Mugen Souls v. 2.2



"Seven Worlds-- In our universe, there are seven worlds, shining in seven colours...Yellow, Shining Sun World. Orange, Glowing Moon World. Red, Vivid Fire World. Indigo, Frosted Water World. Green, Tropical Tree World. Blue, Advanced Metal World. Violet, Earthen Soil World. These worlds exist and act independent of one another. This has allowed them to develop and nurture unique cultures. And now... We've received a decree from the magnanimous Chou-Chou."

"I'm gonna make everything in each of these worlds bow to me."

(Basic Summary: Chou-Chou is a small childish deity who wants to take over the world because, and I quote “they’re so pretty and sparkling.” To this end, she enlists the help of her first Peon, Ryuto, and an angel she found whilst in Outer Space, Altis. Her first plan is to just subjugate literally every living thing on each planet, one-by-one, but this is unadvisable, as there would have to be thousands of creatures, at least, living on every world. Thankfully, Ryuto has an idea. You see, each world has a hero and a demon lord. Those two are the strongest by default. So, all you have to do is make them your peons, and Bob’s your uncle! Running on this…dubious logic, Chou-Chou and her party set off. Attempts are slow at first, but pick up once Chou-Chou realises she’ll need to actually change her form to get people to like her. Meanwhilst, a mysterious rival character, Belleria, lurks in the wings, plotting to make her own peons…but to what end?)

Overwhelming Backgrounds:

Age and gender are whatever, who even cares about that anymore. Gods are at least a few hundred years old. Drop-Ins, Heroes and Demons can choose to be a human, an angel or a demon.

000CP- Drop In: You literally just fall out of the sky, onto the surface of your chosen world.

100CP- Hero: You are a hero. You are one of the two strongest beings on your world, and you fight the demon lord. Choose a character to replace, or just be next in line after the current guy. Of note is, just because you're a hero, doesn't mean you particularly want to be one. See notes for existing heroes. As one of the strongest beings, a blast of magic from you will be able to clear out a large group of enemies.

100CP- Demon Lord: You are a demon lord. You are one of the two strongest beings on your world, and you fight the hero. Again, choose a character to replace, or just be next in line after the current guy. Of note is, just because you're a demon lord, doesn't mean you particularly want to be one. See notes for existing demon lords. Incidentally, you can choose to replace Princess Sandy instead if you are the demon lord of Sun World. As one of the strongest beings, a blast of magic from you will be able to clear out a large group of enemies.

400CP – Divinity: You are a god, either of creation or destruction. Gods are immortal beings, which have to seal away their own power over a process of hundreds of years. to interact with the mortal world, which you start as having done, and are still left at a level comparable to heroes and demon lords. Creation Gods, at full power, can create entire solar systems, whilst Gods of Destruction possess the capacity to destroy them. Unsealing yourself, although tricky to do, will grant you back this amazing power, but at the cost of being too big to be able to meaningfully interact with the world. So, if you don't have a way to counteract that, such as a virus altform…sucks to be you, dumbass. After the chain-ends, you gain the ability to seal and unseal yourself at will.

Overwhelming Locations:

Roll a D8

1: Shining Sun World: A world of Swords and Sorcery, runs on traditional RPG logic, has a real archetypal…fantasy vibe. The first continent, Sorantia, is an expanding plain, bathed in sunlight, and is where the king lives, the second, Raisant, contains the demon lord's castle and is suitably dark and foreboding and the third, the Sealed Lands, are controlled by demons.

2: Glowing Moon World: An oriental landscape where great castles dot the landscape, this place is also called the Land of Twilight. Moonlight, the first continent is a land where duty and honour rules, with beautiful cherry blossoms at dusk. The second, Dusk is a land overflowing with romance. It is said that the castle town is near the castle but…(it's dominated by a gothic maid café where the customers get berated. Is what it probably was going to say) and the third, the Land Of The Seven Lights, is, again, home to demons, and embraced by twilight.

3: Vivid Fire World: This world is covered in lava and odd plants, and many demons call this world home. Margis, the first land, is surrounded by crags, upon which many plant-like monsters live. Dualgal, the second continent, is a burning world, with flowing lava. The monsters here are lazy. The third continent contains the Desolate Lands, which are said to be remnants of a long lost war. There is at least one shop here that sells things like maid outfits, and the stifling heat makes fighting a pain, so the Hero and Demon Lord don't physically fight, they just compete for people's attention.

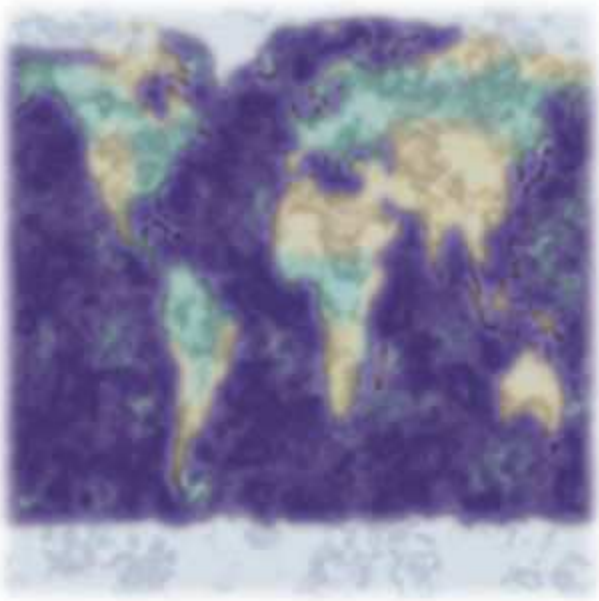
4: Frosted Water World: Magic and science coexist here, known, rather creatively, as magic technology, as the locals are too stupid to come up with the term "magitek." The first continent of Melkua is a frigid one, and many who live here work in science labs. On the second one, Daikus, the road is littered with mysterious objects. Finally, a ruin said to have contributed to magic technology is on the third continent, also known as the Savage Lands. Of note is that this is an ice planet.

