God Eater Vol.2 The Undying Gods

By saiman010



Introduction:

Welcome, Jumper, to a world far in the future—one not so different from your own.However, unlike your world, a fateful discovery was made in Northern Europe during the 2040s: Oracle Cells.

By the 2050s, creatures known as Aragami began to emerge. Born from these Oracle Cells, they triggered a catastrophic collapse of civilization, devouring cities, ecosystems, and humanity itself. In mere decades, the world was reduced to ruin, and humanity teeters on the edge of extinction.

Now, you stand among them.

The Aragami—often mistaken for gods—are not singular beings, but vast colonies composed of hundreds of thousands of semi-sentient, single-celled organisms known as Oracle Cells. These cells gather around a central core, the Oracle CNS, which functions as the Aragami's nervous system and command center.

Driven by an insatiable instinct to consume all matter, their behavior is regulated by a mechanism known as the Bias Factor. This prevents them from devouring substances too similar to themselves—though in cases of desperation, instability, or mutation, even this restriction may fail.

Meanwhile, the remnants of humanity struggle to survive. The organization Fenrir works tirelessly to develop defenses—most notably the Armor Walls, designed to repel Aragami assaults and preserve what little remains of human civilization.

Yet even now, the Aragami continue to evolve… adapting, changing… becoming something far more terrifying.

You are granted 1000 CP to decide what kind of monster you will become in this dying world.

Starting Location:

Here, you will decide where and when you begin in this world. Roll 1d6 to determine your starting point. If you also want to change the time period cost is 100 CP

1. 2071: Fenrir Far East Branch
You are located near at the most populous branch of Fenrir. This is where the Second Generation—then called the “New-Type” God Eaters—were first deployed. At this time, Johannes von Schicksal, one of Fenrir’s founders and the branch director, unveils Project Ark—a plan believed to be humanity’s ultimate hope for survival.

2. 2074: Cradle
A new disaster spreads across the world: the Blood Rain.
This red rainfall carries an incurable disease known as the Black Plague. Anyone who comes into contact with the rain—or with infected victims—becomes afflicted. To combat this pandemic, an organization known as Cradle is formed, seeking a cure for the deadly plague before humanity is reduced even further.You are located near wear the cradle is currently stationed.

3. 2075: Himalayan Branch
You are located near A small, isolated branch high in the Himalayas. The director has abandoned the facility, leaving the God Eaters stranded. But deep within the branch lies a terrible secret. Something massive is forming in the depths—an enormous Aragami being born in secrecy.

4. 2087: Port Chrysanthemum
The world has changed again. The Ashlands have emerged—corrosive wastelands that destroy anything that lingers too long within them. Many surface branches have fallen, forcing humanity to construct fortified Ports. You begin in the area aroud them the largest one: Port Chrysanthemum. Here, experiments are conducted to create a new breed of God Eaters—the Adaptive God Eaters (AGE)—capable of surviving the Ashlands' deadly corrosion.

5–6. Free Choice
You may choose any location and time period within this world to begin your journey.



Perks:

Unlike most Jumps, this world offers only a single Origin. Your gender and age don't matter .And you can decide if you are a drop in or not. All Aragami share the same fundamental nature and biology. There are no true distinctions between them at the base level—only differences born from evolution, adaptation, and consumption.

Because of this, instead of choosing an Origin, you are granted two discounts for each perk tier from the list below. In addition, any perks costing 50 CP or 100 CP that you choose to discount will instead become free.

General:

Aragami Biology [Free]
You are no longer a singular organism, but a living colony. Your body is composed of hundreds of thousands of semi-sentient, single-celled organisms known as Oracle Cells, all unified under a central core: the Oracle CNS. This core functions as your nervous system, command center, and true point of existence.

As long as your Oracle CNS remains intact, you will not truly die. Your body possesses no conventional vital organs—any damage you sustain will regenerate over a few days, even the destruction of your head or major body mass.

Your instincts are governed by the Bias Factor, a biological limiter that directs your endless hunger. While you are driven to consume all forms of matter, you will instinctively avoid devouring substances too similar to yourself. Cannibalism among beings of similar origin is effectively impossible under normal conditions, occurring only in the most extreme circumstances.But for you you can control it 100%.
Consumption is your path to growth. By devouring matter, you may assimilate its traits into your own form. Initially, each successful consumption grants roughly a 10% increase in the relevant trait or capability. However, repeated consumption of the same source yields diminishing returns, requiring extensive samples to reach full parity.

Aesthetic Design of Aragami [Free]
As you can see, Aragami possess wildly unnatural and otherworldly designs. Their forms range from lion-like beasts with human faces, to massive three-tailed foxes, to creatures incorporating mechanical or abstract features such as wheels or floating components.

With this option, you are granted complete freedom to determine your visual appearance as an Aragami.This choice is purely cosmetic and does not affect your combat ability, stats, or performance in any way. Whether you appear terrifying, elegant, monstrous, or surreal is entirely up to you.

Base Form [Free]
While all Aragami share the same underlying biology, their outward forms differ. Choose one base form from the list below. This determines your general structure and grants minor functional advantages.

Avian
Your form resembles that of birds from before the fall of civilization. You possess wings and a lightweight body, granting you natural flight and high aerial mobility.

Aquatic
Your form takes on characteristics of aquatic life, such as fish or marine creatures. You can move and breathe freely in water, with exceptional swimming speed and maneuverability.

Insectoid
You resemble insect-like or arthropod creatures, such as grasshoppers, beetles, or scorpions. You possess multiple limbs (typically six) and a hardened exoskeleton, granting superior durability compared to most Aragami.

Mammalian
Your form is based on four-legged mammals. This grants you exceptional agility, balance, and coordination, making you one of the most mobile and responsive Aragami types on land.

Reptilian
You resemble reptiles such as snakes, lizards, or salamanders. Your regenerative abilities are greatly enhanced—wounds that would take hours or days for others to heal will recover within minutes.

Bipedal
Your form is humanoid in structure. While not inherently stronger, your arms and posture grant you superior dexterity, allowing for precise manipulation, tool usage, or weapon handling with ease.

Hybrid [50 CP each]
If you wish, you may combine multiple base forms. Each additional base form costs 50 CP.Hybrid forms allow you to mix traits and abilities.

Size [Varies]
Here, you determine how large you are as an Aragami.Size plays a critical role in your overall power. As a general rule: the larger you are, the stronger and more durable you become.

