

INTRO

Riding the bus one day, Sakurakouji Sakura looks out the window to see people being burned alive with a blue fire and a boy her age who's unharmed standing over them.

She comes back to the site the next day and there are no corpses or evidence of any kind of murder. She then goes to class to find there's a new transfer student, Oogami Rei, who looks exactly like the boy she saw that night.

This innocent girl is soon to be sucked into the dark underbelly of society, where the secret organization "Eden" uses their assortment of superpowered agents, the "Code:Numbers", to enforce brutal judgement on those who the law refuses to.

Sakurakoji is not the type to back down, and vows to prove the inherent goodness and sanctity of human life to these Code:Numbers, no matter the danger. This faith will be tested, as she comes face-to-face with vile criminals, corrupt officials, the treacherous Eden and their enemies. All amidst the resurfacing of a forgotten past that ties together Sakurakoji, Oogami, the mysterious artifact "Pandora's Box" and the countless tragedies surrounding the event known as "December 32".

+1000 Choice:Points

SPECIES

With the exception of Hybrid, you may only choose one of the options below.

Human

+0200 Choice:Points

You are an [ostensibly] normal human. You have no supernatural powers by default, and you're much weaker physically than the other species. That said, humans are no strangers to toppling stronger opponents with just their wits and ruthlessness.;

Power User

-0000 / -0200 Choice:Points

You look human, but you are so much more. You wield a single supernatural power, and overall, your physical abilities and potential are at the peak of humanity, likely a bit more. You may pay an additional 200CP to be permitted to buy a second power. You gain a 200CP stipend to be used for the power section only.

Rare Kind

-0200 Choice:Points

The mortal enemy of Power Users. A species with the ability to nullify powers and forcefully drain vitality. If that weren't enough, their physical abilities dwarf even Power Users. However, somewhere on your body is a weak point that will disable all these abilities when touched, and can even leave you intoxicated.

Hybrid

-0100 Choice:Points, requires Power User or Rare Kind

A taboo being. A child born of a Rare Kind and a Power user. You only take after one parent, as such, you receive the same powers, discounts, and stipends associated with the species you paid for alongside this option. What draws you apart from the rest of your base species is your blood. When your blood makes contact with the blood of a Rare Kind or another Hybrid, a strange reaction erases all surrounding matter and energy. Just a drop can negate everything within a meter..

ORIGINS

Your gender is whatever it was prior, and your age is 1d8+14. You can instead pay 50CP to choose both freely. If you choose either 400CP origin, you may add 100 years to your age, though this may raise some questions, if you're human. Most of the origins are meant to be occupied by Power Users, if you're unable to pass as one, you will likely serve a support role to the core group. Humans have the option to use stipends from their origin on item purchases instead of powers or species.

Civilian

-0000 Choice:Points

You're more concerned with living your life, than you are with superhuman power politics. Whether you're a regular bystander, a killer for hire, or a nobody who just showed up out of thin air, you won't be the center of attention right out the gate.

Code:Numbers

-0100 Choice:Points

One of Eden's dogs. You are the evil that destroys evil hidden in plain sight. Bonds between Code:Numbers are frigid at best, but the suspected Rare Kind you will soon become acquainted with may very well turn those into bonds of true friendship. Just be wary, Eden sees you as a tool at best and a liability at worst.

Re-Code

-0100 Choice:Points

In the past, Eden failed in their assasination of one of their own best agents, Code: Seeker. In his hatred, he vowed to become the evil that Eden so feared. This caused him to form Re:Code, a group of Power Users bound by their loyalty to "The One Being Sought" to bring Eden to ruin, and seize the power of Pandora's Box for themselves.

Code:Name

-0300 Choice:Points

Eden's elite agents that stand above the Code:Numbers. You will likely be tasked with the Code:Number's elimination once they become a threat to Eden. Be mindful you don't underestimate them. Taking this origin will give you an extra 100CP to spend on either the species or power sections of this jump.

Founders

-0400 Choice:Points

You were there at the founding of Eden, over a century ago. After the tragedy of December 32, most of the other founders set off to seek atonement in their own way, and to avert the impending disaster that was set in motion that day. You actually have very little executive power in the Eden of today, but in turn, you're given much more freedom to act as you please. Taking this origin will give you 200CP to spend in the species or power sections of this jump, but taking this origin as anything but a Power User will come with some rather damning implications.

The Angels

-0400 Choice:Points

The Rare Kinds only sought to coexist with humans and Power Users, but with the discovery of "negation", Eden wasted little time seeking out their annihilation. You managed to reunite with a sizable group of the few surviving Rare Kinds. Maybe it was your mutual rage that drew you together, or maybe a secretive sense of duty? Either way, you are onboard for their plans to force humanity to learn the value of life, even if it means snuffing out hundreds of human lives. Taking this origin will give you 200CP to spend in the species or power sections of this jump, but if you aren't a Rare Kind, you can expect some of the rage and mistrust within the other Angels to be directed at you, and rightfully so.

HUMAN PERKS

50% off for Humans, 100CP perk free for Humans

Smiling Trash

-0100 Choice:Points

Humans are prone to donning masks at their own convenience, some much more convincing than others. You are a master liar, on-par with competent sociopaths. You can nigh-perfectly conceal your true personality or feelings, whether it be your vulnerability, your physical pain, and of course, your suppressed cruelty.

"Only" Human

-0200 Choice:Points

Power Users have many advantages over humanity, but human potential is nothing to sneeze at. Your physical abilities are comparable to a Power User, and your raw skill is even greater. You can scale buildings like a ninja, snipe someone from miles away, skewer a fly on the other side of the room with a pair of scissors and more.

Status Quo

-0400 Choice:Points

Through unknown circumstances, you no longer age more than you desire. What's more, nobody ever notices when you've been alive for way too long. Nor will this raise any systematic obstacles for you. In fact, you can even slightly modify your starting history in future jumps to reflect an already unnaturally long lifespan.