5: Tropical Tree World: This world overflows with greenery, but it could be considered underdeveloped. It is basically a humongous jungle planet, with primitive civilizations, although thankfully they speak English normally. The first continent, Garodine, is a green land, where beat (I think they mean beast) type monsters roam. Armania is a continent abundant with primitive plants, and the second continent. Finally, the land of Light overflows with a soft light, and hides a mysterious ruin. Incidentally, the hero and demon lord of this world work together, instead of fighting.

6: Advanced Metal World: This futuristic space colony is rich in technology and proud of it. Machinery abounds on this world. The first continent, Uenus, is a land that never sleeps, and mechanical monsters prowl its corridors. On Diit, the second continent, machinery covers the land, and the people mainly live in giant cities. Finally, the Final Frontier is a land covered in the ruins of moss-covered machines, left to rust away. Incidentally, the Demon Lord of this world is an evil AI using a weather machine to crash travellers onto this world, and it might be planning to kill everyone on it? Just a heads up, assuming you haven't replaced it.

7: Earthen Soil World: I have no idea, as this world was eaten before the party could set foot on it. Based on a map apparently data-mined, this may have, in fact, just straight up been planet Earth?

8: Free Choice: You can choose to start on any planet, and you can also choose to start on Chou-Chou's ship, G-Castle.



Overwhelming Perks:



General

000CP: Basic Skills: These are some basic fighting skills, which could be martial arts, powerful blows, tricky strikes, sniping enemies with a gun or non-elemental magic, and a bit of elemental magic, called moe skills. As a jumper, you get to choose your own moe affinity, though it might be advisable to select the one that matches up to your personality.

Ego: Pure Energy. Ego spells don't have any status effects, but they do have more damage than the rest of the moe skills. Egotistical people are a lot more short-sighted, and tend to be a bit inconsiderate for the feelings of others. Physical spells have the word colourless, whilst magical ones have clear.

Sadist: Fire. Sadist spells inflict the Seal status, causing enemies to not be able to use their skills. Sadists enjoy watching others suffer, whether physically or mentally, or have a highly dominating personality. Physical spells have the word burn, whilst magical ones have fire.

Masochist: Water And Ice. Masochist spells inflict poison, which damages an enemy over time. Masochists are submissive, or in more extreme cases, enjoy having pain inflicted upon them. It should be noted that simply being loyal to a master figure is enough to make you a masochist. Physical spells have the word water, whilst magical ones have blizzard.

Bipolar: Earth. Bipolar spells inflict move seal, which seals your moving. If you need me to explain what sealing your moving means, a: you might be dumb and b: you can't move. Bipolar people do not have bipolar personality disorder or whatever it's called, it's just a weirdly translated way to call them tsunderes. Physical spells have the word crag, whilst magical ones have rock.

Graceful: Electricity. Graceful spells inflict paralysis, making your foe skip a turn. Graceful people are more well refined, and possess good manners. Physical spells have the word spark, whilst magical ones have thunder.

Ditz: Light. Ditz spells inflict sleep which…makes your enemy skip their turn…didn't we just have this? Whatever. If you're a ditz, that means you're clumsy, a bit of an airhead, or you are just a goddamn idiot, ignorant to your own faults. Physical spells have the word rising, whilst magical ones have shine.

Hyper: Wind. Hyper spells inflict darkness, blinding the opponent. Hyperactive people are extremely childish in personality. Sometimes this is justified by them being literal children. Other times, it is not. Physical spells have the word wind, whilst magical ones have cyclone.

Terse: Darkness. Terse spells inflict virus, which drains your opponent's energy that they use to do cool stuff. Terse people are quiet, often being involved with a conversation, but not contributing anything, due to crying, being weirdly cryptic, berating everyone, or just anything else, really.

It should be noted that this magic is just generic fantasy RPG spells. You have, for instance, Clear, that's a starting spell, Ogre Clear, more powerful spell, Draco Clear, really powerful spell and God Clear, the most powerful Ego spell you can cast with just this perk. You can't, for example, do any Elsa shit with this.

0CP At Least They're Bigger Than Yours Now, Dear Altis: There's no such thing as an ugly main character! As such, you look some form of beautiful, sexy, handsome, or adorable, or possibly even some combination of all of the above. Those who work out can be deceptively thin and boyish or made of rippling muscle, ladies can be short, adorable and flat or have huge boobs. Muscular ladies work fine, too, as do particularly androgynous boys. You know who you are.

0CP NIS Character: Yes, as a character from a Disgaea-type game, you can be expected to reach overwhelmingly ridiculous levels of damage, I'm talking the kind where you can be expecting to be dishing out 426,504,492 points of damage. Of course, these overwhelmingly absurd heights won't be that easy to reach, but now, they are definitely attainable if you put in the hard work. Just be warned, it will take a lot of grinding to get to these levels.