Tiny [+200 CP]
You are extremely small for an Aragami, roughly the size of a small dog—similar to creatures like Abaddon or Amor. Because of your size, you are physically weak and fragile compared to most Aragami, placing you near the bottom of the food chain.

Small [Free]
You range from human-sized up to the size of a moderately large vehicle. This form offers decent mobility, survivability, and flexibility without major drawbacks.

Medium [100 CP]
You are among the more common large Aragami. Your size ranges from that of a rhinoceros to an Asian elephant. Similar to Ogretail, Night Hollow, Dreadpike. At this level, your strength and durability increase significantly, allowing you to overpower most smaller threats while still maintaining some degree of mobility.

Big [200 CP]
You are massive—even among Aragami. Your size ranges from that of an African elephant to roughly a two-story building, comparable to powerful Aragami like Vajra or Kyubi.

Huge [400 CP]
You are a colossal existence—one of the largest Aragami to ever exist. Your size rivals that of massive sauropods from prehistoric eras.

At this scale, you are less a creature and more a walking disaster. Very few beings can challenge you directly. In recorded history, almost no God Eater has successfully defeated an Aragami of this size—save for extreme anomalies such as Odin, an artificial being of comparable scale.



50CP:

Attributes
Here, you decide the elemental nature of your attacks as an Aragami.
Choose one attribute from the list below. Your attacks, abilities, and manifestations will naturally carry this elemental property.

- ***Blaze*** — Fire-based attacks, focused on burning, explosions, and heat.
- ***Freeze*** — Ice or water-based attacks, capable of slowing, freezing, or crushing.
- ***Spark*** — Lightning-based attacks, emphasizing speed, paralysis, and high-impact strikes.
- ***Divine*** — Almighty energy that is not tied to a natural element, often more difficult to resist and effective against most targets.

You may purchase this perk multiple times to gain additional attributes.
These purchases cannot be discounted.

Attribute Resistance
Here, you determine which elemental forces your Aragami body resists.
Choose one attribute from the same list:

- ***Blaze***
- ***Freeze***
- ***Spark***
- ***Divine***

You gain strong resistance against the chosen attribute, significantly reducing damage and harmful effects from it.You may purchase this perk multiple times to gain resistance to additional attributes.
These purchases cannot be discounted.

Status Effects
Your attacks inflict debilitating effects on those you strike, whether they are God Eaters or other Aragami. Choose one of the following effects. You may purchase this perk multiple times to gain additional effects.

- ***Attack Down***
  Your attacks weaken your target's offensive power. Enemies afflicted with this effect deal significantly reduced damage for a short duration.

- ***Defense Down***
  Your strikes erode your enemy's durability. Affected targets take increased damage from all sources for a period of time.
- ***Jamming***
  Your attacks disrupt perception and detection. Enemies suffer interference with their senses, making it harder for them to track you and reducing the accuracy of their attacks.
- ***Targeted***
  Your attacks may inflict a targeting anomaly. Affected enemies become the focus of surrounding hostiles, causing even their own allies to prioritize attacking them.
- ***Stun***
  Repeated successful hits build up a stun effect. Once triggered, the target is temporarily immobilized, leaving them unable to move or act for a short time.

Imported Items
Not all Aragami are purely biological—some integrate external weaponry into their very bodies. With this option, you may fuse items you possess directly into your Aragami form.

Each purchase allows you to import one item into your body. The item must not be larger than your current size. Imported items become a permanent part of your biology, fully integrated and usable as natural extensions of yourself. Any ammunition, energy, or consumable components used by the item will regenerate over time, as they are now sustained by your Oracle Cells.

This allows for creations similar to Aragami like Ouroboros, which can launch barrages of projectiles, or Ukonvasara, which possesses integrated electrical systems.

Extra Limbs
Your form expands beyond normal biological limits.You gain additional limbs appropriate to your chosen form. This can include extra arms, legs, tails, wings, or other natural appendages.

Each limb is fully functional and can be controlled with perfect precision, as naturally as your original body parts. These limbs may be used for movement, combat, manipulation, or specialized adaptations depending on your build. Their structure will always match your overall biology and aesthetic. This perk may be purchased multiple times to gain additional sets of limbs.

Explosive Body Parts
Your body becomes a weapon, one that punishes those who strike you. Choose one body part such as an arm, tail, head segment, or other appendage. When this part is struck repeatedly.

After approximately three successful hits, it will destabilize and detonate violently, damaging everything nearby except you. The explosion is powerful and scales with your overall strength.The destroyed body part will regenerate over time, allowing repeated use of this ability. You may purchase this perk multiple times to designate additional body parts as explosive.

Natural Weapons
Your body develops additional built-in weapons beyond what your base form would normally allow.You may add natural weaponry such as claws, fangs, horns, spikes, or similar biological armaments to your body.

These weapons are fully integrated into your form and scale with your strength and durability. They can be shaped and positioned however you wish, as long as they fit your overall biology. They are as durable as the rest of your body and will regenerate if damaged or destroyed.

This perk may be purchased multiple times to add more or varied natural weapons.

Enhanced Senses
Your perception sharpens far beyond normal limits.
Choose one of the five primary senses:

- ***Sight***
- ***Hearing***
- ***Smell***
- ***Taste***
- ***Touch***

That sense is enhanced to superhuman levels, allowing you to detect, track, and react far more effectively than ordinary beings.

- Enhanced sight may allow long-distance vision or improved motion tracking.
- Enhanced hearing can pick up distant or subtle sounds.
- Enhanced smell enables powerful tracking capabilities.
- Enhanced touch improves sensitivity to movement, vibrations, or physical changes.
- Enhanced taste may allow analysis of substances or biological traits.

This perk may be purchased multiple times to enhance additional senses.

Simple Energy Blast
As an Aragami, you gain the ability to generate and fire energy directly from your Oracle Cells. These blasts can be released from any part of your body. Their power scales with your own strength, allowing anything from quick shots to devastating bursts of force. More powerful attacks require time to charge and will drain more of your internal energy. If you possess an Attribute, your energy attacks will naturally take on that property, whether it be burning flames, freezing force, lightning-fast strikes, or overwhelming divine energy.

