The Vasto of White
By Sentry342

After living a long life dedicated to his pursuit of heroism, Shirou Emiya's soul was meant to ascend to the Throne of Heroes. However, fate had a different plan for him. Something went wrong, and instead of ascending, Shirou found himself drawn into a new world, his memories lost and his soul reborn as a Hollow. As time passed, Shirou grew stronger and became known as the Vasto of White, a legendary figure revered by some and feared by others. Despite his newfound power and status, he remained committed to his ideals of justice and protecting the innocent.

Now, as you enter this new world, you have the opportunity to join Shirou on his quest for justice. Will you fight alongside Shirou, opposing the forces of evil that threaten this world? Or will you choose a different path, perhaps even becoming an adversary to the Vasto of White himself? Whatever your decision, be prepared for a journey full of challenges and danger. You will spend the next ten years in this world, navigating its intricacies and working towards your goals. The fate of this new world rests in your hands. You will receive **1000 Choice Points**, to gain valuable skills and abilities to aid you in this endeavor.

Table of Contents

Table of Contents
Location
Time
Age and Gender
Origins
    Hollow - Free
    Soul Society - Free
    Rebellion - Free
    Quincy - Free
Races
    Mod Souls - Free
    Human - Free/100 CP
    Shinigami - Free/100 CP
    Hollow/Arrancar - Free/100 CP
    Togabito - 200 CP
    Hybrid - Varies
Skills and Perks
    General Perks
    Hollow
    Soul Society
    Rebellion
    Quincy
Items
    Hollow
    Soul Society
    Rebellion
    Quincy
Companions
Drawbacks
Scenarios
Ending
Notes

Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

1.) Hueco Mundo
Hueco Mundo is a barren wasteland that exists in the realm of the Hollows. It is a vast desert with towering sand dunes and a multitude of craggy canyons, broken by a seemingly endless expanse of white sand. The sky is always a deep shade of blue, with several stars visible even in daylight. The atmosphere is both eerie and desolate, with a sense of decay and emptiness that permeates the air. The creatures that inhabit this realm are the vicious Hollows, who roam the vast desert in search of souls to consume.

2.) Los Noches
Las Noches is the palace and fortress of the Hollows in Hueco Mundo, and the seat of power of the Hollows, led by Barragan. The palace is a massive, towering fortress that rises high above the desert, with its white walls and towering spires visible from miles away. The interior is just as grand, with luxurious rooms, halls, and courtyards, all adorned with intricate designs and symbols. The throne room, where Barragan sits, is a grand hall with a high, arched ceiling, with stairs leading up to the throne, and pillars lining the sides. The palace is heavily guarded by Hollow soldiers, who are fiercely loyal to Barragan.

3.) Menos Forest
The Menos Forest is a dark and foreboding forest that surrounds Las Noches in Hueco Mundo. It is home to the Menos Grande, massive Hollows that are many times larger than ordinary Hollows. The trees in the forest are twisted and gnarled, with dark, tangled vines hanging from the branches. The ground is covered in a thick layer of fog, which makes it difficult to see very far. The Menos Forest is a dangerous and foreboding place, and is only ventured into by the bravest and most skilled warriors.

4.) Kankura Town
Karakura Town is a sleepy suburban town located in the human world, and is the home of Ichigo Kurosaki and his friends. The town is relatively peaceful and quiet, with a cozy feel and a tight-knit community. The town center is dominated by a large clock tower, which is a popular landmark and meeting spot for the locals. Karakura Town is also the location of the Karakura High School, where Ichigo and his friends attend.

5.) The Seireitei
The Seireitei is the central city and stronghold of the Soul Society, located in the center of a circular valley in the afterlife. It is surrounded by a massive wall, which serves as the first line of defense against intruders. Inside the walls are numerous buildings, including the barracks of the Gotei 13, the Central 46 Compound, the Shinigami Academy, and various administrative buildings. The city is bustling with activity, with Shinigami warriors patrolling the streets and conducting their duties. The central feature of the Seireitei is the great Senzaikyū, where souls who have committed serious crimes are held and judged.

