JUMP COMICS SQ.

機乃童子

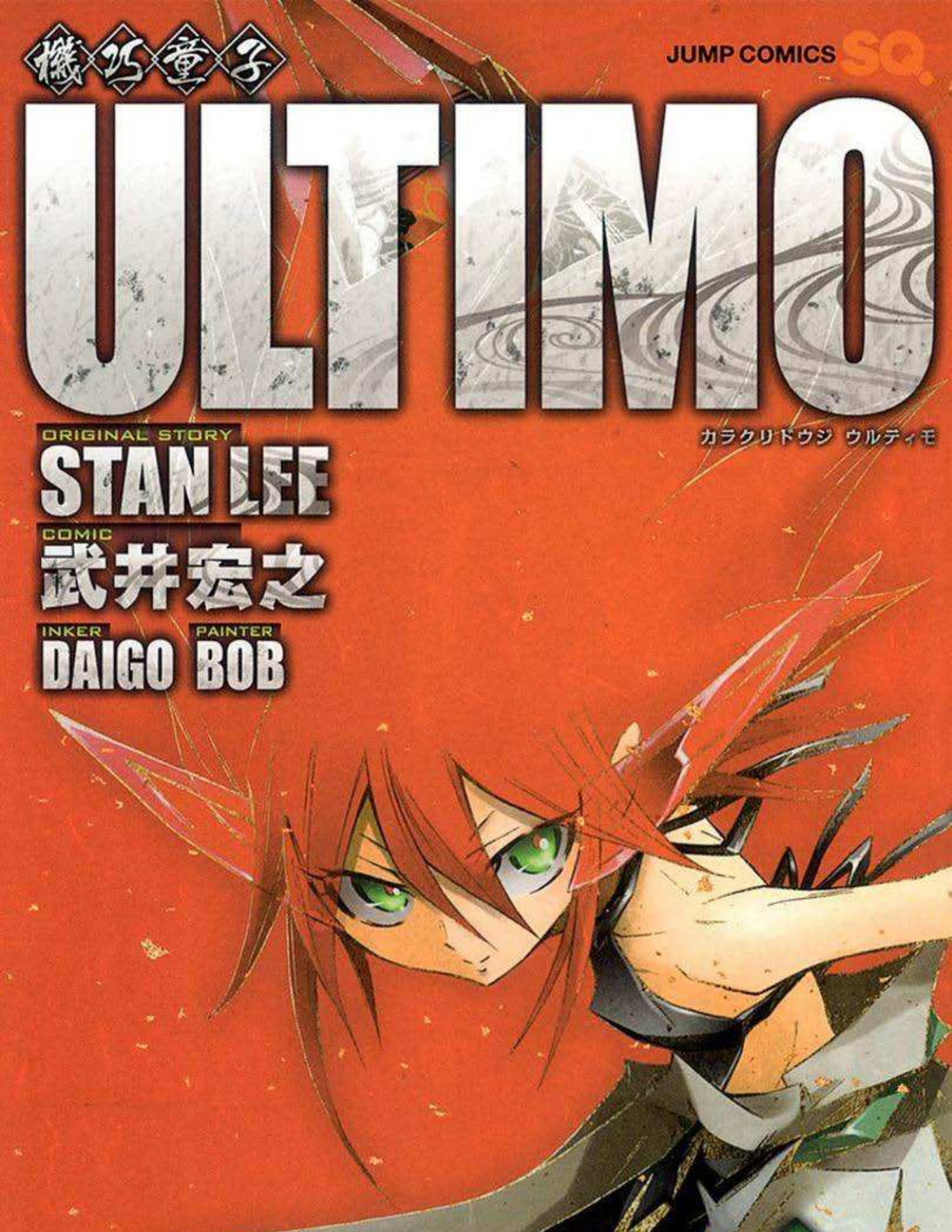
ULTIMO

カラクリドウジ ウルティモ

ORIGINAL STORY
STAN LEE

COMIC
武井宏之

INKER DAIGO
PAINTER BOB



PRELUDE TO THE ULTIMATE BATTLE

INTRODUCTION:

"What is the ultimate power? It is not a weapon or an ability...but the heart and mind that does not hesitate. People have two opposing forces mixed in their hearts. They hesitate...and hesitation weakens power. But you two are different. Perfect good and perfect evil. You are polar opposites in heart and mind. Between the two of you, you possess all of the great Noh abilities. When the final war looms, you will each return. You are my last curse upon this world. I will watch what you bring to the human realm from beyond this life... "

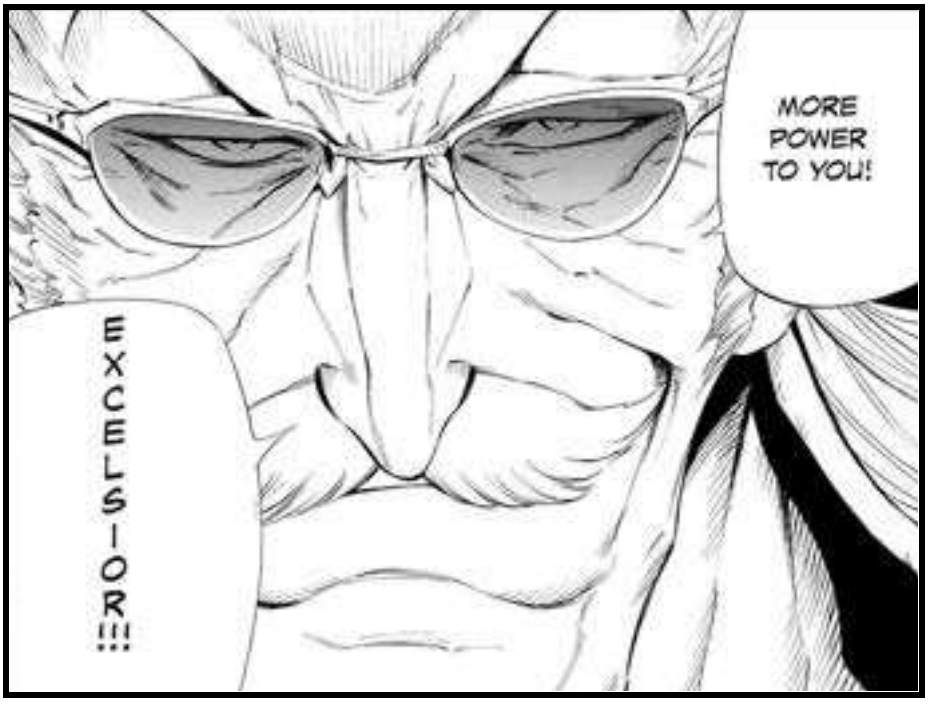


Thank God that didn't stick. Committing Hara-kiri is one thing, but do you have any idea how boring it is to actually stay dead? I'd have lost my mind if I'd waited any longer to reincarnate myself!

Oh, my, but where have my manners gone? I let myself get caught up in the novelty of the situation. I'm known by many as **Roger Dunstan**. I'm a scholar of sorts, and you've just become a pleasantly unexpected variable in my ultimate experiment. An experiment to determine where the ultimate strength lies: in pure evil, pure good, or perhaps something else entirely?

You may think you have an answer of your own to this, but I assure you, all you have is words. What I have is real, tangible. After giving machine bodies, minds, and souls of my own design to the purest crystallizations of good and evil, I have set the both of them on the path towards the **One Hundred Machine Funeral**, the final, ultimate battle between the two extremes. A few thousand lives, and a couple timelines may need to suffer the consequences of this battle, but you needn't worry yourself about that. Either way, there will be a winner.

No one can stop them, no one can stop me, but if you're still determined to try and destroy this crowning achievement of my long, long life, well…



Ha ha ha! What's with the sour face? You're not in any trouble! Not from me, anyway. Quite the contrary. Only an idiot limits science to the factors within their control. Sometimes a wildcard is needed to set everything in motion. Besides, the forces of good and evil have already decided they want my head, what's one more suitor?

In fact, I've decided to take full responsibility for your entry into this world. Don't worry, I had to go through the proper channels for this. Even my power only goes so far, it seems. Take these **1000 Choice Points**, so we can get this party started right!