0CP Ex Attacks: Everyone in this universe has a special attack called an “EX Attack”. This is an incredibly powerful attack that you can use once you’ve built up enough energy. The exact details are up to you, just know that whatever you decide it looks like, it’s all just chuuni smoke and mirrors; this setting is mostly continent-level at best.

50CP A Weakling’s Power: You have the ability to switch from your normal persona into a persona that matches one of the moe affinities previously mentioned. This grants you access to the corresponding elemental skills, as well as allowing you to have Bigger Than Yours Now manifest differently for each form. Much like Form Change, you can also have it work as acting. This can be taken multiple times.

100CP Flowery Title: Lady Chou-Chou isn’t just Chou-Chou Infinite; she’s the Overwhelmingly Beautiful, Undisputed God Of The Universe, Chou-Chou Infinite. And now, you too can have such a long title, and nobody will question it. People may also call you by it, if the situation is appropriate-they probably won’t call you it in casual conversation, for instance, but it will be on an official dossier if there is reason for there to be an official dossier.

100CP Link Attacks: When you are close enough to an ally, you can perform…A LINKED ATTACK! This attack will involve one of a variety of different things. For instance, you could spontaneously be in a tank, and start shooting at the enemies on the horizon, or you could be in a Beyblade spinner, and attack by being spun like a top. You could even just simply throw each other at the enemy. Honestly, it’s kind of random which link attack gets used, but it’ll always be better than just a normal attack.

100CP JRPG Style: No matter how bizarre, revealing, or physically implausible your outfit may be, it will continue to work with no issues, and no one will find your garb strange in the slightest.

100CP It Wouldn’t Be Cool If The Ruler Was A Dirty Girl: After major “chapters” in your life, you’ll have a tendency to find hot-springs nearby, and your companions will tend to be alright with you suggesting that you take a dip to clean yourselves off. This might serve as a welcome respite in worlds less easy-going than this one. Sometimes, you might even get visions of your enemies bathing at their own hot-springs instead, allowing you to peek on what they might be doing.

100CP Halfway Decent Piloting Skill: This perk makes sure you can actually pilot an airship. You won’t crash it into planets by accident, and you understand aeronautical terms such as port and starboard, as well as being able to pull off some basic tricks, such as a barrel roll.

100CP Ultimate Vault: You can jump super high up in the air. Well, you can only jump about twice as high as you are tall.

200CP Wait Your Turn!: When you engage an enemy, you are guaranteed to have the first strike. As long as your team is the one to initiate hostilities, your team will be the side to get the first hit in.

200CP Blast Off: You have the ability to choose to have your attacks knock your opponents back. You can even choose the direction to a limited extent, including into the air. The longer you go without causing enemies to blast off, the more "blast-off potential" you gain. This potential energy can be released all at once, but that will leave you with hardly any left over.

200CP Legendary Weapon: You are now a sentient weapon, or pair of weapons in the case of dual blades, or gauntlets. You are capable of taking control over wielder bodies, forcing them to fight their friends, and, for convenience's sake, I'll even grant you the power to take on a humanoid form so that you can move around and stuff. You can lend your wielder/victim your strength, as well.

400CP Happy Level Up Day: Now it's all well and good being a NIS character yourself, but what about your companions? You can import eight of them, sure, but you might have more than that, and it would be a real shame if you and your friends could no longer even pretend to be on the same level. Fortunately, with this perk, you can infuse people with the same qualities you yourself possess, allowing them to gain strength through violence, and stand as tall as you yourself can! You know, after several days of ceaseless slaughter or whatever.

Drop-In:

100CP I Don't Get You Going or Something? : This confers immunity to all forms of mind-control that work via the user matching the targets fetish, such as Chou-Chou's Moe Kill ability, or a sufficiently strong supernatural allure. You simply don't get horny enough for it to work.

200CP They're Personality Traits, Not Elements Of Nature: Your moe skills now ignore relevant elemental weaknesses-that is to say, even if your enemy is literally made of fire, your sadism spells will still cause him pain, as you are not attacking him with fire, you are attacking him with sadism.

400CP Why Can't We Get Along: Now the original Mugen Souls, which is the one I am focusing on because Z is too fucking long, had some stupid bullshit where you HAD to do a link attack if you were close enough. The thing about that, however, is…see where in my perk I said a link attack will always be better than a normal one? In the actual game, good God is that wrong. If your teammate is of an incompatible personality to you, the effectiveness of your attack suffers. So this perk makes sure that differences in personality will never hinder your ability to work well with others, nor their ability to work well with you.

600CP Hey, What's The Matter: You are capable of upgrading equipment to a higher level of efficiency by pouring energy into them. This is useful indeed, but is just a side-dish to the main power this grants you-by dismantling an item, which you can do just by concentrating your

power on it, you will gain a strange, gloopy substance called Matter. These “Matters” can be infused onto your existing equipment, and will power that equipment up. You can also fuse Matter-for instance, if you have a +3 resist ego Matter, and a +2 resist ego Matter, you will be able to gain….a +5 resist ego Matter! And yes, Matter is always capitalised. The Matters you can gain are ones that boost your stats, although those are mostly useless and only the ones that gives you more movement is worth a damn, ones that boost the likelihood you will hit, dodge or crit, ones that increase how much experience or money an enemy has, as well as reducing the cooldown of Ultimate Soul if you have it, ones that increase your stat gains on levelling up, or, if you don’t work that way, the gains you gain from training, ones that let you resist and have a chance to inflict the status effects I mentioned before, plus instant death, ones that increase or decrease the physical or magical damage you deal or take and ones that make you better at wielding weapons.