Full Marks

-0600 Choice:Points

You have a comprehensive grasp of the biological aspects of powers, and through extensive trial and error, can selectively breed Power Users, enhance already existing powers, implant powers into normal humans, etc. You've even learned to isolate genes associated with good and evil with power-enhancing properties. Your expertise will only be applicable to powers with a genetic basis in future worlds.

POWER USER PERKS

50% off for Power Users, 100CP perk free for Power Users

Fair Play

-0100 Choice:Points

It's an unspoken rule among Power Users that an opponent in their lost form is out of the fight. Similarly, when reduced to a seemingly powerless state, enemies will refuse to finish you off until proven otherwise. Though they may still detain you until your power returns, and you are just as vulnerable to indiscriminate attacks.

Life Muscles

-0200 Choice:Points

Powers are much like muscles. You are able to enhance your reserves of vitality, empowering any abilities fueled by them in the process. This is accomplished by repeatedly exhausting your reserves, similar to hyperextension of muscles. The gains will be substantial, but the effort will push your body and will to the brink.

The Forbidden Apple of Eden

-0400 Choice:Points

Experimental genes allow you to tap into a special form via emotional extremes. This multiplies your physical and supernatural power dozens of times over, making you a match for five fairly strong Power Users combined. This form is temporary, this also generally enhances your ability to give, receive, and sense life energy.

Second Joker

-0600 Choice:Points

You were born with a special bond to the Earth itself. Rather than relying on your own reserves, for powers that control real-world forces, you can draw upon the world to empower it directly. Whether connecting magnetokinesis to the Earth's magnetic field, or pyrokinesis to the Earth's molten core. You can draw upon this as you please, but the more power you call on, the greater the stress on your body.

RARE KIND PERKS

50% off for Rare Kinds, 100CP perk free for Rare Kinds

Counter-Feint

-0100 Choice:Points

As invincible as they may seem, Rare Kinds do have a crippling weak spot. You are aware of this, and have made it your strength. You are aware of any subconscious tells you have, that might point to one such weakness, and can not only hide them, but can redirect them to mislead those looking for such a weakness.

Strongest Suit

-0200 Choice:Points

All Rare Kinds are superhumanly strong, but you've decided to take this further and specialize in a specific area. Whether speed, strength, durability, etc. Your base ability and growth rate is far above the rest of your species, such as the speed to create after images, or the strength to destroy a brick wall with chopsticks.

Thicker than Water

-0400 Choice:Points

Rare Kinds aren't just scary in a fight, their blood alone is like acid to Power Users, and has some of their Divine Shield's power. You can manifest weakened versions of your body's passive supernatural properties through your blood, or even mix your blood into building materials to apply the effect to those within the structure.

Horror and Hope

-0600 Choice:Points

Pandora's Box didn't just pop into existence, it was made through unknown means by a young Rare Kind. You can now create similar artifacts by compressing obscene amounts of energy. The specific capabilities will depend on the type and amount of energy collected. Though, the creation of such artifacts can trigger amnesia, and distortions in physics and spacetime. Your blood is the key to releasing the seal.

CIVILIAN PERKS

50% off for Civilians, 100CP perk free for Civilians

Warmth of the Living

-0100 Choice:Points

You have an eye for people, and immense resolve. When you call attention to others hypocrisy, even the abnormally stubborn struggle to refute. The more boldness and consistency you show to prove your points, the deeper they cut. With time, you can thaw the most frigid hearts, or plunge beacons of hope into the depths of despair.

Lullaby

-0200 Choice:Points

A strange technique utilized by a certain human assassin. With your voice alone, you can emit a special frequency that can knock listeners unconscious on the spot. Those with a strong will can resist this, but for these times, you can enforce an even stronger version of the effect in the form of a flash of light from your eyes.

Humanity's Specialty

-0400 Choice:Points

No matter what incidents or crimes you or those following your orders cause, you can always count on the media to have your back and cover it all up. Witnesses will keep their mouths shut with even the flimsiest justification, though they may still inform their immediate allies and take independent action against you.

Fish Meets Water

-0600 Choice:Points

When groups are looking to test out experimental superpowers, you're often one of their first picks [togglable]. You're abnormally receptive to artificially granted powers. Any such procedures are guaranteed to succeed on you, and even if the granted power should be weaker than the real thing, it just isn't for you. Even if you can't meet fuel requirements for an ability, this can be overcome through training.

CODE:NUMBERS PERKS

50% off for Code:Numbers, 100CP perk free for Code:Numbers

Code of Hammurabi

-0100 Choice:Points

An eye for an eye, and a tooth for a tooth, to punish sin, one must sin themselves. You are content being such a necessary evil. This is no doubt helped by the tendency of evil humans to proudly boast about how vile they are when you confront them. Washing away any and all doubts of what they have coming for them.

Powerful Mind

-0200 Choice:Points

For agents like you, education is a convenience at best, and a distraction at worst. You have the intelligence to breeze through college and high-school level education with ease. One of your senses are similarly enhanced, like hearing comparable to a dog's, or the vision to let you match a master sniper with just a pistol.

Sidestepping God

-0400 Choice:Points

History clearly shows that the Rare Kind's Divine Shield is not as invincible as it seems. You are a natural counter to abilities that nullify or drain other powers. You can't ignore them outright, but you can find any loopholes to exploit, or overpower them with raw force, even if no such weaknesses appeared to exist beforehand.

Chibijumper

-0600 Choice:Points

When you find yourself as the inheritor of part of another being's power, whether through lineage or bestowal, you'll find in time that the power "always" belonged to you. This means it has the potential to reach the same heights as the originator's power, and quite fast. Twice per jump, you can temporarily revert to a child in mind, body, and soul , drastically boosting your mastery over your power for that time.

