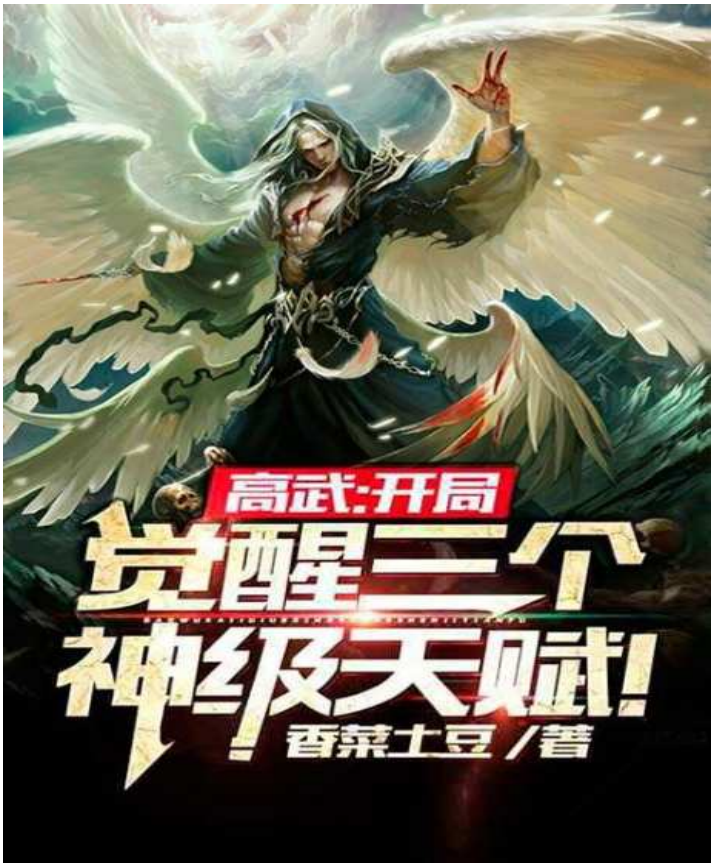
Starting With 3 S-Class Talents
By Sentry342

After waking up, a young man named Vincent finds that he has transmigrated to a parallel world where monsters roam, a world that's no longer ruled by science.

In this place, body practitioners can lift 10,000 tons of oil wheels with one hand, and espers can summon wind, rain, thunder, and lightning—born to be strong. Beast tamers can tame powerful monsters that become their most loyal pets.

Vincent, who is just an ordinary young man, has successfully activated the Super God of War System and awakens three S-Class Superpower at the start of everything, making him a top super genius!

Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in 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.) Ellis City
This is the home of the protagonist and where his original school is located. This city is a safe location compared to many of the other locations. Most of the powerful monsters here have been killed by the older adventures leaving the weaker monsters for the newer adventures to train.

2.) Blazing City
This city is home to the Quinn Advanced Superpower School. This city is one of the larger human cities due to the superpower school. This makes it so that the monster's presence is kept under control. The city however possesses many access points to other important locations if you wish to leave.

3.) Hero City
Hero City is a city on the outskirts of the main human territory. This city is responsible for purging the monster hordes and protecting the population centers located behind its walls. The walls of the cities are engraved with the names of every soldier that has fallen throughout the city's constant vigil. Soon Quinn academy will send its students here to give them some proper combat experience before the newest horde gathers. Perhaps you could join them or you could simply leave before things get chaotic.

4.) The Beast Tribe Village
The Beast Tribe Village is a hidden village within the monster infested woods. After the leader of the 10,000 Myriad Black Hole races called Gajero killed the Bear King his subordinates went into hiding so that they could wait for him to be reborn. This village is one of the many villages hidden away. Soon Vincent will arrive here and learn of their existence. In addition to this there is a teleportation system that can bring you to the Beast World here.

5.) Ultimate Evil Capital
The Ultimate Evil Capitol is a powerful city under control of a being known as the Ultimate Evil Lord. This city is a place where numerous powerful races gather to conduct business. The most famous attraction of the city is the Arena of Life and Death. This gladiatorial arena attracts people from far and wide. Soon Vincent will be brought here by a group of

scavengers, perhaps you could assist him or simply stay out of the chaos that will soon erupt.

7.) World of the Elves
The world of the elves is one of the many worlds that were subjugated by Gajero. This is a mid level world where primary warriors are limited to rank 40. This world is currently undergoing a civil war between the Dark Elves who serve Gajero and the Elves who have stayed loyal to their gods. Despite the mid ranking this world possesses, a number of hidden secrets are here that could easily attract the attention of high level races. Perhaps you could explore and find some for yourself.

8.) 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 few days before the main plot of 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 50cp 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 Savior - Free

So you want to become the hero of the story. Well by choosing this origin you will be standing on the side of the heroes in some fashion. The main difference between this and the squad origin is that this origin is more focused on a leadership role. Perhaps you could be a human working alongside Vincent or you could be an officer in charge of a weaker race.

The Squad - Free

Okay so it seems that you are in a supporting role rather than being one of the main characters. You will not be in the limelight as much as the others, but this doesn't mean your efforts are not valued. You will primarily be operating in the background like Vincent's apprentice Ebenezer. Remember that there are some advantages of this role since you won't be forced to deal with most of the big issues and can relax a little.

The Dark Forces - Free

Interesting you want to be one of the evil factions here. You will be involved with one of the other groups such as Gajero's forces or those who serve the Ultimate Evil Lord. You are likely hated by many of the races who have been harmed by you or those that you are allied with. Alternatively if you wish you may also be a rogue such as one of the scavengers or a being who is separate from the other groups here.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Human +200 CP

You are a normal human or whatever the local equivalent is. Humans in this world are a relatively weaker race due to the suppression their world is under. While this does protect them from invaders it also restricts their strength until they rank up in a different world. Despite this while humans may not be particularly powerful in comparison they still possess incredible potential that allows them to even surpass the gods. You will start out in peak physical condition for a human.

The Esville Race +100 CP

The Esville Race are all highly evolved beings. They are a race made purely of energy that typically are contained in some form of robotic body. Aside from this they tend to inhabit special crystals capable of holding their energy. Their main advantage is that since they focus on developing their minds they are able to think at an incredibly fast speed allowing their entire civilization to rapidly develop. A final benefit is that you will gain a robotic body for Free that can be modified as you grow stronger. The only downside of this race is that when they do not have any technological defenses their bodies become completely defenseless. This means that they are great at defending, but they are horrible at offense. For example the race never left their planet due to their fear of putting their main bodies in danger.

The Beast Men - Free/100 CP

The Beast Men are a race of monster-like/humanoid beings who originally lived on the Beast World. They are made up of various monsters and eventually gain the ability to transform as they grow in power. Typically upon reaching High rank they gain the ability to transform and stand upright like humans. After transforming they possess a body resembling a human with the head of a beast.

So there are two options that you can choose from. First is the free option which allows you to become one of the lower ranked beasts. They lack the ability to transform completely and after their world was conquered came to be known as the Monsters who invaded other

worlds. The second option costs 100 CP and makes you one of the high class Beast Men members. These individuals possess the ability to transform between their Beast forms and humanoid forms. Regardless of which option you choose you may select your chosen species. Lastly anyone who chooses this race may freely start within the Beast Tribe Village location.

The Weak Water Race - 100 CP

The Weak Water Race is an elemental species made of water. Their bodies are entirely formed by liquid which allows them to move through obstacles and some attacks that would be impossible for other races to move through. Their species main advantage is the ability to secrete liquid from their bodies which can erode the body and strength of any target. This however, takes a period of time and the effects can be purged by beings with the fire element.

Rockmen - 100 CP

The Rockmen as their name might suggest is a species made of rocks. They possess a humanoid form made of various stones. Weaker Rockmen are made of substances such as normal rock and as they grow stronger this material does as well. This trait bestows the race with above average defense and strength. If you choose this race you may freely choose your exact appearance including colors and general shape. The only rule is that you can’t give yourself some sort of special advantage.

Flame Demons - 200 CP

The Flame Demons are a race of fire elemental beings. Their bodies are primarily made of fire, but there are some sections made of lava, and they possess a flame core. All members of this species naturally possess a high degree of control over fire and have access to forbidden fire spells that other races cannot use.

Phantom Race - 200 CP

The Phantom Race are one of the many foreign races who are attempting to infiltrate earth. They possess the form of an amorphous black blob that can shapeshift into other races. They possess the ability to mimic any other species perfectly. This appears to include any unique biological abilities such as superpowers. This makes the ultimate infiltrators, though

they still require knowledge of the individuals they’re impersonating. Lastly even if they mimic a power it doesn't necessarily mean that you will be as strong as the person you are mimicking.

The Shadow Demons - 200 CP

The Shadow Demon Race is a humanoid race with pitch black skins like that of a shadow. They possess the ability to shift their bodies such as making their arms into blades. The Shadow Demon Race can be considered a top-tier race among middle-level creatures. They possess an inborn talent known as Shadow. They are extremely suitable for assassination and concealment, and their combat abilities were equally astonishing. As long as they are not targeting a being significantly more powerful they are capable of killing almost anyone in a single strike.

The Wood Spirit Race - 300 CP

The Wood Spirit Race is a species which primarily resembles Dryads or Spriggans. These appear to be wood/nature elemental beings although they are not restricted to a specific location like their mythological counterparts. The most notable ability of the Wood Spirit Race is that they are able to create all kinds of wood-type plants. This grants them a wide versatility when it comes to creating weapons or more simplistic purposes. The majority of their species acts as well respected farmers, but there are some members with notable combat prowess such as the Venerable Quinn from the Wanderers Association.

The Berserkers - 300 CP

The Berserkers are a race of powerful warriors who rely on their strong bodies and battle lust. They are well suited to act as powerful shock troops due to their ability to grow stronger in battle. By stimulating their battle lust they fight with greater ferocity and never get tired. As the fight drags on, they become more powerful. One of their most notable battle methods is called Instant Strike. Given their physical advantage, they can stomp on the ground fiercely and travel very far in an instant. They can then mobilize all the aura and blood in their bodies to launch a strike. Any being below that is weaker than them will die instantly. At its highest level this skill can get rid of the shackles of space and pass through all obstacles allowing them to reach their desired target in an instant. Lastly appearance wise they are likely what you expect. The men resemble muscular warriors similar to what you might expect from a Viking while the women all possess Amazonian builds. Even the

weaker or elderly members of their species possess powerful muscles and overwhelming strength.

The Ultimate Evil / Netherworld Race - 300 CP

The Ultimate Evil Race is another high-level race within the Black Hole. The race possesses the domain ability which effectively makes them a god within a certain area. The only restriction is that this area cannot be changed. This is the main reason that the Ultimate Evil Lord is unwilling to leave his capital. Within it he isn't afraid of anyone, but as soon as leaves his strength greatly drops. You may optionally choose to be related to the Ultimate Evil Lord if you take this race and start in the Ultimate Evil Capital for Free. Lastly, the other main unique trait of this race is that they are one of the oldest races in the universe who have managed to preserve their knowledge. This grants them many advantages when exploring unknown ruins and a near encyclopedic knowledge of the universe.