Retractable Spikes
Your body gains the ability to produce concealed spikes from any chosen area, forming them instantly when needed. These natural weapons remain hidden beneath your surface until activated, allowing you to surprise enemies or punish those who strike you carelessly. When deployed, the spikes can violently skewer opponents, especially those weaker than yourself, making close combat extremely dangerous for your foes. Like the rest of your body, these spikes will retract and regenerate seamlessly, ready to be used again without lasting loss.



100CP:

Gaseous Body
Your body develops specialized internal sacs that continuously produce and store gas. This grants you natural buoyancy, allowing you to float effortlessly or even achieve flight if you lack other means of aerial movement.

This gas can also be weaponized. If you possess the capability to produce toxins or status effects, you may expel them in gaseous form from any part of your body, spreading them across an area and affecting multiple targets at once.

Area Strike
Your attacks gain destructive reach. When striking the ground or a surface, you may channel your power into the impact, causing it to erupt outward in a wide area.

If you possess an Attribute, this effect will carry that element, turning your strikes into explosive waves of fire, ice, lightning, or divine force. This allows you to damage multiple enemies at once.

Rage Mode
Like a beast pushed beyond its limits, your body responds to intense anger.When enraged, you enter a heightened state where all your abilities are temporarily boosted. Your strength, speed, regeneration, and overall combat effectiveness increase significantly as your internal systems flood your body with stored stimulants.This state lasts for approximately one minute and can only be activated once every ten minutes.

Shooting Organ Specialization
Somewhere within your body, you develop a specialized organ or body part designed for ranged attacks, similar to those seen in Aragami like Gboro-Gboro or Kongou.

When you fire projectiles or energy attacks through this specialized organ, their power, speed, and accuracy are significantly enhanced. The structure naturally stabilizes and amplifies your attacks, making them far more effective than standard firing methods.

Pack Animal [Free for Tiny & Small Aragami]
You thrive not as a lone predator, but as part of a group.
When fighting alongside others—whether Aragami or allies—you become noticeably more dangerous. Your attacks grow more accurate and lethal, benefiting from coordinated instincts and shared aggression.

As long as you are not fighting alone, you also gain increased survivability, reacting more effectively in battle.

Area Passage
The world is filled with environments lethal to most life. Choose one hazardous terrain type: magma, Ice, or poison-infested zones. You can move through this environment effortlessly, suffering no harm or impairment, your body naturally adapts to withstand it.

This perk may be purchased multiple times, each time selecting a different environment.

Damage Specialty
You refine your body and instincts toward a specific method of attack.
Choose one type of damage you specialize in. When using this form of attack, your effectiveness is significantly increased and better at overcoming resistance.

The available damage types are:

- **Sunder**
  Slashing or cutting attacks, such as claws, blades, or sharp appendages.
- **Crush**
  Blunt or impact-based attacks, such as strikes, smashes, or heavy blows.
- **Pierce**
  Penetrating attacks, such as stingers, fangs, or spikes.
- **Ranged**
  Projectiles or distance-based attacks, including energy blasts or launched weapons.

This perk may be purchased multiple times to gain additional specialties.

Damage Resistance
Your body evolves defenses against specific forms of harm.Choose one type of damage from the same list:

- ***Sunder***
- ***Crush***
- ***Pierce***
- ***Ranged.***

You gain strong resistance against that type of attack, reducing incoming damage and making you significantly harder to injure through those methods. This perk may be purchased multiple times to gain resistance to additional damage types.

Burrowing
As an Aragami, you gain the ability to tunnel through the ground with ease. Allowing you to move beneath the surface as naturally as others move above it. If you possess Area Passage for a specific terrain type, this ability extends further. You actively move through it—burrowing through magma, snow, or even toxic wastelands as if they were natural extensions of your domain.



200CP:

Fallen
You are no longer a standard Aragami. You have become one of the Fallen, a powerful subspecies infused with overwhelming elemental energy.

Choose one Attribute: Blaze, Freeze, Spark, or Divine.

Your entire being is transformed by this choice. Your coloration reflects your attribute, and your Oracle Cells constantly generate that element, causing your body to naturally emit heat, cold, electricity, or divine energy.

You are completely adapted to environments aligned with your attribute, allowing you to exist and move freely in extreme conditions tied to it. If you possess the matching Attribute from the Attributes perk, your power evolves further. Attacks of that same attribute gain the ability to partially ignore resistance, making them far more effective against enemies.

Additionally, if you have attribute resistance on the same type now when struck by attacks of your chosen attribute, you do not take normal damage. Instead, you absorb the energy, converting it into sustenance and recovery.

Poison
Your body develops specialized glands capable of producing potent toxins, which can be delivered through attacks, gas, or other means.
Choose one type of poison your body can produce:

- A damaging toxin that continuously harms the target over time
- A paralytic agent that restricts or halts movement
- A sleep-inducing compound that forces unconsciousness
- A hallucinogenic toxin that distorts perception and awareness

Your poison can be applied through natural weapons, abilities, or any compatible biological method. This perk may be purchased multiple times, each time granting a new type of poison.

Draining
When striking other Aragami or God Eaters, you siphon and absorb their Oracle Cells, replenishing your own reserves. This allows you to sustain yourself in prolonged battles, recovering energy as you fight.

This ability extends further. Against other forms of life in future worlds, your attacks will naturally absorb compatible energy sources produced within a target's body, converting them into usable power for yourself.

Magnetism
You gain the ability to manipulate attractive and repulsive forces across the battlefield. With a thought, you can cause enemies—or even objects—to be pulled together or pushed apart. This allows you to disrupt formations, isolate targets, or cluster enemies.

Mode Change
Your body gains the ability to shift between specialized combat states, altering your strengths in real time.

You may transform between different modes, each enhancing certain traits while weakening others:

- ***Speed Mode***
  Increases your movement and reaction speed, but reduces your overall durability.
- ***Defense Mode***
  Greatly boosts your resilience and damage resistance, but lowers your offensive power.
- ***Fighter Mode***
  Enhances your attack strength and damage output, but weakens your defenses.
- ***Stealth Mode***
  Improves your regeneration and suppresses your energy signature, making you harder to detect—but greatly reduces your combat effectiveness while active.

Each mode must be purchased separately, and you may switch between owned modes as needed.

Rubber Body
Your body gains extreme elasticity, allowing it to stretch and contract far beyond normal limits. You can extend limbs, twist your form, and reach into unconventional spaces with ease, making your movements unpredictable and difficult to counter.