RE-CODE PERKS

50% off for Re-Codes, 100CP perk free for Re-Codes

The Name Being Sought

-0100 Choice:Points

In the dark underbelly of this world, secrecy is of the utmost importance. When you commit to an alias to call yourself, those who knew of your true identity will subconsciously switch to calling you by that name, and will rarely think to provide clarification for those not in the know when not immediately relevant.

The Abandoned

-0200 Choice:Points

The forgotten and the shunned are, by definition, hard to come by, for those who aren't you. You can hardly go for a walk without tripping over some poor soul whom society has turned their back on for their inhuman nature or abilities. You may even find holders of supernatural powers, should they exist in this world.

Beyond Power

-0400 Choice:Points

You have obtained a level of skill that could be mistaken for a special power. You have mastered the art of iai and air pressure attacks. You can unleash thousands of slashes that can cut through stone from a room away in an instant, or level an entire forest without even grazing somebody standing between you and it.

Limitless

-0600 Choice:Points

Those who can only rely on special powers have no future. Your physical potential is limitless. When on the receiving end of a substantial betrayal, your growth rate skyrockets. Should you work for it, in the span of a few short years, you could obtain a level of strength and skill that would let you match all but the strongest weapons or combatants of your enemy, even without supernatural powers.

CODE:NAME PERKS

50% off for Code:Names, 100CP perk free for Code:Names

Revenger

-0100 Choice:Points

Only thing more foolish than chasing revenge is expecting everyone else to do the same. Enemies have a bizarre amount of faith in your capacity for hatred. Should you appear to hold someone in disdain, until proven otherwise, enemies are often inclined to assume you will prioritize your grudge over all else, and plan accordingly.

One With the Masses

-0200 Choice:Points

When it comes to infiltrating organizations, civilian or otherwise, few are as skilled at getting their foot in the door. Whether it be enrolling into highschool as a fully grown adult, or entering the ranks of an elite squad of rebels. Rising up the ranks is all on you, as is ensuring you don't give them reason to doubt your loyalty.

Cannibalistic

-0400 Choice:Points

When it comes to supernatural powers, yours have an advantage against others that control the same force. Your power can even "eat" weaker powers, temporarily strengthening your power while weakening their own. This is only effective on significantly weaker opponents that you've already incapacitated.

Beyond Genius

-0600 Choice:Points

By training a supernatural power well past its limits, it will reach a point where it suddenly spawns a second power that compliments it perfectly. They are usually weaker than the original. If they aren't they likely come with severe risks. This can only occur once per power "system" so you may only gain one additional power from this world. This also bypasses limits on the quantity of powers that system allows.

FOUNDERS PERKS

50% off for Founders, 100CP perk free for Founders

All in Due Time

-0100 Choice:Points

"That's none of your concern" "I have my means", ordinarily, suspicious phrases like this would be subject to further interrogation, but for you, people just don't seem to question it. When not immediately relevant, others are oddly willing to brush off your needlessly vague comments and gestures as simple eccentricities.

Force of Life

-0200 Choice:Points

Powers are fueled by the user's vitality, often resulting in short lives. Your control over your vitality lets you stave off the consequences of techniques or abilities that permanently shorten your lifespan or cripple your body to use. As long as you don't kill yourself in one go, you'll always be able to quickly recover to full with rest.

Guiding the Future

-0400 Choice:Points

Through mysterious means, you are able to implant parts of your body onto others. These can substitute for damaged organs, even if they weren't the part replaced. If you have a power compatible with them, you can let them borrow a fraction of it, or even implant part of your soul to help them tap into their own dormant power.

Baby Steps

-0600 Choice:Points

You are privy to a technique to remove some of an individual's supernatural power as pseudo-intangible artifacts. You can store these within your body, but unless you used a significant piece of the user's body as the artifact, you won't be able to use the power yourself. Without the relevant artifact, the user will never be able to reach the power's full potential, even if it comes from an external entity.

THE ANGELS PERKS

50% off for The Angels, 100CP perk free for The Angels

Light as a Feather

-0100 Choice:Points

Whether sincere or otherwise, you can masterfully project a friendly and jovial attitude that can switch to one of horrifying sadism on a dime. This disarming disposition leads to an uncanny talent for bringing out the willingness of normal people to commit casual acts of evil and disrespect for life.

Phantoms of the Past

-0200 Choice:Points

What good is revenge when you're caught in the preparation phase? When seeking revenge, you and your team seem almost impossible for powerful organization to track. Seeming to simply disappear into thin air the moment they look away. Unless you mess up, by the time you've been seen, you've already made your first move.

Karmic Burden

-0400 Choice:Points

When justice is on your side, fate will follow. Your path to justice will be laid with miracles. Allies will revive, enemies will turn to your cause in repentance, you'll be sent through time if needed, etc. and your personal power will grow by leaps and bounds. However, should your hatred corrupt you, this protection will decay as well.

Undead

-0600 Choice:Points

The symbol and bandages on your chest mark you as a death-less immortal. Your "life" has been crystalized and stored within an ally of your choice. So long as it is not returned, you can recover from any physical injury in seconds, though you can still be incapacitated. Your "life" must always be within the same world as you, and once your "life" has been returned, you cannot remove it again until the next jump.

COMPANIONS

Select the allies that you wish to stand by you in this corrupt world

Wild Card

-0050 Choice:Points

You've taken it upon yourself to rope more uninvolved parties into this conflict, or perhaps you just desire to keep up the illusion of a normal social life. Each purchase allows you to import one of your past allies into this world. They receive 600CP to spend as they please, and may gain up to 200CP more from Drawbacks.