ERA OF ORIGIN:

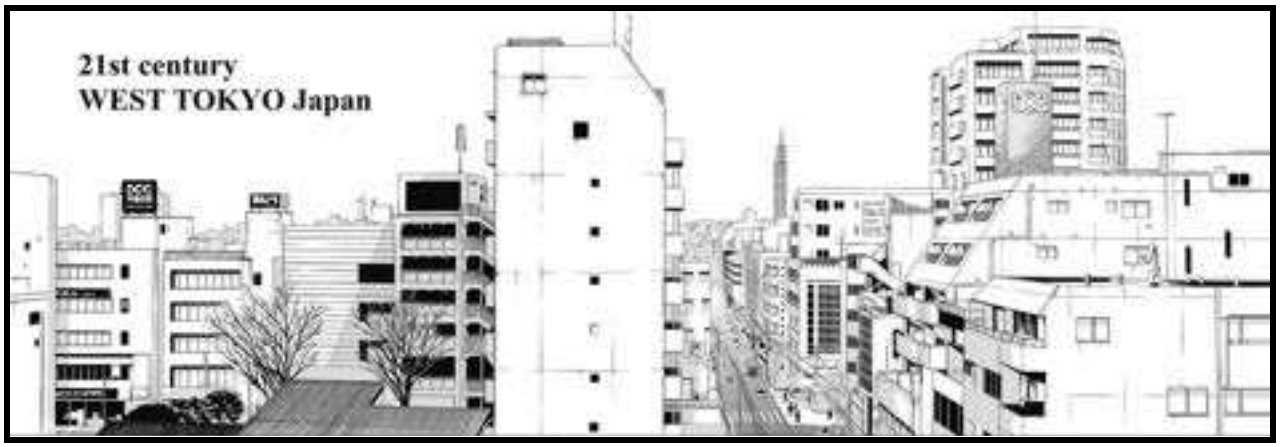
CHOOSE ONLY ONE POINT OF ENTRY

I've scavenged across time and space to find the perfect human partners for my Karakuri Douji, but in spite of that, the true One Hundred Machine Funeral will be taking place here in Farmless City, Japan, 21st century. Whether through reincarnation, or a healthy dose of time travel, all the Douji and their masters have already arrived. You'll be dropped down in Farmless City like the rest of the Douji and their masters. Still, if you'd rather just jump through the eras directly, rather than relying on reincarnated memories to get your bearings, that can be arranged. This decision will only impact your history, and your knowledge of the modern age. Location is irrelevant.



12th - 20th Century:
Receive 100CP, No Discounts

So you'd like to start off as a resident of an age long past, eh? The 12th century is where I first began distributing my Douji for the experiment, but you're free to originate from anytime between the 12th and 20th century. You'll lack any form of common sense for the modern world.



21st Century:
0CP, No Discounts

Like all but one of the other Douji masters, you've lived your life up until this point in the 21st century. You can technically choose any time in the 21st century, but if you choose to come from the near future, I'll just nab you from a timeline where the 100 Machine Funeral did not occur.



22nd - 30th Century:
100CP, No Discounts

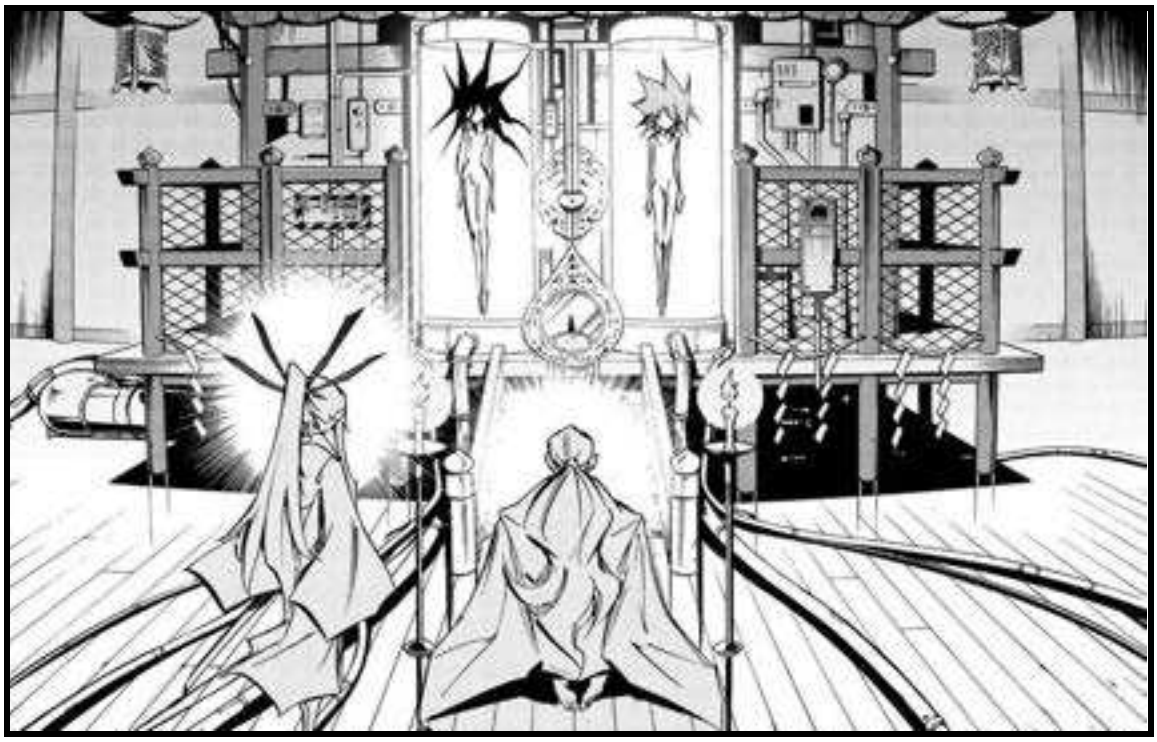
Well well well, if it isn't my old stomping ground. I believe that officer I left in charge of Sophia called this place home as well. Following a catastrophic spacetime anomaly at the start of the 21st century (that technically wasn't my fault) humanity was near extinction.

Then, yours truly stepped out, and rebuilt the destroyed world, pretty much single-handedly. After just a few centuries, society has advanced into a utopia, in theory, anyways. The heart of man is as troubled as ever. Just as policing bodies become better equipped to deal with crime, those who commit crime, justified or not, evolve to continue evading capture. When you get down to it, nothing has changed.

Speaking of law enforcement, you can be sure that they weren't too happy when I tore a little bit of a hole in spacetime, during Vice and Ultimo's activation sequence. If you plan to be around during that time, do try to keep out of the crossfire, or if you don't just… try not to make a mess with your laser-burn riddled corpse.

Fun piece of trivia, the world of the 30th century is split into two continents, covering the northern and southern hemispheres. The northern hemisphere is dominated by technology. The southern is enveloped by thick forests, and primitive humans living in tribes at the mercy of nature reminiscent of ancient times. You probably don't need to worry about those southern weirdos, unless you'd like to be one of them for some reason.

You can select any time between the 22nd and 30th century to originate from.



ALLEGIANCE:

FIND YOUR ALLIES, FIND YOUR NATURE

This is a battle between the eternal warring forces of good and evil; naturally you'll get to choose which side you fall on. You'll also get to choose whether you enter this world as a human or a Douji. This choice will affect what perks you get discounted, but fortunately, items will be discounted by faction alone.

The concept you epitomize, or supply for your Douji partner, will be defined by the Noh you select later on. You're free to choose a concept opposite to your faction, in which case, you will be a traitor to your faction, but continue to function as a Douji if your chosen allegiance.

Unless you choose the control group as your faction, you can choose to replace whoever would normally have had your concept of choice, or just appear as an inexplicable double. You have the option of slightly altering what you epitomize, but possessing an identical Noh to another Douji would be a red flag regardless. Moreover, I'm required to keep both sides balanced. If you add an additional member to either side, I'll be forced to weaken your team accordingly. Don't worry, I'm keeping your powers from other worlds out of that equation.

Everyone can pick their age and gender freely, however, all Douji seem to identify as male.

The Good Douji Club:
Free, No Discounts, Gain Human Body

You're one of the humans I picked out to teach one of my precious Douji the meaning of their epitome. Many of the other members come across as more than a little eccentric, but you all agree that the Doujis are more than tools. None of them would think of exploiting the Douji for some selfish personal gain. Unless you'd like to buck the trend. Your leader, Yamato, is, well… a spaz, but he has his moments of wisdom. I wouldn't have picked him otherwise.

The Good Douji Club, "Six Perfections":
200CP, No Discounts, Gain Douji Body

You're going to fight to ensure the good Doujis come out on top in this conflict. You're all weapons beyond anything humanity has ever created, but the good Douji masters respect you as if you were real people. While you may trust in the power of your leader Ultimo, their "good" is by far the least mature and stable of the good Doujis. Even though the Six Perfections are each individually stronger than the Seven Deadly Sins, their good alignment weakens their Noh, when used selfishly or ruthlessly.







The Control Group:
Free, No Discounts, Gain Human Body

So you'd rather keep your distance from either extreme? Well, I suppose I may have neglected to establish a baseline in this experiment. You won't have to worry about learning "perfect good" or "perfect evil". Just act in accordance with your own values and desires. Hell, you can lend me a hand if you want, but don't expect me to give you an unfair advantage for it.

