My Fusion System: Fusing a Thousand Chickens at the Start

by Snow Over A Thousand Hills



MY FUSION SYSTEM: FUSING A THOUSAND CHICKENS AT THE START
By Sentry342

Traversing into a Fantasy World, Watson became the youngest son of a run-down baron, ranked eighth in the family. His mother was confined to her bed by sickness, his father was drinking all day, his brothers and sisters were not doing proper jobs, and even the family's position of baron was on the verge of being stripped away.

As the family's decline loomed closer, Watson acquired the [Super Fusion System] out of the blue! At the family's only remaining chicken farm, Watson conducted Fusion on the 1,000 sickly hens. "Ding, congratulations, you have fused a high-level demon beast [Pentacolor Fragrant Chicken]. Its eggs are so nutritious that they can extend one's life span and are considered a delicacy that only lords and kings can enjoy!" Watson made a huge profit out of this.

Utilizing the system, he embarked on a journey of becoming a tycoon! "Ding, congratulations, you have fused 10,000 wheat heads into an ingredient that can permanently strengthen a person's physique!" "Ding, congratulations, you have fused 10,000 kilograms of metal scrap into a Divine Weapon [Sword of the Flame Pursuer]!" "Ding, congratulations, you have fused 100,000 rats into a Divine-level Demon Pet [Sky-devouring Rat King]!"

No gold coins? Fuse them! No potent potions? Fuse them! No super magic or powerful henchmen? Fuse them! From then on, Watson led his family to develop continuously in this world of swords and magic until it became an overlord!

The choice is yours, take these **1000 Choice Points**, they will allow you to gain a few skills to help this world.

Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

1. **Holy Dragon Kingdom** - The Holy Dragon Kingdom is a kingdom situated in the middle of the continent and the home of the protagonist Watson Garry. This kingdom honestly is rather weak overall and the only reason it hasn't been conquered is due to the hostile environment and small amount of resources. You will start near Watson's home. Depending on your choices in the jump you may be a member of the family or simply a traveler walking by.
2. **Monte Town** - Monte Town is a prosperous city located a few days away from Watson's home. The city is home to the Mage Guild and has a wide network connecting merchants within the area. This location serves both as a good place to sell your wares and a checkpoint for those who are leaving the border.
3. **City of Steel** - The city of steel is a location in the Holy Dragon Kingdom. It is a city in the perimeter of the kingdom. It acts as a major checkpoint between the Border and the Capital. The city's main attraction is the 100 floor dungeon. It holds a variety of monsters and challenges within its floors. People are mainly willing to enter because it also possesses the ability to create treasures up to diamond rank.
4. **The Floating City** - The Floating City is a massive construct that sits on top of the ocean. The city is kept in place by the Trident of Poseidon. You may choose to start somewhere in the city or you may alternatively start out in Atlantis. Atlantis is the city of the Mermaids and one of the greatest strongholds of the ocean.
5. **The Forest of Eternity** - The Forest of Eternity is the main stronghold and home of the elves. The forest covers a vast area and is inhabited by millions of elves. The most important thing here however is the World Tree and the Spring of Life. They are the source of the forest and the elves' eternal life respectively.
6. **Free Choice** - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You will be starting out a week before the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish. The origins you choose will also decide your race.

Genius - Free

The title genius refers to any outstanding individual in a wide variety of fields. By choosing this origin you belong to this group. You are talented in some field and have the potential to go far. The only question is whether you will be capable of achieving your potential or if you will join the countless forgotten geniuses

Royalty - Free

It would appear that you are one of the nobles within this world. You could be a simple baron or you could be the crown prince to an empire spanning the entire world. Either way you are given both immense power and immense responisibilies. Nobles reign over kingdoms, but in exchange they must safeguard the area and protect their people. So do you think you have what it takes to be a true noble or are you simply one of the cowards who inherited a position?

The Underworld - Free

While most stories focus on the heroes, you can't avoid talking about the villains and the common criminals. You belong to this group, you are not necessarily a villain, but you are on the wrong side of the law. You may choose what specific field you are in. You could be a bandit, a thief, a slaver, or anything else that you could think of that is illegal. Though you could choose to be an anti-hero or an equivalent as well. Perhaps you steal from the nobles and give to the commoners. Feel free to do whatever you want just remember the authorities probably aren't going to treat you kindly.

The Mentor - Free

Every time you hear about some legendary genius you are regarded with their tales. This is not your role, no your role is to be a mentor to these individuals. You are the enlightened expert who is responsible for creating kings and gods. At least that is the goal, maybe you are already there or you simply are some wandering geezer who is trying to trick some gullible students into following you.

Races

Human - Free
Humans are the most numerous race in this world. They may not have the special traits that the other races do, but their sheer potential is unrivaled. This potential coupled with their birth rate allows them to produce many legendary geniuses allowing them to stand above the other races. By choosing this option you will be one of the countless beings who stand under humanity's bastion.

Dwarf - 100 CP
The Dwarves are a race of stout and hardy individuals. Dwarves are master miners and blacksmiths. They tend to be a bit shorter on average only reaching five feet, but don't mistake their small size for weakness. They are much stronger on average than a normal human.

Medusa - 100 CP
Medusa are a race that resemble human serpent hybrids. The race is made up entirely of women. They possess the upper half of a woman and their bottom half is that of a serpent. If you choose this option and are male then you may optionally be a male medusa. This however will probably draw attention from those who notice the difference.



Mermaid - 100 CP
Mermaids are an aquatic race who live in the city of Atlantis. They primarily resemble humans with the lower body of a fish. There is a large variety of mermaids with different appearances. Some resemble the more classical appearance while others possess different bodies. For example some possess a number of tentacles in place of legs or resemble other animals like sharks. You may freely choose what type you are. Lastly all mermaids possess the ability to turn their lower body into normal human legs, the ability to survive underwater (pressure, breathing, etc…), and receive a 100 CP affinity for the Water Element for Free.

Elf - 100/300 CP
Elves are a species that is born to be one with nature. As a result they have many blessings compared to some of the other races. They have lifespans that last thousands of

years, they possess the power of nature, and they are considered very attractive by other races. You are a member of this graceful species and may be one of the average elf sub-species for 100cp. An example of this would be the Fire Elves who are born with stronger combat abilities and act as guardians of the Moon Elves. For an additional 200cp you can become a Moon Elf. Moon Elves are the ruling class of the Elves. You optionally may start out in Forest of Eternity for free if you wish.

Angel - 400 CP



By purchasing this, you are now an Angel imbued with eternal life and all the abilities of an Angel, including Absolute Reflection and a large number of light-elemental magic. All Angels are naturally born at the platinum-rank making them a powerful species. The speed of light-elemental magic, combat aura cultivation, and the damage to evil creatures are increased by ten times. In addition to this you will gain twelve wings allowing you to fly more than ten times faster than those made with combat aura.

Demon - 400 CP

You now have eternal life and all the abilities of a Demon, including Absolute Reflection and a large number of Dark-elemental magic. Like the Angels, Demons are automatically platinum-tier when they are born. The speed of dark-elemental magic, combat aura cultivation, and the damage to good creatures are increased by ten times. Lastly just because you are a demon this does not automatically mean you are evil.

Snow Giant - 200/400 CP

The Snow Giants are a species that inhabit the Winter Kingdom. There are gigantic humanoids who can stand between ten and two hundred feet tall. Their bodies are much stronger and more durable than a normal human. If you pay an additional 200 CP then you may instead become a Frost Giant. Frost Giants are the ancestors of the Snow Giants possessing more powerful abilities. Frost Giants are naturally born with Platinum rank Warrior strength. Lastly they possess a 200 CP talent for the sub element of Fire Ice.

Dragon - 200/500/600 CP

Dragons are one of the strongest races in this world and recognized as the one that has the greatest individual strength on average. By paying 200cp you may become a weaker relative of the Dragon race and start out with the strength of a Platinum rank being. You will possess all of the abilities that a normal dragon does. Should you pay 500 CP then you may become one of the Dragon Kings. Each of the Dragon King's possess strength equivalent to that of a peak Diamond rank Warrior and have powerful bodies. This combined allows them to display power at the Starlight rank. The final option is to pay 600 CP and become a second Dragon God. The Dragon God is a Starlight ranked being who is powerful even amongst the gods. Lastly all true Dragons possess a human form as well so you don't have to worry about being stuck in a thousand foot long form.

Hybrid - Race cost + 100cp x amount taken

Perhaps you want to be a hybrid of the options above. There have been some cases of Dragon hybrids, but what about the others. Do you want to become an union of Medusa, Demon, and Angel well now you can. For cost you will add up the races cost individually then add the amount of races times 100cp for the additional fusion cost. Using the example above a Medusa, Demon, Angel would cost 1200cp (100 + 400 + 400 + 300). Lastly you will gain all of the positive and negative aspects of each race. Should you have any conflicting aspects then the positive aspect will win. For example if you have the Angels weakness to darkness and the Demons immunity to darkness then you will keep the immunity.

Skills and Perks

All perks are discounted to their origins and the 100 CP perks are free to their origin.

General Perks

Warriors Cultivation - Varies
Warriors cultivation is considered the least difficult of the four classes and can easily be learnt even if you don't have a teacher. After mastering it, the body would produce a power called combat aura. The user's body becomes capable of withstanding weapons such as knives and swords. After reaching a certain level warriors will be capable of resisting mages spells and other classes with their body alone. This means that while the warrior may be considered the simplest class it is by no means weak. This perk allows you to become a warrior. The exact rank will depend on how much you pay.

- For Free you may become a Bronze rank warrior. This level can be reached by almost anyone as long as they put in some amount of effort.
- For 100 CP you can become a Silver rank warrior. This level allows the user to transform their combat aura into wings allowing them to fly.
- For 200 CP you can become a Gold ranked warrior. Gold rank warriors gain the ability to teleport. The distance depends on their overall strength.
- For 300 CP you can reach the Platinum rank. Once a warrior advances to platinum they gain an elemental body. This ability allows them to convert their bodies into an element that they have an affinity for. In addition they gain a domain. A domain is an ability which envelopes the area round the user boosting their strength while suppressing the enemies.
- For 400 CP you can reach Diamond rank. After reaching Diamond rank you must start to comprehend laws to increase your strength.
- For 500 CP you can reach the Starlight rank. The main power of the Starlight rank is the divine kingdom which is formed by the user's laws and faith energy.
- Lastly for 600 CP you can reach sovereign rank.

Archer - Varies
Archers are a profession who wield bows and study the power of nature. The most difficult aspect of this is that archers must form a contract with the elves in order to gain access to this power. Archery is divided into two distinct schools. The first is the Windwalkers, who utilize skills that combine quick movement with their ability to shoot. The Druids, on the other hand, gain the capacity to manipulate or even transform into a monster by signing a contract with one. You may choose to spend between 100 and 600 CP to determine your

ranking. As Archery is a much simpler profession this mainly determines the amount of nature energy that you possess and what level creatures you are capable of binding with initially.