The Elf Race - 100/300 CP

The Elf Race are the main inhabitants of the Elf World. The most trait of the elves is the ability for their race to shift depending on their faith. There are eight main variants. The first seven variants are the original elves based around each of the Seven Great Elf Gods. This includes the fire elves, the water elves, wind elves, earth elves, black elves, and light elves. The eighth variant are the dark elves who serve Gajero. By paying 100 CP you may choose to become one of the variants listed above. You will gain certain abilities depending on which version you are. For example choosing to become a Fire Elf will grant you the ability to use fire elemental abilities and a high resistance to heat. If you choose the second option then you may instead choose to become a unique elf with the ability to shift between each version at will. This will allow you to gain the abilities possessed by every version and make it so that you will not require any form of faith to shift.

The Star Race - 300 CP

The Star Race is a very special race. Every member that is born has the strength of a level 60 creature. According to them, every member has the strength of a star. Therefore, most of the members of the Star Race are named after stars or constellations. The power that they can mobilize is also very special. Aside from the Dragon Race the Star Race is said to possess the strongest abilities and are right below the four divine level abilities. The Star Race however, does have a disadvantage that other races don't have. It is very difficult for the Star Race to cultivate. There is a saying that if they are not as powerful as a star, they

can only fall like a meteor. So this will provide you with a higher starting point, but you will need to put in more effort to increase your strength.

The Vampire Race - 300 CP

The Vampire Race is a race species similar to that of fictional vampires. The vampires are a very powerful species. Each member of their race naturally is capable of grasping the blood law and possesses a terrifying regenerative ability. This ability effectively makes them immortal as they are able to regenerate from almost any wound given enough time. This regeneration also makes their life span incredibly long and once they reach their prime they stop aging physically. In addition, the high level experts of the Vampire Race are very powerful. Even experts of the same level would not want to be enemies with them due to their combat prowess. Lastly, unlike the vampires out of myths and legends, these vampires do not have any magical weaknesses.

The Lingluo Race - 400 CP

The Lingluo Race is a high-level race among the 10,000 races in the Black Hole. They have a special ability, and that is to be able to modify rules to a certain extent, under any circumstances! The Lingluo Race calls their ability the 'modification authority'. This ability allows them to manipulate others, items, and even concepts. For example they can declare they will not be hit or restrict someone from leaving the area. This however is less effective on beings significantly stronger than the user.

The Ghost Race - 400 CP

The Ghost Race is a race on par with the Demon Race and Gajero. They are a race of spiritual beings who typically resemble humanoid beings. The main difference is that their bodies are see through, typically lack legs, and are very pale. They however are feared by many of the other species due to the ability to attack another being's soul and other forms of spiritual manipulation. These abilities cause many other beings to avoid them or act cautiously around them. If you choose to become a member of the ghost race you may still keep a physical body and shift between it and your spiritual state.

The Demon Race - 400 CP

The Demon Race is a species that serves Gajero. Serving under him they have amassed a massive amount of strength allowing them to surpass many of the other races. They however are also the sworn enemies of many other species such as the Vampires, the Ultimate Evil race, and the Dragons due to their rampant invasions throughout the universe. By taking this you will become an average member of the Demon race.

There are a number of advantages for those who join the demon race. First and foremost you will gain access to a massive amount of resources and the potential for evolution that you possess. Aside from this the Demon Race still possesses many abilities that make them feared. They possess a demon core which makes them immortal unless it is destroyed. They can accelerate their regeneration using negative emotions. Next there is a rare ability known as a Natal weapon which is a unique weapon created from their energy. These weapons can exclusively be used by the demon who created them. In addition the weapon is abnormally sturdy and capable of demonizing your foes bringing them under your control. So are you prepared to stand against the rest of the universe in your pursuit of conquest.

The Dragons - 200/600 CP

The Dragons are one of the strongest races in this universe. They typically resemble western dragons and are one of the only races that walk on all fours. They are large reptilian creatures possessing a tail and a set of powerful wings. The color of a dragon typically matches their elemental affinity. For example a Fire Dragon will normally be red. You may choose one element to gain a powerful affinity for and the ability to use a breath based ability. You must pick a normal element however, so nothing like Fate or Space.

For 200 CP you may choose to become a Sub-Dragon. These are beings who possess the bloodline of a dragon, but are still quite a bit weaker than their pure-blooded counterparts. Despite this they are still far stronger than most of the other races. Lastly you will automatically be level 30 by choosing this option. If you are willing to pay 600 CP then you may choose to become a pureblooded Dragon. You will be heads and shoulders above most of the other races aside from the other divine races or those with powerful innate abilities. Lastly by choosing the 600 CP option you will become level 60 for Free.

Should you become a member of the Dragons Race you will unlock all five of the Dragon Races talents. The talents are Dragons Might, Dragons Patterns, Dragons Breath, Dragon Source, and Dragon Power. First is the Dragon Might which is a spiritual attack, it provides the user with a strong advantage over the weaker opponents. It however, is useless against

opponents who were equally strong. Second, is the Dragon Patterns which forms a runic pattern that lights up on a dragon's body. They are capable of increasing the defensive abilities of the Dragon Race. They can also avoid the effects of some god-level abilities and other high level powers. The third power is the previously mentioned Dragon Breath allows the Dragon Race to cause terrifying destruction through their breath. The fourth is the Dragon Source which refers to the elemental power that the different dragons possess. For example, Wilson, who was a fire dragon, possessed the flame source. Every single one of his offensive methods were derived from flames. Lastly is the Dragon Power which creates the invincible physical strength of the Dragon Race.

The Judges - 700 CP

The Judges are a race which govern the power of Order. They are the guardians of the worlds known as the Inns and act as a neutral force. They are a very powerful race, but typically they do their best to avoid interference in the wider universe. By taking this race you will automatically gain the ability to use the Judges power of Order which is considered to be one of the only and purest forms of Order that can be trained. Like many of the other high level races their members are born at level 60 with an immense amount of potential and combat prowess.

The Protoss - 800 CP

The Protoss race also known as the Observer race is an incredibly powerful species. Each member of their species is incredibly strong and naturally immortal. They however are hated by many other species due to their meddling nature. As this species is immortal they have a habit of interfering in other worlds and watching the fallout of their interference. Physically this race resembles a humanoid species standing on two legs. They however have four arms and possess a golden exoskeleton similar to golden scales. Every member of their species is naturally born with level 90 strength and mastery over the 4 god level abilities.

The Immortals - 800 CP

The Immortals are one of the most ancient and powerful races in the galaxy. Unfortunately they were somehow destroyed and wiped out. Currently the only remaining member of their race is the Demon Immortal hybrid Alexia. The Immortal Race is a species who symbolizes holy power and justice. The Immortal Race possesses immense combat power compared to other beings of a similar rank and have some additional special qualities. First they

possess a powerful charm that allowed them to become the most admired and respected race in the universe. Second, their bodies possess complete immunity against any form of magic. They can only be damaged by physical attacks. Appearance wise the Immortal Race resembles angelic beings without wings and a truly astonishing beauty.

The 10,000 Black Hole Races - Varies

There are more than 10,000 different species that exist within this universe. These species greatly vary in power and appearance. By using this option you may choose a separate race that is not listed above or design one of your own creation. The exact power will depend on what you are willing to pay. For Free you can choose something on par with the human race or another undeveloped race. For 100 CP you can choose a Low Rank species such as the Beast Men or any race under level 30. For 200 CP you can choose a Mid Rank race such as the Shadow Demons. These races are more along the lines of the average species in the universe. The next option is 300 CP which allows you to become a member of an average High Rank species. Some examples of this level include the Feathered Monster Race, Bards Race, or the Evil Spirit Race. Next for 400 CP you can become a member of a peak High Rank race such as the Vampires or the Star Race. For 600 CP you can become a Divine race such as the Dragons. The final option is to become a member of a truly legendary race such as the Immortal Race or the Protoss race for 800 CP. These races are considered to be the most dangerous beings in the universe.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Demon x Immortal hybrid would cost 1400 CP (400 + 800 + (100*2)=1400). You will gain unique advantages that are related to the species you choose.

Skills and Perks

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

General Perks

Superpower Awakening - Varies
Normally everyone will awaken their superpowers in a ritual ceremony performed once they graduate high school. There are two options for this perk. First you may choose to awaken an innate power based on your own potential. This however means that you could awaken an incredibly weak power or an unbelievably strong power. The second option is to pay for an ability guaranteeing that you awaken an ability of a certain rank. There is a wide range in how powers can manifest.

An example of an F rank power is cleaning powers. An E rank power could allow the user to manifest a shotgun made of energy. An example of a D rank power is becoming bulletproof or resistant to high amounts of physical damage. An example of a C rank power is the ability to control over a basic element. For example if you had C-ranked Fire control then you could control normal flames and eventually could learn to heat them to a supernatural degree. An example of a B rank power is
An A rank power could be something like an Angel's wings allowing you to fly. Lastly is the S rank powers such as the protagonist powers Hellflame that can burn anything or the Monster Taming Affinity allowing you to tame any monster. There is a list of powers in the notes. You can purchase any of the listed powers. The prices for each of the levels is shown in the following list:

- F - Free
- E - 50 CP
- D - 100 CP
- C - 150 CP
- B - 200 CP
- A - 300 CP
- S - 400 CP
- X Rank / Divine Rank
    - 600 CP - Eternal Grade
    - 650 CP - Supremacy Grade
    - 700 CP - Legendary Grade

Lastly you may use this to purchase another ability possessed by a different species since superpowers are simply the innate abilities possessed by humans. The Eternal Grade and higher up options are considered divine abilities which are necessary to become a god.

What Level Are You? - Varies
As mentioned throughout the document the strength of individuals and various species are divided into a level classification. This system ranges from level 1 to level 100. Levels 1-10 are considered insignificant and barely worth mentioning. This is a sub category within the Low Ranking species which covers all races from level 1 to 29. The next set classifies all species from 30 to 59 which are the mid level races. Next are the High Ranking races which cover levels 60 to 89. The final ranking is the Divine Ranks which cover levels 90 to 100. This option allows you to increase your rank by 5 for every 50 CP you spend. Lastly some races such as the Dragons and the Star Race receive ranks for Free. Using these rankings you may optionally receive an average level for your species for Free. If it is unclear you may decide on your own. Just try to be honest when you decide this.

Power of Laws - Varies
Laws are one of the four main principles to become a god. The laws typically revolve around understanding and comprehending a concept of the universe. Gaining a comprehension of these laws grants you incredible power and often demonstrates that an individual has the potential to become a deity. You could simply rely on your own comprehensive abilities or you could choose to purchase some of the laws here. The quality of the comprehension that you'll receive will depend on what you are willing to pay. The prices are listed below and there are some examples of the laws in the notes.

For 100 CP you can gain a basic grasp of a law. This may not seem particularly special, but it is still incredibly rare for a being to comprehend a law. For 200 CP you can gain mastery over a law. This covers all of the basic principles and concepts of the law. This however is not the true absolute mastery of the law. That is the third and final tier of this perk. For 300 CP you can fully comprehend the ultimate form of a law. This grants you absolute control over a law. For example when Vincent comprehended the ultimate power of the Law of Life he gained the ability to instantly heal himself from the brink of death. You may purchase this multiple times for different laws.