6.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out a few days before the main plot of the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Hollow - Free

As a Hollow, you are one of the many lost souls filled with regret and resentment towards the current system. You despise how the world forces beings against each other and revel in the anarchy and freedom found within Hueco Mundo. Perhaps you were once a human, but your sins and regrets consumed you, leading to your transformation into a Hollow. Alternatively, you may simply be an unknown soul who has found a place here. Regardless, you are likely aligned with the Vasto of White, the most powerful of all Hollows, and work towards their goals in some way.

Soul Society - Free

As an ally of the Shinigami, you support the mission to maintain balance in the world and protect the living from the dangers of the afterlife. However, you do not necessarily align yourself with the current system ruled by the Soul King. Perhaps you believe that the Shinigami should have more autonomy, or that the current system is flawed and in need of change. Alternatively, you may simply be an outsider who has found themselves working with the Shinigami due to circumstances beyond their control. Regardless, you are a valuable asset to the Soul Society and have access to their resources and technology.

Rebellion - Free

As a rebel, you are someone who seeks to overthrow the current system and create a new world order. You are likely aligned with Aizen, the former captain of the 5th Division who sought to overthrow the Soul Society and replace the Soul King with himself. Perhaps you share his goals and ideals, or you may have your own reasons for wanting to bring down the current order. Regardless, you are a skilled fighter and strategist, capable of leading others in a revolution against the established powers.

Quincy - Free

As someone affiliated with the Quincy, you have a unique perspective on the afterlife and the balance of power in the world. Perhaps you are one of the few remaining Quincy like Ryuken Ishida, who turned his back on the Quincy ways and settled down as a doctor in the world of the living. Alternatively, you may be one of the many Quincy serving Yahweh, the leader of the Wandenreich and their mission to wipe out the Shinigami and their allies. Regardless, you possess Quincy abilities and techniques, making you a formidable opponent in battle.

Races

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

Mod Souls - Free

Mod Souls, also known as Modified Souls, are artificial souls created by the Shinigami to serve as temporary replacements for human souls in corpses. They are essentially living constructs made from artificial spiritual energy, designed to mimic the personality and memories of the deceased human whose body they inhabit. Mod Souls are created using a special process that involves imprinting a human's soul data onto a blank soul template, resulting in a being with the same memories, skills, and personality as the original human.

Unlike other spiritual beings, Mod Souls do not possess the ability to perceive or interact with ghosts, and they cannot manipulate spiritual energy on their own. Instead, they are given a unique device called a Gikon to channel spiritual energy and allow them to perform various tasks, such as communicating with Shinigami or using special abilities. Mod Souls were initially created as a means of avoiding the creation of Hollows, but they eventually gained a will of their own and rebelled against their creators. Some Mod Souls were able to integrate into human society, while others continued to work alongside the Shinigami.

Human - Free/100 CP

As a normal human, you possess no supernatural abilities, but you do have the potential to develop spiritual powers through training or exposure to spiritual phenomena. This means that you have the potential to become a spiritually aware human, capable of sensing and interacting with the spiritual world. With enough training and experience, you can develop skills such as Kido or combat techniques that allow you to defend yourself from supernatural threats.

- **Fullbringers - 100 CP:** Fullbringers are humans who possess a special power that allows them to manipulate the souls of inanimate objects. This power is derived from Hollows, and as a result, Fullbringers can be seen as hybrids of humans and Hollows. They possess a unique ability to draw out the souls from objects and use them to enhance their physical abilities, granting them superhuman strength, speed, and agility. The Fullbringers abilities manifest in a unique object that typically has great personal meaning to them. These objects

allow them to focus their powers and tap into their full potential. In addition to their abilities, Fullbringers also have the ability to sense the spiritual energy of others, making them formidable opponents in battle.