Priest - Varies
Priests are beings who wield the power of deities and serve the gods. An individual may become a priest by going to the church and asking the archbishop to perform a Heavenly Enlightenment Ceremony. This ceremony allows you to comprehend the power of a god and to form a contract with them.

Unlike the other classes priests do not actually need to train instead they must pray and deepen their connection to their gods. Aside from those who act as priests there are also the beings who take up position as the gods themselves. This perk grants you the ability to use faith energy and the blessings of the gods. These blessings are diluted rules comprehended by the gods. The amount you pay will determine how much faith energy you have access to when you first start out.

- For Free you may start out with an insignificant amount of faith equal to someone who prays every now and then. You will be on par with a bronze rank priest.
- For 100 CP you will gain a small amount of energy equivalent to that of a Silver rank priest.
- For 200 CP you may acquire a medium amount of energy making you as strong as a Gold rank priest.
- For 300 CP you may gain access to a larger concentration of energy equal to a Platinum rank priest.
- For 400 CP you will gain a much larger amount of faith energy. This amount will be equal to that of a Diamond rank cultivator.
- For 500 CP you gain a massive amount of energy equivalent to that of a Starlight rank cultivator. This is the level that most official gods possess.
- Lastly for 600 CP you can receive a nearly unmatched amount of faith energy equal to that of a Sovereign ranked god. This is amongst the most powerful beings that exist in this world.

The most important part about this is that it grants you the ability to construct a Divine Kingdom which plays a major role in determining the strength of the gods. The divine kingdom is available to anyone with sufficient comprehension of a law, but you will gain the ability to automatically learn your god's kingdom. In addition to this it allows for a synergistic effect between your abilities amplifying the rate at which they grow. Lastly you can directly impact your abilities to those who worship you and communicate with them no matter where you are.

Mages Cultivation - Varies
Mages are considered to be the most powerful and expensive to train of the four classes. A mage is said to be worth ten warriors of the same rank. They possess the ability to manipulate the elements and when they become strong enough they can alter the world itself with their words. As a result the mage is considered the most powerful and respected class. This perk allows you to become a mage. The exact rank will depend on how much you pay.

- For Free you may become a Bronze rank mage. This level can easily be reached as long as the mage in question has access to resources and some knowledge.
- For 100 CP you can become a Silver rank mage. When a mage reaches this rank they gain the ability to cast spells far faster than before.
- For 200 CP you can become a Gold ranked mage. Gold rank mages gain the ability to instantly cast spells.
- For 300 CP you can become a Platinum rank mage. Their ability to enforce their power through words. For example if a platinum rank mage said it would be nice if it was raining then clouds would instantly gather and it would start raining. They would not have to exert any effort, the world itself would respond to their desire.
- For 400 CP you can reach Diamond rank. After reaching Diamond rank you must start to comprehend laws to increase your strength.
- For 500 CP you can reach the Starlight rank. The main power of the Starlight rank is the divine kingdom which is formed by the user's laws and faith energy.
- Lastly for 600 CP you can reach Sovereign rank.

Elemental Affinity - Varies
There are six main elements in this world. They are Fire, Water, Wind, Earth, Light, and Darkness. Originally there were twenty two of these elements, but damage to the world has resulted in the other sixteen becoming lost. These affinities determine how quickly you can advance in your chosen element and are necessary for some classes. Notably mages are unable to cultivate unless they have an affinity for their chosen element. Another example is a warrior's combat aura. For example a warrior with an affinity for light could learn it in a day while someone who doesn’t have an affinity would take a year to develop their aura.

This option allows you to purchase an affinity for one of the elements. First you may purchase the element and second you may purchase the degree of talent you acquire with it. You may purchase many elements as you can afford.

- For free you may gain a basic affinity for any of the elements with the exception of light and darkness which cost a 100 CP due to their rarity.
- For a 100 CP you may gain an affinity for Light, Darkness, Poison, Life, Death, Yin, Yang, Space, and Thunder.

- Lastly for 200 CP you may gain an affinity for Chaos which is a newly created element.

Also for each element there are multiple sub elements that you can use. For example Ice is a sub-element of Fire and Gravity is a sub-element of Earth. The section below list the prices for the affinities that you can acquire.

- For Free you may gain an average affinity with your chosen elements. This will allow you to reach Gold rank as long as you devote yourself to training.
- For 100 CP you may gain a high level affinity for your elements. This is enough to guarantee that you have the potential to become a platinum ranked individual by relying on your profession alone.
- For 200 CP you receive an exceptional affinity that will allow you to reach Starlight rank.
- Lastly for 300 CP you will gain an unmatched affinity beyond anyone else in the world. As long as you do not die you will be guaranteed to reach the Sovereign rank.

Lastly to clarify you have to purchase each element separately, but you only have to purchase your talent once.

Shadow Guard Interrogation - 100 CP

The Shadow Guard are an elite force trained by Fairy Castle in the Holy Dragon Kingdom. These are elite warriors who are trained as warriors and assassins. An additional aspect they are trained in is interrogation. One skill that stands out is their ability to identify whether someone is lying. The Shadow Guard are capable of identifying if anyone is lying no matter how good their poker face is or what they say. You now possess this ability as well. Even illusion magic or other manipulative techniques will have no effect on you.

We're Telling the Truth - 100 CP

Lying is a skill that can doom or save someone depending on how skilled they are at it. You fortunately seem to be remarkably skilled at it. In fact it seems that anything you say will be considered the truth as long as it isn't blatantly a lie. Meaning that you could say you had no idea where a treasure was stored and people would believe you. Trying to tell them that you are a king in front of the actual king however would not work.

Strength is For Glory, Not Flaunting - 100 CP

Some people have a way with words that goes beyond merely speaking. Some are capable of touching the hearts of their listeners. You are one of the individuals who possess this quality. When you speak others will truly be influenced by your words. As a general you may boost the morale of your soldiers allowing them to fight beyond your limits. As a ruler you could inspire hope and loyalty into your people. Whenever you open your mouth to speak the people shall not only hear, but they will truly listen.

Tending to the Crops - 200 CP
Caring for crops properly is far more difficult than most people would think. In addition to managing the fields you have to ensure the soil is cared for, there is a sufficient amount of nutrients for the plants, and that they are grouped properly. By taking this perk however you will master this and more. You seem to have been touched by nature as plants flourish under your care. In addition to the plants the earth itself welcomes you with open arms. Any crop you care for will give you a larger harvest than normal and over time the crop itself will evolve. Lastly as a side effect of this bond with nature, beings who are aligned with it will see a friend in you. Some examples include elementals, sages, and dryads.

Way With The Beast - 200 CP
You seem to have a way with creatures and magical beasts. The animals that you care for will grow up to be more powerful and larger than they would be normally. This ability will enhance elite and legendary variants into even more powerful versions of their species. As a side effect of this you will also be considered an ally of the animal kingdom. This will make it so that animals including normally aggressive species will be calm when dealing with you. They will not attack you unless you do something to cause this like attacking them or stealing from them. This effect will also work when dealing with intelligent animals or beings that share animal traits/bloodlines. For example mermaids or werewolves will still fall under this perk due to their bestial aspects.



My Angels and Demonesses - 200 CP
As you might expect from a powerful protagonist Watson earns the admiration and love of many beautiful individuals throughout his journey. Whether it is his maids, his servants like Lilith, or even some of his opponents like the goddess Sidi. He is constantly surrounded by innumerable beings who have power, status, and beauty. You may share this trait with Watson and gain his fortune. This will make it so that you constantly run into these individuals and have the opportunity to earn their admiration. To assist you in these matters your appearance and charisma will be boosted so that you are grand enough to do this. Third, you will gain the ability to maintain these relationships. You could easily gain a harem and have no issues with your lovers. In fact they would be more likely to sort things out on their own without your knowledge and over time would come to care for each other just as much as you regardless of any

differences between them. So feel free to marry a succubus and angel at the same time. Lastly, what is perhaps the most important feature is that this is what will occur when you are not actually trying to gain attention. I honestly am curious to see what would happen if you actually tried to build a harem intentionally.

Sometimes Mercy Has Unexpected Rewards - 200 CP



While it is dangerous to let an enemy or a prison leave sometimes it will result in unexpected benefits. Whenever you show acts of mercy or benevolence you seem to receive a reward for your good actions. For example when Watson spared the bandit leader Sven not only did he volunteer additional information of their target, but he willingly joined them to hunt down the demoness.

The Lost Direction - 200 CP

The Lost Direction is a power used by the god Agares. It granted him the ability to change the direction of anything or even creatures. An example of this would be when Agares tried to manipulate Watson. He altered the direction of Watson's thoughts turning his negative thoughts into positive thoughts in order to control him. In the beginning you will only be able to activate this power through touch. As you train with it you will be able to affect things from a distance without anyone realizing that you are doing so.

You Will Not Get a Second Chance - 200 CP

One of the biggest issues that you can encounter is a foe who is resurrected or reappears over and over. This means that the simplest solution is to wipe your foes out completely or to find another way to ensure that they will no longer be a threat. You have found a way to turn this concept into reality. Any foe that you best will no longer be a threat. If you kill them then it will be impossible to resurrect them and they will not come back. Should you spare them then they will never seek revenge. Should you imprison them then they will never break free. Essentially once you have beaten an opponent you will never have to worry about them reappearing or being reborn. Even if they are still around they will not be a threat to you or those you care about.

Doubling of Giants - 200 CP

The Doubling of Giants spell is a unique spell possessed by the goddess Gaia. This spell allows the body of the user to expand countless times and also increases the body's strength correspondingly. Your durability and strength will grow as your size does. There does not appear to be an upper limit on what size you can reach as you train this power. Becoming larger places a correspondingly larger strain on you. So you might be able to

maintain 50 ft indefinitely, you might only maintain 1000 ft for a minute or so at first. Both of these factors can be improved with training.

My Children Are Amazing - 300 CP
One of the reasons that Watson has so many siblings is because his parents Edward and Catherine were attempting to give birth to a talented child. While his fathers motives may not have been completely pure he did care for all of them and succeed in the end. Each of the children possess a high degree of talent in some fashion. Zeke and Zenoah were incredibly skilled merchants. Scarlet was an impeccable archer, and so on and so forth. You seem to share this characteristic with Edward. It seems that all of your children are destined to be incredibly talented. They will possess an unrivaled degree of talent in at least one field. The number of fields will increase as your own capabilities do. Meaning that if you were an expert in one field then your children might be as well. If you were an expert in a dozen fields then so would your children.

Plethora of Transformations - 300 CP
The Plethora of Transformations is a Diamond ranked spell created by Watson. This spell allows for unrestricted transformations into any known living creature. Not only will your appearance change after the transformation, but so will the very structure of your life. As a jumper you can use this to unlock additional alt forms and other transformations. This ability also includes non-living things allowing you to change into them as well. The second aspect of this power is called Inheritance. After transforming into a living creature, you will inherit a portion of its ability. This includes unique abilities to the race as well as their attributes. For example transforming into a dragon would make you significantly stronger physically.

