Ryuugi's The Games We Play

Jumpchain CYOA
Version 1.04
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Introduction

On the surface, this world may seem familiar to you. Four kingdoms serve as the last bastions of mankind, protected by mighty Hunters trained by the Academies and the geological conditions around them, while the creatures of Grimm encircle them endlessly and relentlessly, an eternal, terrifying presence.

But thousands upon thousands of years ago, before the endless predation of the Grimm earned this world the name of Remnant, things were very different. Angels – Hunters before there was anything to Hunt – used the powers of their soul to rule with an iron fist. They spent countless years raising themselves higher, pushing the limits of what was believed possible, until they found a boundary seemingly impossible to surmount. Then they turned inward, to the soul. Over generations they collected the souls of their lessers, snatching them from the cycle of reincarnation and breaking them down into their component parts, the ten Sephirot. When they had enough raw material, they fashioned ten beings of unfathomable potential. These ten would come to call themselves the Archangels, and in time they would be the doom of their creators.

After deposing the once masters of the world the Archangels ruled the world for over a millennium, performing countless miracles, until eventually a civil war broke out amongst their ranks. The Archangels of the lower Sephirot, led by Malkuth, sought to destroy humanity, while the Archangels of the upper Sephirot, led by Keter, attempted to protect them. In the end a stalemate was reached, all the Archangels dying save for Malkuth, who was sealed away above reality. Though his dread servants, the soulless creatures known as Grimm, remained to haunt humanity.

Now, thousands of years on, and a day before your arrival, a young boy named Jaune Arc has just awoken his Semblance, The Gamer, a strange and terrifying power that marks him as Keter reborn. Malkuth and his ancient servants stir, as this represents their chance for Malkuth's return to the physical world, and their chance to end their ancient conflict.

In three days, Jaune Arc will be heading to a bookstore owned by a faunus named Tukson, starting him on a journey that will see him uncovering his past and the truth behind the Grimm.

You will need these **1000 CP**, I assure you. Use them well.

Location

You may pick where you'd like to start from the following, or the closest equivalent depending on which age you start in. Or you can take 100 CP and roll for it.

1. **Vale:** A human city, pretty well protected and settled. One of the safest places in the world...or it may already be doomed. Can't really tell, but it's not like it matters, since if *this* place is doomed, everywhere else is, too.

2. **Mistral:** The birthplace of Empires, the city where idealism goes to die, the land of Byzantine games and power politics. Mistral is old, and has a rather colorful history, involving mostly that they periodically went out and killed and conquered other people. Still, it's a pretty interesting place now.

3. **Temple to War:** Well, more like the ruins of a pyramid, somewhere in southern Vytal. This place is an old one, with a very disturbing history. More to the point, it's the place the Red Rider used to live at. Depending on when you arrive, you might even be in time to save certain people from their... questionable fate.

4. **Atlas:** Home of the Schnee Dust Company, Atlas is by far the most technologically advanced nation on Remnant. They use this advancement well, extensively utilizing robots and machines in day to day work, even for combat. However, there is quite a bit of grime underneath the lustre, primarily in the form of the multitude of mines employing what are basically slaves, along with other unethical practices.

5. **Grimm:** The Dragon Continent. The land where shit's fucked even more than everywhere else on this planet. You poor, poor bastard. Luckily...if such a thing exists anymore, you're at the coast, the closest you can be to civilization on this continent.

Origin

You retain your previous gender, or may change both for 100 CP. You get to decide your age freely, so long as you keep it sensible for your origin.

Drop-in: You arrive as you are, with no previous record in this world, no friends and no enemies. Go forth and have fun!

Student: You're a freshly accepted student in one of the Hunter Academies, most likely either Haven or Beacon.

Hunter: You are an accomplished Hunter, a veteran of many campaigns against the Grimm. Your bond with your team is strong and well tested, seeing how many challenges you have seen crumble before you.

Teacher: If there is any task more important, and requiring more trustworthiness than being a defender of Mankind against the Grimm, it's the task of training more of those Defenders. You are a teacher now, a grizzled old Hunter retired from the field to pass on your skills to the next generation.

White Fang: Humanity has oppressed the Faunus for far too long. Discrimination, ill-treatment and bias caused your patience to run out, until donning the mask was

the only choice left to you. You have joined the White Fang, an international terrorist organization focused on Faunus Rights.

Scientist: Concerns like the Grimm and the Faunus are far beneath you. So are people as a whole, really. Your love is Science, and the results it yields. Dust, Aura, so many other phenomena are available to study, how can you even imagine focusing on anything else?

Races

Human- 0 CP: A bog standard human, nothing much to speak of.

Faunus- 100 CP: You're a faunus, a subspecies of humanity. Pick a mundane animal. You look like the anthropomorphic form of that animal. Where relevant, you gain an extra limb in the form of a tail.

This can do things like give you exemplary strength, or natural weapons in any number of ways, and all the other things being part animal gives you.

Grimm- 400 CP: The monsters that rule this world, filling earth, sea and sky, of which you are now a member. If your origin would put you in a civilized society, here's hoping you have a way to disguise yourself...

You have a series of natural abilities as outlined in the Grimm section below. Unlike all other Grimm, you are not reliant on Malkuth to exist, nor do you have a connection to him. Though you may retain the connection if you want for whatever reason.

Whatever origin you took doesn't come with a background like normal if you take this, unless you can come up with an explanation why a Grimm would be in that position.

Perks

Each origin receives their 100 CP perks for free and the others at 50% price. No General perks are discounted for anyone unless mentioned in their description.

General

Awoken Aura - The light of your eternal soul, awakened to protect you from the harsh, dangerous world you live in. It enhances everything about you, from strength, speed and sheer vitality to intelligence and even wisdom, in direct proportion to the strength of your soul.

It cocoons the body, protecting from physical and mystical damage for as long as it can hold, and promotes healing and recovery, even to the point of drastically retarding aging. The abilities of the soul are many and varied, as outlined in the Semblance section below.

Combat - The backbone of the setting. Everyone who matters has some degree of combat ability. Depending on your origin, you'll have a different level of proficiency. Hunters and Teachers are masters of physical combat, with years to decades of hard earned experience.

The Student is skilled, enough that they can defeat any group of thugs and poorly trained fighters with absolute ease, but they're leagues beneath a proper Hunter. The White Fang has the same skill as the average student. And the Drop-Ins and the Scientist have a rudimentary knowledge, enough to disable an average person with ease.

Beneath The Mind's Eye- 100 CP

The soul takes many shapes in this world, visible to those with the senses to perceive them. Be it a warrior king clad in blood and metal or an angel larger than mountains

with thirty six wings and a million eyes and mouths. You may now choose a form for your soul and self, to be presented for mystical perception.

It doesn't have to represent you exactly, you're choosing it after all, but you'll probably end up confusing a few people if it's too divergent. This form will appear for all similar kinds of mystical perception on future occasions, unless you don't want it to of course.

Elementalism- 200-300+ CP
Long ago, the Archangel Keter worked with the Archangel Malkuth on experiments regarding the soul, as well as independent manifestations of them. Malkuth's experiments resulted in the creation of the Grimm, whereas Keter's resulted in this, the creations of Elementals.

By offering a contract to the largely impersonal elemental forces that drive creation, you can give them a piece of your soul in exchange for their power. This gives them a human perspective, capable of perceiving the world like you do. And it gives you a faithful companion that can manipulate the element they're born from, reaching tremendous heights with time, training and effort.

For 200 CP you'll get the knowledge and skill necessary to cultivate an Elemental Affinity and summon a Basic Elemental of your own. With time and effort you can improve your skill and power, increasing the strength of your Elementals and the distance they can operate from you. They can also be improved beyond Basic, becoming stronger and capable of fusing with Elementals of similar strength to create new kinds.

For an extra 100 CP, for a total of 300, you can have already summoned a Basic Elemental of your chosen Element, also conferring a decent matching Elemental Affinity. This can be purchased multiple to summon multiple Elementals, each one after this one costing 50 CP.

Refer to the notes for information on the Elementals and their types.

Ripples in the Pond- 200 CP (Free to Hunter and Teacher)

Or perhaps a spider in the center of a web, feeling the vibrations. There are a few analogies for the kinds of senses that a Hunter picks up over many years of life and death combat, but it all boils down to a few core things. Your soul pings off of the souls of others, like a form of sonar, allowing you to sense their intent.

Where they're going to strike, if they have ill intent, even just if someone or something is looking at you at all. You can also sense danger, being aware of nearby things that will do you harm, be it incoming bullets, a sudden ambush or a landmine. With time, you'll even learn to recognise the feeling of some kinds of danger, the difference between certain attacks or types of explosives by the feel of them.

Eternity- 200 CP

Being an existence like you are, infinite in distance and unbound by death, perhaps you fear that you will one day tire of living. Perhaps you fear that one day, the pain of lost loved ones will break you. But now, you know the truth: an immortal life is just like any other, simply made longer by time. There's more of the bad, but also more of the good.

No matter how long you live, you will always be able to muster a love for life. You will be capable of moving on from the deaths of loved ones and adapting to changing circumstances as the years pass will never become a chore.

Unbound By Death- 400 CP

The soul is a strange, unknowable thing, but one detail the Angels of Babel were certain of was the existence of reincarnation. The soul leaves the body behind and enters whatever system that governs the process. And one day, it returns again, born in new flesh.

There's a queue however, a very, very long one, and new souls appear every day, jumping ahead in the line like the worst kind of people. It took Keter thousands of

years to be reborn, but thankfully, you don't have that problem. In the event you die a final death, your soul will jump straight to the front of the queue, skipping the 'cleaning' process souls normally undergo, and you'll be reborn quickly, into the next available baby after you died.

This kind of thing can only happen once every ten years per person, though, so make sure you don't die again too quickly. And it should go without saying that more extreme forms of death, such as destruction of the soul or complete cessation of existence, will bypass this perk completely.

You will always skip the cleaning process, regardless of whether you jump the queue.

Once your chain has finished, by whatever means, you can reincarnate as often as you want.

Partygoer- 400 CP

It can be different making friends, especially if your hobbies with them include going out and facing murderous monsters completely outnumbered. Not for you, surprisingly enough.

You seem to have a sort of attraction towards you, a charisma that draws people to you. More than even that, fate and coincidence seem to bend to see you surrounded with highly capable and loyal friends and associates. Wherever you go, you encounter people willing and able to do great things, whose powers work well with yours, who are all too willing to throw in their lot with yours.

It won't stay if you mistreat them, but they tend to be willing to support you in even the oddest, wildest things you do, no questions asked.

Shielded Soul - 400 CP

Yours is, as a matter of fact. Souls, and their manipulation and mutilation, is a huge *thing* in this reality, and it's a really good thing to be protected. Which you are! Not

only are you immune to any and all kinds of attacks on your mind or soul, you also have an ability, and a very strong one, to follow such attacks back to their sources and even redirect them if you know what you're doing.

And that's just in the beginning. With time, you can learn to extend this protection to other things innate to you, such as your Aura, even its external manifestations, and other equivalent powers or abilities you acquire in the future. Once you reach a certain level of skill with this power all of those become inviolable as well, utterly beyond the petty manipulations of your enemies.