Hero:

100CP I Quite Enjoy My Title Of Hero: Heroes are a necessary evil. So long as a Demon Lord exists, the people will need a hero to rise up and save them. As such, people are now more tolerant of your personal faults. So long as you are recognized as a hero, people will tolerate you committing minor crimes, such as breaking and entering, rummaging through other people’s belongings, breaking pottery and parading the princess (or any other party members) through town whilst forcing her to wear only a bikini

200CP Different Strokes For Different Folks: You have an extraordinary gift, letting you know exactly what kind of moe someone would have to be in order to moe kill any generic mooks. People who are actually given names in the original work won’t fall just with this, but it will still give you a bonus to figuring out what kind of person they are into

400CP A Useful Superpower: From birth, you have been cursed with a most unseemly power; strength so incredibly beyond human norms, that anyone who saw it would surely be repulsed! (Note: This is not a trap option. Fluff-you is just overreacting). To be precise, you now have enough strength to send a reasonably-buff old man flying to the next continent, and chuck massive boulders as if they were a ball of yarn.

600CP Humanoid Weapon: You are now a robot, designed to protect your world. As such, you come equipped with a variety of features, including an anti-air barrier strong enough to cancel out the interference of a machine strong enough to create spaceship-sized meteorites, boosters fast enough to…instantly win a game of tag, an automatic aim assist that means that if you have enough energy, it is impossible for you to miss your attacks, a defence system strong enough to cancel out the damage bonus from anything but a frontal assault and your right eye can be used to play a simple game of Tetris. Furthermore, your mechanical nature gives a boost when attempting to convince A.I’s to do something for you, and all your important parts are in your head, so decapitation isn’t really a concern anymore, as well as a self-repair function to fix yourself after such an event.

Demon Lord:

100CP The Demon Lord Inside Me Reacted: You now have an innate sense of when you've met someone who would be worthy of being called a Hero or a Demon Lord, as when you encounter someone truly strong, your stomach will turn.

200CP Should You Rise Against Me, I Shall Cast My Judgement On You: As a true demon lord, naturally creatures of darkness, as well as assorted wildlife, would obey your command. Henceforth, such beings will be able sense your power, and will consider you an "alpha" of sorts if you are strong enough. This also works on individuals who have mentalities similar to that of animals or creatures of darkness.

400CP I've Become One With This Girl: You know, doesn't the story normally go that the hero will triumph over adversity? And doesn't that just feel soooo unfair-after all, how come the hero always gets the advantage? To this end, you have developed a secret technique. You can forcibly fuse your being with helpless bystanders (not literally helpless, just unable to put up meaningful resistance against you), drawing on their energies to bolster your own power. Sometimes, you may even find that the bystanders you chose concealed immense power inside them. This can only be done at about melee range, and will mostly just replenish your energy, letting you get another go at fighting, but if you get lucky and get a really powerful person, then blows that would normally topple you in an instant can be shrugged off like nothing-it would take many such strikes to bring you down!

600CP Monstrous Form: Bwahahah! Unlike those puny heroes, you don't necessarily need to be constrained to a humanoid form. Now with this, you can design for yourself a monstrous alt-form, with a height of up to eighty feet tall, as long as it doesn't grant you any special powers. If you chose the Airship, you can ignore this limitation, and instead have this alt-form be that of your airship.

Divinity:

100CP It's Natural For A God To Have Peons: Since you are, after all, a god (I assume), it only makes sense that you have peons. However, not every world is down with that sort of thing, and they might consider it slavery. This is unacceptable. Hence, this perk ensures that no matter what, people will treat your peon thing as, at worst, a harmless little quirk.

200CP Form Change: In the beginning, you were alone, and being alone, was…lonely. Floating in that void, with nobody to talk to…all sapient beings, no matter how powerful, desire companionship. So, you searched in the only place you could find-yourself. You made seven different selves, and began talking to them. In this way, you passed the time, and staved off boredom. Each you has their own moe affinity, which effects which spells they can use, absolute immunity to their specific element and you can also choose to have At Least They're Bigger Than Yours Now, Dear Altis manifest differently for each form. Even if you can't moe kill, I imagine this would be useful for spy-work. Or, more mundanely, acting. Just be warned, your

other selves are people in their own right, and may object to one person getting to have all the fun. Of course, if you want to be boring, you can just choose to get a boost to your acting ability, so that you can just pretend to be another moe affinity (this can be chosen without getting alternate personalities, is what I am saying.)

400CP I'm Gonna Peon Your Ass: Your main power, you have access to something called Fetish Pose. By making poses that people might find cute, you can capture the hearts of your enemies. You have three poses for every affinity that are reliable, but will never get the enemies hearts truly fluttering, as well as certain poses that have a chance to double your success rate, but a chance to have it crash and burn. This is very versatile, but there are two uses that are the most common.