- **Bounts - 100 CP:** Bounts are a unique race of beings that were created when a group of humans discovered a way to extend their lifespans through the consumption of souls. They are essentially humans who have gained the ability to absorb and control spiritual energy, allowing them to manipulate their own bodies and the environment around them. Unlike other spiritual beings, Bounts do not possess a Zanpakuto or any other traditional weapon. Instead, they use a specialized glove known as the Doll to channel their spiritual energy and manifest it in the form of various abilities. Each Bount has their own unique Doll, which is a manifestation of their soul and represents their individuality. The Doll is both a weapon and a companion, and can be used to attack enemies or provide support to allies. However, Bounts have a weakness in that their power is directly tied to their lifeforce. The more they use their abilities, the more their lifeforce is drained, and if they do not consume souls to replenish their energy, they will eventually die.

Shinigami - Free/100 CP

Shinigami are not just guardians of souls, they are also warriors who fight to maintain the balance between the living world and the afterlife. They possess a range of powerful abilities such as high-speed movement, enhanced strength, and advanced hand-to-hand combat skills. They also wield zanpakuto, spirit swords that can be materialized and have unique abilities based on their wielder's personality and abilities.

In addition to their duties in the afterlife, Shinigami also have the ability to travel to the living world and intervene in spiritual matters. They can also manifest in the physical world through gigai, artificial bodies that allow them to interact with humans without revealing their true nature. Overall, Shinigami are a formidable force in the spiritual world, dedicated to maintaining order and protecting souls from harm.

- **Visored - 100 CP:** The Visored are a group of Soul Reapers who have gained the powers of Hollows, making them hybrids of the two races. They possess both the abilities of a Soul Reaper and a Hollow, giving them tremendous power and versatility. The Visored are known for their ability to use a unique technique called "Hollowfication," which allows them to unleash the full power of their Hollow abilities, granting them immense strength, speed, and durability. They also have the ability to use a unique form of spiritual pressure that is both Soul Reaper and Hollow in nature, making it difficult for opponents to defend against. The Visored are formidable opponents in battle, as they are able to combine their

Soul Reaper and Hollow powers to devastating effect. Additionally, they possess the ability to mask their spiritual energy, making them undetectable to others unless they choose to reveal themselves.

- **Shinigami and Visored gain access to the Asauchi item for Free**

Hollow/Arrancar - Free/100 CP

Hollows are a race of corrupt beings born from human souls that were unable to move on. This process causes their Chain of Fate to corrode. Once the chain has corroded completely they will turn into a Hollow. Hollows come in a variety of forms. They primarily appear humanoid or resemble an animal initially. Hollows have three stages of evolution. First are Gillians, second are the Adjuchas, and lastly are the Vasto Lords. Each evolution is exponentially stronger than the last. You will start out as an Adjucha level Hollow by default.

- **Arcannar - 100 CP:** For an additional 100 CP, you may choose to become an Arrancar, a unique hybrid of a Hollow and a Shinigami. An Arrancar is a Hollow who has removed their mask, granting them a humanoid form and Shinigami-like abilities. This transformation can be achieved through either the Hōgyoku or by the Hollow's own power. Your humanoid form is unique to you, and you can modify it to your liking with various markings, tattoos, or clothing. The power of your spiritual energy is directly proportional to your rank as an Arrancar, which ranges from the lowest-ranked Numeros to the top-ranking Espada.
    - **Arrancar gain access to the Asauchi item for Free**

Zanpakuto Spirits - 200 CP

Zanpakuto Spirits are sentient spiritual entities that inhabit the swords wielded by Shinigami. These spirits are born from the souls of Shinigami during their time in the Shin'o Academy, and they are considered to be the manifestation of the Shinigami's soul. Zanpakuto Spirits have their own distinct personalities and abilities, which are usually reflective of their Shinigami's personality and fighting style. Zanpakuto Spirits are typically invisible to the human eye, but they can communicate with their Shinigami through telepathy. They can also project themselves into the real world in various forms, such as a humanoid form or an animal form. Zanpakuto Spirits are very protective of their Shinigami, and they will often provide guidance and assistance in combat.