I Have Unlimited Vitality - 300 CP
There are races who naturally possess an incredible vitality along with some treasures such as the fruit of the world tree. An example of this is the Astronomer Antonio who achieved immortality by consuming one of the fruits. Whether it was part of your race or due to some external influence you have acquired this type of immortality. This grants you an unlimited amount of lifeforce allowing you to never age and to live forever as long as you are not killed in battle. This however will make it much harder for other beings to do so. Lastly this perk will allow you to use any abilities that require you to spend your lifeforce without worrying about running out.

The Wonders of Potions - 300 CP
The art of potions is not as interesting as the other professions at first glance. However when you truly study them you realize the power that they hold. Potions have a wide array of uses and cover numerous fields. Obviously you have the standard fields healing potions, stamina potions, stats potions, and many others. The more exotic ones are interesting. One

of the most unique potions is the Dragon Transformation potion which turns the consumer into a dragon based on their qualities. This perk grants you the skill and knowledge to create any potion in this universe. Like the other crafting perks you are still going to need to gather the ingredients yourself. Even Watson can't make a potion if he has nothing to work with.

Damage Rebound - 300 CP
The Mountain Behemoth Tyrant Beast is a powerful synthetic lifeform created by the Elven Races Chess Piece. As it evolved it gained multiple powerful abilities. This perk allows you to gain one of its more interesting powers. This ability is called Damage Rebound. It causes half of any attack used against you to be rebounded back into your enemy. This defense activates automatically, but you may optionally disable this if you do not want it to activate.

Stream of Consciousness - 300 CP
The Stream of Consciousness is an ability possessed by some rare variants of Dragons. This ability allows you to store your memories and thoughts in the cells of your body. This perk gives you a regeneration strong enough to allow you to revive from a single cell. As long as at least one cell survives, then the rest of your body will be preserved. This process however will drain your energy if the process is repeated multiple times.

Unlimited War Weapons - 300 CP
Unlimited War Weapons is a power used by the God of War Ares. It allows you to replicate any weapon that you have seen before. The abilities of the replica would be the same as the real one. This will include any innate powers or blessings that the weapon possesses such as a divine symbol of power. Furthermore, they could be repaired after being damaged. Repairing it requires a large amount of energy. As the weapon increases in strength the amount of energy to manifest and repair it increases correspondingly.

The Power of Faith - 400 CP
As gods grow stronger they must gather faith from those who believe in them. This faith acts as a powerful catalyst boosting the strength of their god and allowing them to progress significantly faster than normal. Most gods and other icons of faith are capable of using this ability naturally, but your version seems to be superior to theirs. Like Watson you receive far more faith from each of your believers compared to a normal god. You however are deserving of this due to your abilities. First you may teach anyone who believes in you any skills you possess. Second, you may promote them three ranks. For example if someone was a Bronze rank then they can instantly be promoted to Platinum rank. Third faith energy can allow you to progress quickly. For example Watson instantly rose to the peak of Diamond after the Dragons started to worship him due to the amount of faith energy they generated. Lastly this energy allows you to greatly strengthen your Divine Kingdom

compared to other gods and brings the souls of your believers into your kingdom once they start worshiping you.

Magic Immunity - 400/600 CP
Magic Immunity is an ability possessed by many powerful creatures like Dragons. This ability makes it so that you become completely immune to any magic your rank or lower. Higher level magic can still damage you, but you will become extremely resistant reducing the damage. This effect becomes weaker the more powerful your opponent is. For example if you were gold rank then you would only take 30% damage from a platinum rank, 60% from a Diamond rank, and 90% from a Starlight rank. This protection will stop once it reaches 10% which is the minimum resistance you'll possess. For an additional 200 CP you may upgrade this into Super Magic Immunity. This will make you completely immune to any magic. You may choose selective magic to pass through this such as healing spells.

Physical Immunity - 400/600 CP
Physical Immunity is another powerful ability innate to some high ranking species. This ability makes them immune to any physical attacks at their rank or lower. You can be injured by those who are of a higher rank than you. This effect becomes weaker the more powerful your opponent is. For example if you were gold rank then you would only take 30% damage from a platinum rank, 60% from a Diamond rank, and 90% from a Starlight rank. This protection will stop once it reaches 10% which is the minimum resistance you'll possess. For an additional 200 CP you may upgrade this into Super Physical Immunity. This will make you completely immune to any physical damage. This will also eliminate anything that involves physical damage like falling from a high location.

Genius

Got It First Try - 100 CP
One of the most common characteristics of geniuses is their ability to rapidly comprehend powers, spells, and concepts. You seem particularly gifted when it comes to this. You are able to rapidly comprehend techniques and skills. For example if you were able to observe how a technique was performed or acquired the training manual for it you could easily perform it on your first attempt.

You've got Talent - 100 CP
If you are going to be called a genius then you obviously need to be talented in some field. Each time you take this option you may choose one field to gain an above average amount of talent in. This won't make you a revolutionary genius, but you will be noticeably better. For example if you chose stealth then you could easily become a great thief or spy. You only receive the one purchase for Free if you possess the genius origin. You may however purchase this multiple times to acquire multiple talents. Lastly, similar fields can stack together and synergize. For example combat, strategy, and swordsmanship would make you an incredible general.

You're the Expert? - 200 CP
While age may be one of the easiest methods to judge someone's experience it doesn't mean that it's the only way for someone to be qualified. Some people however are qualified due to their sheer skill. This is the category that most geniuses are in. You can apply this trait to your life. As long as you have the skill to back up what you're doing then you will be considered a true expert. This will also allow you to ignore issues such as your age, species, or any other unique characteristic.

No One Will Touch My Family - 200 CP
For one reason or another no harm will ever come to your family unless they directly put themselves in that situation. For example this means that if your brother was a soldier then he wouldn't be protected, but if your sister was captured by mercenaries then they would not harm her in any way. This perk primarily deals with issues such as your enemies who have become obsessed with revenge.

He is a Much More Impressive Master - 400 CP
When you are successful in a world like this you tend to attract the jealous gazes of those around you. This often leads to theft and assassination attempts against you. The end result is that as a proper protagonist you end up killing them. This final act leads to a final benefit. By defeating or killing someone you may claim all that is theirs. Any property,

servants, animals, weapons, and wealth will become yours. Should you kill someone actually important like a king or emperor you may claim the kingdom itself and decide what to do with the rest of the royal family. For example you could marry the queen or you could toss her out into the streets. The best part is that in situations like this anyone serving under your new kingdom will be loyal to you. Not only will they not hold a grudge against you, but they will pledge themselves to you becoming determined to follow you to the bitter end. Perhaps they are honorbound to do so or maybe the previous ruler was corrupt and hated by the masses.

Roll the Dice - 400 CP
There are many qualities that can be used to determine whether an individual is a genius. One of the most mysterious qualities is luck. This force seems insignificant, but many events that shape our lives and the world itself all depend on luck. This perk blesses you with extreme luck even surpassing that of a popular protagonist. Things will practically fall into place assisting you in matters and ensuring that your path is a smooth one. In addition, any matters that involve luck will always end in your favor. For example gambling, gacha summons, and the fusion system all follow this concept and as a result will bless every attempt you make. Just remember that when it comes to matters like combat luck can only get you so far.

Child of God - 600 CP
The Child of God refers to beings who possess the reincarnated spirit of a peak Starlight being. These individuals are beings who were only a step away from the Sovereign rank, but for some reason choose to reincarnate. This gives the user the power and memories of this being. Normally the divine power would slowly awaken and eventually the child's mind would be replaced by the deities. Since you are paying CP for this you will remain in control and will instead absorb the power of the Starlight ranked god. This will also give you everything that they possessed including their domain, their laws, and their Kingdom of God. You may choose the domain of the deity in question. Some examples include Ice, Space, Time, Death, Poison, Light, Darkness, and Fire.

The Fusion System - 600 CP
The Fusion System is the power that allows Watson to become so powerful. The system works by using materials and components that you possess and merging them into a superior product. The only limit to your abilities is your imagination. Whether its weapons, armor, houses, materials, beasts, or even people. For example two hundred iron rank magical beasts could be combined into a single gold rank magical beasts. Another example would be when Watson built ten small stone houses. When he fused them he created a massive castle several kilometers wide.

The main requirement to use this is that you must have materials to work with. You cannot create something from nothing, but you can enhance anything. The more materials or higher quality they are the greater the result will be. So fusing ten gold rank items could create a platinum rank item while it would take two hundred iron rank items to do the same thing. Also whenever you fuse a living being including beasts or people they will become absolutely loyal to you. For example when Watson fused all of the magical beasts into Golden Flash the chimera was loyal to him even though it was stronger than him. In addition this will combine their strength and skills. When Watson fused a group of captured maids together the fused version gained all of their skills and gained an iron rank constitution. Lastly the only restriction on fusing living beings is that their strength cannot surpass the user. This limit is removed however when they are fused using fused beings. For example Golden Flash was creatures using fused iron rank magical creatures who originally were normal animals. So Watson couldn't create Golden Flash directly, but he could do it in multiple steps. Afterwards the restriction was removed as a result.

Royalty

I’m Going to Marry an Elf - 100 CP
A common issue that can arise in politics are the expectations that are placed on an individual. For example a king is expected to act a certain way, adhere to certain traditions, and to follow an array of other matters. One of the more common ones is the requirements for your spouse. An example of this is that many of the human kingdoms would be enraged if their leader attempted to marry a non-human. This perk will allow you to circumvent these traditions and issues both from your own people and that of any outsiders. You may freely act however you wish within reason and be treated fairly by those who would normally look down on you. This could be a member of your court who might disapprove of your attitude or it could be the populace after you choose to marry outside of your species. This won’t give you carte blanche to do anything, but it will assist you in most matters. For clarification you could have a harem of non-human queens without issue, but if you were ruining the kingdom's economy then you might still end up with a revolt.

I Can’t Tell How Strong He Is - 100 CP
Sometimes it is beneficial to hide how strong you are. This could be to draw less attention or it could be to trick your enemies. This perk allows you to conceal your strength from others. You may either hide your power completely or choose to display a false power level. I would recommend only faking a power level weaker than what you possess. This will protect you from any methods that can detect your power or energy. Lastly this will also restrict your power so that you do not accidentally reveal yourself. You will still be able to use your full power, but you won’t use more than you intended.

The Siren’s Song - 200 CP
Deena is a student at the royal academy who was born from the union of a nobleman from the kingdom and a female mermaid. Her traits manifested by giving her great beauty and a siren-like voice. This perk grants you these two qualities. First your appearance will be upgraded making you much more attractive. Your appearance will also be filled with charm allowing you to entrance those who gaze upon you. Second, you will gain a siren-like singing voice. Whenever you sing you will enthrall your listeners. During this period they will be completely defenseless and they will be willing to obey any command you tell them. Even a highly trained spy will be willing to spill their secrets after listening to you. Lastly the effects of this perk will grow more prominent as your personal power increases.