This flexibility also grants a degree of impact resistance, as your body can absorb and disperse force rather than taking it directly.

Steel Body
Your body hardens into a steel-like structure, greatly increasing your durability. Most attacks, especially piercing and cutting strikes, struggle to penetrate your hide.

Additionally, any projectiles or ranged attacks you produce will form around a dense internal core, significantly increasing their penetration power and lethality.

Triple Heads
Your form develops three fully functional heads. This grants you a major sensory and cognitive advantage, allowing you to observe multiple directions at once and track enemies with far greater awareness. Your thought processing is greatly accelerated, effectively tripling your ability to react and make decisions in combat.

Each head can act independently, allowing you to perform different attacks simultaneously if desired.

EMP Shriek
You possess a specialized vocal organ that turns your roar into a devastating pulse. When you unleash a full scream, it generates a powerful electromagnetic shockwave that disrupts and stuns nearby enemies. This pulse can disable or interfere with most machinery, making it especially effective against technological threats.

In other worlds, this effect extends further—disrupting energy-based systems such as magic, destabilizing spells and interfering with supernatural constructs.



400CP:

Arc Aberrant
You are no natural Aragami. You are an Arc Aberrant, a twisted creation born from experimentation—similar to those engineered by Dr. Rachel Claudius. Designed to challenge elite God Eaters,

A God Arc has been fused directly into your body. Unlike standard integration, your Oracle Cell composition allows for seamless assimilation. The implanted weapon becomes part of you, regenerating alongside your body and repairing itself far faster than it ever could in human hands.

Choose where this God Arc is embedded within your form.

You may purchase this perk multiple times to integrate additional God Arcs into your body.

God Arc Type
Your implanted God Arc determines your combat style and capabilities:

- ***Shield***
  It turns part of your body into a reactive defense. When struck, it absorbs incoming force and releases it outward as a shockwave, damaging those who dared attack you.

- ***Short Blade***
  It grants rapid, relentless attacks focused on slashing and piercing. Your combat becomes fast and fluid, allowing constant pressure and quick repositioning.

- ***Long Blade***
  It provides balanced combat with extended reach. You gain the ability to release energy slashes, turning each swing into both melee and ranged offense at the cost of energy.

- ***Buster Blade***
  It transforms part of your body into a massive crushing weapon. Slow but devastating, it allows charged attacks that deal extreme damage and can break through defenses with overwhelming force.

- ***Boost Hammer***
  Grants explosive, propulsion-based strikes. Your attacks become rocket-assisted, enabling high-speed rushdowns and powerful impact blows fueled by internal energy.

- ***Charge Spear***
  A specializes in piercing attacks and mobility. You can launch yourself forward in high-speed thrusts, striking enemies with precision and chaining attacks fluidly.

- ***Variant Scythe***
  Gives you wide, sweeping attacks with extending reach. Your strikes can cover large areas, making you highly effective against multiple enemies at once.

- ***Blast Gun***
  It allows you to fire explosive projectiles, including powerful homing shots that detonate on impact.

- ***Assault Gun***
  It enables rapid-fire attacks with high mobility, allowing you to continuously pressure enemies while moving.

- ***Shotgun***
  It provides devastating close-range bursts, dealing increased damage the more pellets connect with the target.

- ***Sniper Gun***
  It grants extreme long-range precision. You can strike instantly at weak points, dealing maximum damage with carefully aimed shots.

Wild God Arc Soldier
You are no longer a pure wild Aragami. Modeled after advanced anti-Aragami units developed under Captain Julius Visconti, your body has been pushed to its absolute limits. You possess a stable humanoid form, allowing you to fight with precision, technique, and control far beyond that of a typical Aragami.

Choose one God Arc type from Arc Aberrant. You have fully mastered its use, wielding it with skill equal to an elite God Eater.

Your combat style is refined and adaptable, allowing you to effectively engage any species of Aragami in this world. You instinctively understand how to fight, counter, and exploit their weaknesses.

In future worlds, this ability adapts. When facing a new type of enemy or creature, your instincts will align, allowing you to quickly develop a specialized combat style against that category of opponent.

Retro Oracle Cells
Within your body exists a rare and unusual variant of Oracle Cells—Retro Oracle Cells, typically used for human research rather than Aragami evolution. Once per day, you may produce and extract these cells from your body and give them to others around 20% of your Arigami form

When properly studied or utilized, these cells can be used to:

- Create weapons similar to God Arcs
- Enhance or modify individuals, producing soldiers comparable to God Eaters
- Advance research into Oracle Cell technology and its applications

Minion Summon
You can create and release pseudo-Aragami from your own flesh, similar to entities like Yan Zhi producing Zhou Wang. These creations are extensions of your will, fully loyal and capable of following complex commands without hesitation.

Their abilities are based on the traits and powers you possess, though at a reduced scale. They do not possess a true Oracle CNS, meaning they are not fully independent Aragami, but rather controlled constructs.

At the start, you may maintain up to ten Small-sized minions at once. These can be replaced if destroyed. Over time—especially in future worlds—this limit may grow, allowing for larger numbers or stronger variants.

Alpha
Unlike most Aragami, which can only influence their own kind, you possess the ability to dominate and command different species of Aragami.

As long as you are stronger than them, you can assert control, forcing them into submission or compelling them to follow your will. This mirrors the authority of powerful Aragami like Dyaus Pita over others such as Prithvi Mata. In future worlds this will work with any species of the same genus as you.

Virus Carrier
You carry a biological agent derived from your own cells, which you can release into the environment—most commonly through the air. This “virus” spreads rapidly and is extremely difficult to resist, with only the strongest immune systems able to withstand it.

Rather than killing outright, it weakens its victims significantly. Those affected suffer reduced strength, slower reactions, and impaired function, making them far easier to hunt.

Additionally, infected targets become easier for you to detect and track, as your senses can pick up on the presence of your own altered cells within them.

Spare Body
Once per jump, if your Oracle CNS is extracted or destroyed, a microscopic cluster of your Oracle Cells will escape unnoticed and burrow deep underground. Over the course of approximately one month, this fragment will regenerate your entire body, restoring you completely. When you emerge, you will be fully revived, as if reborn from yourself.

Tech Eater
Where most Aragami struggle to integrate non-organic material, you can freely consume and break down technological systems, machinery, and devices. These are absorbed and converted into usable growth, allowing you to evolve in ways normally impossible.