Zanpakuto Spirits also possess a unique power known as a Zanpakuto's special ability, which is unique to each individual spirit. These abilities can range from elemental manipulation to reality warping and can be incredibly powerful when used properly. As the bond between a Shinigami and their Zanpakuto Spirit grows stronger, the Zanpakuto Spirit can evolve and gain new abilities. This evolution is known as a Zanpakuto's

Bankai, and it represents the ultimate expression of a Shinigami's power. The Bankai of a Zanpakuto Spirit is a reflection of the Shinigami's soul and personality, and it is often a powerful and unique ability that can turn the tide of battle. By taking this option you may become a Zanpakuto spirit. You may optionally choose to be bonded to an individual or you could be a free floating spirit. Should you be bonded to an individual you may take them as a companion for Free.

Togabito - 200 CP

Togabito, also known as Hellspawn or Sinners, are beings that reside in Hell, the afterlife realm for those who have committed heinous crimes during their lifetimes. They are essentially souls that have become corrupted by their sins and are unable to reincarnate into the world of the living or ascend to the Soul Society. Togabito are known for their incredible strength and durability, which comes from their ability to manipulate the chains that bind them to Hell.

These chains can be used as weapons or defensive tools, and are also capable of absorbing spiritual energy. Togabito are organized into various factions, each with their own leader and set of rules. They are constantly fighting for power and influence within Hell, and will stop at nothing to achieve their goals. Some Togabito are able to leave Hell and travel to other realms, but they are always at risk of being dragged back into the underworld by the chains that bind them. By purchasing this however, you will not have to be concerned about this and will not be dragged back into Hell.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Arcannar x Togabito hybrid would cost 500 CP (100 + 200 + (100*2) = 500). You will gain unique advantages that are related to the species you choose.

Skills and Perks

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

General Perks

Magic Circuits - Varies
At no cost, you gain access to 40 magic circuits of average quality, enabling you to harness the power of magecraft. If you wish to enhance your magical potential, you can choose to invest an additional 100 CP to increase the number of circuits to 100. Furthermore, you can choose to purchase an additional 40 circuits for just 50 CP. You can purchase this enhancement as many times as you wish, allowing you to continually increase your magical capacity and hone your magecraft skills. With this perk, you have the ability to determine the quality of your magic circuits, allowing you to unlock your full magical potential.

Circuit Quality - Varies
While the previous perk allowed you to determine the number of circuits you possess, this one grants you the ability to control the quality of your circuits. By default, you possess circuits of average quality. For an additional 100 CP, you can enhance the quality of your circuits to that of above-average individuals such as Rin or Luvia. For an additional 200 CP, you can obtain circuits of the highest quality, surpassing even legendary geniuses from the Age of the Gods. With circuits of this caliber, your potential for magical prowess is virtually limitless.

Unsealable Power - 100 CP
Your powers cannot be sealed, restricted, or taken from you by external means. This includes abilities that affect your mind, body, or soul. Even the most powerful sealing techniques or magical artifacts will have no effect on your abilities, allowing you to use them freely and without fear of being disabled. This perk also grants you immunity to power-draining abilities, preventing others from sapping your strength or stealing your powers. With Unsealable Power, you can rest assured that your abilities will always be at your disposal, making you an unstoppable force to be reckoned with.

Unmatched Chef - 100 CP
You possess the cooking skill of Shirou Emiya, capable of making virtually any dish. Your ability to mix ingredients and cook them to perfection is unparalleled, making you a

master chef in your own right. You can create dishes that are not only delicious but also visually stunning, leaving a lasting impression on anyone who tastes your creations. Whether it's a simple meal or a complex multi-course dinner, you can prepare it with ease and finesse. This perk also enhances your creativity and improvisational skills, allowing you to make the most out of any ingredients you have at hand.

Cage of Life - 100 CP
You have mastered the spiritual technique known as the Cage of Life, which allows you to infuse your essence into the seed of a tree to create a powerful defensive structure. With this perk, you can create a Cage of Life by planting a special seed that rapidly grows into a large tree, absorbing and neutralizing all spiritual energy-based attacks directed at it. The absorbed energy would only further strengthen the defensive structure of the cage through rapid tree growth.

In addition, any energy used within the cage is absorbed through the tree's roots and branches, further enhancing its defensive capabilities. With this ability, you can create impenetrable defenses, protecting yourself and others from even the most powerful spiritual attacks. With practice, you can shape the tree and its branches to your liking, making it an effective tool for both offense and defense.