Archangel - 800 CP

The balance of Sephirot in a person was the source of their individuality and abilities. Seeking to push the boundaries of what was thought possible, the Angels tore down billions of souls to their base Sephirot then constructed ten souls of incredible potency, with a single Sephirah elevated to a level billions of times greater than that of an average person. These ten experiments were named after the Sephirot that were most dominant in them. By purchasing this perk, you will become an existence similar to those ten.

It's up to you whether or not this is a result of that experiment (giving you a reincarnated background in this world but also the attention of Malkuth and Keter), or simply a perk that provides the benefits with none of the history. In the former case, you must be one of the eight, as Keter and Malkuth are not on the table, barring certain drawbacks.

The tremendous strength of your soul provides you numerous benefits, relating to Aura, the strength of your Semblance or similar things. The age retarding effects of your Aura now halt your aging entirely once you've finished growing. It increases the base effects of your Aura tremendously, providing an incredible boost to your strength, speed, intelligence, healing, wisdom and basically everything about you really.

Your Aura will grow in capacity and strength at a tremendous rate as you come into your power, quickly leaving normal people behind in every aspect.

You will need to choose a Sephirot for your soul to be built around; the details of the Sephirah and their associated powers can be found in the notes. Also, you receive an additional 600 CP to spend in the Semblance section, in addition to any other CP you might have to use there. Your Semblance will be tremendously empowered by your vast soul and any aspects of any abilities related to your Sephirot's purview will also be empowered, requiring less energy and providing greater results.

Drop-In

Failure- 100 CP

Can be a great teacher, can it not? Certainly, it can for you. You have an incredible ability to take any and all kinds of failures in stride, to move beyond them and take them well.

No matter how bad the loss, you remain immune to panic or disarray, and are able to give out calm, measured responses that nonetheless match the pace of the action. Your thoughts remain clear and unmuddled, and no matter how, what or when, you always, *always* remain capable of learning and improving from all defeats and failures, even if you're the only one deeming them so.

Valued - 200 CP

You have a gift, man. Somehow, you always seem to come out ahead, materialistically, in the vast majority of things you ever do. If you fight monsters they seem to 'drop' useful, even valuable things that you can use or monetize, or if you have some skills you always know how to use them in the practical world for profit, so on and so forth.

It doesn't matter where you go or what you do, you can always find ways to not just get by but to thrive and prosper, by finding useful items/things/whatever.

Levelled Encounters -400 CP

The Grimm could burn this world down to its foundations in less than a day, sweeping mankind away like so much dust in the process. So why don't they?

Nobody knows. Still, why am I talking about this? Because you'll find that you encounter similar phenomena a lot in your time. Wherever you go, whatever enemies you face, you find they tend to be a lot more 'lax' than would make sense, for you at least.

Not only do you tend to avoid the notice of those too powerful for you to face most of the time, you find that if you do end up fighting them they tend to be oddly reluctant to just kill you off immediately. They'll toy with you, play around, deliberately make you stronger in some twisted game, but hardly ever come out and trample all over you.

Tiferet - 600 CP

It can be a challenging proposition to make sense of one's skills and abilities after a while, especially if you pick up new ones anywhere close to as quickly as a certain reborn Archangel. You're different, though. Kind of like him.

You have the ability to fuse any skills, abilities and powers you have together, to create new and powerful ones. These tend to be related to the themes and abilities of the powers that went into the fusion, but not necessarily. Getting a strong enough fire skill and combining it with similarly powerful skills for manipulating gravity and light could allow you to create miniature stars, for example. Combine it with an aura skill and you turn *yourself* into the star.

This also allows you to break them apart in specific ways, fuse parts of a skill to another, and in general play with them to your heart's content, not to mention come up with new tricks and abilities for just about any given situation. You can do this to whole *styles*, in time, freeform mixing and matching bits and styles from one skill

onto another, or lifting spells from one magic system to work via another… pretty much anything you want, really.

Abilities used for fusion aren't lost, nor do they have to belong to the same system or setting.

Student

Teach me, Mom! - 100 CP

Well, maybe not *your* mom. You have an incredible gift for being around incredibly talented and capable people, who are not only good at a vast variety of things, but are very willing and able to teach you.

While their means may or may not range from hellish to tortuous, their effectiveness is nonetheless unquestionable. They tend to know *just* how to push you, just how to beat even the most tedious or complicated subjects into your head, and how to bring you to the absolute limit if your potential.

As soon as you outgrow one, another teacher seems to wander into your life *somehow*, ready to continue your training. Mind you, coincidence, fate or their attitudes somehow always prevent them from being any use any other way.

Now, Rather Than Later- 200 CP

You possess a boundless well of motivation, an important trait to have if you want to learn anything in these Academies and get anywhere important in life. While not devoid of boredom, which would be just fantastic wouldn't it, you possess the strength of character necessary to endure it and worse for your betterment.

Sitting through that dull class and diligently taking notes? Painful, but necessary. Getting that work done now instead of at the last minute? Easy. Naturally this also

applies to all other walks of life, but its effects are best demonstrated in school/work environments. I suppose it would also work well for training.

Family Drama - 400 CP

A building full of hormonal teenagers with incredible superpowers is naturally a cesspit of strong opinions and relationships. It's even worse in Mistral, where anyone important in the Academy is a member of a noble family that have suspicious similarities to the mafia.

They have their games to play, family dynamics and politics and intrigue and deception, and it really would be hell to be stuck in the middle of it all if you didn't know what you were doing.

You do, thankfully. You can play all the games of politics and intrigue, dance all the little dances right alongside the best of them. Manipulating people, playing with expectations, ideas and emotions, it's all child's play to you, as is seeing through the manipulations of others.

Relentless- 600 CP

The Grimm are an eternal, ever-present threat, a constant reminder that this world, with all its hunters, technology and dust is still just what it's called. A *Remnant.* The Grimm turned a thriving, populous planet into this and they have been doing it over and over again for as long as anyone can remember. They're not waiting for you to get stronger. So you must pick up your pace.

Thankfully, the universe seems to bend and distort around you to give you opportunities for growth, stringing you along a path that speeds your development. You encounter situations that stretch your limits and foes with techniques you can pilfer, or great teachers and stocks of ancient wisdom. Whatever you set your mind to learn, be it fighting, computer hacking, or esoteric martial arts, you'll find that there's always a chance to leap forward in power and knowledge, should you simply reach for it.

Hunter

Goddamn Hardcore- 100 CP

You've been a Hunter for a long time and you don't survive in such a profession for so long if you're not tough as nails and capable of making hard decisions when the chips are down.

Your willpower, grit and determination are all off the charts, along with your pain tolerance and sheer bloody-mindedness. If a Pandora Shell were to infect your arm, you'd have the will to cut it off in an instant. And then all your other limbs in succession, if that was what it took.

Teamwork Always Works- 200 CP

An asshole once said that lack of communication kills, but good communication kills a whole lot more. Just, you know, the targets instead of you and yours.

You and anyone you fight with will find that you instinctively know the strengths and weaknesses of each other, moving to protect and support as if you'd been working together for decades. You know how to best use everyone in any given situation, where they would be most effective, what their weaknesses are and how to cover them.

You also understand just how to communicate all this, and more, to your team without offending or upsetting them, knowing just the right way to talk to them. Everyone likes you, and you make teamwork *work*.

Seen Stranger Things- 400 CP

You've been around the block many, many times and naturally you've picked up a lot. Sparring with other Hunters has gotten you used to searching for even the slightest sign of an ability, because there are some strange fucking Semblances out there, and the less said about the shit Grimm can get up to the better.

All this means you've a preternatural skill for ferreting out the details of someone's supernatural abilities, martial arts and other such things. Simply with a glance at someone using their abilities you can tell the ins and outs of it, and with a bit of studying you could probably spot things they themselves haven't noticed.

This covers all aspects of whatever skills you observe, by the way. You can see the weaknesses and room for improvement in the skills you're observing, while at the same time noticing what alternate uses it could be put to, how it could be really made better, all at the same time.

Guardian- 600 CP

Hunters, despite what the name suggests, as not so much hunters as protectors. You are what stands between the Grimm and Mankind, the sole line that separates Civilization and Extinction. And you are oh, so very good at it.

Whenever acting to protect others, a small group or mighty cities, your skills take a massive boost, multiplying massively depending on how many people you're protecting. You're faster, stronger, tougher, and even your Aura is boosted, multiplying once for every person relying on you. This works not just in the short term 'stand at the wall' sense, but also the longer term 'culling to prevent future attack' sense too, if you know what I mean.

Furthermore, you have the dubious blessing of being able to attract the vast bulk of the danger in any given situation to yourself. As long as you stand, most of your enemies don't even consider those you're protecting a factor, focusing almost entirely

on taking you out of the way. This effect weakens when others act up, but never quite goes away entirely.

Teacher

Influence- 100 CP

What kind of teacher are you anyway? How can you have so much pull in so many places? Turns out, you're a genius at using whatever resources you have at hand to obtain power for yourself and your causes, by hook or by crook.

You find that people remember you fondly if you assist them or are benevolent to them in a position of authority, they recall your wisdom and seek it, or just want to return a favor or maybe even earn one from you.

Either way, you find yourself walking the very highest corridors of power in your land, and all you need to keep yourself there, to wield real, palpable influence over national policy and development is to keep doing what you are.

In future jumps too, you find it trivial to use even the most innocuous positions and responsibilities to accrue power and influence, parlaying even insignificant deeds into massive favors left and right.

Seen It All - 200 CP

You've lived a long life in the deepest depths of combat, defending humanity from the Grimm and itself at times. You've seen many kinds of exotic Semblances and Grimm, and witnessed the development and deployment of wondrous technologies. As such, there is little life can throw at you that could actually surprise or worry you.

No matter what kind of revelation you face, how problematic or threatening a situation or how much a normal man would panic in your place, you remain calm and unflappable, calmly observing, making note of things and moving on. Panic is something that used to happen to you once, a long time ago, but is almost entirely an alien concept now. You don't scream, you don't freeze, and you don't ever get worried.

Peerless Instructor - 400 CP

You are simply a very, very good teacher. You have a deep, wide grasp of techniques, and know just how to teach anything you know to others. Under your tutelage, people improve by leaps and bounds, shattering limits and defying expectations left and right.

Simply put, you're capable of imparting months and years' worth of knowledge in mere days and weeks, and that's if you take things lightly. You also have an instinctive understanding of just what the best way to teach anyone is, an idea of a person's potential, and most importantly, how to go about making them grow beyond it.

Under your care even the weakest sparks can grow into blazing infernos, so long as you pay even the slightest attention.

That We Achieve Immortality - 600 CP

True greatness comes from helping others, nothing encapsulates this more than the ability to awaken another's Aura. Anyone can theoretically do it, but it's incredibly exhausting and a bit of a complicated process. You though, you've elevated it to an art style. It's far less exhausting for you and you could probably do it in your sleep if you wanted.

Awakening dozens or hundreds of people a day is easy for you and perhaps one day, with training and effort, you might be able to awaken thousands or more a day. Still, beyond your unusual skill at awakening Aura, you've also some kind of ephemeral

trait that empowers those you awaken to further heights. Those who you personally awaken will have larger Aura reserves, as well as a greater skill at manipulating their Aura and Semblance. The physical empowerment of their Aura, as well as its defensive abilities, will also be empowered.