Person of Interest

-0050 Choice:Points

Depending on your disposition, rushing to tie yourself down with connections could either be the most prudent, or most foolish course of action. With each purchase, you may identify a character already in this world. You will meet them time and time again on good terms, and with their informed consent, may take them with you on your adventures beyond this world. A task much easier said than done.

Elite Forces

-0200 Choice:Points

Personal ties are little more than pointless handicaps in this world, but you can't exactly fight every battle by yourself. Buying this will grant you a group of 6 loyal underlings. They collectively occupy a single companion slot, but all abilities gained after this jump are divided evenly between them. Each of these underlings are granted 200CP to spend as they please. They may choose their species, but they may not choose a specific origin or gain any origin-related discounts or stipends.

CIVILIAN ITEMS

50% off for Civilians, 100CP item free for Civilians

Dog

-0100 Choice:Points

A strange, vaguely rag-shaped dog has taken a special liking to you. This dog is loyal, but not exactly that useful in most circumstances. What this dog does have going for it is being unnaturally hard to kill. Even if you sent them out into a battlefield, they'd come out the other side shaken, but completely unharmed. Even in the midst of apocalyptic events, if there's a safe place for it to stand, this dog will be there.

Doll Head

-0300 Choice:Points

In your service is an intelligent doll animated through supernatural means. With clothing to cover her joints, this doll is indistinguishable from a normal human. She feels no pain, and is much stronger than a human, but far from invincible. She's able to give and absorb small amounts of vitality from a target through biting, but not enough to kill, and giving up all her energy will turn her back into an inanimate doll.

God's Garden

-0600 Choice:Points

An organization like Eden isn't something that pops up overnight, but one or two copycats is within the realm of plausibility. You head an Eden-esque government organization. You don't have any power users in your employ yet, but with so many powerful officials at your back, you can draw upon functionally infinite funds, and skirt almost any law, so long as it is ultimately in the government's best interest.

CODE:NUMBERS ITEMS

50% off for Code:Numbers, 100CP item free for Code:Numbers

Ties That Bind

-0100 Choice:Points

A pocket-sized model of a run-down house. Unimpressive, but with a strange power to strengthen sentimental bonds. Even if someone desperately tried to throw away their feelings and freeze their heart, they would still be unwilling to deliberately attack this, and those feelings would flood through them like a torrent. That said, this naturally requires such bonds to have existed in the first place.

Handicap

-0300 Choice:Points

As a precautionary measure, you have been granted a special piece of equipment to seal away your supernatural powers. It may take the form of a jacket, a ring, a pair of glasses, whatever. You will still be able to use a fraction of your power, but you won't have to worry about losing control of stronger abilities. Taking this off will result in a substantial temporary boost in power, proportional to your time sealed.

Moneybags

-0600 Choice:Points

Through an inconceivable sequence of events, you've bumbled your way into heading a multi-million dollar company. You don't really need to do anything for this to keep printing out money. Even if you don't display the smallest modicum of dignity or competence, your servants, employees, and business partners will consider you a genius, and practically worship the ground you walk on.

RE-CODE ITEMS

50% off for Re-Codes, 100CP item free for Re-Codes

Samurai Soul

-0100 Choice:Points

A simple katana, but unmistakably one made by a true master. This katana is all but indestructible, able to be swung with enough force to cleave through several trees and even concrete, without so much as dulling the blade. Though this won't let you go toe-to-toe against powers without the skill to utilize the blade's full potential. Even in the hands of an amateur, it is still quite a deadly weapon to humans.

Star Formula

-0300 Choice:Points

On one of your hands is a strange star-shaped mark. You may reproduce this mark onto others, even implanting a piece of your soul into them. This piece shares your mind, and can be used to save or threaten the target at their own discretion, whether by whittling away at their mind and vitality like a curse, directly speaking to the target, or forcibly awakening them from unconsciousness or illusions.

Deterrent

-0600 Choice:Points

I can only imagine what mixup allowed this to happen, but you are now the private owner of an entire nuclear power plant, located in a highly populated city. You can choose to use this as a sturdy fort, or properly utilize it as a power source. You won't have to worry about a reactor meltdown from simple negligence, but if you were willing to do so deliberately, it would make for one hell of a bargaining chip.

CODE:NAME ITEMS

50% off for Code:Names, 100CP item free for Code:Names

Heat Haze

-0100 Choice:Points

A strange set of attire, but one that allows for total anonymity. A combination of a black mask and thick trench coat with long sleeves. Some oddities of this attire is that one, it can be summoned at will, two, the mask can spin freely on your face, and three, instead of talking, you can deploy paper slips from these sleeves saying whatever you wish to communicate, without the need to write them yourself.

Omen

-0300 Choice:Points

With an underground cavern, which only you know the path to, lies a special building designed as a perfect copy of a monument of your choosing. Within this secluded headquarters is a painting, one of unknown origins. It's simply drawn, but it depicts both a great secret of the past, and warns of an impending disaster of trial that you will have to overcome in the future. This prophecy will change with each jump.

Second Chance

-0600 Choice:Points

The fruits of Eden's unethical experiments. This chemical slurry can be injected into any mostly intact corpse, reviving them. This process is less permanent than Zed the Hero's undead. They will initially appear fully revived, but quickly begin to rot, and the more damage they take, the more they mutate into hulking monsters. You have enough to reanimate roughly a dozen corpses. Vials refill monthly.

FOUNDERS ITEMS

50% off for Founders, 100CP item free for Founders

Class on Demand

-0100 Choice:Points

Ah, the air of a true gentleman. At any location, with just a moment's thought, you can summon a small table, with as many chairs as you require. Naturally, this table will always come equipped with tea, cakes, and erotic literature suited to your tastes, and all the appropriate tableware. Damage to the table is repaired next time you summon it in a different location. No more durable than a normal table.