Previously, such integration had only a small chance of success. For you, it is now reliable and efficient. Technology from this world—and even future worlds—can be consumed and used to further your evolution, potentially granting new functions, weapons, or adaptations.

Operator Chair Integration
You have integrated a structure similar to an Operator's command chair found in caravans into your body. When not actively engaged in combat, you may enter a stationary state, allowing your senses to expand dramatically. In this state, you can scan and perceive everything within a radius of up to 1000 kilometers.

This includes Aragami, humans, and large structures, giving you near-total battlefield awareness across vast distances.



600CP:

Psion
You are a heavily modified Aragami known as a Psion, an existence that radiates an overwhelming Bias Field. This field allows you to influence and dominate nearby Aragami, bending lesser ones to your will or disrupting their behavior entirely.

Because God Arcs are derived from Aragami, your Bias Field destabilizes them, causing their functions to falter or even shut down completely in your vicinity, leaving most God Eaters at a severe disadvantage.

This same field extends to other beings as well in future worlds . Any creatures that share a similar species, structure, or “genus” to your own will find their abilities disrupted simply by being near you. Their powers become unstable, harder to control, and significantly weakened.

You gain access to a powerful Unique Ability. You may choose one from the list below, and may purchase additional abilities for 200 CP each.

- ***Force Break***
  Energizes all Oracle Cells in the area, forcing every Aragami into an enraged state and greatly increasing their combat power. However, God Eaters also gain a high-level Burst state.

- ***Killing Stone***
  Creates multiple zones across the battlefield that reduce the maximum vitality of enemies within them. These zones center around Aragami, and overlapping fields intensify the effect.

- ***Revival***
  Allows you to heal and restore other Aragami, sustaining them in battle much like recovery abilities used by God Eaters.

Deusphages
Choose a name drawn from Japanese or Greek mythology, a title that will come to embody fear itself on the battlefield.

What makes a Deusphage truly terrifying is not raw strength, but lethal efficiency. Your kind is infamous for hunting and killing God Eaters with an overwhelming success rate, not through brute force, but through perfect understanding of their methods.

You instinctively comprehend how God Eaters fight—their tactics, timing, weapon usage, and weaknesses. In combat, you can anticipate their actions, counter their strategies, and dismantle them with precision.

Your presence alone carries psychological weight. Enemies who recognize what you are will feel their confidence falter, their instincts warning them that they are outmatched. This fear can disrupt coordination, lower morale, and even drive weaker opponents to retreat rather than face you.

In future worlds, this specialization evolves. Any enemy or group that exists to hunt your kind—whether your species, role, or nature—will find themselves at a severe disadvantage against you.



Ash Aragami
You are one of the rare Aragami that has adapted to the deadly Ashlands, an environment so toxic that even enhanced beings struggle to survive within it.

Because of this adaptation, you are completely immune to environmental harm. Poison, radiation, extreme climates, and other hazardous conditions have no effect on you. In future worlds, this extends to nearly all forms of environmental damage, allowing you to exist freely where others would perish.

Your attacks carry the corruption of the Ashlands. Any enemy you damage is afflicted with a creeping, invasive effect that weakens their body over time. Against weaker beings, this corruption can overwhelm them entirely, potentially rendering them unconscious or incapacitated, much like how even adapted God Eaters can fall into comas when exposed to Ashland conditions.

You also gain access to a Predator Devour, similar to that used by God Eaters. When successfully executed, you consume part of your target's power, triggering a powerful enhanced state.

In this state, you enter a form of Burst Mode, where your overall effectiveness is 10 times more effective than before —your attacks become stronger, your movements faster, you gain new attack patterns, and your abilities more efficient. This state is significantly more stable and longer-lasting than the God Eater equivalent, persisting for up to half a day.



Ashwrought Aragami
Unlike standard Ash Aragami, your evolution has taken a far more extreme and unstable path.

Your Oracle Cells have undergone violent mutation, crystallizing within your body and erupting outward. This process rewrites your internal structure, replacing your original Bias Factor tendencies with something far more aggressive and alien. This phenomenon is often described as devouring parasitism—a cycle where your own power continuously consumes and rebuilds you into a more perfected form.

These crystallized Oracle Cells dramatically enhance your capabilities. Your overall strength, durability, and regeneration are increased to 10 times before, far surpassing typical Aragami. Your body is reinforced by hardened crystal growths, making you both tougher and more lethal in close combat.

Your regeneration becomes especially potent, rapidly repairing damage as your body restructures itself through this crystallized network.Additionally, your size increases significantly—your form becomes roughly five times as large as it would normally .



Damage Immunity
You gain a powerful, conditional form of invulnerability similar to that exhibited by elite Aragami such as Nyx Alpha.

Choose one type of damage from the same list:

- ***Sunder***
- ***Crush***
- ***Pierce***
- ***Ranged.***

You must then define a specific state or condition under which this immunity becomes active. This condition must be something achievable for you, but not your normal, constant state. Examples include entering a specific mode, activating a transformation, being poisoned or triggering a particular ability such as a Burst-like state.

While in that chosen state, you become completely immune to the selected damage type. And you can buy this perk multiple times. If you possess multiple instances of this perk, each one must be tied to a different condition or mode. However, even if multiple conditions are active at once, you may only have one full immunity active at a time. Any additional overlapping immunities instead provide extreme resistance, reducing damage of their type by approximately 95%.if you have Damage Resistance perk of the same damage type this immunity and resistance can’t be removed by any method.



Seven Deadly Sins
You are part of a rare and powerful subspecies of Aragami embodying one of the Seven Deadly Sins. These beings possess abilities so potent that most enemies find them nearly impossible to counter or defeat.

When you are inactive or at rest, your body emits a passive Bias Field that discourages hostility. Weaker or cautious entities will find it extremely difficult to approach or attack you, as if instinct itself warns them to stay away.

Choose one Sin Ability from the list below:

- ***Lust – Charm***
  You can inflict a powerful "Charm" state on targets. Those affected will turn against their allies and act in your favor, as if they were your own minions. This effect works on any race or species and remains active until specifically cured, making it far more persistent than similar control abilities.

- ***Wrath – Fiery Rage***
  You exist in a constant state of enhanced rage. Your physical abilities and combat effectiveness are permanently boosted. Any rage-based abilities you possess are elevated further, becoming significantly more powerful and efficient than normal.