We're Not Interested in Politics - 200 CP

The worst type of trouble is the one that you are drawn into without your knowledge. For example after Watson builds his castle and expands many people assume that his family is working on behalf of the king which draws them into conflict between royals. If Watson had this perk then he may have been able to avoid the situation. You are able to avoid drawing attention and even if you do so you may be a neutral party. This status will be accepted by all forces as long as you do not openly choose a side. Meaning that if a rebellion was taking place both the kingdom and rebels would not attack you as long as you weren't openly helping one of the sides. This will not affect antagonistic parties however like pirates or wild animals. Meaning that a massive herd of starving animals might still attack you for food, but if they were part of someone's forces then they would not. This also includes any beast kingdoms or similar organizations.

Soon You Might Need to Get Married - 400 CP

When you are the leader of a kingdom it is best to have an insurance policy in place. Typically this will come in the form of an heir. However, before you can have a child you need to actually get married. Luckily for you, you are considered an incredibly attractive individual and stand out as a desirable spouse for those of your preferred gender. This effect is particularly noticeable when dealing with nobles and clans who wish to bring you into their fold. For example a king or an empire would be very likely to betroth the crown prince/princess to you. This will also affect similar positions such as an heir to a clan or the student of a legendary warrior.



Exponential Expansion - 400 CP

In less than a few months Watson was able to change his family's run down home into a massive castle on par with the kingdom's royal palace. Even after this he maintained this growth rate allowing for truly exponential growth as his forces grew more and more. You share this characteristic and will receive these types of opportunities. The best part is that this will apply to any goal or business that you are running. As a businessman maybe you will run into failing businesses that were in need of an influx of cash or perhaps you will end up recruiting a dozen unbelievably talented managers. Either way as long as you put in some effort you will rapidly grow no matter what prospects you are attempting.

Veni, Vidi, Vici - 600 CP
There are some individuals who are born to be kings and emperors. These individuals command respect wherever they go and are destined to be rulers. You now share this quality with Watson. Even if you were an orphan given nothing you would be destined to end up on a throne and become a powerhouse commanding massive armies. This perk has two main effects. First it gives you all of the skills and qualities necessary to be a legendary leader. Your charisma, skill with weaponry, and overall talent are straight out of a myth. Second, when I mentioned fate assisting you I was not exaggerating. Opportunities will practically land in your lap allowing you to quickly grow in strength and to build up your forces. If you were careful you could easily build a massive kingdom or take over the current ones within a few years. Combining this with the Exponential Expansion perk will multiply this aspect of the perk.

The Ancient's Craft - 600 CP
Long ago this world was far more powerful than it currently is. Starlight ranked beings were common and even the mighty Sovereigns were not rare. After the war of the gods broke out the world was shattered into many pieces and the level of power and technology greatly decreased. You however are someone who would be capable of bringing back this level of power. You are capable of doing this because you have learned how to craft all of the technology belonging to the ancients. Everything within their capabilities is now yours. Granted you will still need to acquire the materials yourself. Lastly, post jump you will gain a similar level of knowledge in new settings. You will gain knowledge of any lost or ancient technology within the setting.

The Underworld

I'm Not Done Yet - 100 CP
Sometimes battles can run for extended periods of time. As the fight draws on you will have to consume more and more of your stamina. You however are capable of maintaining your maximum power until the very end. For simplicity's sake it means that until you are completely out of energy you can maintain your strongest form. No matter how tired or injured you are you will not falter. This includes any transformations or burst techniques. However once you use all of your energy you will be completely exhausted. Granted you could still try to bluff your opponent you never know it might work.

He's a Spy - 100 CP
The intracites of court often rely on information gathered through spies and espionage. This means that spies can be found everywhere. Sometimes spies will lie in wait for years to gather information. To deal with this you have learned how to spot all of the subtle signs that someone is a spy. You will be able to tell the difference between a true ally and someone that is merely using you.

Only Evil People Can Prosper - 200 CP
The mage Moriaty used to be a good person until he was twisted by the king. The king taught him that the only way he could succeed in life was to be evil. The more evil he acted the greater the benefits he would receive. Unfortunately this statement is often proven to be true. By taking this perk however you can at least acquire some benefits. This perk effectively measures your karma and provides you a boost based on your actions. The further along you are the greater the boost. This boost includes your overall capabilities, your luck, and the rate that you can advance. There are three options for this perk. First you could buy the normal version which is based on evil/negativity. Second, you could inverse this and instead choose to have it affect you based on your positivity/good. Lastly you could buy both options. This would allow you to access both streams of karma. You could balance them or you could simply act however you wish and enjoy the benefits based on how extreme you are.

Swindler - 200 CP
A true swindler is someone who is capable of selling anything for a high price while paying a low cost. You have the skills needed to do this. First you are very charismatic and able to make a product seem ideal to any buyer. For example you could convince a muscle bound barbarian that he needed to buy a glass vase. How you did this is unknown, but you managed to do so nonetheless. Second, as mentioned above you have a golden tongue allowing you to haggle prices with the best merchants around. You could sell a cheap iron

sword for the same price as a high quality blade and buy one in the opposite manor. Lastly and arguably the most important skill is being able to resolve a situation when people realize that you are tricking them. Your customers may get angry, but you know how to placate them so that everything can be resolved without violence.



We Found a Fat Sheep - 400 CP
While it may be one of the most hated professions it cannot be denied that the bandits who manage to survive become powerful. You are perfectly suited to become one of these individuals. This is primarily due to your luck when it comes to fighting high value targets who are often left alone. It seems that whenever you go out hunting you are almost always able to find a worthy target. Every now and then you can even find some truly bountiful targets ripe for the picking. The best part is that due to their arrogance or their cheapness these targets always seem to lack sufficient guards needed to protect them making it significantly easier to take them.

Lastly, should you not be a bandit, this perk will still apply to other targets. For example if you were a soldier then perhaps you would constantly run into enemy convoys or high level generals who were trying to avoid detection by traveling alone. Essentially as long as you are hunting or searching for something you will always be able to find a worthwhile target.

Chosen by the Primordial Demoness - 400 CP
After Watson started to fuse the pieces of the Great Sin Mask together Envy betrayed the other Demonesses. She believes that since Watson could do this he must have been chosen by their goddess as the chosen one. While he wasn't actually chosen by their goddess you could be. This perk allows you to choose one concept or god in question. You will gain a powerful affinity with it. This will give you a number of benefits relating to your choice. For example choosing the Primordial Demoness would give you powers similar to that of the seven deadly sins and grant you powerful authority amongst evil beings.

Infinite Contingencies - 600 CP
There are some people who are capable of developing countless plans to deal with their foes. You are not one of these individuals, you are an even higher level prepper. When your opponents start to plan around your plan you will already have started to plan around the

plan that they are planning around as that was your original plan. Essentially this means that you are capable of accounting for all of your enemies' plans no matter how intricate they are. Even a million year old god king could be led around dancing to your tunes. Lastly the more complex and longer you make these plans the grander the results. A takeover that occurs over a few months could bring some unexpected boons while a plot over a hundred years could elevate you straight to the peak of the world.

Black Emperor - 600 CP

The Black Emperor is the title Watson assumed after he took control of the underworld throughout the Holy Dragon Kingdom. He knew that he would never be able to exterminate crime so he decided to take control of it and remove the pieces that he disliked such as slavery. By taking this perk you gain the skills and knowledge needed to run the criminal underworld. This includes all of the skills needed to manage all of your networks and servants. You know the best way to abuse the loopholes in a land's laws and how to bribe the beings who control the laws. In addition to this you receive a boost in your combat prowess and manipulative abilities. After all, the leader should be the strongest and the smartest amongst criminals.



The Mentor

Do You Understand What You've Done - 100 CP
Sometimes incompetent allies are more dangerous than powerful enemies. This is particularly irritating when your allies do not actually realize that they're causing you problems. This perk ensures that all of your subordinates will follow your orders in their intent rather than wording. In addition this will stop them from accidentally ruining your plans. For example Watson's subordinates drew the King's attention to him far earlier than he wanted, forcing him to compromise.

There's No Need to Be Jealous - 100 CP
The problem with being a genius is that you can easily draw the jealousy of your peers. The more exceptional you are, the greater the envy you face. Some people, however, are capable of avoiding this. It could be due to your sheer charisma or perhaps you are simply too far above them for them to be jealous. This perk makes it so that no one will become jealous of you or treat you negatively due to envy. This includes your talent, treasures, or your ability to attract paramours. They can still hate you for other reasons, but now it will not be due to jealousy.



We Will Uphold the Accords - 200 CP
The problem with ancient agreements and alliances is that the newer generation typically holds far less respect for them and are willing to break them. At least normally, when it comes to you on the other hand no one is willing to break their oaths. Any contract, oath, or agreement you make will be upheld by even the most vile and treacherous beings. This will also apply to any forces under their command. So if you made a nonaggression pact with a kingdom then any forces including their unofficial or treacherous forces would still follow it. This will not however affect any spies or foreign infiltrators since they are not part of the group you have an agreement with.

Omnilingual - 200 CP
There are a truly massive amount of languages in this world. Some are created by the various races to communicate while others hold a specific purpose. You have studied these languages extensively and learned them all. Not only does this make you a valuable diplomat, but it enhances your skill in some other fields. For example the ancient Loen language used by the gods and the Dragonic tongue enhances magic cast using it by

resonating with the world. Lastly your ability to learn new languages is greatly enhanced allowing you to learn the entirety simply by reading a small text written in it or by listening to a conversation between two speakers of it.

Knowledge of the Astronomer - 400 CP
The Astronomer is an immortal platinum ranked mage who lives in the Holy Dragon Kingdom. As he has lived for thousands of years he has an unmatched amount of knowledge and control over his powers. Even if there are beings stronger than him none of them will claim to know more than him. It seems that now he has an equal in you. Perhaps you are just as old as him or you were simply an incredibly fast reader. Either way you know thousands of spells, hidden secrets of the world, and have absolute control over your abilities. Post jump you may gain a similar amount of knowledge in future jumps and may be widely known for your knowledge if you wish.

Will You Be My Disciple - 400 CP
The value of a truly talented individual is beyond comparison when it comes to a kingdom. As a result empires are willing to go to great lengths to acquire and protect truly talented youngsters. By taking this perk you gain two effects.

First this effect will be applied to you and you will be viewed more favorably by others the more talented you are. For example even though Watson killed an elder from the Mage Guild and even temporarily killed the Astrologer he still wanted to recruit Watson as his student. As long as you are talented enough you will be sought out and forgiven of any crime. Alternatively forces will seek to offer you a corresponding amount of benefits to recruit you.

Second, you obviously can't be taught if there are no teachers who are actually capable of teaching you. This will ensure that there is always someone capable of teaching you new skills and improving your current abilities. They may not be stronger than you, but they will be more skilled than you in some way.