The Control Group, "Middle Path":
200CP, No Discounts, Gain Douji Body

Like my own Douji, Milieu, you believe in balance between good and evil. As such, you have no other allies to turn to in this battle of extremes. Your power is set at an average of all the good and evil Douji. Your composed sempai Milieu is the strongest of all Douji, but they're not the most proactive "leader", so don't expect much guidance from them.





The Evil Douji Branch:
Free, No Discounts, Gain Human Body

The moment you laid eyes on your Douji partner, you just knew that world domination was the right path for you. You have no qualms exploiting your Douji for personal gain, if you can keep their attitude in check. If the evil Douji masters can agree on anything, it's how much they loathe their leader, K. Shame he's such a valuable incompetence battery for Vice.

The Evil Douji Branch, "Seven Deadly Sins":
200CP, No Discounts, Gain Douji Body

You're a Douji that has decided that evil should triumph over all. The good Douji hold themselves to an oath of no-killing, but you and the rest of the evil Douji couldn't care less. As much as you'd prefer to be left to your own devices, Vice keeps you all under his boot through raw fear. Given that you outnumber the Six Perfections, each of the Seven Deadly Sins is weaker individually, but unlike the Good Douji, you don't have to worry about how selfishly you use your Noh.



GIFTS AVAILABLE TO KARAKURI DOUJIS

DOUJI ABILITY:

Unyielding Power:

Free, Exclusive Karakuri Douji



I hope you didn't think I was exaggerating when I said the Douji are the most powerful weapons to ever exist. They are my greatest inventions, after all. Their strength, speed, durability, and senses far exceed that of any animal on Earth. They lack all the vital points of a normal human, and the only way to truly kill one is to destroy the core housing their soul. Douji are equipped with flight capability, and visors that enhance their visual abilities even farther, even allowing them to detect enemies through solid obstacles.

I should note that some precautions were needed to ensure my experimental validity. I've made it impossible for more than one of a given Douji to exist at any point in spacetime. This bars them entirely from traveling to different times or dimensions where a version of them currently exists, or vice versa. This safety lock can be toggled off and on freely after this jump.

Karakuri Henge:

Free/ 100CP/ 200CP, Exclusive Karakuri Douji

The greatest weapon shared by all Karakuri Douji. The Karakuri Henge is a technique in which they form their freely transforming gauntlets into seemingly any weapon imaginable. Though you can change them freely, completely freeform control requires concentration. It's far easier to rely on a series of large animal-themed weapons they may form at a moment's notice. Claws and swords made with these gauntlets can bisect city buses, and blunt weapons can pulverize houses. Some are capable of even less conventional transformations, like launching durable spider-like webs.

Though I gave this powerful weapon to all my Douji, some have shown greater mastery over them than others. You can train to increase the power or control of your gauntlets significantly. If you'd rather not wait, you can pay 100CP to excel in one of those two categories from the start or pay 200CP for a balance of versatility and strength.

Icon Form:

Free, Exclusive Karakuri Douji



Only once a Douji has undergone the pledge ritual with their master, may they access the most powerful form of Karakuri Henge. By connecting with their master's nervous system, the Douji may transform their whole body into a new gigantic form. In addition to being able to use their whole body for further Karakuri Henges, absolutely all of the Doujis abilities are enhanced tenfold! What's more, as the bond between a Douji and their master increases, their icon forms will evolve to increase their output even further. Multiple Douji can even fuse their Icon forms together for greater power, if their bond is strong enough.

Unshakable Soul:

Free, Exclusive Karakuri Douji

You might be wondering what I used to power machines as complex as the Douji. Simply put, they are powered by human emotion. Love, in the case of the good Douji, desire, for the evil Douji, and a little bit of both for the few neutral Douji. Every second their master spends feeling this emotion in their presence, regardless of its target, will increase the reserves a Douji has to draw upon. Not only does this fuel and sustain them, but enough of it can instantly heal almost any damage the Douji sustains. Through similar technology, a Douji is empowered when their master feels what they epitomize, enhancing their power in all areas.



My Beloved Master:

200CP, 100CP Karakuri Douji

Eager to meet your new master, are we? More than most Douji, you have a special talent for stumbling upon compatible human partners. While this naturally is in terms of the Hundred Machine Funeral while you're here, this will generally help you find and endear yourself to humans you would be willing and able to form lifelong bonds with. To help with that, I've decided to give you a bit of an overhaul. Whether you'd rather resemble the feminine Lust or Slow, or the distinctly masculine Pride or Goge. As long as the change is only superficial, I can give you whatever appearance and body type you might want.

HUMAN ABILITY:

GIFTS AVAILABLE TO HUMAN BEINGS

Reincarnation:

Free, Exclusive Human Being

I had to scour time and space to find the perfect human masters to teach each Douji the meaning of their epitome. Each of them is the reincarnation of some figure of great skill from a long-past age. Maybe they were a chivalrous bandit, or a ruthless soldier. Once your memories return in full force, you'll have all the skills and knowledge of your past self to call on, not to mention extensive knowledge of how to make the best use of their Douji's powers. After this jump, I don't see any reason that one couldn't awaken to past lives in future worlds. Also, fair warning, these past selves may not be too pleased with the form they've been given in the modern age.

Pledge Ritual:

Free, Exclusive Human Being

The symbol of a master and a Douji's bond is the pledge ritual. During the process, the master is shown glimpses of their past, present, and possible future. After the pledge, both parties become almost perfectly synchronized and through this union, counterbalance each other, allowing them to be able to obtain their maximum potential of power. Once a master has completed the pledge, they are marked by an ornate crest on their right arm. After this jump, the master in question may decide whether the results of the pledge carry into future worlds, or if they'd like to renew the vow. Regardless, they will only be granted setting-specific visions if both them and their Douji have been given histories in that world.



Icon Suit:

Free, Exclusive Human Being

Just as the Douji may evolve through their bond with their master, so too does the master themselves. Once a Douji and their master have reached 95% or greater synchronization, their abilities reach a new level. The Douji is given a more powerful personalized Icon form, and the master is given the Icon suit. This suit will manifest whenever they combine with their Douji from now on, without the need to shred their clothing, or attach their nerves to the Icon directly. Best of all, with this suit on, the master can now control the icon form from a full 50 meters away.



Overflowing With Love/Desire:

Free/ 100CP/ Per, Exclusive Human Being

There wouldn't be much point in asking masters to teach their Douji about their epitome if they don't have it themselves. You now are capable of feeling the emotion and epitome tied to your Douji in great amounts. Your power is about at the same level as Fussetaro Fussa. Each additional purchase will greatly increase your capacity and affinity for the relevant emotions, however, so will the changes they force onto your personality. At the third purchase, you'll be a match for the powerful, yet overworked Yoichi Oizumi. Four purchases will put you at the level of the irredeemably destructive, sociopathic, and twisted Jun Chichibu, and his seemingly inexhaustible reserves of dark emotions.

My Beloved Page:

200CP, 100CP Human Being

You have an odd charm about you. Powerful sapient artifacts have a tendency of coming to love or desire you almost instantly. Even some with masters of their own will find themselves overwhelmed with envy that they couldn't have you instead. If you aren't careful, this longing will quickly swell into a dangerous jealousy. This can usually be kept in check if you can talk them down before things get bad, but if you don't… things can get messy fast. Oh, by the way, this perk applies regardless of the gender of those involved, hope you don't mind. I'll at least try to bar anyone you find outwardly repulsive.

GOOD DOUJI CLUB PERKS:

DISCOUNTED FOR HUMAN MEMBERS OF THE GOOD DOUJI CLUB. 100CP PURCHASE IS FREE.



My Stomach Knows:
100CP, Free Good Douji Club (Human)

You have a talent for judging the emotions of others with impressive accuracy, though, not quite superhuman. Your empathy bolsters your ability to solve problems verbally, but this only goes so far. This also gives you a good sense for the passing of time.

Who is This Girl?:
200CP, 100CP Good Douji Club (Human)

You have a certain obsession that's always on your mind. Whatever it is, your infatuation with it acts as a buffer against attempts to invade your heart or mind. The strength of this defense is only as great as your infatuation. Strong invaders may still shake this off.

The Future You Created:
400CP, 200CP Good Douji Club (Human)

A new form of narcissism. Occasionally, versions of you from alternate futures suddenly show up to give you advice and warnings. They only come if they find the future they created to be abnormally awful, but they'll do whatever they can to help you avert it. They possess this perk as well, leading to daisy chains of retroactive wisdom.