- ***Sloth – Absolute Defense***
  Your metabolism slows dramatically, allowing you to survive with minimal consumption—requiring sustenance only once every few years. You also possess an immensely durable defensive form, capable of sealing yourself within a hardened shell surrounded by a protective field that reflects 99% of all attacks back at the user. While in this state, external information is blocked, and only the most powerful attacks can break through.

- ***Envy – Disruption***
  In your presence, enemies attempting to use abilities, skills, or techniques similar to ones you possess will find them weakened or failing entirely. Their power is diminished simply because you exist, making it difficult for others to match or counter your capabilities.

- ***Gluttony – Devouring Lure***
  You can create powerful feeding zones that attract large numbers of Aragami or other creatures. Once drawn in, you may consume them with a massive maw and powerful suction capable of swallowing multiple targets at once.

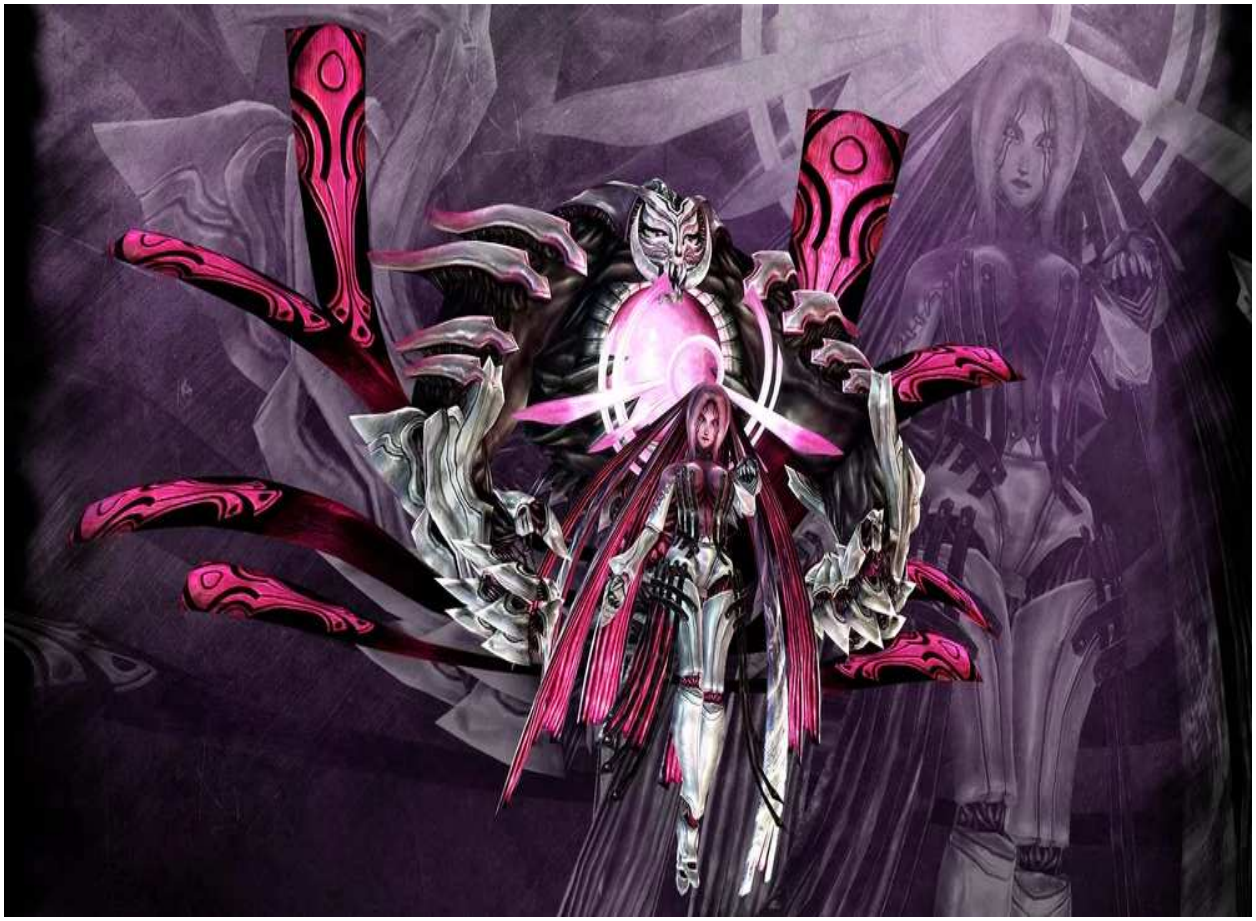
- ***Greed – Gilded Touch***
  By touching a target, you can coat them in gold or silver. This plating makes their defenses brittle and easier to break, while anything they yield or drop becomes significantly more valuable.

- ***Pride – Absolute Self***
  Your confidence manifests as perfection of form. You become immune to all forms of status ailments, remaining unaffected by debuffs, poisons, or abnormal conditions that would hinder others.



Multi Core

Your body no longer relies on a single Oracle CNS. Instead, you possess multiple cores, with a total of four distributed throughout your body.Because of this, you cannot be truly killed unless all of your cores are extracted or destroyed. Losing one—or even several—will not end you, as the remaining cores will continue to sustain your existence. Additionally, your body continuously compensates for such losses. If a core is removed or destroyed, a replacement will begin to form, fully regenerating within approximately 24 hours. This makes you extraordinarily difficult to eliminate**.**



Human-Type Aragami
You are one of the rare Human-Type Aragami, similar to individuals like Shio or Phym. Regardless of your chosen size or form, you possess a human-sized body that you can freely inhabit. Your abilities manifest through a God Arc generated from your own body, allowing you to wield your powers in a controlled and refined manner.

If you possess Mode Change Perk, you may freely shift between your human form and your full Aragami form at will. You may choose your physical age and gender, and your presence is naturally accepted by humans. You come across as harmless, cute, making social interaction effortless and lowering suspicion.

Your unique nature grants powerful restorative abilities. You can heal Ash corruption with ease, something extremely rare even in this world. In future worlds, this evolves further, allowing you to cure status ailments, corruption, and injuries, healing others without difficulty.

Once per jump, you may activate Ars Nova, transforming into a massive Aragami form capable of reshaping the environment on a planetary scale—effectively “resetting” the land and allowing life to begin anew.Finally, your body is perfectly adapted to extreme conditions. You can survive in space and space-like environments without issue, requiring no external support.