Peace Between Races - 600 CP
Unfortunately conflicts between the various species is nothing new. They have gone on for many years due to various reasons and are difficult to deal with. You have spent time traveling and befriended many different races. This has allowed you to gain an understanding of the various cultures and how to settle matters between them. Your most important ability however is that you can dissolve the tensions between the races. Even conflicts that have been spanning millions of years can be removed under your care. This ability allows you to act as a wonderful diplomat or simply makes it easier for you to gain allies.

You Shall Become My Finest Warriors - 600 CP

In worlds like this the most important aspect is strength. As long as you have a single powerhouse standing above the rest then your people can be safe. This does not mean however that lower rank individuals are useless. They still play an important role and can handle many tasks. You are an excellent teacher and capable of rapidly improving others. This effect is most useful bringing others up to your overall skill level or power level, but it can still be applied to those stronger than you. The most important part is that you can do this quickly and teach skills that normally require a higher degree of talent. For example if you were teaching someone a rank lower than you they could evolve in a month or two when it would normally take years to do so on their own.



Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

General Items

Soul Binding Modification - 100 CP
There are a number of artifacts and weapons that are extremely valuable. Due to this many will try to steal them from you. This is an enchantment that you can apply to any equipment you possess. It has two effects on the equipment. First it gives the object fiat backing as if you bought it with CP. Second it binds the object to your soul allowing you to summon it at will. This also makes it so that you may use any abilities the item possess due to your connection with them. For example if you used this on the omnitrix then you would be able to transform into aliens without requiring the omnitrix to physically be present on your body. Lastly this makes it so that no one else can wield it unless you willingly allow it. Meaning if your enemy took your god slaying sword then it would simply become a mortal blade in their hands.

The Blessing of the Gods and Demons - 100 CP
The Blessing of the Gods and Demons is a powerful elixir created by Watson. When consumed, there is a 50 percent chance of receiving the gods' blessing to obtain eternal life with no side effects, and the body will evolve into a mythical angel. There is also a 50 percent chance of receiving the demons' blessing to obtain eternal life and evolve into a demon. It appears to be partially influenced by the personality of the user as well. For example many criminals would become demons while most ordinary people become angels. This item does not cost much because literally millions of them will be given away to the citizens of Mount Creation and other kingdoms under Watson’s control. Lastly if you consume this as an Angel or Demon then races will combine transforming you into a Fallen Angel. You will receive the power of both races and gain a few additional abilities.

Pen of Truth - 200 CP
The Pen of Truth is one of the main relics of the Holy Dragon Kingdom. Anything said in front of the Pen of Truth must not be a lie and there must not be any omissions, or you will suffer the pain of having your blood sucked out. If you do not have any blood then the pen will come up with some other punishment. The pen’s most powerful ability however is to rewrite reality. This makes it so that anything written with the Pen of Truth will come true. If

it is something that has not happened, then it will definitely happen. However, no one knows what form it will take. This however has great consequences. For example a noble that wished to become rich received a large insurance after the death of his heir. Since you are paying CP the pen will try its best to give you a positive result or to correct your wording. An example of this is when Watson made a staff for his master he said it would become the most famous staff in the kingdom. The pen changed it to the strongest staff in the kingdom since it would improve the staff.

Goddess of Fate's Thread of Destiny - 200 CP
The Thread of Destiny is an artifact created by Watson as a gift to his master Reid. It contains a number of powerful abilities including the abilities of the Sword of Creation which was used to make it. Some of these abilities are Destiny which connects the Thread of Destiny to a person's body. It connects the other party's fate to oneself and transfer all damage you receive to the other party, Absolute Recombination which allows you to reassemble the Thread of Destiny into objects of any shape, Absolute Hit which makes it so that attack will definitely hit, and the Divine Kingdom of Fate which grants the user power over fate. After releasing the divine kingdom that governs fate, the fate of the enemy will be controlled by the host.

The abilities granted to it by the Sword of Creation are Absolute Cut which makes it capable of cutting everything, Space Cut which allows it to split space into different squares to trap enemies, Time Cut which makes it capable of splitting time and allowing time to jump forward, and Fate Cut which allows the user to evade an unwanted fate and changing a predetermined outcome, but can only be used once a day. Lastly it has a power called Universal Key which means that it can open any door in the world.

God of Magic's Crown Staff - 200 CP
The God of Magic’s Crown Staff is a powerful Starlight rank weapon created by Watson for his teacher Antonio. The staff has a number of power abilities to bolster its user. First is the Seven Elemental Rules. This ability makes it so that your magic will no longer require magical consumption, there will be no need to chant, and the power will be increased tenfold. The second ability is called Magical Source Communication which allows the user to communicate with the magical sources of the elements and directly use the power of the seven elemental sources (Fire, Wind, Earth, Water, Darkness, Light, and Chaos) to fight the enemy. The third is the Seven Elemental Kingdoms which allows the user to create seven divine kingdoms, each of which has a different ability. Fourth is called the Crown Mage which gives the holder of this staff the blessing from the God of Magic, granting them the arcane crown, and mastery of all the known types of magic in the world. Fifth is the Magic Seance which allows you to use magic elements to create a god's projection against the enemy. Lastly is Magic Particle Transformation which alters your body so that it is made up

of small magic particles. These particles can be injected into the body of others to cast magic and to give them the ability to do so if they were not already capable of doing so.

Spear of the Stars - 200 CP
This spear is made up of two different colored spears, red and blue. The first is the Red Spear which pierces the enemy's back and causes bleeding, causing irreparable wounds. The second is the Yellow Spear which ignores the enemy's defense and causes direct damage to the enemy. You may release both spears at the same time, causing a powerful attack that can pierce through the stars. In addition to these unique abilities they both possess some additional traits. The first is Absolute Distance which makes it so that the spear does not have a distance limit during the throw. The second is Absolute Hit which makes it so that the attack will definitely hit no matter what. The third power is the Kingdom of Blood which causes all targets to bleed to death within the divine kingdom. The fourth power is the Kingdom of Armor Penetration which causes all contacts within the divine kingdom to cause damage to the enemy.

Super Potions - 200 CP
This option grants you three potions that were designed to aid the Dragons by Watson. The first is the Golden Lust Poison. This potion functions as a weapon as well as an aid. It causes the target to instinctively give birth. After taking it, they will lose all other consciousness and only have the instinct to give birth. For the next 24 hours they will give birth an unlimited amount of times. All offspring will contain the target's bloodline and any unique qualities they possess. The other reason this is a weapon is because every time they give birth to an offspring, their strength will be consumed, permanently weakening them physically and mentally. The second option which is purely meant to be a fertility aid is the Super Reproductive Potion. Upon consumption, the reproductive ability of the user will increase by a thousand fold. At the same time, the offspring will inherit their parents' abilities and possess diamond-tier strength. The final potion is the Diamond-rank Super Vitality Recovery Potion. After consumption, the energy in the body will be fully recovered and maintained in a full state for an entire day.

Divine Dragon Star - 200 CP
The Divine Dragon Star is a treasure built to house the entirety of the Dragon’s species. It also possesses a number of powers to protect them. The first is a barrier, the main body is made up of stars and separated from the original world. Only the dragons or other beings who have permission can go back and forth freely. The second ability is called Boundary Removal. This allows the inhabitants to unleash their full power even ignoring the restrictions of the world. The third power is called Summon of the Dragon God. It can consume the power of Divine Dragon Star and summon a Dragon God. The Dragon God can satisfy people's wishes and at the same time contain the power of the Divine Dragon

Star. Basically it acts like the Dragon Balls from the DragonBall Series. The fourth ability is the Blessing of the Dragon God. Any dragon living on the Divine Dragon Star will have their attributes boosted three times over while they are inside the star. The fifth ability is called Planetary Collision which allows the Divine Dragon Star to fall and cause large-scale damage to the ground. This ability can only be used once per day. Lastly is the Ocean of Gravity which grants the user the ability to control gravity and distort the magical field surrounding the star.

The World Tree - 300 CP
The World Tree is responsible for creating the Forest of Eternity. This effect makes it so that all plants within the area covered by the World Tree will be replaced by its branches. As long as the World Tree is not destroyed, it will grow alternately and endlessly possibly covering the entire world. The World Tree also possesses a number of other abilities. First is Natural Transformation which allows the World Tree branches to be turned into any crop and their effects will be increased by 100%. Second is the Ancient War Tree Summon which allows the World Tree branches to form the strongest weapon of the ancient tree spirit species, the Ancient War Tree, with the combat strength of a diamond-tier elite. Lastly is its most famous feature the Spring of Life. The energy that overflows from the World Tree as it generates the essence of life, will overflow and form a spring. This spring grants eternal life if you drink from the spring. The only restriction is that your strength will be fixed at that point forever.

God of Knowledge's Book of Wisdom - 300 CP
The Book of Wisdom was crafted when Watson combined the royal library gathering the knowledge of countless worlds and civilizations. This book grants a number of powers to its wielder. First is Omniscience which means that everything that has ever happened in the world is recorded within this book. As long as you ask, you will get the answer you want. The second ability is Omni Percipience which means that everything you want to know can be presented in the form of true history in the book. This also means that you observe anyone anywhere at any time. The third ability is the Knowledge and Wisdom Kingdom. This is a kingdom made up of books, the host can freely change the settings of the books in the kingdom. Fourth is the ability called True Creation. The creatures within the book can be projected into the real world and will possess their full memories and abilities from when it was alive, the number of summons is linked to the host's strength. Lastly this book is completely immune to physical damage.

The God of Time's Wheel of Reversal - 300 CP
The Wheel of Reversal is an artifact created by Watson after he harvested the artifacts Augustus used against him. This artifact possesses many strong abilities based around the power of time. The first is Absolute Acceleration which can accelerate time tens of millions

of times over causing everything to decay. The second is Absolute Reversal which can reverse the time of the target by a few minutes, or instead can reverse it to the time before birth, directly destroying it. The third is Absolute Stillness which can make the entire world's time sink into stillness, only oneself can move freely. The fourth is Illusion of Time which summons your past and future self to come and fight alongside you. Only one version can be summoned at a time and the summoning time limit depends on one's own strength. The fifth is the Time Divine Kingdom which constructs the divine Kingdom of Time that can cover everything within sight. Inside the kingdom, time is controlled by the user. The sixth ability is called Time Explosion which causes a damage equivalent to a Starlight rank beings all out attack and it causes the time in that location to fall into a long period of chaos. The seventh is the Sand of Time, the sand that symbolizes time and contains sealed time, allowing others to gain more time than they originally had. The eighth power is called Complete Immunity using the still time to block all damage, and the last power Eternal Life which causes you to never age, and revives you if you die.

God of Space's Limitless Compass - 300 CP
This is the second artifact that was created using Augustus's body after their rematch. It is a counterpart to the Wheel of Reversal and has a large number of abilities. This includes Absolute Distance which allows the user to teleport any place at any time regardless of distance, Absolute Mark which uses space to mark an item allowing you to recall the item, Space Manipulation which can fold multiple spaces into one or it can do the opposite, Space Flashback which fuses space into the body, allowing the damage to be transferred, and Space Destruction allowing space to explode, destroying everything within.