First, you can moe kill enemies and other randos. If they aren't strong enough, you will turn them into things called "shampurus." These shampurus can release a special soap, which weakens other entities, thus making it easier to capture them. The more shampurus you have, the higher your charm level, the stronger the things you can capture. If an entity is strong enough, they will be able to retain a normal body; however, the idea that you are not to be disobeyed will be engraved unto their heart and soul. You can also moe kill the land itself by finding master points, areas with a lot of metaphysical weight behind them, which you are capable of detecting now. This allows you to command moe-killed geography to move at your command. One final confirmed usage of this is that energy barriers can be bypassed via moe-killing them. Anyone made into your peon can be taken as a follower. Now I realise that this seems excessive, but there are some basic ground rules;

1: Anyone who becomes a peon will suffer a vast reduction in strength, although depending on how they got their power, they might be able to train back up to their full strength.

2: Anyone significantly more powerful than you yourself are immune to this ability

3: This is the big one**; they have to agree**. They have to, of their own free will, decide that you are someone who is worth following. It doesn't matter why they agree, maybe they find you too adorable to refuse, maybe they're impressed by your battle prowess, maybe you just straight up fucking bribed them. They. Have. To. Agree.

600CP Ultimate Soul: This power allows you to perform some truly incredible things. Even at the beginning, it'll allow you to create tornados and sure, that may not sound all that impressive on its own, but with time, you can get big enough to rival continents, or even crush an entire galaxy between your hands. For tangentially-related reasons, you can now summon a baseball bat the same colour as your associated moe-affinity. All you need to do is to learn to channel enough energy into it. Or get a bunch of peons. The more peons you have, the higher the base effectiveness of this power.

Overwhelming Items



General:

000CP A Joke Of A Weapon And Some Old Panties: This is the basic starting equipment that everyone, even the Overwhelmingly Beautiful, Undisputed God Of The Universe, Chou-Chou, gets.

100CP Items: This is a replenishing supply of food, which heals you, nhaoses, which cure status ailments, and talismans, which are essentially repels from Pokemon.

100CP A Load Of Cola: This is an incredibly large amount of cola. Not really sure why it's here, given that nobody would really need this much cola. Regardless, it replenishes after it's been drunk or otherwise used, so have at it, I guess.

100CP DLC Items: These aren't true DLC items, that would be way more power than this jump was meant to provide. Instead, this is an item import that lets you give any one weapon a humorous alt-form, such as a scythe becoming one of those toy Piko-Piko hammers.

200CP Decent Equipment: This is more like it. The early days will be a breeze with this, although the grindy parts will still be annoying. To be clear, this is a single set of good equipment, as in one weapon and one piece of armour.

200CP Sentai Costume: This is a costume for a sentai hero…or villain, if you prefer. Unlike the one worn by the Evil Masked Beauty, Altalt-Tistis, this one will ensure that your identity is kept safe. You may import any pre-existing clothes to give them this property, along with a suitable alt-form.

300CP Mister Coffin: You now have a copy of Syrma's coffin, which you can use to suck people into. Once they are inside, after a short period of time, the coffin will begin to cover them in a gross pink slime, which will leave them feeling drained once you let them out, which will happen after ten minutes. If the victim happens to be a god, they'll be left in a powerless chibi form, although since you aren't actually Syrma, they'll only be like that for about a week, and they can develop a resistance to it. You can also sleep in it without being drained,

400CP Mugen Field: This is literally just a field of endless battle, populated with endless monsters to fight. The original was set up by Chou-Chou's other selves, so that they could get to talk with the rest of the party, but if you didn't take that option, or did, but took care to let everyone else have their time in the limelight, then yeah, just an endless battlefield attached to your warehouse or any other property, such as the airship below.. Have fun, I guess?

400CP Jade Ring Of Taurus: This ring is one of the Twelve Ultimate Gods. Fortunately for you, it doesn't seem to have any real will of its own, and it allows you to control nearby machinery.

300/400CP Airship: This is your own personal airship. It is themed after whatever the hell you want it to be, can be steered with just a wheel and some levers, and is armed with a normal attack, a fast attack and a pierce attack. You can also send out barriers that will reflect or absorb damage up to a certain tier. It is approximately the size of a large town, or even a small city.

Onboard are a variety of features, such as personal crew compartments (that seem quite spacious), weapon shops, food shops, clothes shops, a hot springs, a tree that grows a variety of fruit and even a funfair. Furthermore, if you have I'm Going To Peon Your Ass, you can use that perk as a power-source for this airship. For 100cp more it turns into a giant mech. You can import any airship, spaceship or, if you have the upgrade, mecha that you may have into this.



Overwhelming Companions

50-400CP Import: You can import a companion for 50CP each, up to 400CP where you can import 8. They get 600CP each.

50CP An Interesting Typo: These three corgis are blue, have weird growths on their back, can digest terrain if they ingest it, and are capable of surviving in outer space. Yes indeed, jumper, you have just adopted Corgis, the devourer of worlds.

100CP Canon Character: You can get one of the characters from the setting to accompany you as a companion if you can convince them to go with you.

100CP Peon Salon: This is the option to make your own custom companions, who can be a waifu if you want, and get 600CP to spend. They possess one of several classes;

Fighter: This class uses knuckles, and fights using martial arts. They tend to be people training their martial arts skills.

Soldier: This class uses swords, and their fighting style tends to rely on powerful blows. They tend to be wandering mercenaries.

Gunner: This class uses guns, and prefers to snipe from afar. They tend to be cowboys and cowgirls.

Wizard: This class uses staves, and knows non-elemental magic. They tend to towards the darker side of magic-things like blood magic, in other words

Servant: This class uses gloves, and fights using martial arts. They are butlers and maids.

Student: This class uses dual-wielded swords, and has a rather tricky fighting style. They were isekai'd here.