But the greatest ability you have, beyond all of that, is the ability to "awaken" any other systems you may possess in other people. Cultivation, chakra, magic, psychic powers, whatever. You can't awaken any specific abilities, just a general system, but that should be just fine as a base, yes?

Much like all who possess Aura here, those you awaken are also capable of awakening others. Those who are awakened by those you awakened yourself lack this fiat backing in regard to spreading your gifts any further, but that first generation you uplifted will be able to do so without limit, barring the rather steep energy requirements necessary. You may toggle whether or not other people can spread it.

White Fang

A Terrorist's Basics - 100 CP

You'd be a very embarrassing terrorist if you didn't know how to, say, sneak an armed group into a city, wouldn't you? Thankfully there's none of that, now.

You have the skills of an absolutely master-level hacker, thief, cutpurse, terrorist and all-around criminal. You know how to setup protection rings, street brawling, how to steal sensitive information and how to go about using it to blackmail or other purposes, manage heists, and even things like gaining and retaining command over the dregs of society are easy for you now.

Beast Warrior Ever - 200 CP

Hmm? Okay, interesting. You are now the heir to an ancient figure, Jumper. The skills of an old Faunus martial artist warrior-king have fallen into your possession,

whether through a long line of hidden heirs, scrolls discovered in a random basement, reincarnation or something else entirely is up to you to decide.

These are thematic styles based on the four chinese symbols, the White Tiger, the Azure Dragon, the Vermillion Bird and the Black Turtle. You have the skills up to the level of an absolute master, though not to the level the originals did, though you have all of their potential and more. You can purchase this more than once, if you would like. Who knows, maybe you'll be capable of combining all four into a cohesive whole if you tried hard enough.

In future jumps this translates into a generally top-level talent towards Martial Arts of all kinds but especially ones based on animals of some kind, the kind that would make you into a figure inspirings legends millennia after your passing.

Of Legend- 400 CP

Or so you seem anyway. You have a massive, obscene charisma and force of personality that makes everyone defer to you simply by merit of standing near them. It's almost a physical force in how it hits all those around you, making veteran, hardened criminals and terrorists into meek, compliant vessels of your will.

And you have the skills to use this on your end too. You're extraordinarily confident, or at least very good at faking. Only the very sharpest could even imagine that you're anything but what you say you are.

Not to mention, at times this effect seems to ensnare reality itself. Things tend to... align for you now and then, making your bluster and bluffs more likely to become the truth simply because you're the one saying them.

Allergy To Truth - 600 CP

You suffer from a terrible disease, one that will cause you to spontaneously combust if you ever tell anyone the full truth about anything. Well, not really, but you've

certainly developed the kind of supernatural skill that would be necessary to survive such a thing.

You're a tremendously skilled liar, actor and manipulator. Further, your extreme talent at subterfuge has gone beyond mere skill and become a shroud around you that prevents hostile attempts at mystical information gathering, be it mining intel from reality or reading your memories.

Even attempts at discerning your nature are disturbed in a subtle way, less like you're completely normal or non-existent and more like you fade into the spiritual background and become impossible to focus on properly. Your plots and schemes, if you have any, also benefit from this obfuscation, if at a less absolute level.

Scientist

Worth of Time - 100 CP

There have been stewards of this world who quite literally let it go to shit because they couldn't be bothered to interrupt their research. It would be a shame if you were to do the same, wouldn't it? Good thing you won't have to.

You find that any and all of your duties that can be dealt with without you directly interacting with other people get done automatically, with every bit the efficiency and quality it would have if you focused on it alone.

This even includes things like scroll calls and other remote communications, with responses taken from the back of your mind. You can observe these in real time if you want, but you don't need to.

Pioneer - 200 CP

You're not just a scientist, you're a true innovator, a pioneer! You just don't know the meaning 'limits'. No matter how much a science advances, how many discoveries or

inventions are made, there is always the next horizon, and you never fail to know how to start chasing it.

You have an instinct for advancing any fields you're interested in pursuing. Any failures are only new avenues to explore, and if all else fails, one branch of study eventually leads into another. You have an unlimited imagination and innovation, being able to tackle problems and questions in ways most people can't even imagine, let alone attempt.

No matter what you start on, you find yourself making new and varied advances in if on a regular basis, comprehending more and more as you go.

The Science of the Soul - 400 CP

The human soul is the oldest and most mysterious subject discussed by man. In this world, its existence is a proven fact, and anything that exists can be subjected to the pitiless processes of science. Like the Angels of ancient Babel, you are greatly skilled in the study and understanding of the soul, be it humans, animals or stranger.

Just as someone would test and interact with chemicals or bodies or metals or whatever, you find yourself capable of designing devices and methods that can interact with souls, and things like them on the same level. You can measure them, diagnose them, operate on them… and do pretty much anything else you can imagine to them.

With time and some research, you might even be able to construct your own custom made souls from free Sephirot like the Angels once did, perhaps even custom designing its abilities in the far future.

Malkuth Theory- 600 CP

You possess the greatest power of all, that of the human mind, ever seeking knowledge and understanding. Your mind, scientific ability and sheer talent are like something out of a legend, and a terrifying one at that.

You're a genius on a level that leaves the greatest of geniuses despairing at their unworthiness. Forget the greatest minds of this age, the very Archangels and their creators would have found themselves jealous of the sheer ease with which sciences of all kinds and colors come to you, nature almost *eager* to reveal its secrets.

You start out at the limit of this era's understanding of science, with what amounts to a degree in everything, but worry not, the vast and wondrous creations of the Angels and Archangels are far from being beyond your reach, with it being only a matter of time before you reach the same levels in them.

After this world you don't get any knowledge ex-nihilo, but your skills translate perfectly to all branches of study you ever encounter, providing you equal talent and potential.

Items

All origins get their 100 CP item for free, and the others at a discount. Wherever relevant, you may import an existing item at no additional cost.

Lien - 50 CP

A decent stack of money, enough for a single person to live a comfortable life for about a year if they don't go crazy with unnecessary expenses. Can be bought multiple times.

Plushies - 50 CP - A collection of plushies encompassing the entirety of the Grimm that rule this world, rendered into cute and harmless toys for children. True fact, these actually exist in this world as a propaganda tool to make the Grimm seem less threatening for the civilian masses so as to avoid panic and fear drawing Grimm towards civilisation.

Models - 50 CP - A collection of incredibly detailed, life-like models of Grimm and important figures in this world. You have as many as you want and can acquire any number of extras from your Warehouse, or by whatever method suits you. In future jumps, you'll find your collection expanding to include any notable figures and monsters from that setting.

Dust - 100/200/400 CP

Ah yes. Where would we all be without *this*? This is a supply of refined Dust of all types, presented to you weekly for whatever purposes you may have for it.

Dust being a crystallised form of elemental energy, color changing depending on what it's elemental affinity is. It can be used for a variety things, be it adding some Aura to make them explode into a burst of their native energy or sewing it into clothing to make empowered wear, putting it in bullets to create specialty ammunition of great strength or just to power technology.

Types seen thus far are water, air, lightning, fire, gravity, time and Light, but there are many other kinds.

For 100 CP it's a fairly small supply. More than enough for a family, even the most wasteful or extravagant one or businessmen or Hunters or any other. Let's say several kilograms of each type.

For 200 CP it's rather larger supply, many tons upon tons of it, enough to keep a small city functioning pretty easily, or keep a small army supplied. Emphasis on the 'small', mind you.

Of course, you could pay 400 CP instead and forget all these constraints. You now own a whole *deposit* of dust, one with nigh-endless supplies of all types. But of course, once again, the key word is 'nigh'. Or you could have a set of literally bottomless containers, but where's the fun in that?

The City - 600 CP

Well, more like a Nation. This is your very own spot of civilization in this world, circling the drain right alongside all others. This might be a city on one of the established continents, on the Grimm continent or on a whole different landmass altogether, it's up to you.

Either way, it's pretty much equal to the established nations of the world in terms of power, prestige and all the rest, with a mix of technology, culture and whatnot that's up to you to set up.

You have almost total freedom with setting up this nation, but keep in mind that the rest of the world remains largely the same as the original story, so your nation hasn't had very much impact on the world for some reason or another, though it's probably set to change now that you're here.

Anyway, the people here are completely loyal to you, and while it has some traditions by default, you need to buy the **Academy** if you want your own established Hunter Training center and the advantages such things entail.

Drop-in

Snow's Apple - 100 CP

This is a plain necklace, a simple thing with a crystal pendant. But that's not important. What's important is what's *in* the crystal. See, it's a data storage device of virtually unlimited capacity, which can be designed and engineered specifically to be accessible to specific people.

You can designate whoever you want, and set the method of opening to a password, or biometrics, or something else. Whatever you use, this protection cannot be cheated, and nor can this device be hacked in any way. The designated user can see the data as a hologram this locket projects, and that's the only way to get info out of this. Useful when you have some secrets to store securely, let's just say.

Airship - 200 CP

A huge, fast, luxurious, speedy and all-in-all impressive Airship is now yours! And did I mention it was fast? While this beauty isn't exactly as big as the White Whale (few airships are), it's more than big enough to be a mass passenger/cargo carrier... and perhaps it is?

All depends on what you want to do with it, really. It can be a form of public transportation or a personal flying palace for you, and it would be equipped with the absolutely best versions of everything it needs for either purpose.

Mind-Bank - 400 CP

This is a computer in your Warehouse that interacts with your soul. It holds a complete record of all your memories, updating instantly and sending you a notification if any alterations or loss to your memory should occur, be it due to 'normal' causes like magic or drugs, up to and including outright timeline manipulations and whatnot.

You can link your mind to the machine and enter a dream-like state where seems to have come to a halt.

In this dream, you'll find a perfect copy of yourself formed from the computer and your memories. All you really need to do is use the computer to regain your lost memories, but you can also stay and have a conversation with yourself if you feel like it.

In addition to the stated uses, this is also, of course, a very powerful supercomputer capable of interacting directly with forces like your soul and Aura. It also becomes capable of interacting with any other such forces you might come to control, magic or such, after you leave this jump.

Metatron's Cube - 600 CP

A strange glass cube with mind boggling shapes and dimensions contained within, it glows a faint, piercing blue. This is a terrifying tool you have here. It's a technique contained within an item, and you can use it by breaking it on someone.

What's the technique?

Well, Metatron's Cube of course, the higher-dimensional prison currently containing Malkuth. When used on a target, it creates a prison of ever-ascending dimensions that eventually culminate above physical reality, in a 'place' where time, space, and other such physical constants matter little.

Escaping from the Cube would be a tremendous task for even an Archangel, and escaping is definitely necessary, as the lack of physical reality erodes the mind and personality of those dependent on a physical form. You have no inherent mastery or knowledge of the Cube, so you have no way of shutting it down. Hope you didn't use it on the wrong person. If used, you'll get a new one at the start of your next jump.

Student

Letter of Acceptance - 100 CP

Ah. Now this is actually rather important, isn't it? This is your Letter of Acceptance to one of the Hunter Training academies of this world, your ticket to training and growth into a legitimate monster-exterminator!

But it's probably more important for what it does in future worlds. See, in future worlds this letter adapts to allow you to join any one school or academy or institution, basically any place that accepts students for any given purpose.