First Release - 100 CP
This perk grants you the ability to access and master the first release of any species you possess or have the potential to possess. Whether you are a Shinigami, a Hollow, or a hybrid of the two, you will gain complete mastery over your Shikai or Resurreccion. Not only will you have the ability to access your first release at will, but you will also have complete control and understanding of its abilities. This will allow you to maximize the full potential of your powers in battle, making you a formidable opponent.

Additionally, this perk will unlock all other releases that you have the potential to possess, depending on your species and ancestry. For example, if you are a Hollow-Shinigami hybrid, you will not only gain mastery over your Resurreccion and Shikai, but also any other releases that may be available to your hybrid species. With this perk, you will be a force to be reckoned with, possessing the skills and knowledge to overcome any obstacle in your path.

Second Release (Requires First Release) - 200 CP
The Second Release is considered the true release for most species and is the most powerful state that can normally be reached by an individual. For Shinigami, this is the Bankai, for Hollows, it's the Segunda Etapa, and for Quincy, it's the Vollständig. By

purchasing this perk, you will unlock your second release state, granting you access to your true power.

Not only will you be able to access your first release at will, but you will also have complete control and understanding of its abilities. This will allow you to maximize the full potential of your powers in battle, making you a formidable opponent. You will also gain mastery over your second release, unlocking its full potential and granting you incredible combat prowess.

Furthermore, this perk will unlock all other releases that you have the potential to possess, depending on your species and ancestry. As a Hollow-Shinigami hybrid, for example, you will gain mastery not only over your Segunda Etapa and Bankai but also any other releases available to your hybrid species. Overall, this perk will grant you an unparalleled level of power, making you a force to be reckoned with on the battlefield.

Dual Spirit - 200 CP
This powerful perk grants the user a rare and coveted ability - the possession of not one, but two spirits within their Zanpakuto. While most individuals are limited to a single spirit, those with the Dual Spirit Zanpakuto possess unparalleled versatility and strength. With two spirits at their command, they are able to access two unique power sets, providing them with a significant advantage in combat.

In addition to their increased combat abilities, the Dual Spirit Zanpakuto also grants the user a second power in any similar power system they may possess. For example, if the user also has a Quirk from My Hero Academia, they will gain a second Quirk to complement their existing one. This not only enhances their capabilities in battle, but also provides them with new opportunities for strategic planning and creative problem-solving.

Overall, the Dual Spirit Zanpakuto is a truly rare and powerful ability that offers a wide range of advantages to its user. With two spirits and two power sets at their disposal, the wielder of this perk is truly a force to be reckoned with.

Zanjutsu - 200 CP
This is not necessarily a power, but it is a major part of the Shinigami's fighting style. Zanjutsu refers to the swordsmanship techniques they practice. There are a wide array of techniques such as Ryodan and Suikawari. This perk will boost your skills to match individuals such as Retsu Unohana, Kenpachi Zaraki, and Sosuke Aizen. Lastly there is a synergy bonus if you purchase all four of the Shinigami fighting styles. Your skills and power will instead be boosted to that of the members of Zero Division and Yamamoto.

Hakuda - 200 CP
Hakuda refers to high speed unarmed combat. This is the second of the Shinigami's main fighting styles. Some of the notable techniques are Shunko and Takigoi. Purchasing this power will boost your capabilities to match individuals such as Sui-Feng, Yoruichi Shihoin, and Mashiro Kuna. Lastly there is a synergy bonus if you purchase all four of the Shinigami fighting styles. Your skills and power will instead be boosted to that of the members of Zero Division and Yamamoto.

Hoho - 200 CP
Hoho refers to the high speed movement arts. This is the third of the Shinigami's main fighting styles. These are primarily used as auxiliary techniques to enhance the combat capabilities of other moves. The highest level of Hoho is the Shunpo technique otherwise known as the Flash Steps. Taking this power will grant you experience on par with Yoruichi Shihoin and Tenjiro Kirinji. Lastly there is a synergy bonus if you purchase all four of the Shinigami fighting styles. Your skills and power will instead be boosted to that of the members of Zero Division and Yamamoto.