Mechanic: This class uses bazookas, and prefers to snipe things. They are robots, although it should be noted that they don't necessarily have the Humanoid Weapon perk.

Chaser; This class uses twin knives, and has a rather tricky fighting style. This is the thief class.

Lancer: This class uses spears, and their fighting style tends to rely on powerful blows. They are knights.

Summoner: This class uses scythes, and knows non-elemental magic. They are in tune with the spirit world.

It should be noted that the small text after their weapon and fighting style can be ignored if you want, that's just what the class names suggest is going on, so I added it for fluff.

200CP Moe Killer: You can take either Chou-Chou Infinite or Syrma (if you took Twelve Glimmering Worlds) as a companion, although Chou-Chou will no doubt insist that it's the other way around, and that the word is peon. Belleria may be able to moe-kill, but she can't form change, which limits her utility.

100CP A Part Of A Whole: Of course, if only one side of the Magnanimous Chou-Chou appeals to you, then feel free to take just that single part as your companion. Or, if you…really want, you can take a Syrma that's constantly cosplaying one of Choucher's forms. She'll try her best, but she's not really that great at acting in a different way.

500CP The World Eater: Oh…oh dear. Are you sure about this, Jumper? You are? Hmm…alrighty then. Somehow, you have convinced Vorgis, the Devourer of Worlds to follow you along your chain. His immense size means he's rather difficult to accommodate, but he surely makes up for it in raw strength and power. Of course, if canon events go as planned, he will become a shampuru, so I guess I can give him the ability to switch between his normal size and that form. He won't be able to do much as a shampuru, though.

100CP Shampurus: Up to 800 shampurus become your followers. They don't take up a companion slot but can't be imported. Shampurus are pretty useless, however, being basically only useful for washing one's body.

100CP Tioni: The destroyer god of the twelve glittering worlds, Tioni is a special case. You see, she cannot actually regulate her power at all. As such, she's too scared to go with you unless

you have some way of regulating her power. Mr Coffin would work, whether it's the copy you can buy here, or the one belonging to Syrma, but she'll accept any way of draining her divine powers. Of course, if you have a way to grant her the control she wants, that works for her as well.



Overwhelming Drawbacks:

0CP Nepu?: One of the DLC's featured Neptunia characters, so here's a toggle that lets you have Neptunia be canon, as well as decide whether or not anything you did in that jump carries over. Same with any other NIS jumps.

0CP Vorgis' Amazing Treasure: This world becomes a nautical adventure, following Captain Chou-Chou, a self-proclaimed pirate who lacks a ship. You start at the time when Chou-Chou and her peon successfully steal a ship, and set sail to the Seven Shining Seas. Since the ship sails on water instead of sailing the stars, this version of this world might be a little less powerful, but I'll leave that up to you. Furthermore, since there's no electricity in this world, robots run on cola instead.

0CP Twelve Glimmering Worlds: You can choose whether or not Mugen Souls Z is even canon.

100CP What Kind Of Mental Affliction Is That: (Mandatory Heroes) You know how, in JRPG's and games like Legend Of Zelda, the hero breaks into people's homes and rummages through their drawers, and smashes pottery that's left lying around? That's you. That's literally you now.

As a hero, if you see a clay pot or vase, you're inclined to break it. If you see a dresser, you're inclined to open it.

100CP Stop Acting Stereotypical: Whatever your Moe Affinity is, you will now act like a stereotypical version of that type of person, such as a Graceful person becoming super obsessed with manners and decorum, a Masochist being a total pushover and a Ditz getting lost and/or distracted easily.

100CP Personality Traits, Not Classical Elements: Your elemental resistance perks won't work on attacks infused with the Moe Elements.

100CP Peons Kick Ass: You are a peon of the Undisputed God, Chou-Chou- And everyone knows it. No matter how much of a badass reputation you gain, people will always specify that you are just a peon of Chou-Chou Infinite

100CP In Training: Yeah, you know all that cool power you gained from being a hero, demon lord, deity or whatever? That hasn't awakened yet. You're close to its awakening, but for now, you have no powers, save for what you brought in from outside.

200CP Wait, This Isn't How It's Supposed To Work: This can only be taken if you took Moe Kill or A Weaklings Power. Remember how I gave you a choice of how you wanted it to work when you took Moe Kill. Yeah, no, now you have to deal with it working in a twisted parody of the other way. If you took on the personas, you find that no matter what, you don't feel like you're quite how you're supposed to be, like you're just faking your whole identity. If you chose acting, then congrats, you have seven new buddies! In your head! And They won't! Shut! Up! Also, just to make things clear, yes, if you chose acting, for the duration of the jump, this drawback will make it so that you are instead replaced by alternate personalities. This will not count as death for Jumpchain. Those who chose the personas, similarly, will have acting.

200CP Don't Wanna Get Trapped: It seems you were never raised properly. As such, you have no sense of right and wrong, as well as what bath's are, and have a tenuous grasp on the rules of grammar.

200CP Too Lewd For Europe: Any naughty shenanigans you or your companions get up to will now be met with constant, annoying interruptions. Not the fun kind, the kind you'd hate.

200CP There's Nothing Little About The Distance You Moved The Ship: You are incredibly easily lost. Like, can end up thousands of kilometres off course In a matter of minutes. It should be noted that this defies the laws of physics.