Returning to your Old Self:
600CP, 300CP Good Douji Club (Human), Exclusive Human Being

You were a mighty hero in a past life, granting you the charisma to raise armies in the name of justice. In addition, you may allow yourself to be temporarily possessed by your past lives, granting their power and wisdom. You'll regularly come across reincarnations of allies from past lives who will gradually awaken to their lost memories, providing many willing allies. For this perk, past jumps are considered interchangeable with past lives.

CONTROL GROUP PERKS:

DISCOUNTED FOR HUMAN MEMBERS OF THE CONTROL GROUP. 100CP PURCHASE IS FREE.

My Curse Upon This World:
100CP, Free Control Group (Human)



You're somehow capable of inflicting "curses" on anyone involved in projects and creations of yours. Effects are usually harmless, like ensuring those affected are constantly caught in compromising positions, but you can choose whether a curse is mischievous, or actively malicious.

To Know is a Wonderful Thing:
200CP, 100CP Control Group (Human)

A scholar after my own heart. You may run experiments with a complete disregard for the scientific method. No matter how many unaccounted variables are present, you can produce accurate and credible results.



But I'm Not Going to Die:
400CP, 200CP Control Group (Human)

Congratulations, you're immortal! At the very least, you don't age, and your physical abilities are somewhat peak human. More importantly, you have the permission of all governments in all worlds to remain immortal. No governing body will punish, confine, or experiment on you for being immortal, and will do what they can to protect you from others trying to do the same.

All of my "Wisdom":
600CP, 300CP Control Group (Human), Exclusive Human Being

In the future, not only do you exist, but you have quite the reputation as a legendary creator or destroyer . In prelude to this, you possess a natural affinity for learning all matters mystical or mechanical. Any and all time-travelers will feel either admiration or fear of you, depending on your disposition, and people of any time period will struggle to get a read on your true motives.

EVIL DOUJI BRANCH PERKS:

DISCOUNTED FOR HUMAN MEMBERS OF THE EVIL DOUJI BRANCH. 100CP PURCHASE IS FREE.



Willful Ignorance:
100CP, Free Evil Douji Branch (Human)

A master is a valuable tool for a Douji, but they are far from irreplaceable, except for you. As long as you can earn your keep in the beginning, those who might otherwise kill you once you've outlived your usefulness will quickly come to see you, if only subconsciously, as an existence that cannot be replaced, maybe even as a friend.

Just Like I Predicted, Evil Wins:
200CP, 100CP Evil Douji Branch (Human)

The bread and butter of any capable evildoer. Not only can you throw together brilliant plans and traps, you know how other schemers think. The more complex the plan a foe sets in motion, the easier it is for you to stay one step ahead.



God Reading:
400CP, 200CP Evil Douji Branch (Human)

You possess the talent to read any situation with 100% accuracy, and intuitively know how to manipulate them. The kind of situation doesn't matter. You can still be fooled by any information you couldn't reasonably know or deduct.

Just a Provisional Body:
600CP, 300CP Evil Douji Branch (Human), Exclusive Human Being

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You were a villain in a past life, granting you the dumb luck to stumble into and retain positions of power regardless of your actual competence or charisma. In addition, you may subsume the power and wisdom of past lives into yourself. You'll also regularly come across reincarnations of underlings from past lives who will gradually awaken to their lost memories, providing many "willing" servants. For this perk, past jumps are considered interchangeable with past lives.

“SIX PERFECTIONS” PERKS:

DISCOUNTED FOR DOUJI MEMBERS OF THE GOOD DOUJI CLUB. 100CP PURCHASE IS FREE.

The Soul of Good and Evil:
100CP, Free Good Douji Club (Douji)

One detail of the 100 Machine Funeral I may have been deliberately vague about was how to actually win. For good to defeat evil, or vice versa one is required to subsume the other. Through your words and actions, you have the ability to introduce foreign emotions or sentiments to others in whatever form they would be most likely to consider, if not accept.

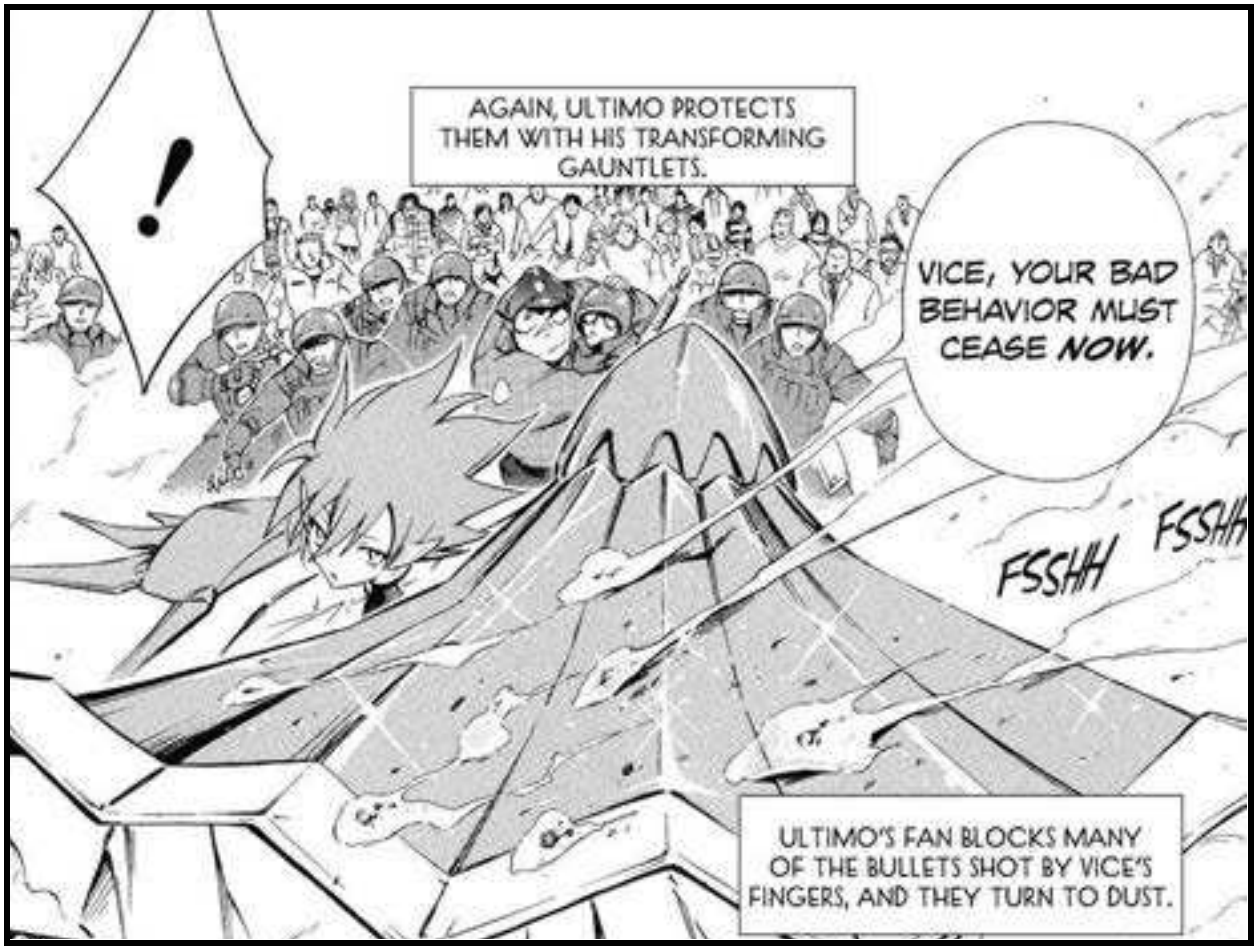


The Sides Must be Equal:
200CP, 100CP Good Douji Club (Douji)

My experiment required the equalization of good and evil. If your future team is outmatched in power and numbers by any enemy team , your teammate's power will be raised to match them for the duration of the conflict. Only applies if the enemy team is less than twice the size of your own. Don’t worry, powers from other worlds are not considered in this equation.

Creation Without Destruction:
400CP, 200CP Good Douji Club (Douji)

For any limitations placed on you or your allies for interacting with certain dimensions, or certain points in timespace, are now waived entirely. Feel free to call as many alt-timeline Douji as you want, kill yourself in the past without consequence, or take a stroll through a dimension that should be tearing reality apart. If existing within a certain point in time or space would enforce limitations on you that would not be factors in your original point in time and dimension, then they won’t be affecting you at all.



Frontal Till Dawn:
600CP, 300CP Good Douji Club (Douji), Exclusive Karakuri Douji

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You are a very special Douji. Your abilities are superior to your peers all around. For instance, your gauntlets can now effortlessly form into almost any form you imagine, like enormous monsters of complex machines, or even weapons capable of destroying a city in one shot.