Kido - 200 CP
Kido refers to the spells used by the Shinigami. This is the fourth and final fighting style used by the Shinigami. Kido is divided further into Hado and Bakudo which are direct attacks and supportive attacks respectively. Taking this power will grant you a high degree of talent in each of the types of Kido including binding spells, destruction spells, and healing spells. You will also gain experience on par with Sosuke Aizen, Isshin Kurosaki, and Retsu Unohana for each of the types respectively. Lastly there is a synergy bonus if you purchase all four of the Shinigami fighting styles. Your skills and power will instead be boosted to that of the members of Zero Division and Yamamoto.

Selfless Sacrifice - 200 CP
You have the ability to transfer your life force to heal and strengthen another person. Unlike other similar abilities, this power does not require the recipient to have compatible spiritual energy or any sort of prior connection with you. You can choose to transfer any amount of your life force, but the process will cause visible deterioration in your body, accelerating the aging process and potentially shortening your lifespan.

However, this power also grants you the ability to manipulate life force itself. You can use it to heal injuries, cure illnesses, and even bring the dead back to life to some extent, as long as their souls are still intact. This power has limitations, however, as you cannot revive those who have passed on for too long, and you cannot heal injuries that are beyond repair. Additionally, the amount of life force required to perform such feats is

significant, and using this power on a large scale will cause a drastic shortening of your own lifespan.

Overall, Selfless Sacrifice is a powerful ability that allows you to heal and strengthen those around you, but it comes at a great cost to yourself. It is a power that requires careful consideration and use, as it can be both a blessing and a curse.

Justice of God - 300 CP
Upon activation, this perk allows you to harness the spiritual energy of the air and surroundings to fuel your transformation. Once transformed, you gain full dominance over the spiritual energy in the surrounding area, exponentially increasing your absorption rate to supplement your lacking reserves. However, you may face a challenge when dealing with certain types of spiritual energy.

If you encounter spiritual energy that is corrosive or harmful to your body, you have the ability to purify the energy removing the harmful aspects. This allows you to avoid being harmed by the energy while still gaining the benefits of absorbing it. In addition, you can use your control over spiritual energy to manipulate and redirect attacks, making you nearly invulnerable to any spiritual attack that comes your way.

However, due to the nature of this transformation, it requires a significant amount of spiritual energy to activate and maintain. The denser the energy, the more difficult it will be to manipulate. Therefore, it is best used sparingly and strategically, so that you can avoid being overwhelmed.

Zombie Master - 300 CP
You possess the ability to turn anyone whose blood you come in contact with into a zombie-like creature under your control. These zombies retain the memories, skills, and abilities of their former selves and are completely loyal to you. Furthermore, any injuries you sustain will rapidly heal, even fatal ones, making you virtually unkillable in combat.

The more powerful the individual you attempt to turn into a zombie, the more blood you must expend to use your power. However, this drawback is insignificant compared to the incredible power you wield. In addition to your formidable combat skills, you are a master of manipulating the dead and turning them into your unstoppable army. With this perk, you can raise an army of the undead and conquer any foe that stands in your way.

Jumper’s Seal - 300 CP
You possess the ability to create a powerful barrier that is attuned to your bloodline. The barrier functions similarly to the Emperor's Seal, which repels all those who are not of

Royal Blood. This barrier is stronger than the Seventy-Two Barriers of the Soul King's palace combined, as it is imbued with the power of the Oken itself.

Any individual who is not of your bloodline will be unable to cross this barrier. This includes attacks, physical or otherwise, as well as any attempt to bypass or destroy the barrier. Only those of your bloodline will be able to pass through the barrier unimpeded.

This barrier provides you and those of your bloodline with a powerful defense against any external threats. Additionally, it serves as a symbol of your authority and power, as only those of your bloodline will be able to pass through it.

Chimera Parca Fusion - 300 CP
You possess the unique ability to fuse with two other individuals to create a powerful being, merging your spiritual energies and abilities together to form a single, unified entity. This fusion allows you to tap into the strengths of each individual, amplifying them to a greater degree than before.

