each have a fraction of your power equal to ½ of yours, and if they ever stop being useful you can also detonate them at will.
- **400pp Sap:** Magic/ki/health/you name it, each strike by you will drain the targets reserves and increase yours by a portion of the damage dealt.

Doll Based: After completing a summoning ritual, bounts gain their own unique familiar called a Doll. Each doll possesses different powers, and is said to function like a Shinigami's Zanpakuto. Of course, if you aren't a Bount these dolls would simply be an extension of your own power. Unlock cost of 200pp

- **Form:** Dolls possess two forms normally, a melee weapon and a "living" form in which they can fight by themselves. The form of the weapon is determined by you, and you can only have one weapon form. You can import an existing melee or ranged weapon for this form for free as well.
- **Material Composition:** Each doll seems to be made from different materials, with each providing different effects on how they function. Pick one, unless you purchase Composite structure below.
    - **Iron:** The strongest and most durable material for a doll, having a body composed of iron makes them incredibly strong, in both defense and offense, capable of cutting solid steel with a single blow and is almost immune to heat. Unfortunately this doll is also extremely heavy, and has a weakness to ice which can pose a problem if you happen to fight the wrong person.
    - **Flesh:** While being the weakest material for the dolls to be constructed from, flesh provides a unique advantage that nothing else has. Upon puncturing an enemy's skin, your doll can drain them of their Reiatsu, which can be transferred to you for healing, or empowerment.
    - **Wood:** Being average in every other way comes with a benefit, your doll can heal from absorbing non-human organic matter, making it capable of repairing itself in combat unlike the other dolls.
    - **Bone:** Somehow your doll is made of bone, and has a distinct skeletal look to it. Other than being spooky, this also makes the doll incredibly light and strong for its size, capable of outrunning even specialty vehicles.
    - **Gold:** A luxurious option, your doll is made of solid gold! Gold is an incredibly malleable substance, and an excellent conductor too. While making the doll physically less defensive, any injuries sustained by the doll can be easily healed by pushing the material back together. In addition to this, having your doll composed of such a material allows it to be a much better conductor for your elemental attacks should you have one.
    - **Slime:** Made of a jelly-like material, your doll can easily change forms, and as a result it is immune to physical attacks. Unfortunately, because of this, it's physical attacks are weaker than the other dolls, lacking the force behind attacks that they all possess.

- **100pp Glass:** A surprisingly durable choice, glass grants the doll with only slightly lower durability than iron, while being the lightest option too. Dolls made of glass can focus their attacks much easier, turning a simple beam of light into a deadly laser.
- **200pp Elemental:** Rather than being composed of a solid material, it is instead created by the summoning of an element. This grants it with the form and affinity for the element chosen.
- **200pp Reishi:** Composed of your own energy. Reishi beings are formless, only being held together by your own energy. While these beings are dangerous to control because of the drain on the user (especially if you are a novice) they have the most potential in skilled hands. Reishi dolls are immune to physical damage, as it would phase straight through them, and can launch any sort of special attack without an incantation, warmup, or cooldown, instead drawing straight from your energy pool. Of course, this also grants you with a bonus to your elemental and otherwise supernatural attacks as well.
- **200pp Composite:** Perhaps there are two materials that you really like, and can't pick between them. Purchasing composite allows you to combine a second material into your doll, flawlessly merging them granting you with their combined strengths, and mitigated weaknesses. If you have a glass doll, and you would like a reishi composite, the price of this would be 100pp(glass) +200pp(composite)+200pp(reishi). If you would like to purchase an additional material you only need to pay the base cost +100pp. So from the previous example it would be 500pp(composite glass and reishi)+100pp(slime).

- **Doll Powers:**
  - **100pp Weapon Creation:** Normally dolls can only choose a single weapon to be based around, but yours is unique, as it can take on multiple weapons in its doll form and in your hand as well.
  - **100pp Secondary Import:** Why have one weapon imported when you can have two? This allows you to import a second item into your doll, merging them together.
  - **Elementalism (200pp) (Free for elemental based forms):** If you'd like to give your doll extra firepower, you can grant it with the ability to conjure and control a single element of your choice from the elemental forms above. The size and power of these attacks is dependant on how much energy you put in for it, but in the same way it is potentially limitless.
  - **Sticky Stuff (200pp):** Not that. Your doll can secrete a sticky substance that only you and it are immune to, being able to fashion it into web-like designs as well.
    - **Slicky Stuff (100pp):** Said web-like material can now also be turned into a frictionless surface as will, and allows you to selectively choose which sections are sticky, and which ones are slicky
    - **Hot Stuff (100pp):** Choosing a single element from the table, you can imbue your web with the same properties as your own element. If you already have an element then this is free.