You now gain great power from any goodness felt or demonstrated near you, regardless of its source. In extreme cases, you can gain new forms with even greater abilities. This also grants you the unique Noh of “cleansing”, in addition to whatever Noh you buy below. With this Noh, you can purify your weapons to burn away evil forces to ash, like a saint dispelling a demon.

“MIDDLE PATH” PERKS:

DISCOUNTED FOR DOUJI MEMBERS OF THE CONTROL GROUP. 100CP PURCHASE IS FREE.

The Mirror Reflecting the Human Form:
100CP, Free Control Group (Douji)



I like to think I love all my Douji equally, but at the end of the day, it's hard to act on that. There’s something about you that evokes blatant favoritism in your “creators”. This won’t immediately get you unearned privileges, but anyone who considers themself to be your creator or owner in some capacity is likely to hold a high opinion of you, and generally have a positive first impression of you.

Fraudulent Child:
200CP, 100CP Control Group (Douji)

I suppose betrayal is a form of neutrality in its own right. When you and your allies are sincerely intent on betraying your current faction, your former enemies are perfectly fine accepting you into their ranks. Though, they may not completely trust you immediately.

Creation, Destruction, and Reconstruction:
400CP, 200CP Control Group (Douji)

You have the means to fuse two or more sapient mechanical beings into a cohesive whole. Not only combining their power but increasing it past what they would ever be capable of working together separately. The more opposed or contradictory the beings fused, the greater the boost to their combined power, but the time and resources required will increase as well. Fusion requires a complex procedure that merges their bodies, senses, emotions, memories, powers, and fate into one. While you know how to reverse the fusion, the time and resources needed is exponentially greater. In fusions involving one or more companions, the final result will count as a single companion that will follow you into future worlds, but for non-companions that took part in the fusion, they will not count as companions once unfused.



Heaven Dragon:

600CP, 300CP Control Group (Douji), Exclusive Karakuri Douji

You are a very special Douji. Your abilities are superior to your peers all around. For instance, your gauntlets can now effortlessly form into almost any form you imagine, like enormous monsters of complex machines, or even weapons capable of destroying a city in one shot.

You now have the ability to possess otherwise contradictory forces simultaneously, and gain power from this conflict, whether they're opposing energy sources, emotions, etc. Regardless of what they are, they will eventually reach equilibrium within you, allowing you to utilize them simultaneously, or even as a singular force. The more strongly opposed the forces, the greater the power they provide you. In extreme cases, you can gain new forms with even greater abilities.

“SEVEN DEADLY SINS” PERKS:

DISCOUNTED FOR DOUJI MEMBERS OF THE EVIL DOUJI BRANCH. 100CP PURCHASE IS FREE.

The Sword That Adheres to its Resolution:
100CP, Free Evil Douji Branch (Douji)

There’s nothing more tedious than power struggles between a Douji and their masters. You now eliminate that ambiguity, at least on your end, by making them completely dependent on you. Anyone you assist over long periods of time will become less and less capable of functioning without your help. Though the especially stubborn or competent can still resist.



It’s Time for All-Out, Ruthless War:
200CP, 100CP Evil Douji Branch (Douji)

Even as an uninvolved party, you can talk your way onto any side in an ongoing war, as long as you aren’t aligned with their enemy. You can now train yourself and your underlings through warfare. Fighting a war always produces greater gains than spending the same amount of time training.

Destruction Without Creation:
400CP, 200CP Evil Douji Branch (Douji)

As far as I can tell, when compared to good, evil is a force that resents being controlled above all else. Like the Ultimate Evil: Vice, none of your powers can be restricted through the absence of another party. Whether there’s some kind of safety lock that needs to be lifted by another party, or if the ability itself relies on another person to function, you can activate them all on your own, as long as the power’s mechanisms are technically in your possession. This applies to both personal powers, transformations, or even equipment on your person. For a Douji, this would mean that you may access your icon form without the use of a partner, However, in cases like that, where ability is powered more by the other person than you, the solo version still won’t be quite as strong.



Back From the Dark:
600CP, 300CP Evil Douji Branch (Douji), Exclusive Karakuri Douji

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You are a very special Douji. Your abilities are superior to your peers all around. For instance, your gauntlets can now effortlessly form into almost any form you imagine, like enormous monsters of complex machines, or even weapons capable of destroying a city in one shot.

You now gain great power from any evil felt or demonstrated near you, regardless of its source. In extreme cases, you can gain new forms with even greater abilities. This also grants you the unique Noh of "destruction", in addition to whatever Noh you buy below. With this Noh, you can enhance attacks with an acid-like effect that burns matter into nothing, creating no byproducts. This Noh is ineffective against immaterial defenses, like forcefields, or holy wards.

30th CEN. ITEMS:

RESTRICTED TO 30TH CENTURY NATIVES



Laser Pistol:

100CP, Exclusive 30th Century

What looks like a small double-barreled Derringer is actually a potent laser weapon from the future. You can control the size of the laser, between the width of an actual bullet, and something akin to the size of a lighthouse's spotlight.

Anti-Noh Implant:

200CP, Exclusive 30th Century

Somewhere within your body is a small machine that counters any Noh or supernatural power used on you, friend or foe, including yours. Now, this won't do much more than soften the blow from abnormally strong powers. Can be toggled at will.

Fully Modified Body:

300CP, Exclusive 30th Century

Your entire body has been modified with 30th century cybernetics. You're generally stronger, faster, etc. than a regular human, and can survive anything short of your brain's destruction. Your cybernetic body even heals slowly over time, allowing you to reattach limbs by holding them in place. Your legs can transform into a massive array of thrusters that can bring you to mach-speed from a standing start. If you take this alongside the *Laser Pistol*, your arms may transform into the massive anti-variant species weapon: Wyvern, which is basically a cross between the laser pistol and a minigun. Prolonged use of the Wyvern runs a real risk of destroying your body.





Dunstan's Notes:

400CP, Exclusive 30th Century

Oh , this brings back memories. I dug up some of my old research notes during spring cleaning. They aren't doing me any good, so I don't mind leaving them in your hands

Now, don't get too excited, these only cover my earliest musings on interdimensional technology. It took me 300 years to get from here to the creation of Douji or Noh devices, and that's disregarding everything I didn't bother to write down. Still, I'm sure you'll manage in time. However, if you want something more immediately practical…

Sustainability Research - 200CP Extra, Discount Good Douji Club

These are back from when rebuilding humanity was the hot new fad in the scientific community. These notes contain the building blocks for my innovations regarding environmental purification, medical science, and power generation. Perfect anyone looking to set up shop in an irradiated wasteland, perfect humanity's genetic code (like patching out that pesky lifespan), or just live your life without ever paying another power bill.

Occult Research - 200CP Extra, Discount Control Group

A free thinker! Just what I like to see. The limits of science are a lot closer than most realize, that must be why you've asked for these. These notes contain all my research into the crafting techniques and arcane practices of the ancient world. The fruits of this research are the means to operate on the soul, draw tangible power from abstracts like love, Feng Shui, or numerology, the creation of A.I.s that feel true emotion, or just the methods to create a kick-ass pagoda.

Military Research - 200CP Extra, Discount Evil Douji Branch

Sometimes, the simplest solutions truly are the best. These notes contain all the engineering principles behind the weapons, vehicles, and robotics of the 30th century. Everything from flying cars to pistols that can blow holes in buildings. This even includes information on how to mass-produce these devices. Y'know, just in case you were looking to start a war anytime soon.



Dunstan's Notes (Cont.):

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suppose I can give you a few pointers on my Noh technology. Only because you asked so nicely..



Noh Research (Patented) - 300CP Extra, No Discounts

Don't think I won't sue your pants off if I catch you using this before your next jump! In any case, these notes are an outline of the techniques I used to create the Noh devices, albeit tweaked to accommodate your unique dimensional disposition. You are able to create Noh devices with powers based on the inherent properties of any dimensions you've previously been to or been in contact with, even in other jumps. For instance, let's say you once found a dimension full of living fire, you'd be able to create a Noh that creates and manipulates such fire, or a world where spirits are an everyday occurrence, the resulting Noh would allow one to communicate with similar beings. The construction of each Noh is unique, so just because you have this doesn't mean you'll be churning out Noh overnight.

Before you ask, the connection is one-way. You can't subvert this to create some kind of portal for interdimensional travel.

Noh Research (Patent-Pending) - 300CP Extra, No Discounts

Don't say I never did anything for you. I was up all night drafting this just for you. This takes advantage of your own nature in order to simplify the above procedure greatly. Rather than crafting new abilities from faraway worlds, you can use yourself as a middleman and create machines that reproduce supernatural abilities you possess. Think something like a new kind of crane using telekinesis, or a computer that uses super speed to increase its processing capabilities. It can't be anything too complex or "meta" as the kids call it. Stuff along the same lines of my own Nohs. Naturally, the greater the ability, the greater the power requirement.