Some other additional abilities are the Hidden Void which opens the door to a number of locations including random dimensions, the abyssal world, the depths of the sea, or ancient ruins releasing random creatures. The final ability is called Parallel World which creates a world similar to the current world. This replicates its existence against enemies and replicates the combat power of the world with its own strength.

The God-King's Throne of Commandments - 300 CP
The Throne of Commandments is a powerful treasure that Watson created after the King discovered his ability. It grants its wielder a number of abilities. The first is Absolute Control, the users words will become law and will be obeyed by others. The second is God's Code which enables the law formed by the perfection of words to restrict the ruled kingdom, the more perfect the law, the stronger the binding force. Third is the Pope which makes it so that in the ruled kingdom, all the abilities released will be recorded, including starlight-tier abilities, and the user can freely use these abilities. Fourth is the King can confer titles to any of the people in the kingdom, after being conferred, it will significantly increase the strength, raising the level is related to the people's original talent and strength. Sixth is the

God-king's Army which can summon starlight rank soldiers with the strength of a god to defend the user. The stronger you are the greater the number of soldiers. Seventh is the Dustless Land which activates a protective shield so that no one can get close to the throne, even if a god recklessly enters, they will be crushed. Lastly is the Throne's Commandment, this final ability is the most powerful as it surpasses the divine kingdoms of others. Those below the sovereign tier won't be able to use it due to its requirements.

The Perfect Dragon Palace - 300 CP
The Perfect Dragon Palace is a Starlight treasure that allows you to control the seas. It possesses a number of abilities demonstrating this. The first is called Perfect Water World which allows you to change any terrain into a water area. While you are present in the water you will receive the Sea God's blessing there. The second is called Magic Water Channel which allows the water channel to connect to any place with water, allowing people to arrive instantly. The third is Water-elemental Army which allows the Dragon Palace to use the water element to create starlight-tier warriors. The fourth is the Sea Water High Wall which can simulate a tsunami to create a high wall that can withstand starlight-tier attacks. The fifth ability is called the World Reflection. The Dragon Palace does not exist in the world, but exists in another mirroring the world under the sea. This means that no one can enter the palace without permission from the owner. The sixth power is the River of Gold. This ability greatly increased the energy density of all river water connected to the palace. You can use the river water to soak your body. This will grant you an invulnerable body. In addition consuming the river water will grant you gold-tier strength. The final ability is called the Apocalypse which triggers a worldwide tsunami that can engulf the entire planet and wipe it clean of life.

The Source of Magic - 400 CP
When an individual creates or reawakens an element they receive the source of the magic. The source is a world class item which grants the user a variety of abilities. First it allows you to grant talent to others so that they can learn this magic. When it does this it grants the beings a fragment of the source. Once they die the fragment which has grown under their care will return and add their strength to the source. Second, it has the power to grow on its own without limits, becoming infinitely stronger. Lastly it has the ability to absorb foreign magic, treasures, and beasts to improve its strength. You may buy this multiple times if you wish to gain multiple sources of magic. There are twenty-three options total counting the original twenty-two and chaos magic.

The Kingdom of Kings - 600 CP
The Kingdom of Kings is a Sovereign ranked treasure created after Watson fused Mount Creation, the Holy Dragon Kingdom, The Forest of Eternity, and a number of other Starlight treasures. The kingdom possesses a number of powerful abilties befitting a Sovereign

ranked treasure. The first is called Void Vault which grants the Kingdom of Kings the ability to create an infinite amount of treasures as long as they are not ranked higher than the Starlight rank. The second ability is called Infinite Space which grants the Kingdom of Kings a truly endless land allowing for infinite expansion. The third ability is the Eternal Kingdom. Time in the Kingdom of Kings is permanently frozen relative to the outside world. This means that you could stay in the kingdom for 10,000 years and leave with only a few sounds going by in the outside world. The fourth power is the ability to contain Sources of Magic. For example the sun is made up of the Source of Fire. The fifth ability is Molecular Conversion. Under the condition of not exceeding the energy limit, the items within the Kingdom of Kings can be converted into each other. Lastly is the King's Wind, the grade of the Kingdom of Kings is equivalent to a race's chess piece. All residents within the Kingdom of Kings belong to an independent race and are not affected by the race chess pieces or similar abilities.

The Race Chess Piece - 600 CP

The Race Chess Pieces are a treasure created by the universe itself whenever a new species is born. These chess pieces grant the user absolute control over any members of the piece's race. For example if you had the human chess piece then you would be able to command any being that qualified as a human no matter how powerful they were. In addition to this it also grants you the combined knowledge (all technology, skills, and research) of your species, the ability to create more of them, and it is indestructible unless the chosen species is driven to complete extinction. Each race possesses their own unique power in addition to the previous boons. Humanities for example is molecular acceleration. This ability allows you to move and expand an infinite amount of energy. Each time you purchase this item you may acquire the chess piece for a different species. Lastly you may optionally fuse the pieces together if you purchase multiple chess pieces creating a new race with the strengths of its components. You will still possess dominion over the other races as well.

Origin Items

Genius

Supply Lines - 100 CP
Supply lines are the lifelines of towns and businesses like merchants. You have gained access to a network of supply lines fully staffed with merchants loyal to you. These supply lines allow you to sell all goods and provide access to markets. These supply lines will automatically sell any goods that you have in surplus. Should you need any goods you can request these through your networks. You will still have to pay for anything you purchase, but this network will be able to acquire almost anything as long as you have enough to pay.

Blackmoon Castle - 200 CP
After Watson started to develop he built Blackmoon Castle which was an incredibly powerful fortress. The building was dozens of kilometers wide and equally long. In addition to its size the castle was made out of durable materials that were upgraded continuously as Watson gathered more resources. This fortress will be equal to the castle that Watson possessed at the end of the story with all of its upgrades.

Guardian Beasts - 400 CP
This option allows you to purchase a set of guardian beasts who will protect and assist your territories. They will possess powerful combat prowess and can assist in other matters in your territory. Each time you purchase this you will receive a dozen guardian beasts. The best part is that these creatures will grow in power as you so that they are always useful.



For example Watson acquired Golden Flash and Emperor Cluck. As he got stronger they evolved with him. Golden Flash went from a Iron Tiger, into a Golden Chimera, a Platinum Dragon King, and a Star Dragon while Emperor Cluck went from a normal chicken, to a Pentacolor Rainbow Chicken, to a Rainbow Phoenix Chicken, then a Hybrid Phoenix, and Frost Phoenix.

The Einherjar's Body - 600 CP

The Einherjar’s body is made of the memories from a vast number of cultivators. It contains the abilities of more than a million cultivators. After absorbing this body, you can obtain all its skills in your memories. The body also grants a number of other abilities. The first is called Omniscient Nature which allows you to master various skills of various professions. The second is called Instant Learning which makes it so that you can learn any skill at once. The third is called Thousand-armed Giant which allows the user to split their arms into thousands of arms, each of which can deal platinum-tier damage. This damage will increase as your strength does. Fourth is the Hundred-eyed Giant which generates hundreds of eyes, each of which can emit destructive magical light pillars. The final ability is called 10,000 clones which allows you to use energy to create your own clones. The only restriction is that the clones will only have half of your original abilities.



Royalty

Employee Salary - 100 CP



Depending on how good you are to your employees you can quickly rack up quite a high cost when paying them. These items however can help with this issue. This is an unlimited supply of money and treasures. There however is one major restriction, it can only be used to pay your employees. This cache will automatically adjust the currency and items within based on what you are using as payment. If you wish you can link this to any business or service you possess automatically processing the payments. Lastly the payment and your employees will be protected so that you do not have to worry about being robbed due to your generosity.

Auction House - 200 CP

This is a high quality auction house that you now own. The auction house is in an excellent location and is fully staffed by high quality employees capable of charming the customers and convincing them to spend even more than they would normally. The auction house will automatically generate some goods to sell though this can be supplemented with your own items, or items from other customers. If you purchase this multiple times you may either acquire multiple auction houses or expand the ones you possess.

Magical Beast Farm - 400 CP

Magical beasts farms are one of the main methods that farmers and militaries use in this world to support their forces. The only difference is that one is focused on power while the other focuses on food. Regardless of which option you choose you will need to acquire a farm first. This item grants you a magical beast farm capable of holding and caring for any beast you can imagine. The farm will expand as needed and provide everything you could possibly ask for when it comes to raising beasts. In addition any beasts raised here will grow to their full potential and may be trained in any role you wish. This could be scouting, combat, or simply acting as normal pets.

Mount Creation - 600 CP

Mount Creation is one of Watson's greatest creations. It is a floating mountain that encompasses the border. The mountain is guarded by an army of one hundred thousand angels and holds numerous treasures. Some examples include a world tree, the phoenix eggs, and many of the other wonders created by Watson. In addition this the mountain possesses four rules that it can impose. The first rule is called the transformation of reality and illusion. The mountain can manifest illusions and the illusions created in Mount Creation will exist in the real world. The second rule is called time acceleration. Mount Creation has its own time flow making it so that ten days there are equivalent to a day in the outside world. The third rule is terrain cutting which allows you to shift the terrain on Mount Creation and change it at any time. Miscellaneous issues such as weather and gravity will adjust accordingly. The fourth rule is called the Star Codex which allows you to demolish the first three rules and make any new ones that you want. A large amount of energy is consumed each time new rules are constructed, and only four rules can be active simultaneously. The final rule is known as God's Judgment. This rule consumes Mount Creation's resources and communicates with the stars to summon an ancient gods' power to descend. The power of the judgment once it descends is proportional to the amount of power consumed.

The Underworld

The Hideout - 100 CP
When things get heated you will need a place to hide out. This is a safehouse that is hidden within a location of your choice. The house contains a number of supplies allowing a group of a dozen or so to remain for a few months. The main advantage of this safehouse is that no one is able to locate this house without your permission. Alternatively you could simply come here if you don't want to deal with others for a while since they won't be able to find you.

The Perfect Weapon - 200 CP
A good weapon is capable of significantly boosting the strength of the user. This is an artifact or weapon perfectly suited to your use. Each time you purchase this item you select an additional weapon. You could choose a bow, a sword, a staff, or anything else you can think of. The weapon will be capable of channeling your energy and enhancing the power of your attacks.