- **200pp Animal Creation:** A curious ability, your doll can turn any mundane material into a single beast of the same size. You can only choose one kind of animal, and said animal only has the base powers you'd expect of it.
    - **100pp Golems:** An upgrade to your previous version, now the material contacted will turn into a copy of your doll, though a weaker version depending on which one it is. So the first copy is as strong as the real thing, the second is about 75% and so on. Additional purchases increase the strength of the golems.
    - **200pp Empowered Creation:** You can personally imbue these creatures with power of your own. While they cannot replenish this energy you can grant them with as much power as you can push out into them.
- **300pp Mind Control:** A difficult to use, but still very powerful ability is the ability to mind control a single target within your doll's eyesight. During this time they are controlled your doll is completely motionless and unresponsive.
- **300pp Another Doll:** Is one not enough for you? This will allow you to have a second doll created, which can either be an exact replica, or to be customized using the same amount of pp spent on this section.
- **500pp Fusion:** Upon Reaching the maximum trust between you and the doll, the two of you will be able to fuse together, multiplying the strength and power of your form by more than what you could have apart.

General: Not specific to any SoP. Unlock Cost is 200pp

- **100pp Telekinetic Return:** Sometimes you get disarmed, and that's okay since you never truly lose your weapon anyways. You can now bring your SoP back into your hands if it is forcefully removed from them. For body and doll options, this makes both able to re-form.
- **100pp Spy:** You can see and hear everything around your SoP as if it were a pair of your own eyes and ears.
- **200pp Shockwave:** Visible reiatsu that is strong enough to knock someone off their feet. By slamming your SoP into the ground you can create a 360 degree shock wave, and by swinging your blade you can release them in crescent like shapes to hurl at your enemy. The size and strength of this depends on your own power. If used on something like a ranged weapon, this would instead mean that the projectile carries these effects, creating these shockwaves on impact.
- **200pp Mines:** Ripping them off from your body, launching them from your gun, your power has a way to litter the battlefield in explosive mines.
    - **100pp Smart-Mines:** So that you don't accidentally trigger a mine yourself, this purchase makes it so that the mines only explode upon contact with an enemy.
    - **100pp Import:** If you have an existing explosive, and would like to be able to produce them from your own powers, you can purchase this import option.
- **200pp Random Chance:** By designating an attack as a "jackpot", you can trigger a random effect on the target, with possible results including (but not limited to) healing, insta-gibbing on the other, even empowerment. The effect of this ability is completely random, but will never result in an instant death to you. While you cannot control how this effect will work, luck-based perks seem to tip the odds of the effect in your favor.
- **200pp Sword Beasts:** Comes with a single beast that will mimic your attacks in both strength and range, useful for it to precede or follow your own attack in case you miss.
- **200pp Phantom Limb:** At will you can manifest a massive phantom version of your SoP held out by a phantom limb that leads back to your body.
- **300pp Elementalism:** Each of these elements behaves in a similar way, being able to launch a directed attack to cause damage, and creating said element around the user as an aura. You are only able to possess one element. Your chosen element will also coat your blade if applicable. The size of this aura and the strength of the element will increase with training.
    - **Fire**
    - **Ice**
    - **Plants**
    - **Earth**
    - **Wind**
    - **Water**