While this doesn't provide you any innate skills or talents you'd need for such admission, it does provide you any political/monetary factors that would be necessary to get in that way. Have fun!

Droid Collection - 200 CP

Hokay! This is kinda interesting, eh? This is a collection of the latest, deadliest/best droids made by... everyone, really.

Spider Droids are the most common thing in this collection, but really, if it's a robot/droid and it's not Penny Polendina or something equally advanced/powerful, it's in here.

The numbers of everything relate to how common they are. You have dozens of Spider Droids, and proportionately smaller numbers of less common types. But pretty much all types have at least one sample in here. And of course, you have the blueprints for everything. Not sure what you'll do with all these droids, but you have them.

The Family - 400 CP

The kind they whisper about and which get you looks on the street, that is. You have a powerful and illustrious last name now, probably something rather impressive by itself too. But more than the word, it's important for what it means.

Your family is an old one, and a connected one. You have huge levels of influence, wealth and power, probably being a noble family, or a huge business dynasty, a mafia organization or maybe even some mix of the above options.

Either way, this is a powerful force with fingers in a lot of pies and a long, long reach. While not really comparable to names like 'Schnee', your family is easily the match of any of the old families of Mistral, whether there or in another nation.

Temple of Jumper- 600 CP

Hm. Not quite the healthiest thing to have, is this? This is an old-fashioned building, a huge structure with plenty of bling and decorations, all built around a single structure.

That structure being, of course, an altar and a pool immediately below it. What this place does is pretty simple, if very gruesome. By killing defeated enemies on the altar and collecting their blood in the pool, you can put together a collection of all of their skills and abilities, to be acquired by the next person you let enter the pool.

The good news is that this is entirely unrelated to any super-grimm, meaning nothing is going to be infecting the warriors you 'train' thus. Simply put, the magic on the altar and the pool preserves any skills, memories, powers and abilities of the people who are killed here, and they can be granted, once, to anyone you want.

Alternatively, you can do it willingly, in that you or someone else can bleed a little bit into the pool and instead of acquiring the powers at the same strength as the one losing them, the receiver instead gets nascent versions of them, to be trained up as best as they can be. Skills still pass on in full, so there's that.

Hunter

Personal Weapon- 100 CP

It's kinda important, yes? A weapon that suits you, that's uniquely *yours*. This is to you what Crocea Mors is to Jaune, or the various other weapons all the cool hunters have to them.

The exact item is up to you. Maybe it's a sword, a whip, a gun or whatever the heck you want. But it channels Aura like nobody's business, and perhaps most importantly, it always remains suitable for you. Simply put, this weapon improves with you, every step of the way. The stronger or faster or plain *better* you get, the more durable, sharp or better at channeling it becomes.

Monster Manual - 200 CP

The ultimate compendium of this world's many monsters. From the lowly Beowolf to the mighty Humbaba, this book has entries for all of them, containing their

behavioural patterns, territory, abilities, weight, size and basically everything about them.

The manual will update to include any new monsters or dangerous creatures that might appear mid-Jump for whatever reason. The manual will update to include all of the dangerous creatures and monsters in new worlds too.

It'll get pretty big eventually, but thankfully it will never get bigger than your average manual, no matter how many pages it has, and always opens to the page you want.

The Comrades - 400 CP:

Over the years you have pulled a lot of jobs, saved a lot of people, killed Grimm, and y'know, all the other things Hunters do. And in the middle of doing all that, you seem to have made a whole lot of contacts!

This is a vast, widespread network of friends, associates and acquaintances, all of them favorably disposed towards you and most of them owing favors to you for something or the other. You have top-tier Hunters, corporation executives, teachers, military and government people, and everyone else in between.

They know your name and your face, and they'll probably be willing to do a few favors here and there for you, especially if you agree to do things for them in turn. Perhaps just as importantly, you have all the skills and talents needed to develop and expand this network further, as well as start it up in future worlds.

Fell Masks - 600 CP

Huh. O...kay, not sure where you got this, but okay. So this is a collection of masks. Masks that are, specifically, modeled around certain types of Grimm. That is, these are designed to be, mind, not just *look*, but *be* like what can be called 'boss' Grimm.

Created during the War that made this world what it is, these masks were originally designed to convert normal people into Grimm, and exemplary ones at that. There's

one of these for each type of Grimm in the world, and each of them have some very impressive powers.

The Nevermore mask **Lenore**, for example, makes you much more difficult to perceive, the next best thing to invisible, being more a shadow than real. And in the same vein, you can do things like pass through walls, or even hover, if not fly outright. The only force that would affect a wearer is gravity, though it's all rather more complicated than that.

Each mask also makes you capable of seeing in the dark, as well as perceiving Aura and similar things.

Originally, of course, these masks had a number of negative effects, but thankfully your versions are updated to provide all the good and none of the bad. You receive three masks with every purchase. As very few masks are seen in the story, you are free to design just what the other masks do, so long as they're somewhere in the same ballpark, 'tier' wise, as Lenore.

Teacher

Professor's Chair - 100 CP

You can't very well be a teacher without, well, actually being a teacher, can you? This is an official Position at any of the schools in this world, all yours for the taking.

You become a teacher, an instructor of hunters, all ready to pass on the skills they will need to survive. In future words too, you can join any one educational institution of your choice, and be assured to receive all the respect and privileges due to such a position, no matter what... at least initially. The rest depends on how you do once in the classroom.

All-Purpose Scroll - 200 CP

This is pretty much exactly what it says on the tin. A marvel of technology, this is perhaps one of the most advanced Scrolls in the world, if not *the* most advanced. To begin with it does pretty much anything any other scroll in this world can do.

It also has a constant, unbreakable connection to the internet at all times, the ability to display not just your Aura but all your powers in the same way, and pretty much everything you would have a 21st-century smartphone to possess on top.

In future worlds you retain a connection to this world's internet as well as those of all worlds you go to, but all connections other than that to your current world's internet become read-only, with no capacity to post or upload anything.

The Academy - 400 CP

Something to maintain hope and the light of civilization. With this purchase you become the Headmaster of your very own Hunter Training Academy, with all that that entails.

If you buy this along with the **City**, you're every bit as powerful and influential as the canonical Headmasters, at least in political/social terms. Otherwise your school plays second fiddle to the 'main' schools of the setting, though it's a pretty near thing.

Either way, this is an established academy for training super-powered monster hunters, where you have all the facilities you need to take in promising (or not) students and turn out highly skilled, capable defenders of humanity. There's an NPC staff of top-notch teachers, training materials, captured Grimm… the whole nine yards.

Library of the Lost - 600 CP

Before the current setup rolled around, there were plenty of attempts by people to set up the whole 'civilization' thing. Vedic was an attempt, as were several others, mirroring nations you might recognize from your original world in strange ways. They all had their own discoveries and knowledge, potentially priceless things that were all lost nonetheless, to the relentless march of the Grimm.

Not anymore, though. This is a complete, comprehensive collection of all the lost knowledge in the world! Anything that's lost to the world, through the destruction of a civilization, no one speaking the language, or other mishaps, can be found here, explained clearly and plainly, ready to be brought back.

This covers everything from martial skills, scientific knowledge to cultural details like Art and the rest. But again, only things that are specifically *not* in circulation in any real capacity in the modern day and age. Things like the protection skills Jaune acquired from the Mistral libraries can be found here, hunter training methods in active use can't. If this needs to be said at this point, yes, this updates with the equivalent knowledge in all future jumps.

White Fang

Disguise Kit - 100 CP

A face that's been on a few wanted posters isn't one you want to show around everywhere, is it? Might be useful to hide it, every now and then.

So you can! This is a collection of the very finest disguise equipment available in the world, everything from professional disguise-makeup used by spies and the like to special aura-using materials. And you know how to use all of it.

You can, with a few minutes work, look like pretty much anyone, conceal yourself in any and all crowds, and so forth. Seriously, you could convince people you were another *species*, if you wanted to.

Little Black Book of Mischief - 200 CP

In your trade it can be very useful, every now and then, to have certain types of information on certain types of people. Which you do now, with this black book. This is a collection of prime-quality blackmail information on some of the biggest

up-and-coming movers and shakers in your neck of the woods, information they would go to a *lot* of trouble to keep away from the public eye.

The kind of people you have info on are never the *topmost* rungs of the ladder, of course. But things like the habits and depravities of middle-management, just the people you can bully into working for you, or information a whole company would want to suppress, like how Dust is running out... such things and more are what these books are full of.

Jumper's Book Trade - 400 CP

Less a store and more a vector for information, this business is a front for a more illicit operation. Owning this business, you also gain a manager who runs the day-to-day operations and gathers information for you, and in addition, in the back room you have an updating collection of rare books that have a focus towards forgotten knowledge, practical skills and collector's pieces.

This store will organically become known as an information-trading centre and is uniquely well-suited for any similar white collar stuff you might be inclined to do, whether for the organization or for yourself. Hacking, running cons, and a whole lot of similar stuff is trivial to manage from this place, with all the facilities and things available here.

The Organization - 600 CP

A criminal organisation of fluid nature. It will attract people upset by the status quo and lashing out against authority. The goals and message of this organisation are up to you, just know that people tend to stop following the leadership of a person who lacks goals.

You gain new members because your message will resonate with the downtrodden and new cells of your organisation will pop up internationally and naturally bleed

into your organisation. Alternatively, recruitment is more traditional, except that you have nowhere near your previous volume (about a quarter of the scale).

Additionally, the command structure of this organisation, in the former case is unrelentingly hard to navigate. For an extra 200 CP, it is only difficult for your insurgents.

Scientist

Degrees - 100 CP

It can be a lot of trouble to do anything that you don't have the right paperwork for. Like when you're literally a magical healer but people won't let you work at the hospital without a medical license, or when scientists won't take your theories seriously just because you lack the shiny degrees!

Good thing you don't, then. As it happens, you now have the paperwork, IDs and everything else required to prove any and all qualifications you have or would have if you bothered to get it. If you're a good enough doctor you have all the degrees and forms to prove that, and if you're a mining expert you have everything needed to prove that too.

Polendina Child - 200 CP

Like Dr Polendina's famous masterpiece, you now possess a robotic body. Whether you've managed to transfer your soul into it or if you just have one on hand remains up to you, but this is a seriously amazing piece of hardware.

It processes information at speeds the average human can't keep up with, stores information flawlessly like a computer and can survive basically any amount of trauma that doesn't damage the systems inside its head and torso.

Its physical abilities are likewise beyond the average human being, capable of putting up a fight against an Aura enhanced human on sheer physical power before any of its own Aura, should it possess it, comes into things.

You possess the blueprints for this body, sufficient to construct more of them if you so please, so long as you can find the appropriate materials and deal with the moral aspect of creating what amounts to life.

Jumper Labs - 400 CP

The finest in the world. No, really. This is really something else. This is a complete collection of laboratories that are just perfect for any and all experimentation related endeavours you might want to perform.

Not only does it have a collection of the finest tools and equipment in the world, it also has small samples of just about anything you might want to work on, samples that... never actually run out, actually.

You have an unlimited supply of just about any substance you might want to use for your uses... with a catch. None of it can exist outside these labs. That is, not even their effects. You can run all the experiments and tests you like and they all work perfectly, but even the vibrations in the air from sounds made by the items inside don't make it out, let alone any other effects, or the things themselves.