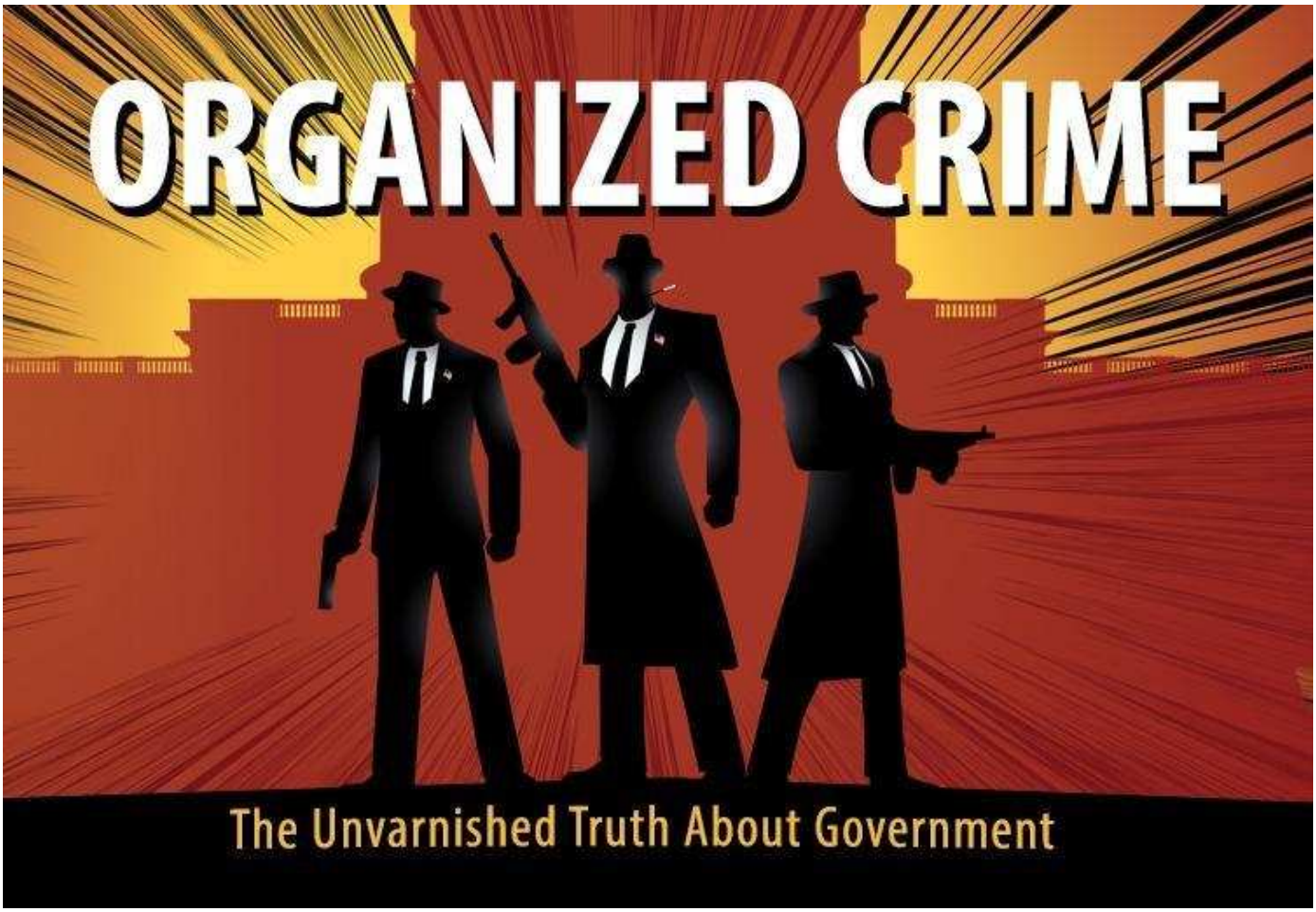
The Great Sin Mask - 400 CP
The Great Sin Mask is an artifact created by the Primordial Demoness. It contains powers reflecting that of each of the seven deadly sins. Pride, Wrath, Gluttony, Envy, Sloth, Lust, and Greed. The user gains a power based on each of these. For example Gluttony gives the user the ability to devour other beings absorbing their strength, talent, and any unique ability they possess. Lust on the other hand making the user incredibly attractive to members of the opposite sex and gives them the ability to use mind control. In addition to this the greater the affinity with each of the sins you possess the more strength you can draw from them. Normally there would be some negative effects, but you will be able to avoid them as you are paying with CP.

Lastly are three other important powers. First is the ability called the evil gods protection which doubles your strength while you are in an evil area like Hell. Second, the reason that the Great Sin Mask is able to use these powers is because it has seven powerful monsters sealed within Lucifer, Asmodeus, Leviathan, Beezlebub, Mammon, Samael, and Belial. You may transform into these creatures and wield their power. The third ability is the ability to absorb the sins of others purifying them. Also unlike the canon mask you will never be at risk of becoming corrupted like Queen Avril.

Alternatively if you do not like being evil then you may instead receive the Great Virtue Mask. This is essentially the same item, but it is based on the seven virtues. The final option is that you may purchase both of them. If you do so you may optionally combine

them granting you the ability to use all of their abilities together. The mask also has the ability to fuse with the user meaning that you can constantly wear it without being affected. Should you wish the mask can vanish while still being on you. Lastly this mask will come in its final form from the story including any abilities that were fused into it.

Jumper's Severed Fingers - 600 CP
The Severed Fingers Gang is a dangerous criminal organization who controls every branch of crime throughout the continent. Everything from slavery to assassination is within their purview. They have infiltrated every kingdom and have high ranking members in groups such as the nobility. You will gain a criminal organization on par with this group at their peak or you may choose the canon group. Post jump you may import this organization into a similar role.



The Mentor

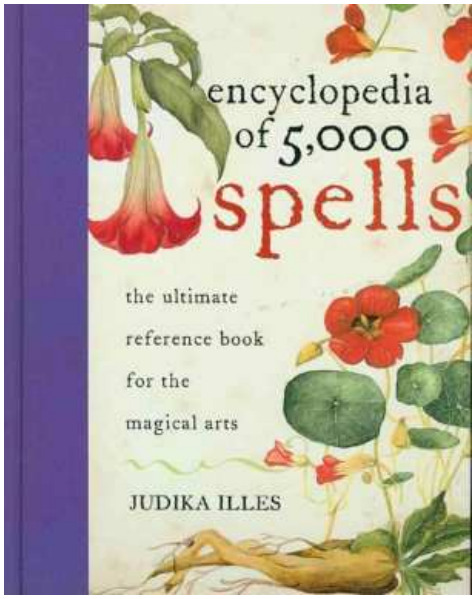
War Chess - 100 CP

War Chess is a game used in the royal academy to train the students in strategy and combat. The game is complex and simulates combat between nations. Purchasing this item grants you a chess board and all of the pieces associated with the game. The advantage of playing this game is that it is capable of boosting your talent when it comes to strategy and combat. It would take about a year to turn an ordinary person into a skilled general. If you played for five years or so you could become a legendary general on par with some of the greatest strategists in the world.



The Nibelung Ring - 200 CP

The Nibelung ring is a powerful platinum tier artifact that has a number of abilities referred to as songs that provide immense boosts to the wielder. These songs however are only a minor ability compared to the main skill of the ring called Symphony of Fate. Symphony of Fate allows the user to make a wish, but they must pay a price to do so. This version of the ring is capable of granting three wishes a day at 50% of the cost compared to the original rings. The payment can vary, some examples include energy, currency, or even your lifespan.



The Encyclopedia of Spells - 400 CP

The biggest restriction on a mage's power is the spells that they have access to. As a result spells are hoarded and jealously guarded. This book contains an encyclopedic guide to ALL of the spells in this world. This includes lost magic, unique spells, and family inheritances. This doesn't give you the talent to use the spells, but it provides all of the knowledge you could ever ask for. The spells will obviously become stronger as you examine the higher ranks. An example of a spell is the platinum rank light spell Time Reversal. It allows the user to rewind time in an area and observe anything that has occurred within the past. The further back you go the more energy that is needed.

Valley of the Ancients - 600 CP
After millions of years there are countless civilizations who have risen and fallen. The ruins of their empires are scattered throughout the world in order to preserve their legacies and to pass them on to worthy successors. This valley is filled with a large number of pyramids, tombs, and other buildings that contain the inheritances of various experts. In addition this valley will expand in future jumps and retroactively gain buildings from previous jumps. These buildings will contain some sort of challenge. Should you succeed in the challenges you will gain valuable techniques, artifacts, monster pets, and possibly even some new companions. The value of the items inside depends on the strength of the inheritance and your luck.



Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import or create a number of companions into this jump. For 50 CP you can import/create 2, For 100 CP you can import/create 4, for 200 CP you can import/create 8, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Together Till the End - 100 CP (Free Genius)
Truthfully many geniuses are actually very lonely since most of them spend a lot of time training and only want to spend time around those who are just as talented as themselves. Luckily for you this companion fits those qualifications perfectly. This is an individual who is just as talented as you. Rather than receiving a normal CP stipend they will receive CP equal to what you spend in this jump. So if you only spend 300 CP then they will only receive 300 CP. If you however spend 2000 CP then they will receive 2000 CP. You may freely design your relationship with them, their appearance, and personality if you wish.

Your Shadow - 100 CP (Free Royalty)
Most of the time a noble is meant to take the center stage and draw attention wherever they go. To deal with the obvious security issue that this creates important nobles like heirs and princes are assigned a shadow. These individuals are death sworn guards who will do anything to protect their charges. By purchasing this option you may recruit a team of a dozen shadows. These individuals will have a varied skill set covering all four classes and some unique professions. All of your shadows will be the



same rank as you and will be upgraded should you advance faster than them. You may design their species appearances and personalities should you desire. Lastly you may purchase this multiple times doubling the total force of guards you possess.

Master of the Craft - 100 CP (Free Underworld)
While most might look down on criminals you cannot deny that the true experts are often remarkably skilled individuals with a high degree of talent. In particular the leaders of each field tend to be on par with renown geniuses. It would appear that you have befriended or recruited one of these leaders. This individual is an experienced member of the criminal underworld and has control over an entire market. You may freely choose which market this is. Some examples includes theft, gambling, smuggling, slavery, assassination, and fake goods. Alternatively if you can think of another field you may choose it as well. The individual has an unbreakable sense of loyalty towards you and will do everything in their power to assist you. This includes giving you access to their resources, minions, and anything else they can do. Lastly you may freely design their appearance and personality if you wish. So feel free to put a shy midget in charge of the assassins guild.

Legendary Students - 100 CP (Free Mentor)
One of the reasons Antonio is so respected is because he has taught dozens of powerful students who have gone on to become powerhouses. Like him it seems that you have been hard at work teaching some aspiring talents. This is a group of a dozen students who are extremely talented in at least one field that are capable of teaching. You have two options, first you may choose to acquire new students. These individuals will be much weaker, but you will gain the opportunity to shape them however you wish. The second option is to receive some students who have already been taught. They still have some room to get stronger, but you'll already have unearthed most of their potential. This does mean that they are capable of assisting you and will possess their own forces. You may freely design the appearance and personalities of your students regardless of which option you choose.



Dragon Knights - 100 CP
The Dragon Knights are powerful warriors who have bonded with a dragon. This combines the ferocity and power of a dragon with the intelligence and cunning of their knights. By choosing this option you may create a one knight and dragon mount. The knight will be a platinum ranked warrior or mage and the dragon will be a diamond rank monster. You may choose

for them to be a specific variant of dragon if you wish. You may customize the personality and appearance of the rider and dragon. If you customize the dragon you may also alter its specific variation. This can affect what element it is and what abilities that it possesses.