Omnilingual - Free/100 CP
Given the sheer amount of species and the different paths to development that each of them has chosen you would expect them all to speak different languages. This however is not true here due to the power of plot as it would be irritating if everyone had to spend a year learning a new language every time they went to a new world. So while you are staying in this jump you will receive this perk for Free which grants you the ability to

understand any language or writing system in the jump. If you wish to keep this ability then are you going to have to pay 100 CP.

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

The Demon Eye - 100/200 CP
The Demon Eye is a skill that can be cultivated by the Demons. This skill allows you to notice any abnormalities in another being. For example when Vincent takes control of the Demon Bensen one of the Demon soldiers uses this skill and realizes that he is being controlled. This perk will now grant you a similar skill. You will be able to see any weakness or abnormalities in others.

If you pay an additional 100 CP then you may upgrade this into the golden eye of the Protoss. This is a godly version of the previous skill. It possesses all of the same abilities at a much higher level with a few expanded functions. The golden eye grants you the ability to see throughout the universe and peer into distant worlds. You will be able to see through any barrier, illusion, or trap. As long as you have this ability you will be capable of seeing through everything.

Constitution of the Machine - 200 CP
Many of the different races possess a domineering pressure and refuse to coexist within an individual. For example it is difficult for most races to obtain a Dragon bloodline since it wants to be the only source of power. Kurt, a robot made by the Esville race, was able to easily absorb materials from the Dragon Race. He was able to do this since he had no blood and therefore could easily adapt them into his body. You may now share this quality even if you are not a machine. There will never be a conflict in any power or bloodline that you possess. They will be able to freely coexist together and may even synergize with each other.

Perfect Foundation - 200 CP
Given the amount of skills that Vincent acquired to accelerate his growth rate he actually could grow at a far faster rate than he does. He limits this speed however to ensure that he

maintains a perfect foundation. By taking this perk you will acquire a perfected foundation, and you will never suffer from repeated breakthroughs or accelerated growth. This will also have a number of other effects such as ensuring that you will always be considered perfect for your stage granting you above average power.

The Humble Victory - 200 CP
Often people will approve of a winner more if they remain humble and courteous to their opponent at least if the match is supposed to be civil. The effects of this perk are simple, but rewarding. First whenever you defeat an opponent you are able to create a sense of admiration in them. For example when Vincent defeated Johnson Johnson was not disappointed, but instead felt like this battle was a reward. Second, as a side effect of the first part you will be able to turn any opponent that you defeat into your ally. This process won't always occur immediately, but will generally work over a period of time. For example your foes may become neutral at first and later they may show up as allies willing to truly fight alongside you.

The Concept of Betrayal - 200 CP
Due to the fact that the Esville race's bodies are made of their consciousness they cannot comprehend the concept of betrayal. This occurs since they completely expose themselves to each other whenever they communicate. Now this perk won't force you to do that, but it will eliminate the very idea of betrayal from your forces. Should you befriend or ally with someone it will literally become impossible for them to betray you. This effect will protect you and your forces from any method of betrayal including spies, torture, brainwashing, and any other method. Your people will literally die before they betray you. Lastly this also strengthens the bonds of your forces. They will still retain relationships such as rivalries and a competitive spirit, but they will never be malicious.

They Have Plenty of Information - 200 CP
While it may not be the most obvious factor, information and control over secrets are some of the most important pieces in a war. Your enemies however seem to be doing a terrible job at protecting their own secrets. It seems that you constantly seem to run into high ranked or highly informed members of your foes forces. Most importantly is that these individuals will always be in vulnerable situations. For example when Vincent captured the Demon Princess Alexia she was supposed to be under the guard of Gajero's personal soldiers. She however arrived before them and Vincent was able to capture her and flee before they arrived.

The Operation Wasn't a Failure - 200 CP
When you are fighting against a more powerful foe you constantly need to be on your toes ready to take advantage of their weaknesses at a moment's notice. That is because these

moments are often the difference between complete disaster and a saving grace. You have learned this concept thoroughly and have proven it to be true. Now it seems that you will never have an operation that can be considered a failure. For one reason or another you will realize that you actually succeeded in some way. For example when Vincent ambushed Gajero's 1st corp one of the soldiers pushed their commander out of the way and was taken instead. Later Vincent learned that the random soldier he accidentally took was actually the main technological officer in Gajero's entire army and he was carrying a back door connection into the Demons main database. This connection allowed Vincent to copy every file that the Demons had ever recorded and allowed him to sabotage all of their maps to conceal Earth's coordinates.

Modification Scroll Creation - 300 CP
Modification scrolls are a unique item used by the Lingluo Race. They are able to imbue the power of modification into the scrolls allowing other beings to use them. This perk gives you two abilities based on this ability. First if you did not have it already you now possess the Modify ability of the Lingluo Race. Second, you can now create scrolls of your own and imbue your perks and other powers in them. This allows others to launch attacks with your powers and as well as granting them a copy of the imbued ability/perk. These scrolls will have a safeguard preventing anyone from using them without your permission so you don't have to worry about your enemies taking them.

What If I Provide Some Entertainment - 300 CP
Dealing with higher powers and divine beings is always dangerous. One of the main reasons for this danger is due to the fact that most gods only view mortals as entertainment. This approach however does offer some advantages to those who know how to work around it. You seem to easily earn the favor of these higher beings and are treated with far more kindness than they would normally offer. For example you could easily become the favored champion of a god or even a close companion of these normally arrogant beings. Lastly as it is one of their main pastimes these beings will often create a challenge or task for you. Should you accept and complete the task then you will receive a grand reward. A minor task might reward you with a rare treasure while a major task could offer you something like a godslaying technique. The boon will always be worth the challenge you face to acquire it. Should you prove yourself then perhaps even these higher beings will become willing to submit to you or instead welcome you into their ranks.

Blessing of Rot - 300 CP
While it is not one of the more powerful worlds, the Highly Toxic World is one of the most feared worlds. This is due to the environment that the world possesses. The entire world is made up of a deadly miasma that can kill anything below rank 20. When Vincent was thrown here he relied on his purifying flames to avoid this, but most beings don't have this

ability. Instead you would be able to use a perk such as this one. This perk grants you complete immunity to any poison or disease. This includes toxins made to attack souls, divine poisons, or anything else that can be considered a poison/venom/toxin. This perk will only remove the negative effects, so if there is a beneficial toxin then you can still use it to become stronger.

You Can Be Our New God - 300 CP
The power of divinity and faith is incredibly important to the various powerhouses in this universe. Divinity is typically formed by an individual after they become strong enough and gather the prerequisite abilities. Faith on the other hand requires the belief of the masses. The more people that believe in you the more faith energy you receive. This perk grants you a number of benefits related to these concepts. First you gain a powerful affinity for divine powers allowing you to quickly develop divine abilities. Second, you will gain the ability to receive faith energy from those who believe in you. The more devoted a being is, the more energy they will provide. Lastly, this grants you a mysterious aura that makes you into a figure of legend in the view of others. This aura will be amplified when you perform actual feats of legend.

Strength Through Devouring - 400 CP
One of the most unique races in this world is the Phantom Race. This is because the entirety of the Phantom Race was originally one single being who split parts of themselves off. In order to grow stronger members of the Phantom Race will cannibalize each other devouring each other's power. This allows them to perfectly replicate each other's powers and add their strength to the devourer. This perk grants you this ability. You can devour others by either eating them or absorbing them into your body. You will gain access to all of their memories, unique abilities, and power reserves. Should you not wish to eat others you may gain access to a goo-like form which can envelop other beings similar to Majin Buu from Dragon Ball Z.

The Might of Technology - 400 CP
While many of the races in this world focus on the power of their bodies, some other species such as the Esvill race focus on technology. This perk will give you the complete encyclopedic knowledge of technology in this universe. The only restriction is that you will have to work your way up to the more advanced technology and acquire the materials needed to forge them. Some examples include the nano technology used by the Esville race and their mechanical cities which are moving fortresses. While these races may suffer horrifically in a physical fight using their bodies they have the potential to kill any other being in this universe should they develop enough.

Divine Body - 300/500 CP
One of the main inheritances left behind by the various gods is a method to cultivate a divine body. These physiques give you the potential to ascend to godhood and acquire a godly domain. Some examples of this include the Flaming Sun Divine Body, the Ares Body, and the Netherspirit Body. These bodies belong to the God of Fire, the God of War, and the God of Life/Psionic Power respectively. These bodies will have multiple levels which will grant you more abilities as you advance in power.

For an additional 200 CP you may instead choose to acquire a unique divine body such as the Creator's Divine Body. This is the divine body possessed by Irene after she received the inheritance of the Spirit Race. The creator's body has the ability to accumulate energy which can be used to create anything. For example Irene claimed that she could create a new world, create an entire new species, or even resurrect the entirety of the Spirit Race once she gathered enough power.

Divine Spark 200/400/600 CP
A divine spark represents the essence of a god, but there can also be a massive difference in the quality of a divine spark. Normally the quality of a spark will depend on what laws you comprehend, but you may instead purchase your divine spark here. The quality of your divine spark will depend on how much CP you are willing to spend. For 200 CP you will be able to acquire a low grade divine spark similar to the ones created by the Elf Gods. This level will typically belong to a small fragment of a species such as the Fire Elves. For 400 CP you may acquire a mid level divine spark such as one possessed by the God of the World from the Elf Pantheon. This level is typically held by beings who are worshiped by the entirety of a single species. The final option is a perfect spark for 600 CP. This level is only possessed by the most powerful gods who are worshiped throughout the entire universe. For example when Vincent acquired his perfect spark he became the god of fire for the entire universe.

The Super War God System - 600 CP
The Super Wargod System is a powerful ability that is responsible for Vincent’s immense growth. This system grants the user a number of abilities. The ability is that as long as the host kills a monster, they will be able to obtain an enhancement pill that can be used to increase the user's psionic power. In addition there is also a chance that you will receive a special reward. These special rewards include items like the Purgatory Blade, Superpower Evolution Crystals, and other unique treasures. There are a number of other additional powers that will be unlocked as the user meets certain conditions such as the system's bartering shop.

Power of the Blackhole - 600 CP

The power of the blackhole is a forbidden power that grants the user unimaginable strength and potential. The power can manifest in a variety of ways depending on the user and their race. Aside from the random manifestations there are a number of common abilities as well. These include soul enslavement, soul devouring, the shadow of desolation, and power bestowment. Soul enslavement allows the user to enslave the souls of others gaining absolute control over them. This bond is effectively unbreakable and the only restriction is that the user can not use it on beings significantly stronger than themselves unless they are weakened. Soul devouring allows the user to devour the souls of others gaining their talent, power, knowledge, and even any unique skills they possess. Normally there would be a risk of the user being overridden by the other souls, but you will retain complete control since you're paying with CP. The Shadow of Desolation is an ability which allows the user to create a perfect clone using the ambient energy of the universe. This version normally requires the Black Hole energy, but post jump you can create this clone using any sufficient source of energy. Lastly is power bestowment which allows the user to strip powers from others and gift them to others. This ability can be used on any type of power or ability including genetic powers like an X-gene.