Within those boundaries this is everything you can ask for from a lab, though. It has unbreakable containment and quarantine facilities, ludicrously good computers for calculations and number crunching, strangely techno-magical rooms for hyper-realistic simulations, the works.

Let There Be Light - 600 CP

And so there is. This is a replenishing supply of neutral Sephirot components of all ten kinds, for all of your soul crafting needs without the horribly unethical gathering process and terrible guilt.

You get 1000 people's worth of pure, high quality Sephirot a day, the stuff souls are made of. It's so high quality that it's worth a hundred of your average souls, if not more. Any of your daily stipend of souls that you don't use doesn't disappear at the start of a new day, instead building up as time goes on. Sephirot is some of the most valuable stuff in the world here, and that's for a reason.

In this world, the ratio of Sephirot within your soul determines its structure, the power of your Semblance and other such things. In future worlds, it could be entirely different, luckily enough, you get the local stuff no matter where you go, allowing you keep up your tinkering. And again, don't worry about losing access to any of the past stuff. Each setting's soul stuff will continue to produce itself separately from a different setting. This is also retroactive, meaning you get souls from settings you may have visited before this one.

What use does it have in the future? Depends on where you go and how it all works there, but you'll have to figure that yourself for the most part. Maybe you can eat it.

As an aside for future jumps, any souls that you might have on hand can be freely converted from one type to another using this, so long as you've encountered the type that you're trying to convert to. A few thousand souls from Dark Souls could be converted to souls from this setting, with the appropriate structure and similar, or vice versa.

Companions

Import/Create - 50 CP

Well, you know how this works. Pay 50 CP to create a new companion, or import an existing one. They receive 800 CP to spend however they want, and twice whatever you spend on them on top.

Alternatively, you can do a mass import of 8 for 300 CP. Either way, you can give them all more CP by spending yours, at the rate of 2:1. That is, if you spend 100 CP on one companion they get 900 CP, 800 for the default and 100 from the extra 50, and if you spend 300 on four each of them gets 1000 CP.

Local Pickup - 100/300/500 CP

Pretty simple breakdown, really. You get to take along anyone from this world whom you can convince to come with you. This does let you make a good impression on them, but doesn't do *all* the work.

Any of the 'basic' characters in this story cost 100 CP. Major league ones, like the Arc parents, Raven, or any of the Riders or similar level Grimm if you want to take them along for some godforsaken reason, cost 300. Archangels cost 500, even reincarnated baby ones.

Grimm - 200/500 CP

... really?

Whatever you want, I suppose. You have a swarm of ordinary Grimm, about a hundred or so strong, for 200 CP. You can upgrade them to huge swarms of thousands, complete with Boss Grimm capable of spawning even more, like the Giant Goliath, for 500.

And these ones don't have a connection to Malkuth, being entirely self-sustaining.

Semblances

Semblances are the ways your Aura manifests for every person in particular. They can be anything, but they're usually related to the user's personality, or their other abilities… or something about them, at least.

Semblances are usually unique, but they can be very similar, and any that you buy here are identical to the local versions at the minimum, better in any ways that are specified here.

All non-Grimm receive an additional 600 CP to spend in this section.

You can choose one of the Semblances on offer here, or design one of your own. It can be pretty much anything you want, so long as it doesn't provide abilities that would require you to be an Archangel, be from a Sephirot aside from the one you chose or provide effects beyond the canon examples listed in this section.

Perception - 100/200/400 CP

Your Semblance is based around perceiving something the vast majority of people around you can't. This can be in any number of ways, but simply put, if your sense is in the 'physical world', that is, things like Infrared Vision, hyper-sensitive hearing or similar, it costs 100 CP.

For 200, you get to delve in things like directly seeing people's souls, hearing their thoughts, or 'feeling' the flow of Time or History, or even Gravity or whatnot. For a final upgrade to 400 CP, you can do things like Scry across faraway distances, or see into the past/future, or other things of such nature.

Receiver - 100 CP: You can attract and interpret radio signals using nothing but your mind and Aura.

Self-Affect - 300/500 CP

This provides your semblance the nature of affecting *you* and your own abilities in some way or another. It can be anything from Regeneration or just providing you a

ridiculous, absurd level of Aura, moving at super-speed, Teleportation, or something in the middle.

You can pick how this works, either this only affects some parts of you in a major way or many or all parts in small ways. For an example, if you choose to make it so it boosts your Strength, in which it would make you very strong indeed, or have it so it enhances your speed and endurance as well, which would split it up, or have it be something entirely different like transforming into something else, being affected by strange factors, so on and so forth.

For a 300 CP boost to a single attribute, you would have it equal to what a Second Tier Stat in the **Grimm** section gives you, and it would be similarly divided into whatever number of stats you boost.

For 500 CP, though, two things happen. First the initial level rises to something closer to the Tier 3 stats, though not really there yet, which is where the second part comes in. Some way or the other, the limits on what you can do are removed. You can now grow and grow and grow, with the worst you suffer being some diminishing returns at the *really* absurd level. It can be the number of people that follow you or just the duration you have this on for, whatever the factor you choose, it can keep your powers growing on and on, pretty much without limit.

Giant's Causeway - 300 CP: You can teleport to any location within 30 meters that you can perceive. Any matter or energy occupying your destination is forcibly blown apart unless protected by Aura or similarly esoteric protections.

You lose all momentum when teleporting, draining away into a pool that you can draw upon to make yourself varying degrees of fast and unstoppable.

Micro Telekinesis - 300 CP: You are capable of telekinetically affecting the world around you. However, unlike the average telekine, you specialise in affecting things on the micro scale, moving lots and lots of little things as opposed to a few big things.

Constructing the world's coolest sand castle would be easy, eventually, as would constructing devices of incredible complexity.

The Searing Light - 300 CP: Your body is a portal to a higher place, filled with endless blinding light. If you wish, you can harmlessly open holes in your skin to let the light out, but be careful, because the light is vast and incredibly destructive, easily capable of destroying entire rooms to begin with and burning destructive paths across entire cities with time.

Ozymandias - 300 CP: Everything that comes in contact with your Aura rots away at an incredible speed, wood crumbling, metal rusting, stone disintegrating... Flesh melting. The only things that you can't destroy with your Aura are energy and things protected by Aura or similar effects. The speed at which you affect things will increase with practice and power, as can your ability to selectively affect things.

Scatter - 300 CP : Your eyes turn a colour of your choosing and then anything you target within ten meters, to begin with, is reduced to its most basic constituents. Matter, energy and even the very soul can be scattered in this manner. This bypasses the Aura protection.

Manipulation - 300/600 CP

Ah. The real good shit. You can now actively manipulate some aspect of nature around you, shape and control it to your will.

This can work in two ways. You can either have incredibly powerful ways to specifically interact with or control such aspects, or you can have rather weaker but much broader 'freeform' control, similar in scope to that of an Elemental but far, *far* weaker in magnitude.

The element(s) you can affect can be of the Physical world, like Fire, Water, Earth etc, but including things like Plants or Metals or anything else in the 'real world', for the 300 CP version.

For the 600 CP version, though, you can have control over rather more esoteric forces. Things like Time Manipulation, or Space Manipulation via portals and such are within your domain now, though under the same rules. Incredibly powerful but narrow, specific abilities, or utterly freeform control that's far weaker.

Polarity - 300 CP: You can manipulate magnetic fields, allowing you to manipulate metallic objects with your mind. In the beginning you won't be able to move things that are too heavy and you need to touch whatever the object is first, but these restrictions can be lifted with time and effort.

Cassandra - 400 CP: In your mind's eye, you can see a world entirely devoid of Aura and the people wielding it, a world of doors opening on their own and objects moving of their own will. But this world isn't the world of now, it's the world of the future, up to twenty four hours into the future in fact. With time and training, you could extend the distance into the future you can see.

Vaporise - 400 CP: You can instantly raise things in contact with you or your Aura to the temperature that they transform into a gaseous state. The higher the temperature needed, the more power is needed. This bypasses the Aura protection.

Cold Snap - 300 CP: You can lower the temperature in an area drastically, to the point that certain gases would freeze solid. If you push yourself to the very limit, exhausting the light of your soul and possibly doing fatal damage, you could even lower the temperature to within a few degrees of absolute zero, enough that energy simply fizzles and everything comes to a halt. You have no innate immunity to cold temperatures, despite this, so be careful.

Ocular Telekinesis - 300 CP: You can use a form of telekinesis on objects, with the power required increasing in proportion to the speed and weight of the object, You control your telekinesis with your eyes, the objects following your line of sight. The further away from you they get, the faster they naturally move as they move greater distances in shorter amounts of time to keep up with your gaze.

You have to keep constant watch on the item you're manipulating, so blinking or losing track of it for even an instant will cause the effect to fail. Also unless you have multiple eyes or the ability to use both eyes to track separate objects you'll only be able to move one item at a time. There's no range to this ability but your eyesight, so long as you can clearly see the item you're targeting you'll be able to move it.

Shadows That Stalk The Night - 500 CP: Your shadow is alive, moving in accordance with your will. You can do a number of things with it, higher dimensional corridors connecting your shadow and another together to travel without crossing the intervening space, creating two dimensional blades of shadow that put mono-molecular blades to shame and other such things. The kinds of things you can do fall to creativity and your skill with the Semblance really.

Stickler - 500 CP: You can designate an area, roughly 50 meters in diameter to begin with, and set rules that those inside the field must follow or suffer damage to their heart, roughly similar to being punched, that bypasses Aura protection. The rules can't be too specific, though they can encompass broad ideas.

Making it illegal to attack your elders, or anyone at all, or teleport is possible. Making it illegal to be the Jumper, for example, is not. Perhaps with time you may be able to change what the semblance targets, aside from the heart, and how much damage it does.

Emperor - 500 CP: The power of one of the more famous leaders in recent history. As you gain more and more followers, you gain more proficiency at war, both at the personal and strategic level, as well as a greater ability to lead people. This can even develop to a supernatural extent with enough people behind you, with your strategic skills evolving into fully fledged precognition and information gathering abilities, or your presence becoming literally compelling.

Time - 600 CP: You can manipulate time, bluntly speaking. You're limited to local space and esoteric methods, but what you can do with what you have is spectacular. You can accelerate or decelerate time for yourself, others or zones you designate. You

can send small objects or people skipping forwards through time or send them backwards short distances.

You can even, at the pinnacle, remove yourself from the normal flow of time, existing within a single moment as a form of faux time stop. But such a thing is ruinously draining on your reserves, exponentially more so the more you move and change the frozen world around you. It also goes without saying that most forms of hostile time manipulation would be less than effective against you.

Meta - 800 CP

Ah. Well, if you're one of those people who thinks you're not trying if you're not cheating, this is for you! Be it perceiving the world as a Game, or as Stories, or something else in that vein, you have the ability to change how you interact with the world itself, and gain incredible powers from these changes.

This is perhaps the most open option on this list, but yes. Powers like Gamer and Storyteller are in this Tier, and potentially any number of others, if you play your cards right.