Demon Festival

-0300 Choice:Points

This bonfire is the site for a ritual to enhance one's supernatural powers. You and six others will have to fight off stronger copies of yourselves, embodying your greatest sins or regrets. Should your copy fall, the powers used in the fight may become exponentially stronger. However, this depends on your power's remaining untapped potential, and additional attempts will produce negligible results.

Ultimate Counter

-0600 Choice:Points

A weapon befitting one standing at the top of power users. Rather than flesh, this blade has the property of cutting through supernatural powers, even those that nullify other powers. Attacks of a supernatural nature are deprived of their energy and nullified when cut. You can even cut the users to temporarily reduce them to a depowered state, even splitting them into two bodies, if you bisected them.

THE ANGELS ITEMS

50% off for Founders, 100CP item free for Founders

Fussy Lunch

-0100 Choice:Points

A treat for the gluttons in us all. This frankly enormous stacked bento box is packed to bursting with all manor of delicious Japanese lunch foods. No matter how much you eat, this box will never empty, nor will its contents degrade with time. Should your intentions be less forward, you may store inedible substances as well, rendering them undetectable until opened. Comes with chopsticks.

Death's Door

-0300 Choice:Points

A terrifying weapon for the modern age. Through this service, you may produce completely untraceable apps or websites with ease. With or without consent, you may remotely distribute this to specific devices or devices within a given region. You can track the exact location of devices with this app, and using the app will provide you with a variety of the user's private information relevant to your needs.

Safe Zone

-0600 Choice:Points

The ultimate stronghold against power users. The bricks of this sizable school building contain Rare Kind blood. As such, the walls are immune to supernatural powers, and such powers are significantly weakened within. The newer additions have a far more concentrated effect, nullifying all but the strongest powers, and constantly draining their user's energy and leaving them on the brink of exhaustion.

POWERS

Within this world, there exists unique humans, possessing vitality equivalent to thousands of humans, and strange supernatural abilities that harness this energy.

Humans are free to buy a single power from this section, but without the required vitality,it will be significantly harder to use, and actions a natural power user could do effortlessly will leave you coughing up blood and teetering on death.

Power Users may buy one of the powers below, which they can use freely. They are even granted a 200CP stipend to spend here. If you paid extra for this species, you may buy a second power, but you will not receive any additional stipend for it.

Rare Kinds are limited to the two powers associated with their species.

Regardless of species, all powers are fueled by one's vitality. As a result, should one use up their vitality all at once, they will die, a fate known as Code:End. As a defensive measure against this, Power Users and Rare Kinds who use up too much power are often transformed into something called a Lost Form. In this form, the individual is usually rendered significantly weaker or less mobile physically, but more importantly, they are unable to utilize their special power until they change back to their normal form. What form this takes varies between power users. It could be the form of a small animal, an older or younger version of yourself, a fairy, a mermaid, etc. Though for all Rare Kinds, this takes the form of the Rare Kind being shrunk down to the size of a doll. Over several hours, the user will have naturally replenished their vitality and return to their normal form on their own.

One's vitality, and by extension the strength of their power, can be increased through training, like any physical muscle. If one manages to sufficiently master the flow of life energy within their body, they can stop the aging process entirely, rendering them biologically immortal.

Absorb

-0200 Choice:Points

Through continuous physical contact, you are able to weaken or outright nullify a target's supernatural abilities. The more contact with the target, the stronger the effect. Naturally, the stronger a target's power, the less effective this will be, but you can still nullify power users equal or moderately stronger than you with a hug.

Giga Phantom

-0200 Choice:Points

With this ability, you are able to greatly enlarge parts of your body. Despite being nearly as large as the rest of your body, you can swing these limbs around with ease. They take on a rock-like texture, and gain the strength and toughness needed to shatter nearly anything, whether it be people, cars, or buildings, in one strike.

Holy Blood

-0200 Choice:Points

A power that allows you to control your own blood outside your body. By Exposing your blood to fresh air, you may control it with your will, and shape it into any form you desire, such as a sword, a whip, a bow and arrow, etc. This power also protects you from the blood loss or anemia it should cause, even with your neck slit open.

Ignite

-0200 Choice:Points

You are able to ignite any potentially flammable substance in your line of sight. The more flammable a target, the more dramatic the effect, even more so than if they were ignited through normal means. You could start a small bonfire on a leather jacket, while a gas leak would let you set the entire street on fire in a flash.

Wave

-0200 Choice:Points

From your mouth, you can project a sizable beam of raw destructive force. This beam is strong enough to break down a concrete wall, but for foes on the level of trained power users, it will take several seconds of continued exposure to kill them. Still, it will weaken them significantly, and most humans aren't that tough.

Epithelial Manipulation

-0300 Choice:Points

Your power allows you to manipulate the properties of your own skin. While simple on paper, the applications are surprisingly numerous. You can give your skin the hardness to block bullets, the heat to melt steel, or even match your skin color to the scenery around you to blend in like a chameleon, and whatever else you think of.

Cell Stimulation

-0300 Choice:Points

A monstrous but effective ability. This power allows you to regenerate from any physical damage short of cellular destruction,in a sense. The catch is that the more damage you sustain, the more your cells are stimulated, causing you to mutate horrifically around the affected area, growing in strength and ferocity.

Cell Regeneration

-0300 Choice:Points

This ability enhances your body's natural healing rate. As long as most of your body is intact and you have enough life energy to spare, you can regenerate even severe wounds in seconds or minutes. Whether it be cuts, burns, lost limbs, destroyed organs, or radiation. Obviously, the greater the injury, the greater the energy cost.

Crystal

-0300 Choice:Points

With this power, you may morph your body into diamond crystals and manipulate their form. These crystals are fast enough to cleanly cut a human being into 100 pieces in barely an instant, and sharp enough to do the same to solid iron. Though, you are still bound by the properties and structural weaknesses of diamonds.