The Savior

Humility is a Virtue - 100 CP
Despite the raw power that many beings possess, many of them try not to be arrogant. This could be due to the fact that they had to train intensely for their might or more likely because there is always someone else stronger. This perk prevents you from developing any personality traits that you consider negative such as arrogance, cowardice, and extremely self centered behavior.

Face of a Hero - 100 CP
While power is certainly king, it doesn't mean that appearances aren’t important. Your appearance and demeanor can have a major effect on how others view you and how your presence affects them. This perk has two main effects. First your appearance will be improved so that you are considered to be in the top tier category of beauty. Second, this perk will bestow a unique effect of your choice. For example perhaps you radiate a fierce aura that inspires your soldiers to fight harder. Another possibility is that your calm demeanor can pacify others allowing you to easily subdue berserk individuals and prevent tensions from rising with your presence.

Conquering the Maidens Heart - 100 CP
Many of the young warriors dream of becoming valiant heroes who will stand out as beacons of humanity. In addition to the massive morale boost this status can grant it also makes the user irresistible to those they are attracted to. This perk gives you the natural charisma of a hero and enhances the aforementioned effects. This effect will cause a fatal attraction to those you find desirable. Second, this perk also ensures that you run into these individuals. You will find yourself frequently in the company of attractive, powerful, and unique beings who fit these qualities. Lastly this perk will also ensure that you are able to have a flourishing relationship with these individuals. You will never have to deal with jealousy or any other issue that could arise due to a romantic conflict.

Get the Hell Away From Them - 200 CP
Since most of the good guys and the protagonist become incredibly powerful a common tactic villains use is to attack those they care about. This perk ensures that your loved ones are protected. Your enemies will never target those you care about or use them against you in any way. This however, will not protect them if your allies seek an enemy out of their own volition. For example if your sibling works as a hero or a mercenary then they may choose to attack one of your enemies on their own.

Compression - 200 CP
Compression is a high level skill which demonstrates immense control over an individual's power. Compressing your energy allows you to greatly reduce your expenditure by at least 40% and allows you to increase the piercing power of your attacks. This occurs since you are focusing all of your energy into a single point allowing you to inflict far greater damage. This perk grants you the ability to compress any ability you possess, giving it the effects mentioned above.

I Need to Restart - 200 CP
After Vincent suffers a crippling injury from the Vampire Justin his Flaming Sun Divine Body is destroyed. This forces him to recultivate his body having wasted his previous efforts. This perk however, would protect you from that situation. Should you ever be crippled or suffer some sort of equally devastating injury you will be able to quickly restore yourself to your peak condition. For example if it originally took you five hundred years to reach your peak then you will be able to return to it in less than a year. In addition you will not have to replace any unique treasures you used to cultivate.

We Stand With Him - 400 CP
There are some leaders who command vast respect from their warriors and servants with their mere presence. You now possess this presence and shall receive true loyalty due to it. You can assume command over a group of a few hundred soldiers and in less than a week they would be willing to die for you. This effect can be accelerated through your actions. For example when Vincent ventures into a hidden valley on his own he orders the soldiers to guard the exit so that none of them die. Afterwards they remain there diligently and refuse to leave until he exits the valley. Should you acquire the proper position you could easily become one of the most beloved generals in a kingdom's history. This perk will also affect anyone else under your command as well. The main boon this offers is the sheer zeal and devotion of your servants. It is one thing for them to never betray you, but it is another entirely for them to do everything in their power to assist you.

Adapt and Overcome - 400 CP
There are a variety of unique challenges and simulations that are used to train superpower users. One example of this is the gravity training so that they get used to fighting in the environments created by the Blackholes. This training places them in rapidly fluctuating gravity forcing them to concentrate. You gain the ability to rapidly adapt to these conditions with this perk. Not only will you be able to remove your restrictions in these situations, but you may even excel beyond the natural inhabitants. For example you could adapt to two times gravity perfectly in less than five days. Other geniuses in comparison could take weeks to do so.

Mimicry - 400 CP
Mimicry is a powerful combat skill Vincent created by combining all of his combat skills. This skill allows the host to learn all combat skills at a glance and execute them in a perfect state. This grants the user immediate 100% mastery of any of these techniques. In addition to combat techniques this skill can also allow you to learn any other skill. The only restriction is that this skill can not let you learn any purely biological abilities or grant you access to any new sources of energy.

Champion of the Arena - 600 CP
One of the most infamous locations in Ultimate Evil City is the Life and Death Arena where slaves and gladiators battle. The only way to escape the arena is to become a level 30 lifeform or to win 100 consecutive battles. In the entire history of the area only two warriors have fought their way out. They however went on to become some of the most fearsome and skilled beings in the universe. Like them you have honed your skills through countless battles and possess overwhelming combat prowess. Your skills and power allow you to easily kill beings multiple ranks above you. This is notable as normally a single difference in rank can create a massive gap in power. You on the other hand could kill a genius ten ranks above you like Vincent.

Threeward Boons - 600 CP
It is incredibly rare for an individual to have more than one superpower, let alone three, but that is exactly the case for the protagonist Vincent. By taking this perk you can apply this threefold benefit to yourself and any of your creations. For example if you would normally awaken a magical core then now you will have three. A different example would be if you acquired a godly domain then you would now unlock three domains instead. Regarding crafting you will get the choice of either receiving three times as many products or a product three times higher quality.

Reincarnation of the Bear King - 600 CP
When Vincent arrives in the Beast Men village he kills a group of Demons who are attacking them. Due to his overwhelming strength the priestess in the village believes that he is the reincarnation of the Bear King. You will now find yourself fitting the description of various prophecies or events such as this. For example when Vincent was hiding he took the form of a bear, he was called a mutant by the Demons, and he was able to activate the Bear King's inheritance. All of these were traits that fit the Bear King’s description. Whenever you participate in these events you will find grand rewards awaiting you should you be up to the challenge. For example, the Bear King’s inheritance made Vincent the true leader of the Beast Men race.

The Squad

The Monster Nemesis - 100 CP
After Vincent assisted in defending Hero City he was given the title Monster Nemesis due to how many monsters he defeated. This perk bestows you with two effects. First you will now gain a title whenever you accomplish some sort of impressive deed or a large number of people witness the event. The second effect is that these titles will bestow you with some sort of positive effect. For example the title Monster Nemesis would make you more intimidating to monsters and make you deal more damage to anything considered a monster.

The Storyteller - 100 CP
The Esville race is obsessed with stories due to their incredibly fast paced minds. While they can develop technology at a rapid rate they seemingly lack the creativity needed to come up with stories. This perk grants you the spark of creativity needed to come up with truly enthralling stories as well as the ability to draw in your listeners. You could tell the history of your world as though it was a legendary epic. Even experienced travelers and warriors will be enthralled by your stories regardless of the topic.

The Hand of Friendship - 100 CP
In order to deal with a significantly more powerful or widespread foe most people will choose to work together. Doing this however, requires you to forge alliances and persuade others that they should cooperate with you. This perk makes you an incredibly talented diplomat and grants you all of the skills needed to forge an ironclad alliance. The best part is that these alliances will always be honored and they will never be broken. So if a spy or a rebellious group tried to stir up trouble nothing would ever affect your alliance. Lastly when making these alliances you will be able to convince others to part with these they normally wouldn't consider. For example you could convince a civilization to offer their forbidden or experimental technologies.

Power of the Mind - 200 CP
One of the main advantages possessed by the pure energy beings is their mental abilities. In particular their simulations and intelligence provides an extreme advantage. This allows them to rapidly develop concepts and ideas so that they can advance at an accelerated rate. By taking this perk you gain this ability. An example of this would be the ability to simulate designs and training mentally to determine if an idea is viable. You will be able to accurately plan every factor out and examine any problems that can occur without risking your own safety.

The Fearless March - 200 CP
As you grow stronger and gather more knowledge you will start to realize how dangerous the world is. This knowledge can be daunting and discourage many beings from venturing into the wider world. You however, have the courage and will to move forward no matter what happens. This perk provides a great boost to your willpower and courage. To be specific you will now have the raw determination of a proper protagonist.

Form Up on Jumper - 200 CP
Teamwork is one of the most important skills that a warrior can possess. When you possess a high enough degree of teamwork a group can easily fight off an army much larger in size or one significantly stronger than themselves. This skill allows you to quickly develop the ability to work with anyone. A day of training could let you command a team as though you had fought together for years. This process is accelerated when you go through stressful situations such as life and death battles.

Betting on Your Future - 400 CP
There are some individuals who are virtually guaranteed to rise up and become overlords amongst their kind. When these individuals are discovered they will often be treasured by various organizations. You will now receive the same treatment. Organizations and individuals alike will try to earn your favor through various methods. For example a teacher could offer you a powerful weapon or some healing items. This perk will continuously grow as your talent and power increases.

Disciple and Master - 400 CP
When Vincent is exploring one of the many hidden areas in the monster infested forest he uncovers a spatial treasure which transports him to a hidden realm. This realm contained the inheritance and spirit of a powerful King ranked warrior. This perk offers you the benefits for both sides of this matter. As a student you will be able to encounter powerful teachers capable of teaching you an extensive amount of knowledge. While as a teacher you will seem to constantly find talented students. These individuals will be able to assist you in many ways and often offer some other benefits such as their status or unique abilities.

I Dealt With That Weakness - 400 CP
The Dragon King is a powerful human warrior who possessed a monster transformation ability. This power allowed him to turn into any species of monster by consuming their crystal core. Later on after he realized this weakness he developed a new version that didn’t require crystals. This method eliminated his weakness and allowed him to evolve his body far beyond what he was previously capable of. Like the Dragon King you have an innovative grasp of techniques and how to improve them. You are capable of eliminating

weaknesses from your skills and refining them into far more powerful versions. This perk is equally effective no matter what you apply it to.

Patience is a Virtue - 600 CP
The battles between the high level species can stretch on for eons and require armies of billions of soldiers to win. This effect means that strategies and long term planning are of critical importance. You however, now have a special gift. You are a master of complicated plans and strategy with a particular focus on long term goals. In fact the longer a plan is in place the more successful it will be. A plan a year in the making may result in some unexpected rewards, but a scheme that has been in motion for a million years could grant you unimaginable power and other boons.

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

Equipment Master - 600 CP
An equipment master was someone who specialized in making equipment that was used by superpowered people. They had very high statuses due to this skill. As they required extremely high talent and spiritual power, equipment masters were extremely rare. Every single one of them is worshiped and well-respected by the various countries. This perk grants you the skill and knowledge of an experienced equipment master like gnome Janos. Given the proper materials you will easily be able to create numerous universe level treasures. In addition this will come with the knowledge of the other subfields of crafting such as how to inscribe arrays, smith/metalwork, and the other specialties. Just make sure that you have a powerful backer or are personally powerful. Someone with your skills will be one of the most desired individuals in the universe and some people won’t ask nicely.

The Dark Forces

I Can't Break Character - 100 CP
Depending on what world you are in you may need to conceal your identity. For example in the Beast World humans who are captured are considered playthings and slaves at best. This perk has two benefits: First you are now an incredibly talented actor capable of maintaining your character no matter what happens or test you undergo. The second benefit is that you will never do anything that will break character accidentally. For example Beast Men cannot use psionic equipment so this will ensure that you never use one of these weapons due to a reflex. If you break character it will happen because you want to.