Gamer - 800 CP: Congratulations! You now get to live your life as a Game! It means exactly what you'd imagine. You have a Stat system, along with a Party system, gaining EXP on every fight, and the other things that form a part of Gamer. That means you get quests for major things you embark on, drops from defeated enemies, can consume books to get skills and abilities, and all other abilities shown by a certain Jaune Arc in the story.

In future worlds too, this Semblance adapts to provide you these same abilities in relation to any other techniques/magic systems/equivalents you come to pick up, to the same extent.

Storyteller - 800 CP: As the name suggests, you tell stories, but the story you tell is your own. You are aware of yourself and other people in a strange way that presents

itself to you with tropes and metaphor, by manipulating it you can bestow advantages on yourself and other people.

By making someone a teacher and you the student that is learning from them, you can absorb the skills and knowledge that they are trying to teach at an incredible pace, like a shonen protagonist racing towards a deadline.

By making yourself a general, you could gain enhanced strategic skills, a sense for who is your enemy, as well as their potential movements, actions and the best choices to make in response.

Grimm

Grimm receive a discount on everything in this section, as well as a stipend of 1600 CP.

Free and Mandatory to Grimm - Monstrosity: You possess the body of a Grimm, which becomes an alt-form post jump. All Grimm are based on some form of animal or life, so there are many, many different kinds. They all have common traits though, that being pitch black flesh, white bone plating with red accents and burning red eyes.

Though Grimm emulate life, the material they're made of only has the barest resemblance to traditional biology. They might have mouths, and a rudimentary digestive system as a result, but they have no need to eat, nor drink or breath. They have no circulatory system and their nervous system only exists in so much as severing a path between their head/brain, if they have one, and an extremity will prevent control of said extremity.

Further, their creator's power means that they only barely need pay heed to physical laws like the Square Cube Law and the like. Creatures large enough to be mistaken for mountains don't collapse under their own weight and can even take flight if they have wings.

And the final ability you possess is that of negative emotional sensing. You can sense the negative emotions of living things, feeling their sadness, hatred and fear. You can toggle this on or off, if you don't want to be feeling the negative emotions of everyone around you 24/7.

Adaptation - 200 CP (Free to Grimm): An ability all Grimm possess, slowly and steadily evolving to overcome threats and damage. After taking damage and healing, you'll develop a slight advantage against whatever it was that harmed you.

Greater Adaptation - 400 CP: Like the feared Hydras, your adaptive ability is supercharged to incredible heights. Anything that doesn't kill you will likely be near ineffective the next time it's used, as your bizarre physiology will adapt itself to defend against threats that harm you.

Comes with no greater healing ability, unlike the Hydras though. Requires **Adaptation**.

Of The Kingdom - 300 CP (Free to Grimm): The Grimm are purely physical existences, lacking even a hint of spirit or aura despite their origins and ability to touch upon the soul. As a Grimm, you also possess this trait. Your metaphysical presence, made up by your soul, your metaphysical mind and any other auras or similar things, is entirely invisible and intangible, completely immune to outside perception or manipulation, including from friends and allies.

To all greater than physical senses, it's as if you don't exist at all, with no more presence, aura, mind or soul than a chunk of mundane matter.

Be careful though, because you're still vulnerable in the physical world, be it to manual alteration of your brain or similar things.

Luckily enough, you're capable of toggling this off at will.

Flight - 200 CP: The Grimm are many and ever varied, based upon all forms of life, so it's only natural that some would be capable of flight. Whether it's because you have

wings or because you have jet engines or whatever, you are capable of flying as fast as you can walk with similar exertion.

Tunneling - 200 CP: The Grimm rule Remnant, filling the land, sea and sky. Even beneath the ground, this holds true. Crom Cruach, a monstrous worm, could burrow beneath the ground at such speeds that experienced hunters couldn't even react before it was beneath. Be it because you can slide through dirt, soil and rock or because you can eat it and pass it out at tremendous speeds, you may burrow through the ground as fast as you can run.

Stat Customization: The first tier of all Stats costs 100 CP and costs double every tier, though you don't need the previous tiers to buy a later one.

That is,

Tier 1 - 100 CP
Tier 2 - 200 CP
Tier 3 - 400 CP
Tier 4- 800 CP

Size:

Tier 0 - Human size.
Tier 1 - Similar in size to a person, with variation in either direction. Like ten feet or so, or maybe a couple feet if you want to be small instead.
Tier 2 - You're about the size of a good size car or something or what would be considered a small giant. Let's put it between 12 to 18 Feet. Alternatively, you're about the size of a rat or a small bird on the smaller direction.
Tier 3 - Now we're talking. You could be mistaken for a building, now, and not a small one. In the other direction, you're the size of a flea, or a mosquito or other similar insects.
Tier 4 - One of the truly massive Grimm like Ziz, who could, it was said, stand with its feet on the ocean floor and its head in the sky. Sit still for long enough and you might be mistaken for a particularly large mountain. If you want to go small you're

positively microscopic, though more likely a cloud of many such particles than just one, though you *can* be the latter.

Strength:

Tier 1 - Toss a man around with ease, tear him limb from limb.
Tier 2 - What would be a bit above 'street level' in other worlds. Toss around cars, crack walls, that kind of thing.
Tier 3 - And now we're talking some serious power here! You can juggle airships, probably cause small geological events with your strikes, etc.
Tier 4 - The absurd tier. Your strikes can pulverize stone as a side-effect. You could toss around mountains and accomplish comparable levels of extreme destruction.

Speed:

Tier 1 - You can run faster than most cars with ease.
Tier 2 - The sound barrier was somewhere back there and bullets aren't really a problem anymore, so long as there's not enough of them that you can't go around.
Tier 3 - You can't even see the sound barrier anymore and the air probably catches fire if you move as quickly as you can.
Tier 4 - Dodging lightning shouldn't be a problem for you.

Durability:

Tier 1 - Basically immune to the local dust-powered bullets.
Tier 2 - A veritable Juggernaut. Your armor is as tenfold shields, and all that. Things that break bones in other Grimm and paste humans are barely noticeable, so on and so forth.
Tier 3 - What would scientifically be called 'really, really tough'. You can take on things like massively devastating blasts of pure energy, or toss yourself on a mega bomb and laugh it off. Even nukes, not that this world has them, would at best give you burns of some degree if they hit you in the face.
Tier 4 - You could survive the heat in the core of a star, for a few minutes.

Regeneration

Tier 1 - You heal faster, somewhere in the vicinity of three to four times as fast as normal people. You can heal from any and all injuries short of limb removal.
Tier 2 - You can regenerate limbs now, and coming back from the absolute verge of death would take you like a day or two maybe.
Tier 3 - So long as some basic elements remain, like your heart and your brain being intact and connected to each other, you can be assured of survival, and recover from such a state in a matter of minutes, if not faster.
Tier 4 - A boundless wellspring of vitality erupts within you, continuously working to fix your injuries. You can recover from a single drop of blood almost faster than anything can injure you.

Breath Weapon: Various Grimm have the ability to breathe fire or radiation or microwaves or lasers. Or vomit poison, acid and a thousand other horrible things. Now, you do too. Despite the name, this needn't be propelled from your mouth. Perhaps you have a big organic cannon on your back or a particularly surprising trunk. Maybe it leaks from your claws or your jaws or the forest of spines lining your back.

Tier 1 - Your weapon can kill a man straight out and go straight most kinds of body armor. Or similar for whatever kind of thing you're producing.
Tier 2 - You can reduce cars to slag and decimate houses in moments. The poison you can produce or breath can kill scores of men in moments or cause their flesh to rot away or any other number of horrible things.
Tier 3 - You can carve mountains in half, if it were a searing laser, or just straight up reduce it rubble if you're more of the explosive type. Entire cities choke beneath the miasma you might produce.
Tier 4 - You can carve paths across entire countries with searing beams. Or maybe you can burn them down with roaring flames. Or reduce it to slag with a haze of heated breath. Or kill everything with a horrible cloud of creeping death. Whatever you like.

Spawning - 400 CP: Like the Goliaths and other larger Grimm, you can spawn lesser Grimm from your body. Beowolves, Nevermores and other similarly weak and numerous Grimm.

Whether this is through *Naraka*, something related to Malkuth or something else altogether is up to you. Whatever it is, it takes you energy to create these, and you can at most spend three quarters of your total power on creating them, though they're not reliant on you to exist once created. Still obedient to death and beyond, though.

You can improve on the quality and quantity of the Grimm produced with time and effort, and come to be able to create other, similar beings in future jumps. Get practiced enough and you could create entirely new creatures altogether!

The Grimm, or creatures, you create in such a way are extensions of your self. You can see through their eyes, hear with their eyes and so on. You can control them directly, if you'd like, but such a thing isn't exactly easy.

Core - 400 CP: Like the Hydras and Anantas, you possess a core from which your body operates. So long as this core survives any damage, you'll be able to recover from any trauma. The core is a portal, a gap in space from which the matter you need to heal flows, and can be disrupted by sufficient energy.

To be clear, this only means that you'll survive so long as the core does. It will take you months, if not longer, to recover if you're reduced to just the core… unless you have any level of **Regeneration.**

Knight's Core - 600 CP: Like Gilgamesh, you possess a core, a portal. Unlike the earlier purchases, however, your core is a single point in space from which your matter flows. This space can't be disrupted, not even by the heat at the core of a star, without similarly powerful spatial manipulation.

An attack that pierces through the space a target occupies, for example, would be necessary. This doesn't give you any ability to endure any greater damage, however, so

the aforementioned nuclear heat would leave you a helpless portal until it went away, so watch out for that. Requires **Core**.

Layers - 600 CP: Like Gilgamesh, or certain dreaded murder beasts from other universes, you are composed of multiple layers of increasingly dense matter. You are hundreds, if not thousands, of times denser than you appear, only the reality warping power of Malkuth, or you Benefactor as the case may be, keeping you from succumbing to the laws of physics. With time and practice you can increase the extent to which you can compress yourself, or the extent to which you can compress more matter into a similarly sized shape.

Kundala - 400 CP: Malkuth is the Kingdom, where the Infinite Light is given form as the reality you and I can perceive. Everything that exists has a basis in the ascending Sephirot. But not this. Not you.

Kundala is a material that is purely and wholly of the Kingdom, without any presence in the higher realms. This makes it tremendously resistant to all things mystical, magical and not wholly mundane.

You laugh off attacks that leave your compatriots as ashes drifting on the wind, so long as the attack is based on Aura or similar things.

Trespasser - 300 CP: The ability to penetrate supernatural barriers, passing straight through them or tearing them down entirely if they're weak enough.

On A Horse He Rides - 300 CP: With an appropriate form, you can enter the body of a target, treating it as if it were your own and allowing for a variety of interactions. You can read the mind and memories of your host, as well as engage in mindscape combat if other abilities don't make it unnecessary... etc.

Metamorphosis - 400 CP: An ability evocative of the White Rider, Conquest. You can freely shape your own biology in a rough fashion, creating organic weapons, armor, or additional eyes and limbs, crafting increasingly bizarrely and specialised forms. The speed of the changes will grow with time and practice.

Intelligent Design - 200 CP: All Grimm grow and adapt over time, shifting form and nature to become ever more effective killers. You, however, are not a product of chance or nature.