Exchange

-0300 Choice:Points

An ability with few offensive applications. By keying any number of items you've touched in the recent past to a keyword of your choosing, you can instantly swap the locations of these items or yourself, with a verbal command. Such as swapping places with a tree for a quick escape, or exchanging your pencil for a grenade.

Transformation

-0300 Choice:Points

An ability that allows you to create weapons. By absorbing machines or otherwize inanimate objects, whether it be a fence, a motorcycle, or construction equipment, you may sprout them from your body as weapons or even prosthetic limbs. They could be as simple as a sword or as advanced as a laser cannon.

Electricity

-0400 Choice:Points

This power lets you generate and control electric currents. This can short-circuit electronics, shock someone like a stun gun, or even seize control of a living being's nervous system to command them like robots. At maximum output, your electricity can even melt steel, but you aren't quite at that level where you can do so freely.

Ice

-0400 Choice:Points

This power allows the user to create and manipulate ice at will. You can freeze opponents or cut them with blades of ice, as you'd expect. One vile application of this allows you to freeze a target the instant before their death, leaving them conscious and unable to die as you drain their life energy to fuel your own power.

Vital Acupuncture

-0400 Choice:Points

With this power, you may perform acupuncture on nearby people or objects without even touching them. On objects, this can cause them to shatter by targeting the greatest point of tension. With living beings, this has the effect of revitalizing them and enhancing their senses and physical abilities beyond their peak for a time.

Secretion

-0400 Choice:Points

A strange biological ability that lets you utilize your body's own metabolism like a chemistry set. You can produce an endless variety of chemical substances, and excrete them from your skin in liquid or gaseous form, such as oil, neurotoxin, poisonous gas, acid, ozone, and whatever other concoctions you manage to devise.

Balloon

-0400 Choice:Points

This power allows you create and manipulate bubble-like membranes. You can blow bubbles and freely control their physical properties. You can shape bubbles to mimic objects or people almost perfectly. You can even blind someone through the membrane around their eye. Bubbles can be made to violently explode when popped.

Paper

-0400 Choice:Points

The user can create and manipulate paper to a variety of effects. You can control it telekinetically, or make armor and dummies indistinguishable from real people. Most impressively, you can transform people and objects into small paper dolls and weaponize those as well, though damage to the paper translates to its contents.

Shadow

-0500 Choice:Points

Your power is one that allows you to manipulate shadows. You can cast it onto others as a protective space or materialize it into any form you desire. Your power can cut a target's shadow directly, harming the target with seemingly no regard for their composition. Objects without a shadow cannot be touched by your power.

Sound

-0500 Choice:Points

The power to create and manipulate sound waves. You can move at sonic speed, amplify sound waves enough to shatter buildings, or create a dense protective shell of sound around yourself. This enhances your hearing to the point you can pick up any sounds within several miles, or frequencies beyond the human hearing.

Magnetism

-0500 Choice:Points

The power to control magnetic forces at will. With this, you can levitate and launch metal with your mind, bend steel like clay, hack into digital security systems, sense incoming bullets and even stop them mid-air. This power can potentially manipulate electromagnetism, but such a thing is well beyond your potential at the moment.

Ash

-0500 Choice:Points

Your power allows you to create and manipulate large quantities of ash. You can control ash to suffocate enemies, slice through flesh like a razor-sharp blade, or form complex illusions, among other uses. Due to its consistency and nature as already burnt matter, it can nullify both sound and flame-based attacks.

Mirror

-0500 Choice:Points

This power allows you to create reflective panels in your surroundings in any shape you desire. These mirrors have the property of reflecting supernatural powers like light. You can effortlessly trap eight strong power users at once, but powers that dwarf yours in strength, even briefly, can break through with pure brute force.

Time Change in Object

-0500 Choice:Points

A power which manipulates a target's personal time. Touching a target with your right hand and specifying the direction of quantity of the change lets you send the object's state forward or backwards in time. This could be used to reverse the damage of an attack, or return an enemy to their child self in mind, body, and soul.

Absolute Space

-0600 Choice:Points

A power that turns the world like a game board where you control every piece. This power allows you to instantly create and deplete space. You can teleport yourself and your enemies at your own convenience. You can produce devastating blasts of raw pressure, or use a finger to create space within matter to sever it like a blade.

Void

-0600 Choice:Points

This power manipulates a mysterious force. It can crush and cut entire buildings with ease, as if it has mass, but displays properties comparable to a vacuum. This power can manipulate powerful winds. Be mindful that letting this power come into contact with light-based powers could enhance both beyond your ability to control.

Forms of Water

-0600 Choice:Points

This power allows the user to manipulate water in solid, gaseous, or liquid form. You can weaponize water like a high-pressure cutter, flash-freeze entire buildings, or create steam to burn or blind an opponent. You can instantly convert between forms, such as suddenly expanding ice into vapor to create phreatic explosions.

Effacement

-0600 Choice:Points

A power that emits and manipulates an unknown energy within a large radius of yourself. The power weakens animate and inanimate matter alike. Plants, animals, and normal humans die instantly, while power users can survive several seconds. This power wears down on your own body after several minutes of continuous use.

Life

-0800 Choice:Points

The seemingly omnipotent power of life energy is yours to control. You can freely transfer vitality to and from targets through touch. You can hypercharge their physical or supernatural powers, or drain them of all life in an instant. You can even give life to inanimate objects, such as animating dolls to serve your will, linking their senses and feelings with yours, and sharing some of your power over life.

Light

-0800 Choice:Points

The ultimate power of the natural world. You are able to generate and manipulate light. You can release it as blasts or solidify it into weapons. You can move and process information at lightspeed, and even utilize your mind as an optic computer to interface directly with digital systems and process obscene amounts of data. The applications are infinite, but light is one of the hardest powers to control.