Thirst For Combat - 100 CP
While an uncontrollable lust for combat is a bad thing, almost every true expert has a lust for combat, and the will to train till they pass out from exhaustion. This perk gives you a number of effects. First you gain a massive boost to your willpower ensuring that you have the drive to train. Second, this perk makes it so that combat is now enjoyable. You will be able to control exactly how much you are affected by this aspect of the perk. Lastly this perk will ensure that as long as you train, you will always be able to receive some benefit from doing so.

We Need to Find Somewhere Safe - 100 CP
Due to the sheer amount of monsters and other foes that humanity faces there are typically few locations that can be considered safe outside of their fortresses. You however, seem to have a knack for locating safe places to rest. Even if all logic dictates that it shouldn't happen you will be able to find locations that allow you to rest. These locations however are not permanent. At most you will be able to stay in these hiding places for about a week. Though this should be more than enough time to heal even if you are in the middle of enemy territory.

What Do You Mean I'm Not Good Enough! - 200 CP
A rather amusing instance that occurs is when Vincent captures the Demon Princess Alexia he refuses to touch her. He does this since he is not romantically interested in her. She however is insulted by his refusal and ironically then becomes interested in gaining his interest. You can now apply this effect when dealing with others. By refusing to show interest you can essentially stimulate their interest by insulting their pride. This interest can vary depending on the individuals and their skills. For example claiming an expert blacksmith is not skilled enough for your task could inadvertently have them demanding that you freely accept their service. Lastly this perk becomes more effective the more pride

someone has. This could be pride in their appearance, pride in their skills, or simply a general sense of pride.

Throwing Everything Into Chaos - 200 CP
All it takes to throw everything into chaos is one person in the right place at the right time. For example when Vincent is only rank 30 he was able to throw the entire Ultimate Evil Capital into chaos by manipulating the various leaders into starting a war so he could escape. You seem to share Vincent's talent when it comes to causing chaos. Even the most well structured organization could be driven into complete chaos and fall apart at the seams. You will easily be able to find opportunities to slip into a higher rank in a group and can easily identify any weak points in this structure. This includes conflicts between members and financial focuses that a group uses. Lastly if you wish you can focus this effect on one being. For example Vincent would often set things in motion so that his foes would be hit from a dozen different avenues before they even got to him.

There is Always a Weak Link - 200 CP
One of the most popular methods used by evil bastards to tear their opponents down is to find a weak link. There is almost always someone who is willing to betray their group. This could be due to greed, a desire for revenge, or simply because they are a twisted individual. You seem to have a knack for locating these beings and recruiting them to your efforts. From now on every organization that stands as your enemy will have some weak points to exploit no matter how incorruptible they are supposed to be. The best part is that these beings always seem to have access to something important. Perhaps they are the secretary for the organization's leader or an engineer that works in the power core of the headquarters. They will always be able to provide you with a wonderful opportunity should you wish to take advantage of it.

Corruption From Within - 400 CP
After Louis is replaced by a member of the Phantom Race he slowly works to sow discord and take power from within. This perk gives you all of the skills needed to do this and more. You now are capable of infiltrating other organizations and supplementing control over other groups. In addition to this you are capable of shifting the organizations to suit your whims. For example you could subtly guide the rulers of a country so that they go to war against their allies. The best part is that the longer this process goes the more an organization shall fall under your thrall. Eventually any organization will fall under your control.

You Want to Use My Weapons Against Me - 400 CP
When you create powerful equipment and techniques there is always some danger that these items will be acquired by your enemies. For you however, this is not an issue. It is

impossible for anyone to use your creations against you. If anyone attempts to use your own techniques or weapons against you they will fail or be completely ineffective. In addition to this main perk there are some additional benefits as well. First you gain the ability to sense the location of any item or being with your energy. You may optionally disable this or restrict it if your creations are widespread. Second, you gain the ability to control those using your techniques For example if the main technique that they cultivated was one you created then you could completely restrain them similar to how the Demons can control the Dark Elves. Lastly you can absorb the items and techniques that you create. This will provide you with a varying amount of energy and in some cases unique abilities. A specific example of this would be gaining the qualities of the weapons you have forged.

Supreme Negotiator - 400 CP
I wonder if you were the devil in a previous life since you are not only filled with greed, but the charisma to back it up. You are an unmatched being when it comes to deals, propositions, and any other form of negotiation. Even beings far more powerful than you will do their best to avoid any form of verbal entanglement with you as they know that somehow things will end in your favor. Essentially as long as you can convince someone to meet you at the table you will walk away happy and more than likely with your most coveted target in hand. Lastly as mentioned before for one reason or another individuals and empires alike will be willing to tolerate far more than they normally would. For example when Vincent negotiated with Justin he managed an alliance between humanity and the vampires as well as the secret to create a blood pool which was considered the Vampires most treasured secret.

Peak Awakening - 600 CP
In this world the quality of the superpower you awaken depends on a number of factors. The most important trait is the physical requirement to awaken the user's superpower. Some of the other factors include strength, reaction, coordination, and other aspects that can directly affect the level and quality of a superpower. This perk modifies your body so that it will be capable of awakening a peak power whenever you are given a chance. For example in this world this guarantees that you would awaken an S-rank ability here.

A Kingdom is Only as Good as its People - 600 CP
While many species rely on one single powerful being for protection they will never truly rise up unless their people are capable of becoming stronger as well. This perk makes it so that anyone under your authority will be constantly evolving. This effect will be slow, but constant. It will also be most noticeable when used by a ruler. For example you will see the overall capabilities of each generation of your citizens improve. Your people will become stronger, faster, more intelligent, and more talented. After five generations your average

citizens may now be on par with what you previously considered to be a genius. As long as your populace serves you they will continuously become mightier.

Peace Through Conquest - 600 CP
Gajero is the leader of the Black Hole Myriad races. He conquered all of the other worlds in order to create his own personal utopia. One of the main ways he went about this is by bringing all of the races under his complete control. For example in the Beast World he rewrote the history of the world and convinced all of the inhabitants that he was the world's savior. He even managed to convince them to hate the original world's rulers. You gain the knowledge and skill needed to perform similar actions. You could kill a beloved ruler and have the kingdom worship you as a god within a year.



Items

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

General Items

Identification Card - Free
This card lists your name, gender, superpower level and type. In addition to all of your information this card also gives you some special privileges. The identity card gives the user the right to enter and leave cities at will. Second, this gives the user the right to legally possess psionic weapons. Post jump these features extend to any restricted areas and other forms of forbidden weaponry.

The Gladiator's Cuffs - 100 CP
In the Ultimate Evil Arena there are special cuffs used to restrain the gladiators in the arena. These cuffs lock the wearers wrist together and electrocute them if they disobey any of the employees orders. The cuffs will automatically unlock once both fights enter the arena though you may change this setting if you wish. Alternatively you could simply use these as a set of tough cuffs to restrain powerful prisoners. Any prisoners that are wearing these cuffs will be incapable of removing them on their own.

The Honey Trap - 200 CP
A honey trap refers to a tactic used to trick others or to test their loyalty using someone they are attracted to. For example in this world many factions will offer specially trained servants who are incredibly beautiful in order to entice talented geniuses. These items grant you two items: First you gain a supply of individuals who fit these characteristics. They are all incredibly attractive and specifically trained to fulfill any desires that their masters possess. Second, you receive a business that is capable of providing this training to others. You could limit it or change the preferences however you wish. For example maybe you strictly want the business to train others to act as maids and butlers.

God-Splitting Pearl - 200 CP
The god-splitting pearl is a treasure that allows the user to divide spiritual power into multiple portions. The amount of times that you can divide will depend on the user's level. This ability is more useful on beings made of energy, but it can also create clones

of other beings as well. The main weakness is that you lose all of the energy you use to manifest a clone. This process causes all of the clones to become weaker if you do not grow stronger in between uses. Lastly you may choose whether this creates a new being or if it forms a hive mind connection between the original being and the main body.

This is Good Wine - 200 CP
It appears that no matter where you go in the universe people consistently seem to enjoy wine. This is why it is always good to have some wine and that is exactly what this item gives you. This item gives you a wine cellar that can be placed inside your warehouse. The cellar will be filled with rare and unique wines. This will also include wines that can be beneficial to your cultivation such as the Wargod Wine brewed by the Wargod Race using the Thunder Giant bloodline. You will acquire an appropriate amount of bottles depending on the rarity of the wine. For example a common wine may come with a few hundred bottles, but a legendary wine could only give you a single bottle. Should you use them up they will be replaced within 6 months.

Cosmic Map - 200 CP
The universe is an incredibly expansive world. A single galaxy alone can hold thousands of planets and numerous special locations to explore. Luckily for you it seems someone has already gone through the effort of cataloguing everything. This is a detailed map of the entire universe. It contains information on every planet and location within the universe. This information covers races, territories, mineral locations, and everything else that is important enough to be noted down. This won't provide a ship to explore the universe, but you will never have to worry about getting lost again with this. Lastly post-jump this map will update with information on the many new universes you explore as well as retroactively update with any that you have been to.

Soul Patching Fruit - 200 CP
The Soul Patching Fruit is one of the few natural treasures that is capable of healing wounds to a being's soul. The fruit has a powerful effect which can restore injuries such as those inflicted by divine authority and it is even capable of strengthening a being's soul if they are not injured. So this item is still considered invaluable to those in need of medical attention as well as those who wish to strengthen themselves. You will receive a small container with three fruits inside. Should you use all of them up, the container will be refilled in a year.

The Star Compass - 200 CP
The star compass is equipment forged using the star marrow produced after the fall of the Star Race. It was created by fusing the star marrow with a small portion of the Black

Hole fragments. The star compass allows one to form a mysterious connection with all the worlds in the Black Holes. No matter which world its user is in, it will be able to sense its user's chosen destination. It will then be able to provide guidance and directions to the user. It is a necessity if you want to explore worlds and search for treasures. In addition, it can also restrain most hallucinogenic arrays protecting the user from various traps and arrays.

Spatial Tunnels - 300 CP
Spatial tunnels are a unique method created by some of the more powerful races allowing them to rapidly travel far faster than normal. For example it may normally take months for an army to rapidly travel across the galaxy, but if they have access to a spatial tunnel they could make the same journey in a day or two. In addition to this these tunnels are also an incredibly useful treasure for hiding and observing others. By purchasing this item you will gain spatial tunnels connecting any territories and planets that you command. These tunnels will only be accessible to your forces and those you willingly bring into the tunnels. Second, you will gain the ability to generate a localized set of tunnels that you can use to effectively teleport and hide in smaller areas similar to the Lingluo Race’s spatial tunnels.

Technological Archive - 300 CP
Many of the races with weak physical bodies rely on advanced technology to protect themselves. There are a number of different technologies that are impressive even when compared to high ranking powers. This option allows you to purchase the complete technological archive of one species of your choice in the jump. Some examples include Humanity, the Esville race, the Gnomes, and many other different species. This will come with an archive of their species so it will include weaponry, medical technology, vehicles, and every other form of technology they possess. Lastly the most important part of this is that this will update post jump with any technology developed by your chosen species. For example if you choose the vampires then in a fantasy world of something like World of Darkness you will gain access to any unique technology that they have ever created.