You can manipulate the form of your own body with incredible precision for a variety of purposes, fashioning your flesh into power armor, nanotechnology, energy weapons and more. Requires **Metamorphosis.**

Famine - 500 CP: You can grow and create Dust of all kinds from your body and use them as if they were your own abilities with the innate skill of a master. Creating Dust takes time and energy though, which may make it a hassle to use in combat. Fortunately, you're also capable of storing Dust inside yourself that you can retrieve nigh-instantly, be it Dust you've created or acquired from elsewhere. Doesn't come with any kind of knowledge on how to apply your abilities though. With time and research you may discover new types of Dust based on things from other worlds.

Conquest - 600 CP: Your body can produce virii made from Grimm matter that possess all of your Grimm perks and as much of your knowledge and directives as you choose to instill, up to and including simply giving them with a copy of your own personality. These viral bacteria can infect any biological material, as well as the soul therein, that they come into contact with in a manner similar to that described in On A Horse He Rides, subverting it and turning its flesh into more Grimm matter. Unlike a normal infection, the White Rider tricks the body, and soul, into believing that it's a natural occurrence, allowing it to use the body and soul's natural processes to aid it's progress, so you'll be able to benefit from any healing factors or similar abilities that purge foreign bodies.

These viral cells constantly communicate with all others that are in contact with each other, allowing separate instances to pool their knowledge and directives. You can draw upon their knowledge or alter their directives with physical contact, much like they communicate with each other. In this manner, they can even share immunities, much like a real cell, benefiting from any **Adaptation** that they have undergone. The cells have the ability to reconfigure themselves in a manner identical to

Metamorphosis, mutating their hosts into increasingly more monstrous and specialised forms as necessary.

War - 400 CP: You can produce chemicals of your design from your body, anything you know how to make. Be it enough deadly gas to choke a city, a dozen forms of acids or a Universal Solvent. You can create any type of chemical you know of and many you can imagine, for starters.

You can also produce less mundane chemicals of various kinds, with one example being chemicals that can be used to 'take' knowledge and skills from people and impart them onto people that consume the chemical in any which way.

Death - 600 CP You can manipulate the soul and other such normally untouchable things, whether to help or harm. This is different from how you can do it through *science*, mind you, though the difference is primarily in the execution than the result.

You have the ability to treat souls as others would treat clay, to put it simply, and you can do it to any and all souls, even horrifically powerful ones that should be beyond you utterly.

Drawbacks

Times and Places +0/50 CP

The time the story is set in isn't the only time interesting things happened in this world. As a matter of fact, this world tends to be *full* of interesting things... in the chinese sense.

Anyway, with this toggle you can now set your entry time at any point in the history of this world, be it the days of the first Angels, or seeing the lost civilizations like Vedic or the others firsthand, having spars with the Beast Kings... or All of the Above, actually, considering this next part.

Because along with entering at a time of your choosing, you can now also opt to remain in this world for far longer than the typical 10 years. You receive 50 CP per decade you extend your stay for, considering how this world is overrun with monsters that want to eat your face and all.

What? +100 CP: You have a habit of slipping into your own head and monologuing to yourself. If you don't have some pretty potent multitasking ability you'll find yourself caught off guard with alarming frequency.

Perhaps it'll be harmless a lot of the time, but you only need to be ambushed by a Grimm because you weren't paying attention once.

Family Troubles +100 CP: Maybe you shouldn't have gone that far in training your kids, eh? Your relationship with your family can be stated, at best, as 'complicated'. They don't want to see you, talk to you, or piss on you while you're on fire.

Well, that third one might not be true, but then that only makes things more painful, doesn't it?

Mistral Bastard +100 CP: Ah. This restricts your location to **Mistral**, first of all. Second, you're now a bastard of one of the Noble/Mafia families that run this place. Looked upon with suspicion and doubt, you're in that unique place that all bastards tend to be, where you tend to be expected to uphold all your obligations to the family while receiving none of the benefits.

Stop Talking About Luck +200 CP: Seriously, don't even start. You know what, whatever. During your time in this place you won't be able to benefit from good luck. That's not to say that you'll have especially bad luck, just no good luck.

The fuck are Angels? +200 CP: This is a very, very divergent AU of the real RWBY, but unfortunately, you've completely forgotten that. You'll start off expecting Maidens and Salem, instead you get Riders, Grimm larger than mountains and a murderous Archangel.

Preta +200 CP: You're hungry. So very, very hungry. Your stomach is like a ravenous pit, always pulling at your insides, wanting for more. You require no more food than usual, but you will never be able to satisfy the tearing hunger for your time here.

Painful Nostalgia +300 CP: Something about your arrival and insertion into your origin has gone wrong. Yes, even if you were a Drop-in. Instead of a single person's memories, you have thousands, millions.

None of these memories hold any innate emotional connection for you, being what amounts to a very large collection of incredibly high definition films that encompass all five senses, but you'll find that they come to mind near constantly.

The sheer breadth of experience will leave you incapable of doing anything without being reminded of the life, troubles, successes and deaths of the many lives you now hold. Perhaps you can endure such a thing or maybe you're not fazed by experiencing so many lives, but it'll be hard for the uninitiated.

Lost to Death +300 CP: It seems something went wrong. Somehow Death, one of the Riders of the Grimm, managed to get his hands on your soul. He didn't manage to *see* anything, nor did he manage to do any delicate work, perhaps it was beyond him, but what he did do was to take out large chunks of your pre-jump memories.

It isn't anything as neat as a blanket amnesia, either. You remember fragments here and there, segments of conversations you don't recall starting or finishing, pieces of plans you don't recall developing… it's all rather a mess, truth be told.

War in Heaven +500 CP: Oookay. So, you can take this drawback in two ways. One option is that you land in the far past of this setting instead, back when the Archangels were still running around. The other option is that Keter wasn't the only one reincarnated, though that one could possibly be canon for all we know.

Either way, there's a war coming between the Archangels of the lower and higher orders. This war will decide the fate of the world, and you have to play a central part in it! One way or the other you're seen as a vital figure for some side in this war, and

with the 'who' depending on the finicky details you'll be targeted and attacked by one of the sides regardless of what you do.

Burden on the Earth + 600 CP: The Grimm rule this world, filling the lands, seas and skies. Unfortunately something about you, perhaps you're a negative individual and they can sense this darkness, or maybe their creator is simply interested in your extradimensional abilities, has drawn them towards you with lethal intent.

No matter where you go, Grimm that will try their best to kill you will not be far behind. Any village or city you inhabit will be overrun by Grimm of ever increasing lethality, until Riders and Knights of the Grimm are attacking en masse.

Enemy of the Crown +600 CP: Before he was killed by Malkuth and wiped clean by Death, Keter had many contingencies in place for many different courses of action. His vision extended far, far into the future and while there are many things he couldn't account for, there were a lot that he could. Unlike the normal series of events, Keter's contingencies allowed for him to survive Death's influence with comparatively little damage.

Jaune Arc, his reincarnation, remembers the life he once lived, or parts of it at least. The power he holds now is comparable to the power that he would have held at the end of TGWP, when he fought Gilgamesh and then a shadow of Malkuth. The rest of his former power will return quickly, owing to his Semblance, The Gamer, and his memories of techniques and science.

For whatever reason, perhaps he thinks (or knows) you to be a Rider, perhaps you're a threat to his new family. Regardless of the reason, Jaune Arc wants you dead and will stop at nothing to bring about that goal. This is incompatible with **Uneasy Lies the Head**.

Uneasy Lies the Head +600 CP: You're Jaune. Well, that is, you're now the reincarnation of Keter, and may or may not be Jaune too. It's you that the Grimm are on a lookout for, that has an epic frenemy relation with Malkuth, and all the other stuff.

Which is really rather weird, because unless you buy them this doesn't actually give you any of the powers that would come with such a thing, them being either lost or waiting for something. You can get them, theoretically at least, but expect to need to face epic dangers and tribulations on the way, to say the least. Can't be taken with **Enemy of the Crown.**

Kingdom Come +800 CP: For you, that is. Something about your arrival shakes things loose in multiple dimensions across this world. Alas, if it were only for something good. You see, someone saw your entry into this world. And in that, they saw the means of their own escape.

Malkuth, The Kingdom, is now loose. He is powerful beyond belief, the source, lord and master of all the Grimm in this world, and wants everyone in the world barring his Grimm, with the possible exception of Jaune Arc, dead. You, though, he fears most of all, because it is only that which set him loose that could put him back.

Good luck.

Choices

Go Home - It can happen, this world was too much for you, etcetera. Everything's taken care of, the drawbacks fall off, all that jazz.

Stay Here - Really? Oh well, if you must. Again, you keep all the perks and items, and all your drawbacks go away. Time restarts everywhere, and all the rest.

Continue On - Now we're talking!

Notes

To begin with, literally everything improves with time and effort. Semblances, your Grimm biology, everything.

The setting this jump covers is a huge one, with extensive Words of God, story content, confirmed hypotheses etc. This jump is concerned primarily with the story, though everything else can be considered true too. Please, try to figure out all the finicky details yourself, though both **Legion1771** and **blackshadow111** can be reached at SB for any issues.

That We Achieve Immortality: You can only pass on broad systems, not specific abilities. Passing on Naruto-verse Chakra is fine, the Sharingan is not.

Elementalism: The Elementals that have been observed thus far are Water, Air, Fire, Earth, Lightning and Metal. Once you're skilled enough, your Elemental Affinity is high enough and your Elementals are strong enough, you may fuse two Elementals of similar strength into a new Element. You don't have access to the unfused elements while this is happening but you can unfuse them at any time. You may also fuse together 3 or more Elements in varying ways.

Observed fusion elements include Sand (Air/Earth) and Glass (Air/Earth+Fire).

WoG from Ryuugi regarding Elementals : *It varies greatly from person to person. Some have minds to the point that they are completely distinct from the person wielding them. Some are seemingly mindless. Some obey orders while others simply do whatever their wielder truly wants, regardless of what they try tell them to do. Some manifest to their maker's will while other have the ability to manifest themselves as desired. Some take the shapes of things their maker loves or fears or feels strong attachment to--lost lovers, children, and pets, but also, say, a swarm of spiders--while others seem completely unconnected or have no shape at all, simply expressing themselves through their element. Some even act as separate bodies, requiring their maker to 'shift' themselves over to it and control it thereby, leaving their body defenseless during that time. Some Elementals just express themselves through their maker's Auras, whether as just a burning Aura, a Stand, or a coloration of their Semblance.*

If you have paid for your Elemental, you may choose how they manifest.

You may summon Elementals for Elements in future jumps, assuming they're tangible elemental forces and you put in the effort to gain an Affinity for them.

Elemental Affinity: Elemental Affinity represents your closeness to an Element, increasing the power of it's effects, decreasing the energy need to use it and increasing your resistance to it. The pinnacle of this was achieved by the Apauruseya of ancient Vytal, who had achieved such closeness with their Element and Elemental that they were entirely immune to all expressions of it and could imbue any expression of their Aura that did not already contain an Element with their Element at no cost to themselves. An Elemental Affinity is necessary to summon an Elemental of any given Element.

The Archangels: The soul is a mysterious thing, one that countless people have spent their entire lives trying to unravel the secrets behind. One such collection of people travelled the furthest down this road, discovering that the soul was primarily composed of ten different components that they named the Sephirot.