    - **Lightning**
- **400pp Special Elements:** These don't work the same as the above elements, and instead have their own behaviour.
    - **Poison:** Deadly venoms and toxins, that incapacitates anyone infected by them after 5 minutes, and kills them after 15. Significantly powerful beings can resist this poison, and you will need to train or modify your abilities to improve it. It can produce the needed antibodies too, but you probably don't care about that.
    - **Kido:** An oddly behaving element, this ability allows you to shoot off 3 tentacles that will seek out the nearest foe and grab on, siphoning off their energy for you to use. While this does seem powerful, enemies that outclass you by a large degree will overwhelm your abilities, and will come out relatively unscathed. The number of tentacles can be increased with training.
    - **Illusion:** Sights and sounds, the blade can fool any one sense from whoever that it strikes. Can be purchased multiple times for other senses. If you would like control over all 6 senses (spiritual energy is 6) like Aizen, you can get this at a discount, only costing you 800pp total.
    - **Sound:** What happens if the enemy has better hearing than you? Make them deaf of course! Your shikai is capable of emitting a screeching noise at a volume louder than that of a jet engine, capable of rupturing eardrums. Of course, this also allows you to modify your own sounds as well, from complete silence to those of your sword.
    - **Gravity:** Not a traditional element, this allows you to control local gravity. You can pick to either have a concentrated effect on single targets upon striking, or you can have it over a wider area, but with less strength.
    - **Time:** Reversing battle by a few seconds, replaying your attack on an enemy. This allows you to have
    - **Light:** Be the light that drives darkness away. Your SoP can emit light, which can take on properties from making you invisible all the way to making hard-light constructs using your shikai to draw their forms. In addition to this, it can also "absorb" the light, empowering itself while leaving the surroundings in vantablack darkness.
- **500pp Calligraphy:** Upon moving your SoP you can have it release ink. Said ink once it strikes an object can have their "name" overwritten, leaving them powerless as a result. Certain beings can resist this, given that their power <u>greatly</u> exceeds yours.
- **500pp A Human Import?:** So far the types of imports have been non-living only. But what if you have a companion that you would like to "share" this power with? Importing a companion here means that they are now part of your soul, granting you with their power, and making them capable of using your powers as well, but it comes at a cost. These companions will now be linked to your soul, meaning that they will draw their powers from your new reserve, and that if you chose a bodily enhancement (Hollow, certain Fullbringers) they will now be fused into your body in some way (ie a hybrid of you and them, not siamese twins). While you can allow them to stay outside your body, this will take energy from you in the process. Can be purchased a max of three times.

Powered-Up Version (Restricted to those who have purchased the 300cp option in the racial selection): The equivalent of a Captain's bankai, or a Arrancar's resurreccion, these states are draining on the user, but impart them with great power.

- **100pp Full Control:** This may be a little confusing, but you can manipulate the blade, making it move around as if it were a telekinetic whip, and while you are unable to change the size of it, you can move it around to "grab" onto someone else's blade. See Renji Abari's Zanpakuto if you're confused.
- **100pp Shorter:** It's hard to backstab if your opponents can see your weapon so clearly. The length of your sword has been moderately shortened.
- **100pp Full awareness:** Just how much of an effect will happen. With size the exact range needed to poke a target, chance where you'll know the next two effects it will produce, and so on.
- **100pp Bigger:** Your original source of power (ranged, melee, body, doll) grows in size, increasing the amount of physical damage that it can deal.
- **100pp Skeleton King:** Bones, bones, BONES!! Your SoP gains the ability to project and create a giant bony extremity that you are able to control as if it were your own. This grants perfect control of the individual bones as well, allowing you to move them as you see fit. Buying this a second time instead grants you a scaled up size of a skeleton of your chosen animal.
- **100pp Full awareness:** Just how much of an effect will happen. With size the exact range needed to poke a target, chance where you'll know the next two effects it will produce, and so on.
- **200pp Length:** For a sword this would be the dimension of the length of the blade, but for something like a doll it would be the length of their limbs. This greatly increases the length of whatever you use, up to 13km longer. This does not restrict you to this size, and your SoP can return to its' original size if need be.
- **200pp Arena:** Why level the playing field when you can instead become it? This allows your Bankai to project a large, three dimensional arena that can impose a singular modification of any one environmental condition to it, including light levels, gravity, and even movement speed! Do note however, that this is applied to everyone in the area, including you.
- **200pp Elemental Enhancement:** If the existing range of your element wasn't enough, then this surely will be! This more than doubles the radius of the elemental effect, its range, and its potency. Can be bought multiple times.
- **200pp Feedback Loop:** You can designate a set of conditions to empower you, making it so that the more you are exposed to, and immersed in the stronger that you'd get. Common things like air would provide a slight boost, but things like anger of yourself and enemies would provide a much higher one, so long as the exposure is constant.
- **200pp Full Phantom:** Your Zanpakuto spirit appears behind you as a gigantic version of itself, while it is only capable of mimicking your actions it possesses a great deal of strength and power. There is a catch however, any damage it receives is also spread to you as well, so don't be too reckless with it.