GOOD DOUJI CLUB ITEMS:

DISCOUNTED FOR ALL MEMBERS OF THE GOOD DOUJI CLUB. 100CP PURCHASE IS FREE.



Friendship, Hard Work, Victory:
100CP, Free Good Douji Club

Ah, the "holy scriptures" of the modern age. Tucked away in some corner of your warehouse is a long series of bookshelves, filled to capacity with every issue of shonen jump to ever be made, and updating with every new issue released.

Somewhere Awesome:
200CP, 100CP Good Douji Club

Well, aren't we living the high life? You are the only resident of a home that's both expensive and incredible in some way. Maybe you live in a large traditional dojo, or a company penthouse, or just a straight-up mansion. Regardless, you don't have to pay a dime to live here, and nobody will ever question you living here alone.

It's Been Too Long, Chief Boss:
400CP, 200CP Good Douji Club

You're the head of a shady but chivalrous gang of criminals. They're loyal to you, as both their employer and leader. No matter what world or time period you enter, you will find the closest cultural equivalent to your gang there, who will accept you as their leader, no questions asked.

Mountain of Treasure:
600CP, 300CP Good Douji Club

In all future worlds, you will have access to an odd antique shop. Everything in stock has a story that's interesting in its own right but is otherwise mundane. Once per jump, you can have an artifact of similar power and significance to the Karakuri Douji appear for sale. If you desire it, you may even use this to gain access to specific items, as long as it's something accessible from the current jump, it lacks a clearly defined owner, and its current location is not widely known.

CONTROL GROUP ITEMS:

DISCOUNTED FOR ALL MEMBERS OF THE CONTROL GROUP. 100CP PURCHASE IS FREE.



Excelsior!:
100CP, Free Control Group

Hoh? It appears you've found one of my spare sunglasses. Wearing these enhances your affinity with catchphrases. Spoken catch phrases seem more charming in any context. With these, you can even give your physical attacks a little extra punch by giving them quirky nicknames to yell out.

Taste for Luxury:
200CP, 100CP Control Group

With greed like this, are you sure you don't want to side with the evil Douji? Wherever you go, you will come across vehicles that qualify as the peak of luxury for that time and place, that will always somehow belong to you alone.

Dunstan's (Abandoned) Castle:
400CP, 200CP Control Group

You are now the new proud owner of my old 100-story pagoda, and all the accompanying scenery. I had to clear out all the equipment and research, but hey, more living space. This tower can be accessed from any point in time, and governments are unwilling to interfere with this land, unless provoked.

Karakuri Soldiers:
600CP, 300CP Control Group

Aside from Milieu, these are my "elite guard" so to speak. You receive 80 of my Karakuri Soldiers. Though no match for the Karakuri Douji, this army can hold its own against an entire 30th century fleet unarmed. All Karakuri soldiers are equipped with melee weapons, and powerful long-range lasers, as well as the ability to accurately detect any signs of violent opposition in their vicinity. Lost soldiers are replaced monthly.

EVIL DOUJI BRANCH ITEMS:

DISCOUNTED FOR ALL MEMBERS OF THE EVIL DOUJI BRANCH. 100CP PURCHASE IS FREE.

Granny's Love:
100CP, Free Evil Douji Branch

Yet again, the kindness of one has birthed the wickedness of another. In this case, a relative of yours uses their love as a reason to support you financially. They may very well give everything they have and more before long, just to keep supporting you, no matter how wicked you become.

You Should Die Too:
200CP, 100Cp Evil Douji Branch



Never again will you be caught without the means to express your inner violence. Regardless of what or how little clothing you're wearing, you're able to pull a crossbow with bolts out of seemingly nowhere and return it just as mysteriously. The bolts fire with great force, but strangely, even an injured person or child can load it.

Money, and a Father-Daughter Feud:
400CP, 200Cp Evil Douji Branch

With profits like these, you wouldn't think someone like you would even need a Douji by their side. You are the owner of an incredibly wealthy business, naturally making you incredibly wealthy. Alongside *Granny's Love*, you can give your relative owner of this business, supporting you without severely hurting their own savings.

Ultimate Space-Time Bonding Journey:
600CP, 300Cp Evil Douji Branch

From now on, once per jump, you and any number of tagalongs may take a 3-year vacation to any point in history. These three years take place in an alternate timeline, therefore your actions in the past will have no effect on the present you return to, in fact, these three years don't count against the time you have in a given jump.

COMPANIONS:

FRIENDS SUMMONED TO LEND YOU THEIR AID



Human/Douji Partner:
Free, One Purchase Only, No Discounts

I've hardly made it subtle that you'll be getting a partner of your own but might as well make it official. If you choose a human origin, you will receive a Douji partner of your own, and vice versa for a Douji origin. Whoever you take through this option will be given the same amount of starting CP you were given. If you're replacing a canon character, then you will receive their canon Douji. Otherwise, you may import companions into this role, or make entirely new ones.

Age-Old Comrades:
100CP/ Per - 400CP, No Discounts

I'll assume you're familiar with this. Each purchase lets you create or import two companions, or all 8 for 400CP. You may make one of these your partner, but they still need to pay for Douji origins. Each companion gets 800CP, and a 300CP Drawback limit.

These Are my New Allies?:
100CP/ Per, No Discounts

For every 100CP spent here, you may mark one character already in this world as a potential companion, with the exception of yours truly, and Milieu. “Potential” meaning that, even if you pay for them, they won’t come unless you can get their informed consent beforehand. At the very least, I’ll make sure you almost always meet them on good terms during your time here.

The Experiment Continues:
0CP*, No Discounts

The genius who personally rebuilt humanity, with the power to manipulate this world’s very dimensions, and his loyal Douji partner, with the power over reincarnation, and control of every Noh I developed for the Karakuri Douji. In other words, me and my partner Milieu will be following you into future worlds from now on, at absolutely no cost.

*Weeeeeeeeell that might be a little bit of a fib. You see, we aren’t following you as companions. I’m just using my authority for this jump to attach a tracking mechanism to you, allowing me to follow the path through the multiverse. Don’t worry, the link between us can be cut from either end, permanently. This will result in me rubber-banding back to my home universe, at which point I’ll give up entirely on following you through your chain. I will use this authority myself, if I believe that the alternative is permanent loss of my life or freedom.

I will not take your appearance in my world for granted. I will put aside the battle of good and evil within my own universe, to find which prevails on a multiversal stage. I have no intention of helping you in any way that doesn’t further this experiment. That being said, if you can grant my wish, and empirically prove where the ultimate strength lies between good and evil across the multiverse, then I will concede, and offer you the full extent of my power, as your companion.



EPITOME

THE SINGLE DOMAIN THAT A DOUJI GOVERNS

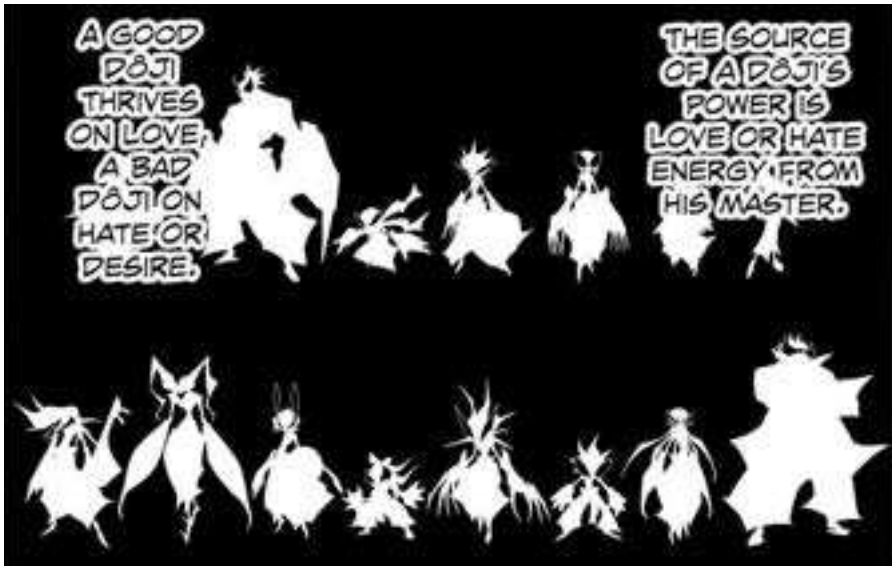
Just like the battle between good and evil within the human spirit is far more complex than the simplistic wording would imply, so too is the conflict between Doujis. My experiment ultimately centers around Ultimo: the Ultimate Good, and Vice: the Ultimate Evil. However, they can only represent a singular idea of good and evil. To fill in the cracks left behind, I created the Six Perfections, and the Seven Deadly Sins. Each Douji embodies a given ideal or indulgence that further empowers them, in addition to the standard love or desire energy that fuels them.