Death

-1000 Choice:Points

This power has two effects which manipulate mortality. One for your normal form, and one for your lost form. Your first ability is to release black tendrils that suck the life out of anything they touch. This can even bypass the Rare Kind's Divine Shield, though not their Death God ability. You are an immobile corpse in this form. Your second form is your normal body. You have lost your power to kill, but instead gain the ability to phase into people's bodies to remove their crystalized "death". This changes them into immortal undead that will regenerate from any physical injury or ailment until their "death" is returned to them. Taking this requires you to take the drawback Lost But Not Found for no CP, meaning the corpse is your default form for this jump, and you are only able to move during the brief windows where you're in your lost form. The corpse form becomes your lost form post-jump.

Custom Power

-0200 - 1000 Choice:Points

Using the powers listed above as a guide, you may design a wholly unique power. The only limitations is that the power must manipulate some matter, condition, or energy that exists in the real world. You will also use the powers above as the basis for how you price this custom power, anywhere between 200CP and 1000CP. None of the powers offered below this one are viable as a basis for custom powers.

Divine Shield

-0000 Choice:Points, Exclusive Rare Kind, Mandatory Rare Kind

The special ability of all Rare Kinds that make them such difficult opponents. This shield is an ability that nullifies supernatural abilities that come in contact with the Rare Kind. Attacks are negated, constructs crumble, you can even free others from conditions caused by supernatural powers through physical contact. In its normal state, this is completely passive, and doesn't appear to cost any life energy to sustain, at least no more than you replenishes naturally. However, this shield can be willed to cover a large area, but doing so will rapidly drain your vitality, quickly reducing you to your lost form. While this shield can negate direct effects, you can still be attacked indirectly, for instance, if you nullified an attacker's telekinesis, you couldn't do much against whatever mundane items they launch at you from a distance with that power. There are highly exceptional cases where a power can break through or bypass this shield, but these are few and far between.

Death God

-0000 Choice:Points, Exclusive Rare Kind, Mandatory Rare Kind

The special ability of all rare kinds that make them such a terrifying foe to face. You are able to enter a special state where you can absorb the source of all special powers from a distance, in other words, life. Doing this not only weakens a target's supernatural abilities, but rapidly draining their vitality completely in this fashion will naturally weaken and kill them in short order. It's worth noting that this power is ironically quite taxing on your own life energy. It's best only to use it in short spurts, unless you're quite confident in your reserves. This form can be identified by paler skin and the appearance of marks around your eyes and mouth. If there was any particular drawback to this power beyond the cost, it's that energy is drained into every part of your body except your weak spot. If an opponent is able to sense the flow of life energy, they'll be able to pinpoint that very spot on you.

Flames of Purgatory

-0600 - 1200 Choice:Points

No matter how extraordinary or mysterious, all powers have the commonality of manipulating matter, energy, or conditions that exists in the real world, all except for one. The hereditary power of Code:Emperor is wholly unique in that regard. This power lets you bind any of seven demons, representing the seven deadly sins. Each demon will grant you a different flame with special properties. Most users can only control one or two flames. As such, you will only receive one flame with the initial purchase of this power. Additional flames must be bought for 100CP each. If you are unwilling to pay, you may find and broker a deal with them during your time here at no cost. However, you'll be competing with the other users of the flames. Even if you find them first, they will often demand a great price for their power, such as your memories, one of your powers, or even one of your senses, and even then, they'll be looking for every chance to break free. Paying for the flames will make the demons far more amicable, allowing you to use their power with impunity. Though they will follow your lead, they still may not get along with each other, so it's advised to only use one flame at a time to maintain control. While the flames have their own unique properties, they are all spiritual in nature, so you may find ways to apply them to manipulate souls and hellfire in countless ways.

Satan's Blaze

A blue flame that cannot be extinguished, as it is fueled by the spirits of all the sinners who have died in its embrace. It burns hot enough to destroy gene fragments and easily melt steel. This flame of wrath can engulf someone in an instant, and burn them down to their very soul.

Belphegor, the "Blaze of Limbo"

A pitch-black flame, that burns not the body of a target, but their special power. This allows you to nullify supernatural powers, along with their effects. However, the special property of the flame of sloth makes it incapable of damaging the physical ability in any way.

Mammon, the "Dichromatic Twin Flame of the Netherworld"

This flame is actually two flames in one. A blazing hot blue flame, and a freezing cold yellow flame. These are destructive enough separately, but together, these flames of greed can create devastating winds and explosions that can destroy half a building in an instant.

Beelzebub, the "Achromatic Catharsis Flame of Purgatory"

A completely invisible flame, so hot that it cannot even be sensed until it has already burned you. You can even cloak yourself in these flames. The flames of gluttony can be launched into the air before taking the form of a downpour of invisible 1500 degree flames from above.

Leviathan, the "Argenteous Phantom Flame of Hades"

A silver flame which severs all matter. It is still a flame, but behaves almost like a sword, cutting instead of burning. The true form of the flames of envy is a selfish flame that ravenously steals all heat from a target, freezing them solid before they can as much as blink.

Asmodeus, the "Iridescent Explosive Flame of Hell"

A flame that burns in many different colors. These flames can trap targets in illusions of their own desires. The true form of the flames of lust is one that ignites surrounding minerals to trigger countless devastating explosions in the air loud enough to burst eardrums.

Lucifer

The final flame, and one that requires you to have purchased all six other flames to buy with CP. It was after Lucifer fell to Hell that he became Saten, so this flame tales the form of an upgraded Saten's Blaze. However, having this demon will reign in all the others. They may now be used together without quarrel. You may even merge all seven of their flames together to produce a powerful flame that can burn the impossible, even something as abstract as "nothingness".