Reservoir of Power - 300 CP
A number of various techniques and cultivation methods require unique energies to be cultivated. An example of this would be certain elemental physiques or perhaps something along the lines of a pure yang body requiring yin energy to maintain balance. This item grants you a special location which acts as a powerful reservoir of energy. This area will generate unique sources of energy in their purest form allowing you to cultivate any technique you possess. Using the example earlier you would be able to acquire fire energy created during the birth of the universe in an untouched state. This

area will generate additional types of energy as you require them. These sources will allow you to rapidly cultivate and form the greatest foundation possible.

The Awakening Stone - 300 CP
The awakening stone is a rare treasure that can provide a great boon or become a complete failure depending on the user. The awakening stone can allow a superpower user to awaken another superpower of the same level. For example, if the user had an S-Class superpower and used it, they would awaken another S-Class superpower. By taking this option you will acquire a box containing a dozen awakening stones. If you use any of the stones or give them to anyone else they will be replaced a year later.

The Demon World Array - 300 CP
The Demon World Array is an incredibly powerful array. It allows the user to drain an entire world of its energy to empower the user. In addition to this function it contains a powerful shield making it immune to attacks from any being under level 85. This is one of the strongest arrays in the universe. You however should be cautious when using this as you will incur extreme hatred from any race living in the world that you are using it on.

The Art of Heavens Will - 300 CP
The Art of Heavens Will is an extremely powerful set of combat techniques created by the Immortal Race. This art contains eight separate techniques that grant the user immense combat prowess. In addition to this the Art of Heavens Will allows the user to cultivate a powerful connection with nature and various forms of life. This connection gives you a state similar to that of a sage and makes you a friend of any nature focused being. Lastly this state can also make you extremely suited to absorbing ambient energy from nature and sources of life such as planets.

Perfect Cup of Fate - 200/400 CP
The Perfect Cup of Fate is an X-Class Special Equipment which has been upgraded multiple times by various craftsmen. This relic possesses six special powers. The first ability is called Devour which allows you to devour all psionic energy and convert it into the 100% pure psionic power. The second power is called Soul Peeling. This peels the target's soul, the only prerequisite is that the target's level must be lower than the user's level. The third ability is called Black Hole Energy Conversion. This allows you to convert psionic energy into Black Hole energy, but this process cannot be reversed. The fourth ability is called Order the Demon Race. This relic allows you to issue orders to all lower leveled demons. It is impossible for a low-level demon to resist! The fifth ability is called Alchemy Furnace. Using this ability you can fuse other beings with the Cup of Fate and increase the attributes of the Cup of Fate. The final ability is that since the Cup

of Fate has been enhanced by the Protoss it increases the affinity of the Protoss towards the user.

If you are willing to pay an additional 200 CP then you may upgrade this into Evil Fate. Evil Fate is the final version that the Cup of Fate reached after being upgraded. It possesses all of the previous abilities mentioned and many other new powers. The first new power is called the Demon King's Ravings. This power cast the ravings of the former High Priest Augustus on any target (including demons) from before his death, inflicting mental damage and defilement on them. This ability will continuously consume the user's psionic power while it is being used. The other new ability is called Cosmic Threads. The Cosmic Threads was a powerful treasure fused into the cup which allows the user to control the mind of any target through the threads. The stronger the target is, the lower the success rate and the more time it takes to control the target. There however does not appear to be an upper limit on how strong your targets can be. The only limit is whether or not you are capable of surprising them.

The Origin Divine Earth - 400 CP
The Elf World was originally created by a being known as the God of the World. He was a Supreme deity above the Seven Elven Gods. His body became the world and created overflowing areas which generated Origin Divine Earth and Origin Divine Trees. The Origin Divine Earth is a unique treasure used to birth new worlds and to revive dead worlds. In addition to this it massively amplifies the strength and cultivation speed of anyone who absorbs it. The Origin Divine Trees are plants that are stronger than the vast majority of metals in this universe. They can be forged into powerful weapons and magical staffs that can amplify the user's strength. This item grants you a planet which is filled with reservoirs of Origin Divine Earth and numerous Origin Divine Trees. This will grant you an unlimited supply of these items. Lastly since the elves were born from the Earth you may also create a mid level species with a weaker pantheon of deities. The strongest members of the race will be level 45.

The Infinite Realm - 600 CP
The Infinite Realm is the main stronghold of the Immortal Race and the ultimate training realm they created. The Immortal Realm contains the most valuable treasures left behind by the Immortals and all of their inheritances. Due to the friendship they had with the other 10,000 races, every single race left behind a copy of their core teachings with a spiritual guide who could pass on their techniques. In addition to this the Infinite Realm also possesses some powerful arrays. Two of these arrays include the Eight Dragon Locking Array, the Spirit Reversing Array, and the Meditation Realm Array. The Eight Dragon Locking Array is an array capable of imprisoning anyone and restraining them so that they will be unable to use any of their powers. For reference the array was

capable of imprisoning a level 99 Protoss for millions of years. The Spirit Reversing Array is an array used to transfer the power of another being into the user. This is meant to be used alongside the Eight Dragon Locking Array, but it is not necessary. Lastly the Meditation Array allows the user to enter a time dilation realm with a 1 to 100 ratio. This means that 1 day in the array is equal to 100 days outside of it.

Battle Skill - Varies
Battle skills are combat techniques used that allow the user to unleash explosive power. These techniques can greatly vary in their exact function. For example some techniques allow you to launch a powerful blast while users can multiply the user's strength at the expense of a massive strain. In the hands of a proper user even a weak technique can unleash horrific power. Though higher rank techniques are obviously stronger. The following list shows the price for the various techniques:

- F - Free
- E - 25 CP
- D - 50 CP
- C - 100 CP
- B - 150 CP
- A - 200 CP
- S - 300 CP
- SS - 400 CP
- SSS - 600 CP

A World of Your Very Own - Varies
Aside from the world under Humanities control and the other 10,000 worlds controlled by the Black Hole Myriad races there are a number of other worlds. This option allows you to either seize control over one of these worlds or to instead create a world of your very own. If you create a world then you may also design the species that inhabit it including their demographics, culture, and any other qualities. The other important aspect is that since you are the sole ruler of this world you will be bestowed with the power of the world. The power of the world is an enigmatic force that greatly empowers the sole leader of a world.

You may also choose for this world to be contained within a world ring if you wish. A world ring is a spatial treasure used to contain entire planets. Typically primitive worlds or ancient ruins are contained within these worlds, but they are capable of maintaining life. The only negative aspect of this is that there can be catastrophic consequences if someone else acquires the world ring. Since you paid with CP your world rings will be teleported to your warehouse should they be stolen or lost.

The power of the world you acquire will depend on what you're willing to pay. For 100 CP you can acquire a world on par with Earth in the beginning of the story. The strongest lifeform will only be level 10. For 200 CP you may acquire a world on par with the Beast World which has an upper limit of around level 30. For 400 CP you may acquire a powerful world on par with the Ultimate Evil Capital. There will be a number of beings who are level 60 here. Lastly is the 600 CP which allows you to acquire a nigh unrivaled world. This world will be filled with powerful beings including beings over level 90. You may even have a few fighters who are close to reaching level 100. Lastly you will have complete control over the world and be recognized as its ruler. So if you are only level 10 then you can still be in charge of a 600 CP world. The level 90 fighters will still have absolute loyalty towards you.

100 CP

Spatial Belt - 100 CP
A spatial belt is a treasure used to hold additional items in a storage space. This belt comes with a five by five cubic space. Any items stored in this belt will be kept in pristine condition allowing you to preserve foods/drinks in fresh condition. Should you possess the necessary knowledge it may be possible to expand this bag in order to store larger objects.

Power Enhancement Liquid - 100 CP
The power enhancement liquid is an elixir designed to increase the overall strength of an individual's power. Unfortunately this elixir is only capable of increasing someone's power by approximately 1% per use. There however, does not appear to be a limit of how much of it you can take. This item grants you an unlimited supply of the liquid in a container filled with small glasses.

The Recruitment Package - 100 CP
In order to recruit talented students most of the superpower academies will offer recruitment packages to tempt them. This item allows you to be accepted into any one organization/school of your choice. You will receive a full scholarship alongside a number of other benefits. For example when Vincent is recruited he was offered every training resource he desired, direct training from an Elemental Lord, and assistance searching for his parents.

The Manor - 100 CP
Sometimes you simply need to take a break and relax. Luckily for you this is the perfect option for that. This is a secluded manor placed somewhere nearby or inside your warehouse. This manor is fully staffed and filled with everything you need to relax. Best of all this while you are in this manor you will be left alone. You will not have to worry about anything happening while you are here. The only restriction is that you must be relaxing here, so you can't use this peace time to prepare against your enemies.

200 CP

The Evolving Blade - 200 CP
As you grow stronger you need to acquire better equipment that is capable of keeping up with your power. Alternatively you could get a weapon such as this. This is a weapon similar to the Purgatory Blade used by Vincent. This weapon is capable of devouring other items to increase its own power. This allows it to gain their abilities and increase the power of its own abilities. You may choose the type of weapon you wish to acquire such as a blade, spear, or a gun.

The Will Stone Steps - 200 CP
The Will Stone Steps are a treasure used to select worthy candidates to become successors by some powerful experts. The steps have 365 steps and force an immense pressure on the user. Each time the user advances a step the pressure doubles meaning that the seventh step is 64 times stronger than the first step. This pressure however is also useful for tempering the users willpower and physical body allowing them to grow stronger. In addition these steps have been modified allowing it to possess an endless amount of steps.

Emergency Flares - 200 CP
Traveling alone in the black holes is a dangerous decision. While you can keep all of the items you gather this also means that you do not have any back up if things get bad. To do with this issue many of the students and mercenaries carry these flare guns. This gun will fire a flare into the sky which will summon anyone who can assist you that is close by. Since you are paying CP for this the flares will be capable of generating an independent squad of mercenaries to assist you and in the event that someone else comes the flare will ensure that they have good intentions. After all, sometimes bandits will respond as well since the flare means that someone is typically badly injured or alone.

I am Kurt - 200 CP
Kurt is a robotic guide created by the Esville race. He is designed to analyze and gather data from any environment in order to assist his owner. In addition he possesses a number of other abilities such as the ability to fight on his own and teleport to any planet/teleportation gate owned by you or your allies. By default this robot will take the form of whatever species you choose and act like a butler/researcher. You however, may alter its personality and appearance if you wish.

400 CP

Gravity Chamber - 400 CP
The gravity chamber is a special room used to train students in the superpower academies. This room is capable of altering gravity anywhere from double to hundreds of times normal gravity. Though I would recommend that you avoid the higher levels until you are much stronger. The gravity can be set so that it rapidly fluctuates like the blackhole dimensions or simply set it at a static gravity. This room is built to handle any form of training no matter how destructive or intense it is.