200CP Bubblegum Jelly-Bean: You've been shrunk down to about the size of a dumpling, meaning you can't really fight or move very far on your own. You'll need to ride on someone else, and rely on them to do your fighting for you from now on. You do still have your powers, however. After the jump, this becomes an alt-form.

300CP I'm A Really Wicked And Evil Demon: Yeah, yeah, there you go again with your self-proclaimed "evil" thing. I mean, sure you say you didn't know that the cattle you let out were what was causing that village's plagues, and that you didn't know the wildfire you caused would wipe out that herd of monsters, but come on now. Why, for someone as evil as you claim to be to have done the things you've done, fate itself would have to be conspiring to frame all your wicked deeds to turn out beneficial. Or, if you're a nicer person than Altis, and genuinely want to help others, you'll find that no good deed will go untwisted. Basically, your actions will have consequences contrary to your intent.

300CP Doppelganger Arc: At the end of the plot, Chou-Chou Infinite made doppelgangers of all the female party members. These copies were ludicrously powerful, but were content to wait for the party to grind up to the level required for it to be anything close to a fair fight. Now? There are also copies of you and your companions, even if any of you are male, and they won't be so polite. Prepare for the fight of your life.

300CP Mr Coffin: When you came into this jump, you and your companions fell into Syrma's coffin. As a result, you lose all powers from previous jumps, as well as having been covered in icky pink goop.

600CP An Overwhelming Journey: Instead of your start date, you begin in space, as this version of reality's undisputed god. You'll have to conquer all twenty worlds that Chou-Chou took over, as well as putting in the hard work to ensure that you'll be able to reach the true endings of both the original Mugen Souls and Mugen Souls Z.

Endings

Overwhelming Return: You go back to your old life, but keep all the stuff you got so far.

Overwhelming Stay: You stay here, in this world of seven colours

Overwhelming Journey: There are other worlds to make yours, after all.



Overwhelming Notes:

But OverwhelmingAnon, weren't moe kills in the first game done via Peon Rebirth?

Yes, and it sucked. You shouldn't need to consult a spreadsheet to be able to effectively use your own powers.

Basic overview of the characters.

Chou-Chou: Creation God loli who wants to conquer the worlds because they're shiny. Since she's technically eight characters, each of them will get their own overview.

CC Ego: This, her base form, is basically a spoilt brat. If she wants something, she'll take it by force, and she's a big believer in the philosophy of "never do yourself, what peons can do for you." Since she lacks long-term memories, she finds most things to be pretty amazing, believes

what she's told, and has a certain innocent quality to her worldview. She will yell at her peons, but she's more or less kind.

CC Sadist: This is the tallest and most mature of Chou-Chou's forms, as well as the most endowed. Although her speech is thick with innuendo, there is usually a backhanded compliment or veiled insult behind her words. She prefers to toy with victims who are unwilling, finding the sight of people enjoying her treatment unsettling. Curiously, she prefers sweet foods to spicy ones, although woe befall anyone who learns of this secret.

CC Masochist: This personality is a closet masochist, who pretends to be just an ordinary, timid girl. When she is spoken to, she immediately winces and apologizes. Nobody is exempt from this, not even the shampurus. On the other hand, she's pretty brave and jumps right into the thick of battle. This may seem valiant, but recall that she's secretly masochistic. She takes pleasure in getting abused or attacked, to the point of getting angry at being treated with kindness. She once said something about being created to deal with painful feelings like loneliness and isolation, but this was merely an idle thought, and she panicked when asked to go into more detail.

CC Bipolar: Again, bipolar is an attempt at translating tsundere, which normally means there are two drastically different attitudes, but she rarely acts nice or sweet. She may open up to children or those she considers 'pure of heart'. That said, if she's neglected or ignored, she'll get extremely pouty and will become visibly distressed and lonesome. Incidentally, this side of her apparently comes from the instinctive desire to push people away; for fear that they'll end up hurting you.

CC Graceful: This side of Chou-Chou is the only normal one. A graceful and elegant lady. She is often a stickler for rules and etiquette, and will usually prepare a tea ceremony in order to explain things. However, she does have a tendency to be a bit dramatic.

CC Ditz: Chou-Chou's ditz form is about what you'd expect; she will often stare off into space during an important conversation and have no clue what is going on around her. If she's sleepy, she may try to nap in the middle of the street. She also has a tendency to nickname people, although the nicknames aren't necessarily shorter, and may even end up longer than the original.

CC Hyper: Again, true to form, Chou-Chou's hyper form is hyperactive, with a limitless supply of child-like energy and enthusiasm. Because she's always bouncing off the walls, she doesn't like it when she's forced to stay still. She'll ask others to play as soon as she sees them, so anyone who agrees better know what they're in for! She's a pure-hearted and endlessly cheery girl, and before she realizes it, she becomes the party's mood maker.

CC Terse: Finally, the terse one. She likes to be involved in conversations, but will rarely go to the trouble of actually speaking. Even if you ignore her for several hours, she will continue to

follow you in utter silence. In the interest of full disclosure, when she does decide to speak, she has an incredibly sharp tongue, and can easily pinpoint people's insecurities.

Altis: An angel who used to be a demon, but cannot do bad things. Not for lack of trying, she really wants to be really wicked and evil, she just sucks at it.