- **200pp Blade Summoning:** Your sword path from a single swing creates 10 identical blades that launch out in all directions. Multiple purchases can multiply this number.
- **300pp Projectile:** Your SoP is now able to shoot bursts of energy out of it like a pistol would. Unlocks the Ranged tree and grants 300pp to spend within it.
- **300pp Games:** Your SoP is capable of dragging combatants into a twisted version of any popular, pre existing game. The floor is lava would make the floor literally as hot as lava, and tag could make it so that the one who is "it" progressively weaker. These rules apply to all combatants in the area. In order for this power to work, you must attempt in earnest to explain the rules of the game.
- **300pp What Doesn't Kill Me:** While most people lose strength as they are hit, you're an exception. The amount of damage you deal is now multiplied by the damage that you have received, so taking an attack that knocks 60% of your HP out will also improve your abilities by an extra 60%. If you heal while in battle you can still keep the boost, but once the fight has officially ended the bonus is dropped.
- **300pp A New Body:** Much like Kenpachi's Bankai, or Nel's resurreccion, your powered state changes the very form of your body. This unlocks the body tree, and grants you with 300pp to use on it.
- **300pp Soul-Sword:** Perhaps you'd like to engage in close combat in your powered-up state. If this is the case, purchasing this unlocks the melee based tree and grants you with 300pp to use on it.
- **300pp Cage of Life:** Within a certain radius of your SoP there sprouts a small growth, almost resembling a dead tree. Initially this tree is inert, but once reishi/spiritual energy/magic starts to whiz by it activates. The cage of life begins to grow, feasting on these energies and growing again. So long as these energies continue to exist, so too will the tree, ever expanding its' reach on the battlefield. You are capable of absorbing the energy from the cage, but taking too much at a time will cause it to deactivate.
- **300pp Merged:** Your SoP was brought out to the fullest, and as a result has merged with the rest of your equipment/body as a set of armor, which acts as a powerful, yet flexible shield and has nearly tripled its (and your) strength, speed, and power.
- **300pp Empowerment:** Rather than adding a new ability to your SoP, your existing ones are dialed up to 11. A good comparison to make would be Ichigo's getsuga tenshou in his shikai and bankai forms. Taking this with Calligraphy would allow you to change the names of your targets, strengthening or weakening them in the process.
    - **100pp Elemental Armor:** Shielding your body with your element, your Bankai now grants you a suit of armor that possesses the properties of your chosen element, along with greatly shielding your body from attacks.
    - **200pp Energy Cloak:** A greater version of empowerment, this ability appears on your body, enhancing your abilities even further while also reducing the damage that you recieve. This can take the form of an outfit, or just your body being coated in energy.
- **300pp Sword-Spirit:** Sword spirits are the representation of the Shinigami's power, and can take a variety of different forms. Your Bankai unleashes your own Sword-Spirit to fight with you, who possesses mastery of your own Zanpakuto. Of course for someone

like a quincy it could be a mobile turret or the like. Unlocks the Doll Tree and 300pp to spend on it.

- **400pp Ashes of My Enemies:** The blood of those you kill only make you stronger. Enemies that have been slayed by your SoP will become trapped, and when you unleash your powered up state they are temporarily released to find and attack any foe nearby. If you have an element these minions their body is coated in it as well.
- **400pp Garganta Strike:** Much like how powerful hollows can open up space to travel, so too can your SoP. Strikes will rend the fabric of space, leaving to unhealable wounds, and ignoring defenses.
- **400pp Rejection:** Be it a missing limb, impurities, or anything else you can personally quantify, you can “reject” it, ejecting what you do not want, while “keeping” what you do.

Notes

- Powers purchased in the powered up version only apply to that state.
- If the same power is listed in different sections, it's to give you alternate ways to purchase the similar effect.