Items:

In this jump, items follow a similar system to perks. You may choose two items per CP tier to receive a discount. For items costing 50 CP and 100 CP, these discounts reduce their cost to free.Additionally, you may import one item you already own into an item purchased here. This allows the imported item to take on the baseline form and properties of the chosen item

General:

God Arc [Free and only for Human-Type Aragami and Wild God Arc Soldier]
You are issued a God Arc based on your perks as now customise based on the limitation below

- You receive a God Arc capable of both melee and ranged forms.
- Choose one melee weapon type.
- Choose one gun type.
- Choose one shield type.

Your God Arc is fully compatible with you and functions at standard operational capacity for your generation.

IMelee weapon select one of the following: Short Blade,Long Blade,Buster Blade,Boost Hammer,Charge Spear, and Variant Scythe

Range weapon , select one of the following:Sniper Gun, Assault Gun,Blast Gun, and Shotgun

For shield choose from Buckler Shield, Shield and Tower shield.

Fashionable Clothes [Free and only for Human-Type Aragami]
You have an exceptional set of clothes of your choosing suited to the God Eater world. Your clothing is both practical and aesthetically impressive. No matter how much skin is exposed, your outfit regulates temperature effectively, keeping you warm in harsh climates and comfortable in extreme conditions. You will always look battle-ready—and effortlessly stylish—while doing so.

50CP:

Fenrir Tracking Beacon
A compact device infused with your Oracle Cells, the Fenrir Beacon can track enemy movement with precision and even reverse its function to lure targets into traps. It feeds real-time data to you, predicting movement patterns and behavior, making ambushes and reconnaissance far easier.

Reinforced Carapace Plating
This fused mechanical armor forms a durable exoskeletal layer, absorbing and deflecting blows while keeping your mobility intact. It works with your Oracle Cells to adapt to impacts, protecting you from piercing, crushing, or slicing attacks during intense battles.

Regenerative Tissue Pack
Containing 12 doses of highly active Oracle Cells, this pack accelerates regeneration and heals wounds rapidly. It's ideal for prolonged combat, allowing you to recover in minutes, with packs restocked weekly.

Oracle Energy Drink
A concentrated reserve of 14 Oracle Cells drinks, this drink restores internal energy instantly, replenishing reserves. And in future worlds this drink can replenish any form of energy found there, with packs restocked weekly.

Predator Bait Capsule
This small capsule releases pheromones or signals that draw Aragami or creatures toward a set location, perfect for hunting or ambushes. It works autonomously for hours and can adapt to target specific species or hybrids.

100CP:

Advanced Oracle Reactor
A spherical reactor embedded in your body that can be removed at will, it continuously generates Oracle energy, massively boosting your reserves. This allows sustained high-output attacks and abilities, and when connected to machinery, it can power vehicles or even aircraft for weeks without interruption.

Devour Amplifier Core
A modified core that enhances consumption and assimilation, letting you restore more energy from devoured enemies and gain improved benefits from absorbed traits. It synergizes with your body's natural Oracle Cells for more efficient regeneration and growth.

Ash Conversion Engine
A wearable device that turns harmful environmental hazards into usable energy, converting toxins, radiation, or corrupted terrain into fuel for your abilities. It makes even the deadliest zones advantageous for you rather than dangerous.

Integrated Mobility Thrusters
Removable thrusters attached to your back, providing mid-air boosts, rapid dashes, and enhanced maneuverability. Perfect for combat and traversal, they allow fluid movement that complements your attack patterns and dodging capabilities.



200CP:

Oracle Conversion Matrix
A removable advanced system that optimizes how your body processes anything it consumes, including energy, matter, or absorbed abilities. It converts these inputs far more efficiently, allowing rapid regeneration, enhanced trait assimilation, and even powering machines you connect it to.

Environmental Dominion Node
A core-like structure granting limited terrain manipulation within a 10 km radius, letting you subtly reshape the environment. You can raise terrain, spread hazards, or improve movement for yourself while hindering enemies, giving a tactical edge in both combat and exploration.

Autonomous Defense Drones
Small, semi-organic drones that detach from your body to defend, attack, or support autonomously. They intercept projectiles, harass opponents, or provide supplemental firepower, all while remaining linked to your control network for coordinated strategies.

Core Shielding Matrix
A protective system focused on your Oracle CNS, it reinforces and obscures your cores, making them far harder to locate, target, or extract. Even highly skilled enemies will struggle to exploit weaknesses, increasing your survivability against targeted assaults.



400CP:

Phase Distortion Cloak
A high-tech cloak that bends light and energy around you, granting temporary invisibility and partial intangibility. While active, attacks may pass through you or be partially deflected, allowing ambushes or escapes from overwhelming foes.

Gravity Manipulation Gauntlets
A pair of gauntlets that allow you to locally alter gravity within a small radius. You can increase gravity to pin enemies, reduce it to leap extraordinary distances, or create directional fields to manipulate projectiles in midair.

Resonance Amplifier
A compact device that attaches externally and enhances the effect of sonic, vibration, or energy-based attacks. By channeling vibrations through your body or weapons, you can increase damage output, disrupt enemy machinery, or create controlled shockwaves.

Temporal Stabilizer Pod
A small, detachable pod that allows minor temporal adjustments for short bursts. You can slightly slow your perception of time, speed up reflexes, or stabilize your body against extreme environments and temporal anomalies, making high-speed combat far easier.



600CP:

Only one item can be discounted here.

Free Oracle Cells
You now possess a catalyst that contains free-spawning Oracle Cells, a potent and self-replicating biological agent. Once released into a world, these cells will begin integrating with the environment, subtly altering ecosystems and influencing native life forms. In the first year after release, minor manifestations of Aragami will appear, usually small and isolated, testing the adaptability of local species and human populations. As the cells propagate, these Aragami gradually grow stronger, more numerous, and more adapted to the local terrain, creating an emergent predator-prey dynamic. Within five years, the proliferation of Oracle Cells can reach a tipping point, creating a post-apocalyptic scenario where Aragami dominate key areas and human societies struggle to survive. Entire cities may fall, ecosystems may collapse, and the surviving population must adapt to a world where the presence of Aragami has permanently altered both the land and the natural order.