Illustrations of Monsters - 400 CP
This book is a detailed guide compiled by numerous adventures since the monsters first appeared. It has notes and data gathered about every monster in the universe. It contains detailed information about their habits, combat styles, treasures that can be harvested from them, and anything else that someone could wish for about these creatures. By studying this guide you easily could become an incredibly skilled tracked and monster tamer if you wish. Post jump this will update with any new creatures that live within the jump.

System of Power - 400 CP
In the vast universe there are numerous different systems and paths that are cultivated. This option allows you to purchase a library that contains a complete encyclopedia of one system of your choice. Some examples include humanities elemental and offensive systems. Another would be the Beast Men's Strength and Divine system. These libraries will come with knowledge covering the entire system from beginning to end. In addition this will cover all of the sub-fields of the system such as humanities combat skills and professions.

The Blood Pool - 400 CP
The Blood Pool is the most important relic of the Vampire Race. This pool is formed from legendary objects imbued with powerful life force such as the heart of an divine Black Tortoise. The pool is normally used by the leader of the Vampire Race to refine their bodies and enhance their strength. The blood pool has a number of effects. First anyone who soaks in it will undergo a vampire baptism. This will give them some qualities of the vampire race such as their charm, affinity with the blood law, and extended life span. Second, while the refinement process can only occur once you can still use the pool to nourish your body and to rapidly recover from any injury. Lastly the Blood Pool has a powerful connection to the Will of Life and can allow beings to comprehend it with ease.

600 CP

Zerg Mother Nest - 600 CP
Long ago there was an insectoid race known as the Zerg. This species came in two variants: the ancient Zerg and the modern Zerg. The ancient Zerg primarily spider-like creatures who possessed the ability to cut through space and weave webs that created tunnels leading to other worlds. The modern Zerg resemble the species that everyone is more familiar with from StarCraft. The Mother Nest is the name given to the Zerg Queen who commanded their species. The original queen in this world was 50% as large as a planet and could spawn massive armies of Zerg warriors.

This Mother Nest will be completely loyal to you and will be able to produce increasingly larger armies of Zerg for you as it grows. Initially it may only be capable of spawning a few soldiers, but once it grows it will have the potential to threaten the entire universe. You may also choose which Zerg variants are spawned and even create new ones using the Mother Nest. Again all Zerg created this way will be absolutely loyal to you, so you don't have to worry about being killed by your new army. Lastly, the Zerg also can give you access to many extinct top grade materials. For example their skin can be made into armor that can protect you from space-time ruptures.



The Black Hole - 600 CP
The Black Holes are separate dimensions that contain various resources and monsters. This is a Blackhole that is under your control and suited to your use. This is due to the fact that the black hole will increase in strength as you do and no one will be able to enter it without your permission. This realm will contain an entire world that functions as a massive reserve of resources and unique treasures. This world is a perfect area to train powerful warriors and to gather the previously mentioned resources.

Epiphany Holy Water Unlimited - 600 CP
The Epiphany Holy Water Unlimited is an incredibly valuable and rare treasure possessed by some of the greatest experts humanity possesses. This treasure is typically granted to their most talented disciples. A person without any talent could instantly become a genius with just one drop of the Epiphany Holy Water Unlimited. This was because the Epiphany Holy Water Unlimited would allow them to have a much better understanding of their superpowers. For instance, if they wanted to train their combat skills, they would only need to put in half their effort and they could get twice the result. However, this was not even the most powerful aspect of the Epiphany Holy Water Unlimited. The most powerful aspect was that it did not have any side effects. Moreover, it would not weaken the effect if one used it often. This means that you could still take this a dozen times without any loss in effect. This item will grant you a cauldron with a gallon of the liquid. It will be refilled every three months.

Superpowered Academy - 600 CP
The superpowered academies are the schools in charge of teaching the younger generations of superpowered users. This option allows you to either become the owner of a canon academy or to create one of your very own. This school will be on par with the best academies in this universe and come fully staffed. This will include teachers, other workers, and numerous students. Should you not wish to actively manage it then the school will come with a principal capable of managing everything on your behalf. In addition they will be incredibly powerful and stand among the true experts in this world. Post jump the school will expand and you will gain additional staff fitting these positions.

Companions

If it is not otherwise specified then each companion receives 600cp 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 50-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can do this with 2, For 100cp you can create or import 4, for 200cp you can create/import 8 companions, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp
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 100cp 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.

Commander of the Special Forces - 100 CP (Free The Savior)
The Special Forces are the elite superpower users belonging to each of the cities. These soldiers are outfitted in the most advanced gear available and typically possess incredibly strong powers. This option gives you a squad of elite soldiers who are loyal to you above all else. Each member will possess an A ranked power and the second in command will possess an S ranked power. You may design their personality, appearance, and powers if you wish. Should any of the squad members be killed they will be revived a week later.

Hope of a Race - 100 CP (Free The Squad)
There are a large number of species which have been driven to the brink of extinction. Many of them will only have a few members left if they haven't already been reduced to one being. That however, is exactly what this option grants you. This being is the final member of their species and the only hope of restoring their species. They will start out as a relatively powerful being, but there are two main special traits about them. First somewhere in the universe their world will remain and should they arrive at the world they will be able to receive it's inheritance. For example when Irene was brought to the Spirit World she received the inheritance of the Seven Spirit Gods. Second, since this being is the last member of their species they are very interested in "repopulating" and wish for your assistance. So if you wish you may become the new father/mother of the species alongside them. You may freely customize the appearance, personality, and species of the individual as well.

The Grand Priest - 100 CP (Free Dark Forces)
Much of the culture around the villainous factions such as Gajero's forces revolve around a religious devotion for their leaders. This is a being who is extremely devoted to you and believes you to be a god worthy of worship. More importantly is that they wish to spread this message to the rest of the universe and convert others to their way of thinking. Alternatively if you do not wish to be viewed as a god then you may optionally instead simply have them be an equally devoted servant. Instead of religious grandeur they will likely wish to make others believe you are the ideal leader. You may freely choose their species, personality, and appearance if you wish. Lastly should you purchase this multiple times you may create a council of leaders to marshal your forces.

Soul Bound Expert - 200 CP
There are a number of special powers that allow you to gain control over the souls of others. Taking this option grants you the soul of a powerful warrior. This being is capable of unleashing level 75 might and was considered a once in a generation genius. This being will be loyal to you and will be capable of manifesting in their soul form to fight. This state requires you to supply them with energy. Depending on how strong you are this can be incredibly draining. You may freely choose their species, personality, and appearance if you wish. Lastly if you gather the necessary resources you can create a new body for this being.

We Need An Army - 400 CP
Despite the importance of having a powerful leader it is still necessary for a race to build up a powerful force to assist them. This army will be capable of dealing with issues such as maintaining order, fighting against enemy forces, and dealing with any other tasks that you can assign them. This option grants you a massive army made of followers. This army will be divided into two sections. First is the defending army which will be spread throughout your territory. The second part of the army will be the conquering force that acts as your personal army. The size of the first one will grow as your territory expands and their upper limit will depend on how powerful either you or your forces are. The second part will similarly be based on how strong you are. These forces will be approximately 80% as strong as you with a number of commanders who are 90% as strong as you. All of them will either possess unique powers or optionally may receive abilities based on the powers that you possess. The size of your personal army will always be at least 100,000 warriors similar to Gajero's 1st corp. You can train additional warriors, but this number will only be maintained automatically at the previously listed strength.

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.

"Boom!" +100 CP
Oh well this is going to make things interesting like Nabil you have a knack for causing explosions. While this can be fun it will also result in you causing a massive amount of property damage and noise complaints. This will also alter your fighting style to an extent making you prefer explosive attacks. This means that you will have to be cautious whenever you are working with a team.

Monster Bait +100 CP
Well you better get used to being attacked by monsters since that is the main effect of this drawback. For one reason or another all monsters or beast races will seem to instinctively dislike you. This will cause wild beasts or monsters to specifically target you and often to hunt you down if possible. This behavior will also extend to any tamed monsters or pets. The more intelligent monsters or species such as the Beast Men will instead dislike you when they meet you. You can overcome this effect, but it will require some effort or require you to impress them before they are willing to befriend you.

Human Race Restrictions +100 CP
Due to the suppression of their world humans cultivate at a much slower rate than the races from other worlds. They must venture into another world and rank up to rank 7/Overlord in order to shatter this seal. By taking this drawback you will suffer from a similar

seal. As a minor benefit you will only have to reach the Overlord rank regardless of what world you are in. Lastly if you are already at the Overlord rank or higher you can not take this drawback.

Rich Girl Attitude +100 CP
In the beginning of the story when Avril first appears she has a disrespectful attitude and believes herself to be superior to her classmates. Although this attitude is quickly dispelled when she witnesses Vincent's growth. Taking this drawback will grant you a massive superiority complex. The only good thing is that this attitude can be controlled and you can eventually remove it completely with enough effort. Hopefully you can do so before you create some mortal enemies or piss off all of your future colleagues.

You Can Only Use 10% of its Power +200 CP
There are a number of techniques that possess overwhelming might. For example Vincent's Hellflame which later evolves into the World Cleansing Flame. Despite this power he is only able to use about 10% of its power initially as he is unable to control its full might. In fact when he attempted to do so it became out of control and his teachers had to evacuate the area to prevent anyone from getting killed. Like Vincent you will now only be able to control about 10% of your power. You can still use more power than this, but you will run the risk of losing control. If this occurs your attacks will only stop once you run out of energy or somehow manage to regain control.

Battle Maniac +200 CP
Seeking out powerful opponents is not a bad thing, but if you are incapable of controlling yourself then this can easily lead to a number of consequences. This drawback gives you an attitude like Chris. You will go out of your way to seek out talented or powerful opponents. Whenever you encounter someone that could pose a challenge you will feel an immense desire to fight them. It is possible to resist this urge, but it will be incredibly difficult. The biggest issue is that you will be willing to do this no matter what situation you are in such as a royal banquet or a solemn funeral.

You Are a Coward +200 CP
There are some phrases or actions that can be considered the height of disrespect. For example, calling a Beast Man a coward is considered to be the most insulting act you can do to them. Doing this will easily cause a life and death feud to erupt unless there is a significant gap in the beings strength. By taking this drawback you will gain an unbelievable hatred for a certain word or phrase. During this jump someone will use this phrase against you. Depending on the person you could enter a life and death battle with them or you may face complete humiliation.

They Are Already Among Us +200 CP
In their war against humanity the Myriad Races of the blackholes have sent some of their forces to infiltrate the human forces. Normally only a small portion of them would be able to infiltrate humanity hampering some of their critical projects. By taking this drawback the number of infiltrators will rise greatly allowing an active network or spies and warriors to run rampant. Numerous human geniuses will be killed before their time and many of the projects that should have succeeded will now be in jeopardy. This won't crush humanity, but it will have a noticeable effect on their efforts and morale.

A Dragon's Pride +200 CP
Dragons are incredibly prideful creatures and they are one of if not the naturally strongest races in existence. This however has led to the entirety of the Dragon race developing this form of pride. By taking this drawback you will now have the pride of a dragon regardless of which species you are. For example if someone insults you then you will do almost anything to return this insult. Similarly if someone discovered a secret about you that is embarrassing you would desperately wish for their death. This also can affect your behavior in some other ways as well. For example when Vincent goes to talk to the Dragon Wilson he tells him that he simply was going to wait for Robert's death since it would preserve his secret. He was willing to do this since his lifespan was effectively infinite and it reduced the chance of his secret being discovered.