Ryuto: Chou-Chou's loyal underling, and the hero of Soil World. Semi-competent pilot

Soul Skyheart: Generic JRPG hero. Has a fetish for forcing women into bikinis. Most prominently afflicted by What Kind Of Mental Affliction Is That? Sun World's Hero

Princess Sandy Sunshine: The princess. Mom was a dominatrix, so she's a masochistic lesbian due to warped idea of love. By the end of the plot, technically Sun World's Demon Lord

Former Sun World Demon Lord: Arrogant demon, generic JRPG boss. Not a playable character, so not focused on.

Tsukika Izayoi: Shrine maiden, the one the A Useful Superpower Perk is based on. Just woke up and was Moon World's Hero. Not actually recognized as a hero, in fact, pretty much broke as shit. At Jump-Start, wants to thank Shirogane for making her obsolete, but gets flustered and launches him to another continent.

Shirogane: Reasonably-buff old man, Demon Lord of Moon World. Told Moon World's monsters not to make trouble. Saved a bunch of homeless women, as thanks they run the Gothic Maid shop that was talked about. Has a fetish for being insulted. Twenty-nine years old.

Elka: Shameless womanizer. Demon. Has never kissed a girl. Fully-competent pilot. Hero of Fire World. Nobody likes him. Possibly a weeaboo. In conversation about genuine, as old as she looks loli, mentions "proper maturation period."

Alys Levantine: Demon Lord Idol of Fire World. Immature for her age. Had fetish about serving others, or just about wearing maid costume (unclear)

Marina Cannonvale: Skilled mage, if with tendency to screw up magic. Hero of Water World, would rather explore ancient ruins. Sense of direction is so bad, it actively defies physics. Sequel reveals this is due to unconscious activation of teleportation. Huge breasts.

Water World Demon Lord: At jump start, sealed away. Dragon, so cold-blooded. Water world is an ice planet. Results appear to be as expected.

Welsh Cocott: Hero of Tree World. Small child. At jump start, not yet full hero. In training to become one.

Sharuru Cocott: Demon Lord of Tree World. Welsh's sister. Also not fully fledged. Also in training. Actively tries to sound demon lord-ish. Has a whip.

Dees Vanguard: Basis of Humanoid Weapon perk. Android Hero of Metal World. Brash demeanor. Great with children.

Dimensional God: Demon Lord Of Metal World. Evil AI. Took control of a weather machine, and then tried to destroy Metal World. Shoddy programming; self-destruct sequence was halted from it getting confused when a tsundere started being like “Fine, blow yourself up, I don’t care” when they had previously been trying to halt the self-destruct. Matters were only made worse when Dees tried to get the countdown to resume, but the previous tsundere was still yelling at it to stop exploding already. This is genuinely what happens; I am not making this up.

Belleria: God of Destruction. Former friend of Chou-Chou, although Chou-Chou doesn’t remember at jump start. Will reconcile if the plot goes as planned. At jump start, rival to Chou-Chou; needs to make her own peons to feed to Vorgis; believes him to be her father. Only fulfilled purpose as God of Destruction due to not believing herself to have free will to not destroy. She can moe kill, but she lacks the capacity to change her personality in any way.

Vorgis: Huge asshole. Eats worlds, Belleria’s pet. Doesn’t listen to her when he awakens, due to Belleria being in sealed form. Final Boss. Motivated entirely by gluttony.

Syrma: The protagonist of Mugen Souls Z. She carries around a coffin with her everywhere she goes and, if purchased, will have a copy of Chou-Chou’s powers, save for the personality changing, and physically transforming. Basically, her transformations are more like cosplays. She tries her best when doing Fetish Poses, but most of the time, she keeps to her own persona. Ultimate god of Rose World

Nao: A newly-minted hero. Whilst searching for treasures, she finds Mr Coffin, with Syrma sleeping inside, and decides to protect her, since she doesn’t seem to be all there, mentally speaking. Linked to Cancer, the Ultimate God of White World, a giant sword that can be split in two, taking on a form similar to that of a pair of scissors.

Reu: Ultimate God of Scarlet World. Super-strong wild-child. Even after the energy of her world was drained, she could shrug off being launched by Tsukika’s punch, and was able to drag an unconscious Shirogane about. She has a really strong nose, which allows her to smell monsters that are lying in ambush, although it isn’t strong enough for her to be able to track people by scent. Her real name is really long, but she only remembers the first three letters.

Onluka: Ultimate God of Ebon World. She’s learnt how to copy Marina’s ability to teleport. She tends to act on her own whims, randomly attacking people with magic for the sake of entertainment. She tends to speak like an old lady.

Bertram Demetrius Bloomfield: Ultimate God of Silver World. A true gentleman. A peon of Alys, who is a peon of Chou-Chou Infinite. Will not accept orders from Chou-Chou, despite acknowledging her as the master of his master. No idea what his stance on obeying orders that Alys was ordered to give to him is.

Kakeru: Ultimate God of Violet World. Sentai fanatic, who calls himself a hero of justice. He always wanted to be a hero of justice, but his world had no evil to thwart.

Supra: Ultimate God of Amethyst World. True form is that of a naga-like mermaid with a shark tail, but can take on human form as well. Deals with embarrassment by trying to kill things. Has a fishing rod that she can use in combat.

Ace: Ultimate God of Ivory World. Threatens people with death casually.Very aggressive in demeanor.

Tioni: As I said before, she's the destroyer of the twelve glimmering worlds, a position that she hates. She can't control her power at all, which is why for her, the fact that Syrma's coffin can drain it is a god-send, no pun intended. She's usually quite shy, and a bit of a scaredy-cat.