Ashlands
You are now the permanent custodian and sovereign of an Ashlands territory, a corrupted and hostile zone of environmental ruin that only you and other Ash Aragami can endure. This area is characterized by relentless ash storms, toxic soil, and air heavy with particulate contamination, all of which make survival for normal life nearly impossible. Over time, the Ashlands gradually expand, spreading the corruption and reshaping neighboring territories into inhospitable wastelands. Every month, storms generated by this region disperse ash far beyond its borders, weakening creatures or humans who enter the zone and progressively making them more susceptible to its toxic influence. Within this territory, you gain environmental advantage: the terrain favors your attacks, bolsters your defenses, and provides unique energy sources drawn from the corrupted ash itself. In future worlds, the Ashlands transforming regions into sprawling death zones while simultaneously creating habitats uniquely suited for Aragami evolution. The presence of this domain ensures that wherever you appear, you leave a mark of both power and danger.

Companions

My Old Team 50

You may create or import companions this jump, for 50 CP each, or 8 for 300CP.you can only import 8 companions here. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200

.

My New Team 50

Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions.You may buy this multiple times.



Drawbacks

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Fickle Fate [+100CP]
You might find yourself at the mercy of fate, with events turning against you in the most unexpected ways. Whether it's a sudden change in fortune, an unexpected betrayal, or a catastrophic failure in the middle of a plan, things often seem to spiral out of control at crucial moments. Your attempts to predict or manipulate outcomes often end in chaos, and even the most straightforward tasks can quickly become far more complicated than anticipated.

Weight of Legacy[+100CP]
No matter how much you succeed, you will constantly feel the pressure of your predecessors' deeds and the shadows of those who came before you. This weight can be paralyzing, causing you to second-guess your every move or feel obligated to repeat history. The constant pull of the past limits your freedom and makes you a mere puppet to the legacy of your faction, trapped in a cycle of repetition where your true self can hardly be found.

Attributes Weekness[+100CP]
You now here have a choice to decide what attribute you are weak to choice from Blaze ,Freeze ,Spark, and Divine. You can buy this drawbacks to gain multiple weaknesses .

Itchy coverings [+100 CP]
Your skin covered by crystal is now extremely itchy and gives you a rash whenever you don't remove them. Because of this, you will need to remove these crystal daily or the itch will unbearable .

Time Extender [+100CP]:
You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Burnout [+200CP]
The constant use of your powers comes at a great cost to your energy reserves. While initially invigorating, over time, the toll on your body and mind becomes overwhelming. You may experience periods of extreme exhaustion, loss of motivation, or complete mental and physical burnout. The more you push yourself to use your powers, the harder it becomes to maintain even a semblance of stability. Your performance drops during these episodes, and it becomes harder to recover from each successive burnout.

Friendly Fire Magnet [+200 CP]
For some reason, whenever you are on the battlefield around 75% of your allies' attacks will hit you instead. You will also always have at least one teammate fighting alongside you on the field.

Chronic Instability[+200CP]
While your ability as an Aragami you incredible power, it also makes your very existence unstable. Your mind and body often experience unpredictable fluctuations that render you unreliable. You might find yourself suddenly weakened, physically or mentally, without explanation, or even suffer from dangerous mood swings. This instability makes it difficult to maintain consistency in your abilities, and it's hard to know when you'll be able to perform at your best. You are often haunted by the idea that at any moment, everything could come crashing down—your abilities, your health, your stability.

Physical Deterioration[+200CP]
While your abilities might provide immense power, they come at a great cost to your physical health. Whether it's the constant strain of controlling intense forces or the wear-and-tear from engaging in brutal combat, your body suffers from chronic pain, stiffness, and fatigue. Your movements are slower, and you find it more difficult to recover after exertion, making long-term battles or strenuous tasks significantly harder to endure. Over time, you may begin to feel the effects more intensely, eventually causing your body to become a fragile shell of its former self.

Damage Weakness[+200CP]
You now have a choice to decide what damage type you are weak against you are weak to choose from Sunder,Crush ,Pierce and Ranged. You can buy this drawbacks to gain multiple damage weaknesses. And Most enemies you fight will be equipped with attacks that do that damage type 99% of the time.

Isolation of the Strong [+300CP]
As your abilities grow, so too does the gap between you and those around you. Most Aragami find it difficult to relate to you, and the very strength that has helped you rise to power becomes the thing that pushes others away. You may find it harder to form lasting bonds or keep allies who once stood by your side. Your faction, though powerful, may only add to this isolation, as you're expected to take on more and more responsibility, leaving less time for personal connections or free time. In the end, you might find yourself at the top of a mountain of power, but with no one to share it with.

Hunger for Cores [+300 CP]
The Oracle Cells in your body have drastically increased your appetite. In fact, the only way to satisfy your hunger is to hunt the most powerful Aragami and consume their cores. You will need to eat multiple cores every month to sustain yourself. If you fail to consume at least five cores within a week, you will die.

Unstable Power[+300CP]
The abilities you wield are volatile and unpredictable, often leading to unintended consequences. Burt mode might backfire, physical abilities might overextend, or your mind could slip into an uncontrollable frenzy. This instability leads to unpredictable bursts of uncontrollable energy, leaving you vulnerable or harming allies in the process. It becomes a game of constant caution, as every action carries the risk of catastrophic failure.

Endless Conflict [+400CP]
Your life becomes one of endless battle, and even moments of victory are fleeting. You might win a skirmish, but another threat is already looming. This constant state of warfare chips away at your peace of mind, and the lack of respite wears you down mentally and emotionally. There is no peace—only the never-ending grind of conflict.

No Outside Power [+400CP]
All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Golden Aragami [+600CP]
Your body has now been coated with golden oracle cells , turning you into a weak Beast. Because of this, your body is now extremely weak and brittle . And worse yet God eaters are relentlessly hunting you as you have good drops of material

Sealed Away [+600 CP]
It seems you're facing a challenging situation where you're confined to one location due to the other factions , and your usual perks and abilities from outside this scenario are inaccessible. However, you're not alone in this predicament, and your companions and followers can provide support and assistance as you work together to find a solution and break free from these constraints

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. This jump is not meant to replace any jumps especially God Eater.pdf I just wanted to give an updated version.
2. https://godeater.fandom.com/ is the website I used mostly to double check my findings here.
3. Most of the information I pull out here are based on the main title games, The MMO and the Gacha games.
4. I also will not be working on MHS3 jump as i just finish the game.
5. ***And Guys I am not sure If I want to make MHS3 or Princess Orchestra Jump next.***