Should you have taken a Douji origin, you must choose at least one epitome. All of the epitomes below already have representative Douji, but by taking it, you may either change your epitome into a sufficiently similar, but non-identical concept, or just replace that Douji entirely.

Each Douji is equipped with a unique Noh, a mechanism that allows them a single potent ability. Be warned, the more potent the effects of a Noh, the more emotional energy it drains. Some Nohs are made to affect other Noh. After this jump, these affect superpowers in general.

Alternatively, you can use the prices below as a guideline, and commission me to make a wholly unique Noh just for you. It must be something with a similar level of complexity to the options below. Use your own judgment for which Epitomes below match the potency of your ability, and the price will be that undiscounted price, plus an extra 100CP, for my labor fee.

All Douji must buy one and only one Noh, and humans are barred from this section entirely.





Forgiveness - Corporeal Control:
100CP, Free Good Douji Club

The Noh of this Douji allows the Douji to control the bodily functions of an organic target. Most notably to speed up cellular regeneration to heal almost anything short of death. To assist with this, they are given a more advanced x-ray vision. This Noh has countless applications, but it's ultimately a support Noh, with little to no combat ability against inorganic enemies.

Contemplation - Emotion Manipulation:
100CP, Free Good Douji Club

This Noh allows the user to control the emotions of any target in their vicinity, with little to no limit. This can be used on any target with the capacity for emotion, human or Douji. You can make the remorseless hesitate by controlling their conscience, or flood someone with so many emotions they can't fight. Emotions you implant only persist as long as you sustain the effect.

Wisdom - Sense Manipulation:
100CP, Free Good Douji Club

Your Noh gives you power of the senses of humans and Douji alike. Not just the standard 5 senses, but even their sixth sense, if they have one, and really any other senses they might have on top of that. You can distort or disable senses this way, but the effects are always temporary. You can even turn this power on you or your master to improve their sensory abilities.

Discipline - Memory Manipulation:
200CP, 100CP Good Douji Club

Your power allows you to remove, rewrite, or implant memories into the minds of others, human or Douji. You can manipulate memories of individual targets, or on a massive scale, to rewrite events in the mass consciousness. You can effectively turn someone into a completely different person with this, but its dubious morality poses great risk, as a Noh belonging to a Good Douji.

Generosity - Power Manipulation:
400CP, 200CP Good Douji Club

Arguably the most potent form of good. The Noh accompanying this epitome allows the user to control and manipulate the Noh of any other Douji within a specified area. This includes the Noh's energy output, slightly changing the Noh's effects, or canceling it altogether. You can even use the Nohs of those within your range, albeit to a very limited degree. Your Noh's effects are only temporary, and you can only affect one Noh at a time. Naturally, this Noh consumes an obscene amount of energy, even for smaller changes.

Diligence - Fate Manipulation:
400CP, 200CP Good Douji Club

The Noh that gives a Douji control over fate itself. You can control the outcome of certain events. You can turn likely outcomes into certain outcomes, or unlikely outcomes into impossible outcomes. Theoretically, you can even cause the nigh-impossible to occur, like calling a meteor down on your enemy, but that would require an immense energy cost. Your Noh lets you avoid calamities by selecting the most optimal immediate futures, but overwhelmingly powerful forces can back you into such a corner that not even the "optimal" outcome leaves you unscathed.





Ultimate Good - Time and Space Manipulation:
800CP, 400CP Good Douji Club

The flow of time and space are yours to control in almost any way you can imagine. You can stop enemies in time, bend space to redirect attacks, time travel, etc. You can even reverse time for the whole planet. Reckless use may cause lasting harm to the fabric of spacetime.

Moderation - Reincarnation Manipulation:
400CP, Free Control Group

This Noh allows you to select any being in time and space, and control how they will reincarnate after death. You can choose the point in time and space they reincarnate. Those reincarnated will gradually recall their past lives as their own. Cannot be applied between jumps until post-spark.

Ultimate Evil - Noh Steal:
600CP, 300CP Evil Douji Branch

This selfish Noh allows you to copy any Noh you see in action. You have to see a specific application of a power to use it, but then it's yours for good. Using copied powers costs more energy than the originals, but the act of copying is instantaneous, and costs no energy to do.



Lust - Noh Kill:
100CP, Free Evil Douji Branch

When active this Noh instantly disables all Noh within a three-meter sphere around the user. Unfortunately, this effect needs to be continuously sustained, and is rather costly to use. Not to mention that it doesn't distinguish between friend and foe.

Gluttony - Mass Control:
100CP, Free Evil Douji Branch

A Noh giving you the ability to control gravitational force. You can increase it to a great degree for attacks, but this isn't equipped for fine manipulations. Your body has been given the special power to increase your body mass by gorging yourself, up to the size of a building. Increasing your mass like this in turn increases the strength of your Noh.

Envy - Heart Analysis:
100CP, Free Evil Douji Branch

This Noh can be used to instantly and accurately read the hearts of others, granting understanding of a person's intentions, emotions, and to an extent their thoughts, and how you may exploit them. Your Noh cannot be blocked, or mislead by anything short of false memories, but you can be confused by great disparities between one's heart and mind.

Greed - Pyramid Scheme:
200CP, 100CP Evil Douji Branch

The power of this Noh allows the Douji to multiply themselves, quickly creating multiple full-powered clones. Technically speaking, there is no upper limit to the amount of clones that can be created, but you are limited by the amount of energy your master has to spare on creating and sustaining more clones.

Sloth - Wood Manipulation:
200CP, 100CP Evil Douji Branch

Rather than fighting your own battles, this Noh may be used to control plant matter. You can spawn and control plants freely in your environment, like an infinite number of strong tentacles. With enough power, your plants can even damage other Douji by enhancing their power and toughness.

Wrath - Electric Manipulation:
200CP, 100CP Evil Douji Branch

A Noh that grants dominion over the force of lightning. You can enhance all your attacks with countless volts of electricity, but in addition, your own body can be made to move at the speed of lightning, making you a devastating opponent in melee combat.

Pride - Raging Flames:
200CP, 100CP Evil Douji Branch



The power to generate an endless amount of flames hot enough to burn down humans and Douji alike to ash. Though powerful, and certainly destructive, your control over these flames is clumsy, to put it nicely. You're better off sticking to strategies that involve blasting towering flames in all directions.

DRAWBACKS:

BEAR AS MANY CURSES AS YOU CAN HANDLE



The Real Funeral Starts Now:
Receive 0CP

The name "100 Machine Funeral" was actually quite misleading for the actual terms of this battle. Initially, victory would be determined by which side could sway the other to their ideals. Not anymore. This experiment is now a straightforward fight to the death, where the only acceptable "draw" is mutual annihilation.

Why is my Life so Complicated?:
Receive 100CP

I may have had a bit too much fun reincarnating your friends and enemies into this world. This results in endless awkwardness, like finding your wife is now your male best friend, or your crush was once your daughter. This dissonance will not be simple for any of you to cope with.

If Evil isn't Evil, it's Worthless:
Receive 100CP

Seems you've taken a note from the book of the violent Jun Chichibu. Whatever you or your Douji's epitome is, you now embody it in the most immature and destructive way possible. What's more, you refuse uncompromisingly to change your ways, no matter who gets hurt.



Brandishing Heartless Law:
Receive 100CP

Good and evil have many faces, but you seem to strongly disagree. You are an inflexible moral absolutist. You believe that good and evil are clear and unchanging, and any proof to the contrary will only result in anger, not introspection.

What a Sight This Is:
Receive 200CP

While I may find this straightforwardness of yours charming, I can't say it will do you any favors in a war like this. No matter how thoroughly you plan, your enemies always seem to be two steps ahead of you, effortlessly planning around your own plans, and reading you like a book. This doesn't necessarily mean they'll fare any better against you once their trap has sprung.