Both of Your Parents Went Missing +200 CP
The life of an adventure is a dangerous one that can easily result in death or other consequences. By taking this drawback both of your parents will have been adventures who went missing on a quest years ago. This does not mean they are dead, but they are considered lost according to everyone who is aware of them. Though if you spend enough time you may be able to find them and rescue them. If you can succeed in this task then you may take your parents with you as companions for Free. A final bonus is that while they were trapped it seems they were able to train and have become significantly more powerful standing as powerhouses in this setting.

Beast Fear Fire +400 CP
For some reason Beast Men have a horrific weakness to fire. For example every fire technique that they possess seems to have a death record of a hundred students and the techniques themselves inspire a sort of primal fear in the Beast Men. By taking this drawback you will now suffer from a similar condition to a particular element. By default this will be fire, but you may choose another element. The only restriction is that the element must be common. So you can't choose something like Space since it is incredibly rare. You will instinctively be afraid of this element and suffer far more damage than normal from it. This will bypass any immunity or resistance that you possess as well.

Power Breeds Jealousy +400 CP
There are quite a few reasons that allow you to be justifiably hated by everyone else. This drawback is not one of those reasons, but it is going to happen anyway. This drawback will cause you to either be hated by those who normally would not care about you or make it far more common for you to run into the petty and self absorbed beings here. They will go out of their way to hurt and even try to kill you. This will occur even if you are not aware of their existence. For example when Prince William tried to kill Vincent due to how close Angelina was to him. Vincent had never spoken to him or was even aware of him, but William still tried to kill him.

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.

Wounded Soul +400 CP
Injuries to the Soul are incredibly difficult to deal with and by taking this drawback your soul will now suffer from some extreme injury. Any method such as a soul healing perk that you possess will be temporarily disabled. You will have to rely on a method from within the jump to heal your soul. This injury will have a number of negative effects on you. First the injury is extremely painful and this will bypass any perks that grant you immunity to pain. Second, you will be unable to use your full power while you are injured. Should you use a large amount of your strength while you are injured then the wound will be ripped open and you will suffer immensely due to this. Should you overstress your body you may even temporarily enter a coma or die should your injuries become too extreme.

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 any abilities from a monster taming world or similar fantasy/cultivation world.

Boon of the Protoss +400 CP
The Protoss are a god-like race who wield extreme power. Many of the other species including powerful races such as the Dragons are extremely cautious when dealing with these beings. By taking this drawback you will have earned the interest of one of the Protoss. These nigh all powerful beings crave entertainment and will do anything to achieve this. Most commonly they will offer some sort of deal. These deals typically allow for one request and in exchange the beings must do whatever the Protoss wants. You have already taken this deal due to some extreme necessity. In exchange for your request you must entertain the Protoss and seek out some extreme goal within a limited time. This task must be something that would normally be considered impossible. For example the deal Vincent made was that he would personally annihilate the Phantom race on his own within 10 years. For reference this race is a high level race and he was only level 10 at the time.

The Godslayer's Fall +600 CP
Vincent and his friends were incredibly talented warriors who became the backbone of humanity in their time of need. For example when the Godslayer project was created Sibis believed that Vincent was the only one strong enough and talented enough to lead the team. By taking this drawback Vincent and the other main characters will now be killed in the beginning of the story. This event will have catastrophic effects on the future and doom humanity. You will now need to contribute enough to offset this loss. You must ensure that humanity is in a relatively stable position before you leave for the next jump. If humanity has been wiped out or is actively losing then you will fail this jump.

Taboo of the Blackhole +600 CP
When Vincent received the inheritance of the Blackhole he was warned that the power was taboo and that he would face many challenges because of it. The warning was "When the time comes, the 10,000 races of the Black Hole will also come after you. Humanity will also come after you. There will be no place for you on Earth. You will need to hide your identity for the rest of your life and become a loner." By taking this drawback you will now suffer from the same conditions. You will effectively become the enemy of every being here. This will occur regardless of your intentions. For example Vincent was willing to accept the consequences so that he could protect humanity and the other people he cared about.

Wrath of the Godslayer +600 CP

The protagonist Vincent is an incredibly dangerous being with immense potential. By taking this drawback he will gain an irrevocable hatred for you. For one reason or another he will do everything in his power to kill you. Perhaps you were responsible for what happened to his parents or he simply believes that you are a threat to the rest of humanity. You will be unable to kill Vincent until he reaches the peak of his power. Any attempts before then will fail or result in him escaping your grasp. If you would leave the jump before Vincent reaches his potential then your battle will occur one year before you leave the jump.

Defined By Your Powers +600 CP

Many different species have been shaped by their powers and unique abilities. In some cases this is beneficial, but in other cases this can cause a race to stagnate if not collapse. For example the Phantom Race possesses the ability to mimic others perfectly. As a result they are incapable of coming up with original ideas and only learn when they invade others. When Vincent explored their homeworld they mimicked one human city and only had five faces for the entirety of their race. By taking this drawback your possess will be shaped by your techniques. These will not be minor changes, but entire aspects of your personality. Another example of this is the Shadow Demons who practice assassination. If you practiced their techniques then the only skill you would ever think about would be assassination. You would literally consider any skill that was not related to stealth and assassination to be completely worthless. So are you willing to become a puppet to your power in exchange for some more CP? As a mercy this effect will be removed at the end of the jump.

Scenarios

You are unable to proceed to the next jump until you accomplish this goal. All scenarios 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. The scenario will also give you **500 CP** as well to spend on the jump upon successful completion.

Humanities Guardian

Congratulations, you are now the protagonist of our story. That's right you will be replacing Vincent. The jump will last until the story ends canonically or you die. You will face all of the challenges that Vincent did without his plot armor and abilities unless you purchased the relevant perks. You will 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.

Rewards:

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.
- 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.

We Will Rise to Greatness

You will be placed in a new race on a random planet in this universe. Your goal is to strengthen this race until they reach a new rank. Your species will be starting out as a low level race with its most powerful beings at rank 10. There will be a couple checkpoints that you can choose from to finish this scenario. The checkpoints are level 30, level 60, level 90, and level 100. If you are afraid to risk your prize you may optionally finish at these checkpoints, however your courage will be rewarded should you rise to greater heights. Lastly for clarification a race's rank rises as long as one member of their species reaches this the appropriate level. So you will be inserted into a new body at level 1 for this scenario. You can't purchase level 100 strength and immediately complete the scenario.

Rewards:

For completing this scenario your reward is simple.

- You will now get to take the race you have raised with you. You will get to take the race itself, all of the territory they have acquired, any unique resources they

possess, and everything else that can be considered to be under your banner. You will be considered your race's leader and will command absolute loyalty from them.

The Universe Will Be Mine

The leader of the Demons Gajero is considered to be one of the greatest scrounges of the galaxy. His conquest only collapsed after his plans were struck a dozen times over by Vincent. In this scenario you will be inserted as Gajero at the beginning of his conquest when he was merely one of the members of the Demon Race. Your goal for this scenario will be to accomplish his original missions. You will need to become a god with a perfect foundation, conquer the galaxy, and ensure that the Demons are the supreme race. You may optionally go about it differently than Gajero attempted to, but you must accomplish the missions somehow.

Rewards:

For completing this scenario your rewards are plentiful.

- First, having reached this point you will have become a true God Emperor wielding unmatched power in this universe. You will have a perfect foundation with power beyond any other god here. Even the mightiest members of the Protoss race will be nothing before you.
- Second, having conquered the universe with your army you will now get to take the conquered universe with you. It will contain all of the territories and races that we have been shown alongside those who never were revealed. Although some additional areas may either be lost or gained depending on how you went about your conquest.
- Lastly you will get to take the entirety of the Demon Race with you as your faithful servants. This will include the twenty six armies and any other forces that you created. You may optionally make all of the named Demons such as Benson, Gaia, and Alexia companions for Free if they are still alive and loyal to you.

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 may be freely toggled on and off.

Parts of the descriptions for some items are from the story so I want to thank the author for creating this story.

Story Link

- https://ranobes.net/novels/910597-starting-with-3-s-class-talents-v270283.html

The novel is listed as complete on many websites, but it may actually still be in progress. The final chapter may not be the actual ending, but it does work as a good point for the grand finale as well.

Power Classes (Low to High)

- F
- E
- D
- C
- B
- A
- S
- S+
- X

Skill Ranks (Low to High)

- F
- E
- D
- C
- B
- A
- S
- SS
- SSS

Power Classifications

- Attack
- Agility
- Control

- Support
- Special
- Elemental

Human Power / Myriad Race Cultivation Levels

- Low Class Race 1-29
    - Trainee / 0
    - Apprentice / 1
    - Beginner / 2
    - Intermediate / 3
    - High/Advanced / 4
    - Special / 5
    - Lord / 6
    - Overlord / 7
    - King / 8
    - Ruler / 9
- Middle Class Race 30-59
- High Class Race 60-89
- Divine 90-100
    - God King 99
    - God Emperor 100

The Black Hole Myriad Races uses a power classification system from 1 to 100. All of humanity is ranked under 10 showing the massive gap in power in the beginning of the story.

Power Examples/List

- A Rank Powers
    - Mirror Clone: It was an A-Class special superpower that could create a clone that was exactly the same as the target. The clone would then have 100% of their combat power, while the real person would stay hidden.
- S Rank Powers
    - Rapid Training: Body is constantly strengthening every second. Even sleeping can increase your strength by 5,000 kilograms!
    - Hellfire: Burn everything and destroy everything!
    - Monster Affinity: Can communicate with any monster and tame any monster easily!
    - Peak Condition: Allows hosts to maintain peak condition in all aspects at all times."
    - Purgatory Purification. It allows the user to purify everything, especially souls. An example of this power would be convincing a person to die unknowingly.

- X-Class Powers
    - Godly King's Posture: Godly King's Posture is a passive superpower. It cannot be used on its own initiative. The host can maintain the highest cultivation speed at all times and possess an undying body. Since this ability was using the Peak Condition and Monster Affinity it also grants these powers at a much higher level.
    - Transformation Skill: Using the target's blood, the host can transform into other forms and possess corresponding abilities.
    - World Cleansing Fire: It possesses flames that can purify everything."
    - Hand of God: X-Class Special Mystic Body - Attribute 1: Can change into various forms according to the will of the operator. Its mass and strength are the same as the strength of the Protoss's physical body. Attribute 2: Can grab any object across space, including creatures of a lower level than the operator. Attribute 3: Whenever the energy in the arm is fully charged, the user can activate the God Race's battle skill, God's Punishment!

Systems of Power List

- Human
    - Elemental
    - Offensive
- Beast
    - Strength
    - Divine Incantations
- Demons
    - Black Magic
- Vampires
    - Blood Law

List of Laws

- Blood
- Life
- Filth
- Elements
    - Fire
    - Water
    - Earth
    - Wind
    - Darkness
    - Light
- Destruction

- Space
- Fate

Changelog

- Jump in Progress
- V1 is ready