Combat Maid - 100 CP
This individual is an all-purpose maid (or butler if you prefer) who can do any housework, such as washing, cooking, and cleaning. She is also a powerful combatant as she also has the strength of a platinum-tier mage. She has mastered two sets of elemental spells. By default this will be platinum-tier earth-elemental spells and dark-elemental spells. In addition, she has dozens of gold and silver-tier spells. Aside from this she has a number of additional abilities including charisma, leadership, intelligence, decision-making, and charm. You may freely design her appearance and personality if you wish. Lastly you may purchase this option multiple times to recruit a full staff of maids or butlers if you so desire.

The Divine Saints - 200 CP
After reaching the Starlight and Sovereign level a being can now be considered a god. This generally results in the creation of a church following the god. This is a group of seven saints or priestesses that represent one of the gods in question. By choosing this option you may recruit them and they will become loyal to you. Their powers and abilities will depend on what god they follow. For example the seven demonesses of the Primordial Demoness each represented one of the seven deadly sins. You may freely customize their personalities and appearances if you wish.

- If you purchase the Chosen by the Primordial Demoness perk then you may receive a group of saints from your chosen god for Free
- If you purchase the Great Sin Mask or the Great Virtue Mask then you may receive their saints for Free

Living Miniature Planet - 300 CP
This magical beast is a sentient planet. It is a starlight-tier magical beast and possesses a number of powerful abilities. Its first power is called Creature Creation. By consuming energy it can create a new race. As long as the energy is sufficient it can create any known race or even create new ones. The second ability is called Planet Power. The creature contains the power of an entire planet and if needed it can self-destruct which will unfortunately destroy the planet. Lastly is the ability called Stellar Evolution. This power allows the planet to evolve into a star. After it evolves into a star, its energy will expand by tens of millions of times. This ability can only be used once although the planet may continuously grow stronger.

Follower Race - 300/400/600 CP
There are some situations where an entire race will choose to submit to a powerful expert for their protection or out of fear. This option will allow you to choose an entire race of followers. For 300cp you can choose a weaker or non-relevant species such as the Medusa which are a race of female serpent people. For 400cp you can choose one of the stronger races such as the Elves, the Mermaids, or the humans who live in one of the various human kingdoms. Lastly for 600cp you may choose a race of powerhouses such as the Dragons, the entirety of Humanity, the Ancient Elves, the Hell Barons, or the Cthulhu race.

The race's population will be based on their cost as well. The 300cp races will have approximately 50 million, the 400cp races will have 400 million, and the 600cp races will have 1 billion members (this is counting all of the cities and territory together). The majority however will only be average members of their species. For example if you choose dragons then 70% of their race would be Gold rank dragons and Platinum rank dragons. 20% would be Diamond rank dragons and the final 10% would be real powerhouses that could shake the continents by taking action like the Dragon Kings. They will have the necessary infrastructure such as cities and food supplies to remain self-sufficient. Lastly they will remain eternally loyal to you so you will not have to worry about an uprising or some other rebellion occurring.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

Could You Be More Shameless +100 CP
You seem to have a personality quite similar to Watson's father Richard. While he is a good person he has a habit of acting shameless and making claims beyond his capabilities. This behavior gives others the urge to punch him quite often. You will still be capable of acting normal and can restrain yourself for the most part, but there will undoubtedly be some incidents that can cause you to act up. When this occurs you better have the strength to back up your claims.

Plot-Bound +100 CP
Now normally it would still be possible for you to have a relatively simple life, but by choosing this you are going to be stuck right in the middle of the plot. Just so you know this doesn't mean you're going to be tagging along. This means that you're going to be involved directly in the plot itself and will somehow end up dealing with all of the major battles. You may not play a major role, but you will be close enough to be in danger during every important fight.

Is He Your Illegitimate Son? +100 CP
Sometimes very strange rumors will be spread due to a misunderstanding. For example some of the people started claiming that Watson was the illegitimate son of Sylvan after Nightingale was sent to assist him. It seems that there are many different rumors

surrounding you. Most of these are not terrible to deal with, but they will certainly cause some misunderstandings and confusion if they get out of hand. Maybe you should try to deal with them while they are still small.

What the Hell is Wrong With You! +200 CP
There are some people who are unable to control their desires, though not all of them are bad people. You however seem to have the impulses of a more disgusting individual. You are like the young master Casey and have the urge to commit some truly disgusting habits. For example Casey would rape women acquired his attention and throw their bodies into the ocean. You will feel a powerful urge to do actions similar to this in severity. You can try to resist it, but it will be very difficult if you do not have good self control.

A Treasure Without a Guard +200 CP
Congratulations you have been given a valuable treasure. Unfortunately it seems that news of you receiving it has been spread throughout the area. This includes some beings who are more powerful than you or more numerous than your forces. Soon they will come to claim the treasure. You have two main options: First you could attempt to give up the treasure and hope that this will cause your opponents to leave. There however is no guarantee that they will leave. In fact making yourself weak may instead spur them on, this approach will depend on who comes to meet you. Second, you could attempt to fight to keep the treasure. Your opponents won't be vastly stronger than you, but it will certainly take some effort to beat them off.

Why the Hell Would I Marry Her? +200 CP
Sometimes arranged marriages can end up giving you a happy ending. This is not one of those situations. You are in an arranged marriage with an incredibly powerful and beautiful individual, but they have some sort of personality issue that makes them intolerable. Perhaps they want to constantly be pampered or are simply incredibly arrogant. It isn't impossible to turn them into someone that you enjoy spending time with, but it will require a lot of effort. Should you succeed you may take them with you as a companion for Free.

Bandits Galore +200 CP
Bandits are a problem every kingdom has to deal with, but yours in particular seems to suffer from a severe infestation. The area around you is filled with bandits making travel between towns and the surrounding area far more difficult. In addition to this the bandits seem to be attracted to the properties you own. Maybe you are the richest person around or you somehow pissed off the leaders of the groups here. Either way you are constantly going to have to deal with their raids and attacks. Should you manage to wipe out the bandit groups, new ones will emerge after a short period of time. You are never going to be able to get rid of them completely.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as a power based around some sort of storytelling or charisma.

The Beast Tides +400 CP
When winter arrives in the Holy Dragon Kingdom the beast's tides arrive with it. Due to the lack of food these massive herds of beasts will rampage throughout the kingdom. By taking this drawback you will now have to deal with an annual beast tide that lasts for the entirety of winter. There will be thousands of beasts in each wave and potentially millions over the season. However if you possessed an ability like the fusion system perhaps you could turn this to your advantage.

Shadow of Your Former Self +600 CP
Like Watson's father Richard you seem to have been crippled and are a shadow of your former self. You will still possess any perks you purchased in this jump, but you will only be capable of exerting 1% of your power. It is possible to heal your injuries, but it will require a truly horrific cost. In addition the party who injured you will do their best to kill you should they discover that you are attempting to heal yourself.

I Will Take Everything From You +600 CP
The burning hatred that drives you to do everything in your power to hurt someone is a terrifying force. Someone on this jump has acquired this hatred for you. Maybe they're a minor villain who you left for dead or perhaps they are a fail safe left behind by an ancient kingdom. Either way this being will do everything they can to hurt you. If they are incapable of beating you themselves then they will target your family and friends. They want you to suffer and will do anything they can to harm you. I recommend that you try to kill this being as soon as possible before they take everything from you.

The Talent for Causing Trouble +600 CP
Watson's most dreaded ability according to his master Antonio is his ability to cause trouble. Wherever Watson goes he inevitably ends up in the middle of some major conflicts or ends up creating one himself. You will have to deal with issues such as civil wars, criminal uprisings, plots from evil gods, and a wide array of minor issues throughout your time in this jump. Each time you resolve an issue another one will appear a short time later. At least you will never get bored while you are here.

You Were Never in Control +600 CP
Well this certainly isn't good it appears that someone you have come under the control of a powerful being you are greatly opposed to. Somehow they have acquired the means to control you. They could be threatening your family or perhaps you foolished signed a soul bound contract with them. Either way you will have to listen to whatever they say for the duration of the jump. You do have some freedom, but any attempts to openly go against them will result in your soul being consumed. So think very carefully before you try anything.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500 CP as well to spend on the document upon completion.

I Want To Reach the Peak

Congratulations you are now the hero of our story. That's right you will be replacing Watson Garry. The jump will last until the story ends canonically or you die. You will face all of the challenges that Qiu Ren did without his plot armor and abilities unless you purchased the relevant perks. You will receive the Fusion System perk, but you will have to complete the scenario in order to keep it. You will also receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience. You will be starting out on the same day that he woke up in his new body.

Reward
For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed. This will also work with any temporary abilities such as being a realms master. Even if you give up the position you will still retain the power you received.
- Lastly, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects such as scenario rewards may be freely toggled on and off.

Novel Link

- https://allnovelfull.com/my-fusion-system-fusing-a-thousand-chickens-at-the-start/chapter-1.html

The Great Sin Mask (Complete) Powers

- https://allnovelfull.com/my-fusion-system-fusing-a-thousand-chickens-at-the-start/chapter-151-the-great-sin-beast.html

All of the classes perk (Warrior, Archery, Priest, and Mage) will give you knowledge, skills, and overall power equal to someone of that rank.

The Archer perk has less information because it is the class talked about the least in the story.

If you want to know why Ice is a sub-element of Fire instead of water I genuinely don't have an answer. I assume it has to do with temperature.

If any item has a higher level of power or ability that is given to it later in the story then you will still receive the most powerful version. For example the Great Sin Mask was fused into the Twisted Mask of Desire very late into the story.

Cultivation/Power Levels

- Iron
- Bronze
- Silver
- Gold
- Platinum
- Diamond
- Starlight
- King

Magic Elements

- Fire
- Wind

- Water
- Earth
- Light
- Dark
- Chaos
- Poison
- Thunder
- Life
- Death
- Space

Sub-Elements

- Ice
- Charm
- Gravity
- Lightning

Dragon Species Variants

- Chaos Dragon
- Fire Dragon
- World Devouring Dragon
- Solar Dragon
- Sea Heart Flame Divine Dragon
- Star Creation Dragon
- God Eating Dragon
- Divine Star Seeking Dragon

Race Chess Piece Powers

- Humans - Molecular Acceleration: Control over an infinite supply of energy and power. IN addition this can concentrate the power of ALL of humanity into one person empowering them
- Angels - Molecular Deceleration: The ability to stop any energy for example draining an defense/attack of its power
- Elves - Supernatural Evolution: evolve beings into a more powerful species. For example a silver ranked elf became a platinum ranked blood demon
- Dwarves - Mechanical God Subduing: Summons mechanical lifeforms and weapons. These weapons can be strong enough to kill gods
- Hell Baron: Summon the forces of Hell and an unending winter capable of freezing anything

- Cthulhu Race: This is capable of unleashing Eldritch corruption and targeting any being bringing them under your control
- Over 10,000 unknown Race Chess Pieces

Changelog

- Jump in Progress
- V1 is completed