The ten Archangels are informally named after the ten Sephirot, those being Keter, Chokmah, Binah, Chesed, Gevurah, Tiferet, Netzach, Hod, Yesod and Malkuth. (Some people might argue that Keter isn't a true Sephirah, saying that 'Keter' is itself synonymous with the ineffable Light, or they might argue that 'Da'at' is missing from that list of ten. But the Zohar also never mentioned anything about using your soul to warp reality, so don't listen to those wankers.)

Their nature and abilities will be explained below, as best as possible, seeing as we're talking about hyper-complex real-life theological concepts imported into the setting of a RWBY fanfiction. In real life, the Sephirot are a part of the Kabbalah, a Jewish attempt to explore the relationship between an infinite perfect God, and his finite imperfect creation. They play a similar role in this setting, explaining the relationship between the all-encompassing Infinite Light, and the finite material world that is seemingly not made of Light.

Only an Archangel of a given Sephirah has the abilities described in each entry.

Note that as with all Semblances, the exact expression of the Semblance of an Archangel will vary based on who the Archangel is (and probably on some degree of fanwank, but please fanwank responsibly). Keter's self-governing Semblance, for example, could express itself as a role-playing game with the user's character's attributes all listed and quantified, or as a story such that the user's power is defined contextually by their role in the narrative. Beyond narratives, Keter's Semblance could be expressed as a vast set of skills and powers, manifesting in smaller numbers as needed, or as something 'organic' evolving over time, or as a 'puzzle' to be reconfigured. Et cetera.

Given that you're an Archangel, your Semblance will probably be conceptually broad and versatile, but it definitely won't be limitless; even if you could do everything, you certainly couldn't do it all at once, or do anything on an arbitrarily large scale.

Keter (The Crown): The nature of Keter is one of Unity. It is something without concept or shape, ineffable and intangible. It gives rise to all that follows it, but it's formless in its own right until it is given shape by the Sephirot below it. As the first and highest sphere, Keter is the start of the process governing the Tree of Life, drawing in the Light from above.

For an Archangel of Keter, the fundamental nature of their Semblance is that they govern their own self, and by extension, how they relate to the world, and what powers they wield. The Archangel is (theoretically) omnicapable and omnicompetent, (but not omnipotent!).

Also note that Keter tends to express itself in certain peculiar ways. As the Sephirah that draws directly on the Light, Keter dramatically bolsters the Archangel's ability to recover energy. Just as the crown is worn above the head, so too is Keter above the world – the Archangel's body, mind, and existence within the world are mere extensions of the Archangel's own Semblance and self-definition, thereby granting nigh-axiomatic self-control and a body above conventional biology. This superconscious vantage 'above' the world also lends itself to potent sensory abilities, looking down on the world without physically interacting with it, such as the Gamer's

Observe or Storeyteller's innate understanding of the history and choices of an individual as represented by their "story", alongside more mundane expressions of supernatural senses.

Chokhmah (Wisdom): Chokhmah is the second Sephirah, denoting the beginning of true awareness. Unlike Keter, Chokhmah can be consciously grasped, but it still exists before all rationality. It is pure instinct, intuition, and inspiration; it is faith in that which is not yet known, and pure creative force. It is where the potential existence latent in Keter first becomes actualized, but before that existence becomes intelligible.

Binah (Understanding): Binah is the third Sephirah, where the infinite Light is reflected and diffracted within itself to produce true consciousness. It is rationality, classification, understanding, comprehension; more than mere awareness, but reflection on that awareness, including self-awareness and reflection on the self. It is the intellectual process that takes in the 'seed' of an idea and allows it to be developed fully.

The semblance of an Archangel of Binah follows similar principles, concerning how entities are classified and defined; this is more than a mental power, for that which this power manipulates above is reflected below. 'Defining' one thing with reference to another allows the former to adopt properties of the latter, and the absolute breadth of thought allows this power to extend across concrete physical things as well as intangibles.

This extends to the Archangel themself; they can define themself as whatever they want to be, to the extent that they want to be such a thing. Adopting a physical form, a state of mind, a social position, or even an ability is child's play; adopting the properties of an intangible concept might be slightly more of a challenge.

Chesed (Mercy): Chesed is the fourth Sephirah, the essence of loving-kindness. In the religious sense, it is the infinite omnibenevolence of God; ontologically speaking, it is the sustaining power of the Divine Light which allows for all things, and it manifests in humanity as the empathetic heart of the soul which looks outward, accepting and

feeling for others.

Empowering an Archangel, Chesed naturally makes them the perfect White Mage, but even phrasing it that way is far too reductive: the embrace of Chesed's power can restore that which is damaged, healing the wounded, and it can bear the burdens of others, protecting others and bolstering them in innumerable ways. But critically, this power also applies to intangibles.

Such immutable facts of life as "entropy always increases within a closed system" and "coordination problems" and "no ranked voter system can simultaneously satisfy all relevant criteria for fairness" are only flaws, thorns of imperfection in the side of a world that could be perfect; the all-embracing light of Chesed can protect even from such abstract things, with potentially mind-bending results.

Even "nonexistence" is a flaw which might be protected against by the application of the power of Chesed, 'restoring' existence to things (physical or abstract) which could exist but currently don't.

Gevurah (Judgement): Gevurah is the fifth Sephirah, the essence of righteous judgement and restriction. In the religious sense, it is God's will to punish evildoers; in the ontological sense, it is the fundamentally limited nature of reality, the tzimtzum and finite nature of creation. It manifests in humanity as the essence of moral judgement, that which is rejected instead of that which is embraced.

In the soul of an Archangel, Gevurah grants this power of judgement. Not merely the power to destroy, restrict, hinder, and wage war, but also the power to decide how such things are done, and to manipulate the breadth and depth of such things. Such things might be made into necessities (or alternately, be regulated, as the power of Gevurah can restrict itself as easily as anything else). Anything might become a vehicle for destruction, from conventional attacks to such mere things as words, eye contact, and malicious intentions.

It is a power with a strongly moral bent, as befitting the essence of judgement. Not necessarily an objective morality, but it is bound up in evaluation -- not merely "I

wipe you from existence with my power", but also "I declare that you should not exist". In a sense, this intangible 'ought' is what controls and directs the very tangible power of Gevurah, lest it rage out of control.

Tiferet (Beauty): Tiferet is the sixth Sephirah, acting in the Tree of Life to balance and synthesize the contradictory forces of Chesed and Gevurah. Just as all things are one in the upper Sephirot, so too do contradictions and dualities find resolution in the lower Sephirot, as well. Tiferet is not just simple compromise between the left and right sides of the Tree of Life, but it is also discourse, dialectic, and interaction.

As the dominating force in the soul of an Archangel, Tiferet regulates and manipulates the interactions between disparate things, and the boundaries between unity and duality. Fundamentally unified phenomena (such as the spectrum of "temperature") can become reified and disassembled into distinct facets (such as "hot" and "cold"); mutual exclusivities can be reinforced, shifted, or even resolved, with mind-bending results when extended to truth-values and paradoxes.

This manipulation of resolutions can allow for mere co-existence of mutually exclusive phenomena, or they can be caused to 'interfere' with each other (constructively, destructively, or otherwise), assuming the phenomena aren't protected against this power. Resolving disparate entities together can create something more than the sum of its parts, or allow for the total 'cancelling out' of the components.

Netzach (Eternity): Netzach is the seventh Sephirah, where ontological and moral concerns give way to 'tactical' or 'instrumental' concerns about means, as opposed to ends. Netzach means "eternity", but such translations as "victory" and "endurance" would be just as apt. Netzach is the transcendental loving-kindness of Chesed, dressed in the garb and mask of cold cruelty; it is the will to endure through suffering and unto completion.

Empowering the Semblance of an Archangel, Netzach allows them to rise above. If Chesed allows the latitude to actualize perfection, then Netzach is the power to survive and meet your goals in the absence of perfection. Netzach is the patience in

the face of limitations; this lends itself to all of the most enviable qualities of a shonen protagonist (pushing through obstacles by feats of transcendental willpower) but it also lends itself to other kinds of power through suffering. Sacrifice in the moment for a greater reward later is a fundamental facet of this power.

Although this may allow for meteoric growth as displayed by Keter at its best, the underlying mechanism is completely different; where Keter is 'above' such tests of will, Netzach must personally suffer and endure all of it. Hope you have willpower perks.

Hod (Submission): Hod is the eighth Sephirah, primarily associated with theodicity, the question of how the wicked can prosper despite the ostensible purity of the Divine Light. It is the pure judgement of Gevurah, dressed in the garb and mask of luxury and decadence, tricking evildoers and the world into believing that they have found victory.

In the soul of man, even the soul of an Archangel, Hod is associated with submission to higher powers. This may seem an oxymoron in the case of a continent-shaking planet-shaping Archangel (let alone a Jumper approaching their Spark), but even such figures are specks in the face of the cosmic material multiverse, or the inaccessibly infinite powers undergirding and giving rise to the omniverse.

Where Netzach "conquers" directly, Hod "submits" to higher powers, and in the process subverts them. Jaune may make contracts with Elementals, but Hod is even more adept at such things then an Archangel of Keter will ever be, acting as a medium for incredibly powerful entities. Planets, celestial objects, concepts, even the divine Light itself. Anything which can't completely overwhelm an Archangel of Hod runs the risk of being integrated into the Archangel's power base.

Yesod (Foundation): Yesod is the penultimate Sephirah, acting as a channel between the abstract higher Sephirot and the absolutely concrete lower Sephirah. By extension, Yesod acts as a transformative "vehicle" between these two different states and levels of existence, or a "connection", or that which "collects" and "balances" energies in preparation for the last Sephirah. Most importantly, although Yesod is

above Malkuth, it is the “foundation” on which Malkuth rests.

Empowering an Archangel, Yesod allows for the control of such liminalities. Destructively speaking, things may be destructively reduced to their absolute foundations, insufficient bare minimums and raw empty space; constructively speaking, the power of Yesod might serve as a foundation for things to exist which would otherwise be unable to exist.

In the liminal zone between abstraction and concretion, energies can be transformed and converted from one form into another, or be absorbed to be transferred later or in the moment. Yesod can bolster that which already exists, by the transfer of energy and power, as well as the creation of a ‘foundation’ where none may have existed before.

Malkuth (The Kingdom): Malkuth is the final Sephirah, and it is perhaps the most simple of them all: where the highest Sephirot reflect the transcendental and abstract, Malkuth is simply that-which-exists. Malkuth is the physical world, and everything in the physical world; the finite creation sublimated from the infinite Light. Malkuth isn’t completely non-spiritual, for if nothing else, it gives tangible form to the other Sephirot.

In the soul of an Archangel, Malkuth gives power over the metaphorical Kingdom. That is to say, it gives power over the physical world. This is, of course, an extremely potent and versatile ability, able to control matter, energy, fundamental forces, and other such immediately-existent things; this power can even adjust the laws which govern how such things interact with each other, or even write new physical laws into existence, albeit with great exertion.

The greatest limitation of this ability is the difficulty it faces in regards to complex intangibles. You might turn geometry into putty and make impossible objects, but this power will never be able to touch abstractions like luck and destiny, thoughts and emotions, or the realms of the higher Sephirot. Not that this will be any problem for you when you’ve just become a physical god… right, Jumper?