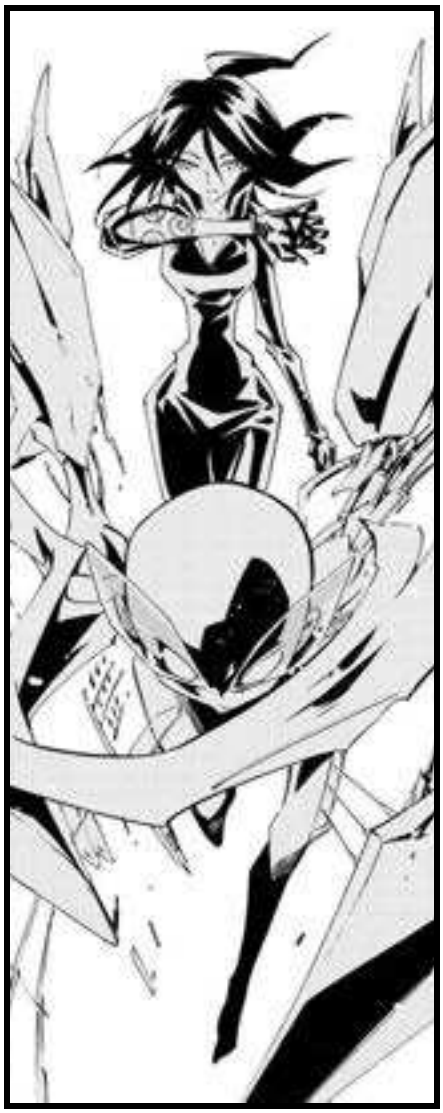
For Some Reason, This Doesn't sit Right With me at All:
Receive 200CP

How bold of you to assume that I'm capable of such blatant mistakes, but then again, what other explanation could there be to have involved you in this experiment? You haven't the slightest affinity with the partner assigned to you, who just happens to be the only one willing to be your partner. Your personality and values are the farthest thing from their alignment and epitome, leaving barely enough emotional energy for a Douji to continue functioning, let alone fight.

You Don't Know the Real Me:
Receive 200CP

Treachery is also a necessary component in any war and will only further bolster my confidence in the 100 Machin Funeral's results. One of your closest allies is a traitor, and you and your other allies are none the wiser. It seems that all memories and evidence of this drawback even existing have vanished into thin air. They seek to make your side fall in whatever way possible, killing you, if absolutely necessary.

To make matters worse, the perpetrator is hurt more by their betrayal than anyone else. They want to be your friend, your ally, and every last step taken against you is slowly killing them inside, even if they aren't aware of it. Success for you in any sense of the word is impossible for you, as long as this traitor remains hidden, but they are far too dedicated to ensuring your downfall to stop themselves without truly profound encouragement. You're free to kill them, if swaying them is beyond you, but your heart will not come out unscathed from the experience.



The Laws of Spacetime Cannot be Changed:
Receive 300CP

I suppose it's time for a confession. As great as my power may be, not even I can toy with time without tearing space apart at the seams. As a result, I've had to root you to the time and place of the 100 Machine Funeral. Not only are you unable to travel through time, but any alterations made to the timeline via time travel will erase you from space and time, ending your chain.

Going a Little Too Far:
Receive 300CP

Oh, my mistake, seems I really didn't have my head screwed on straight when I incarnated you into this world. The body you have is incredibly weak, to the point that your powers from other worlds are too much for your body to take for too long. You can still use them, but doing so will cause excessive strain on your mind, body, or soul, possibly destroying them.

The Ultimate Strength:
Receive 300CP

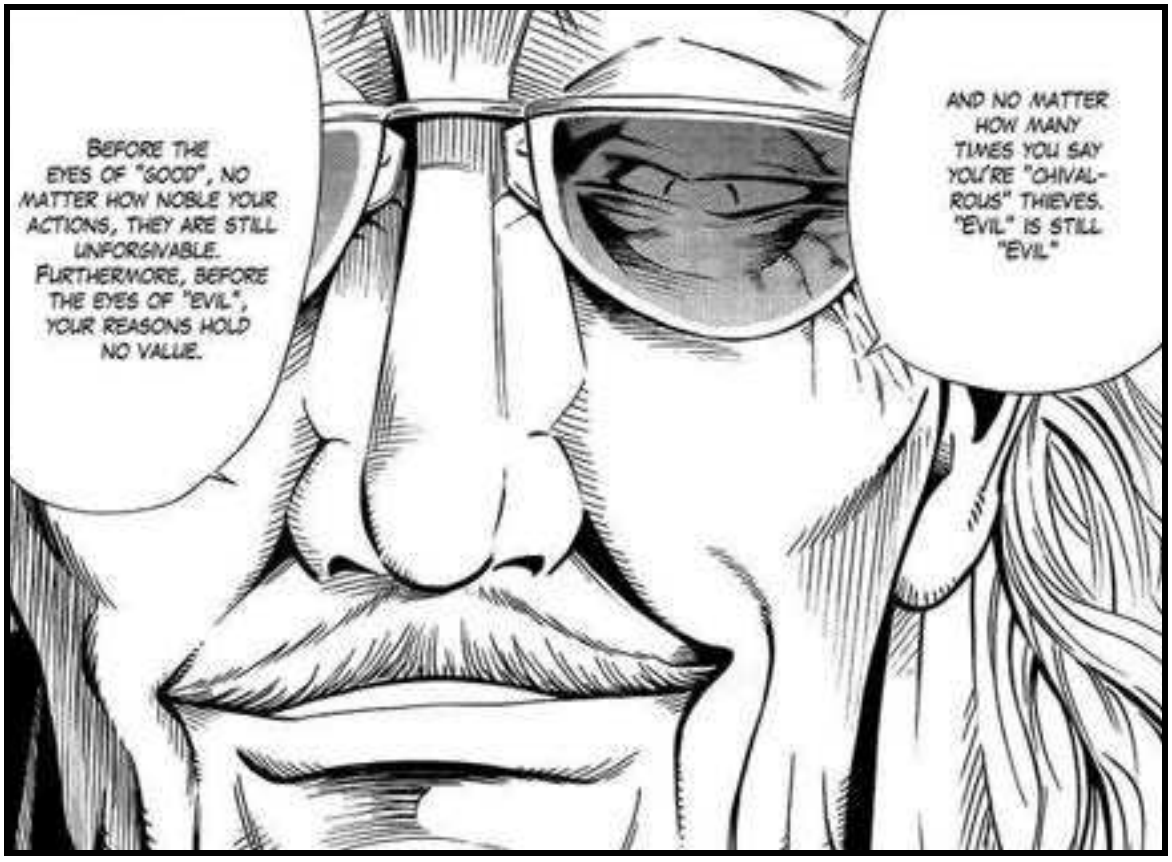
You think I'm going to just inject you into my experiment and act like you don't render all of my calculations irrelevant? The terms of the 100 Machine Funeral have been changed, all 15 active Douji, barring Milieu, have been merged into a single alignment opposing your own, leaving you as its sole representative. If you cannot mark yourself as the unambiguous winner of the 100 Machine Funeral by the end of your 10 years, I will not allow you to continue on your chain.



I Don't Like That:
Receive 600CP

… You God damned fool. I have welcomed you into this world with open arms, provided you with the means to empower and defend yourself, and yet you still want to make yourself my personal enemy? Well so be it, if those extra points are really that worth it to you, then so be it. This isn't the same presentation I put up for the Doujis and their masters, I'm not playing around anymore. You are now my enemy, I will not rest, or hold any of my resources or skills back in pursuing your end. Every Noh, every Douji, every dimension, every timeline, and every last innovation leading up to the world of the 30th century. I don't even care how many worlds or timelines I need to destroy to see your end.

Oh, and let's not forget that I oversaw your entry into this world. While there are safeguards in place to avoid me actively abusing this authority to my own ends, I still had ample time to memorize all of the skills, powers, and equipment you brought here from other worlds, not to mention any other drawbacks you've taken upon yourself here. I will be prepared, and even if I really do hold no chance of actually beating you, I'll keep striking at you and everything you love until I draw my last breath. This will only end when one of us is dead, unless you're really arrogant enough to think you can endure my onslaught for ten years without stopping me with your own hands. That's certainly something I wouldn't mind seeing with my own eyes, but I can't say the hollow universe I've left behind will be as appreciative of the spectacle.



THE ANSWER THAT YOU HAVE FOUND

FINAL DECISION:



-Final Act-

How unfortunate, I would have loved to observe more of your mysteries myself, but I suppose endings are unavoidable wherever beginnings come to be. I will send you back to your original world, with everything you've accumulated across your travels.

-Beyond Extremes-

I would have thought my hospitality would leave this much of an impression on you. That works out fine for me, just means I'll have more time to study your condition with all my own equipment. With your blessing, I'll end your chain here, leaving you to spend the remainder of your days in this world.

-Good and Evil Connect-

I had known from the beginning that you would choose this path, but I wanted confirmation all the same. Such is the nature of all scholarly pursuits; this experiment was no exception. I had quite a lot of fun as your chaperone through my world, but it is time I returned to my station, as a man, and as a scientist. The road you tread continues every onward, into new worlds to explore, and all new questions to answer. I wait with bated breath, to see what strength you find on this road.

CLOSING NOTES:

Jump by Gene

Rest in peace, Stan Lee. You may not have been a very prominent figure of my own childhood, but I can appreciate what you represented to many that I hold dear, and how that shaped them into the people they are today.





THE END