DRAWBACKS

You may take as many drawbacks as you can handle

Hard-Headed

+0100 Choice:Points

A little humility goes a long way, but this is a bit much. You are absurdly shy. Not timid per se, but you can't listen to the slightest bit of praise without going red with embarrassment. This wouldn't be so bad, if not for your habit of expressing embarrassment by violently headbutting everyone and everything in the vicinity.

Darker Than Darkness

+0100 Choice:Points

You are the evil that preys on the wicked, their sins given form, you are... a drag at parties. You're cynical to an extreme and insist on shoving it into everyone's faces. No matter how obvious the sincerity and compassion behind the actions of you or others may be, you stubbornly deny it, insisting there was a dark ulterior motive

Killing With Kindness

+0100 Choice:Points

You are a fool among fools, a pacifist. An event in your past that you cannot recall has thoroughly traumatized you. You are saddled with an overbearing compulsion to see the goodness in others, and seek a nonviolent compromise, even when clearly neither exists. You may even try to protect your own attackers from your allies.

Cycle of Hatred

+0100 Choice:Points

Revenge is a Hell that knows no end. You have endured some unspeakable tragedy in your youth. Your innocence was shattered, replaced only with hate. Unfortunately, your bottomless drive for revenge is directed at the wrong person entirely. The scapegoat actively refuses to clarify the situation out of concern for you.

Human Nature

+0200 Choice:Points

You're the kind of scum Eden exists to hunt down. Maybe you haven't done anything yet, but you have the sociopathy to pass as one. The real issue here is your seeming inability to stop yourself from loudly bragging about how much of an irredeemable monster you are when called out on your misdeeds or backed into a corner.

Heart in Your Sleeve

+0200 Choice:Points

A grotesque, festering scar joins this strange transplanted arm to your own body. At first, all of your powers from this or any other jump may only be deployed from this arm. It will take extensive practice to use them normally. What's more, this arm acts as your heart now, and losing it will kill you unless quickly reattached.

The Black Mask

+0200 Choice:Points

Unbeknownst to you, one of your allies has been possessed by an evil force. They will take control and act against you at the worst possible times. Even if you find them, your attachments will make you hesitate to act. Your only options are to kill them or help them fight off the force, either of which will take years of effort.

A Life of Detours

+0200 Choice:Points

Your mistrust has evolved into a pathological inability to trust your allies. You keep important secrets to yourself and refuse to cooperate for basically no reason. Instead, you actively conspire with enemies, and set up plans so convoluted, with so many unnecessary sacrifices, that you become a bigger threat than they were.

Lost and Not Yet Found

+0300 Choice:Points

It appears that your lost and normal forms have been reversed somehow. Trapping you in a weak form without any of your powers or perks. You can only use your real form for a matter of hours after having your vitality forcefully drained, an act that poses a very high chance of killing you on the spot if done too often.

The Devil on Your Shoulder

+0300 Choice:Points

Your genes have birthed a vile nemesis within you. An alternate personality with morals and desires opposite to your own, has taken full control over your body and powers, while you watch helplessly. They won't harm your companions, but will do anything short of that to drive you to despair and subsume you, ending your chain.

Odd Man Out

+0300 Choice:Points

What could you have done to earn this ire? In any case, you have become the most wanted target for every major power user faction. The brutal Code:Names, the overbearing Angels, the spiteful Re-Codes, they even put aside their differences with Eden, and its founders, all just to take you down as soon as possible.

Skipping Ahead

+0300 Choice:Points

The orchestrator of this long series of tragedies, prime minister Fujiwara, has executed his scheme sooner than expected. You must find and stop him before he releases the annihilation energy in Pandora's Box. This will be no simple feat, as he has full unrestricted control over the 7 Flames of Purgatory, and none of your perks will help protect you from the annihilation energy if it manages to touch you.

ENDING OPTIONS

As the night inevitably gives way to day, your time in this rotten world was not meant to last. Before you is freedom, a choice. No one knows where the paths they choose in life will take them, only by walking it with their own two feet can they find out if the end of that path was worth the winding journey it took to get there.

Go:Home

Has your time here awakened a longing for the mundanity you left behind, or perhaps you have finally cracked under the weight of your own sins, and seek penance. Whatever the cause, you shall return to the life you lived before you embarked into this bloody journey through existence, and you will never leave again.

Stay:Here

Perhaps you are blinded by a hunger for vengeance that forbids you from leaving this plane until the guilty have adequately suffered. Perhaps you hold naive hopes of bettering this world. You are a fool, no matter the reason. The rest of your days will be spent in this rotten world. I do hope you don't come to regret it.

Move:On

There is no rest for sinners like us. Your business in this world is done, now you must move to the next. Do you feel regret? Pride? Longing? Do you simply wish that you never have to see such decay again. No matter the world or universe, the evil in humanity is a constant, though perhaps the same can be said for their kindness?

NOTES

Jump by Gene

If you want Pandora's Box, you'll need to find it yourself. It only really exists to be a poorly defined macguffin that does whatever the plot needs it to. If you set up the right circumstances and the Rare Kind capstone, you can even make your own.

The Rare Kind's weak spot won't nullify out of jump powers, and won't make you intoxicated post-jump unless you really want it to. The Rare Kind's lost form is implied to be permanent without the use of a special liquid that needs Pandora's Box to synthesize, but for the purposes of the jumper and their companions, it'll behave in the same way as a Power User's lost form.

The concept of hybrids in this world is weird. For starters, you'd think that means you get some of the characteristics of both Rare Kinds and Power Users, but nope, you're completely indistinguishable from one or the other, just with negating blood. It's also weird that hybrids, rather than power users, are considered the polar opposite of Rare Kinds, despite being 50% Rare Kind by definition.

Taking Lost But Not Found for no CP alongside Death will let your black tendrils ability bypass the "no powers or perks in your lost form" stipend, since it's the way Death handles its lost form is so distinctly unique to how every other power works.