The fusion requires the removal of your right arm, which will combine with the arms of the other two individuals, creating a trail of red spiritual energy that assimilates and merges together to form the Chimera Parca. This fusion not only amplifies your physical strength but also your spiritual abilities, allowing you to cast powerful spells and attacks with greater ease and potency.

While in this form, you possess heightened senses, speed, and durability, making you a formidable opponent in any battle. The fusion lasts for a limited time, and once it ends, you will revert to your original form, having expended a significant amount of spiritual energy. However, the power and abilities gained during the fusion make it a worthwhile risk in any battle.

The Jailer - 300 CP
With this perk, you possess the ability to summon powerful spiritual energy constructs that can close gateways between dimensions, trapping anyone within. These constructs are so strong that they can withstand even the most powerful attacks without taking any damage. Not only can you use this ability to trap your enemies, but you can also use it for scouting and reconnaissance purposes. You can trap yourself in a dimension and become completely undetectable, even to the most powerful sensors. Your spiritual energy will be contained in its entirety, and not even sound will be able to escape.

With this power, you can move undetected through enemy territory and gather vital information without being noticed. The strength of your dimensional confinement is such

that even the most powerful foes will be unable to escape, making you virtually unstoppable. But be warned, this power consumes a great deal of energy to maintain, so use it wisely and sparingly. With proper use and control, however, this perk can grant you the ultimate advantage in battle and reconnaissance, making you the ultimate Jailer.

Doom Blast - 300 CP
You possess the ability to focus your energy into a single point of impact, allowing you to create a devastating blast that can obliterate anything in its path. Unlike others who rely on swords or other weapons, you use a gun as your medium to focus your energy. Your aim is impeccable, and your shots are lethal, making you a force to be reckoned with. You have an unlimited reserve of energy, but you need to concentrate it to create the Doom Blast. With this perk, you can gather energy in seconds, allowing you to unleash a wave of pulsating blue light that can span entire dimensions. Your power is unmatched, and your Doom Blast can level mountains and destroy entire armies with ease. You are the embodiment of destruction, and your enemies will tremble at the sound of your name.

Sogyo no Kotowari - 300 CP
You possess the unique Zanpakuto Sogyo no Kotowari, the twin swords with a connecting rope adorned with five charms. This Zanpakuto has the ability to absorb energy attacks through the left sword and redirect it through the rope to greatly enhance the offensive strength of the attack. With this perk, you are able to fully utilize this ability, even with your own powers.

You can use Sogyo no Kotowari to absorb any energy-based attack directed at you, including Kido spells, and use it to increase the power of your own attacks. This allows you to turn your opponent's strength against them, making you nearly invincible in battle. In addition, you have complete control over the five charms on the rope, allowing you to adjust the speed and pressure of the redirected attack to your liking.

Your proficiency with Sogyo no Kotowari is unmatched, and you can use it to perform powerful and devastating attacks with ease. This perk also enhances your combat abilities, allowing you to fight with both swords and manipulate the rope with precision and speed. With Sogyo no Kotowari in your hands, you are a formidable opponent that should not be underestimated.

Spiritual Contamination - 300 CP
This powerful ability is modeled after Askin's unique power to manipulate and weaponize spiritual energy. By purchasing this perk, you gain the ability to channel your

own spiritual energy and contaminate your opponent's, reducing their natural resistance to their own power to near-zero. Once you have successfully contaminated your opponent's spiritual energy, they will begin to experience the effects of Spiritual Contamination. The stronger they are, the worse off they will be, struggling just to remain conscious against the natural output of their own spiritual energy.

But the power of this ability does not end there. By contaminating your opponent's spiritual energy, you can also enhance your own physical strength and endurance. With your spiritual energy now unbound by your own natural resistance, your physical attacks will be bolstered by the full force of your inner power, allowing you to strike with greater strength and speed. This ability requires a degree of skill and finesse to use effectively, but those who master it will find themselves with a potent tool to defeat even the most formidable opponents.

Cellular Degradation - 300 CP
As a Zanpakuto, Shinso is known for its incredible speed and the ability to elongate and retract faster than any other sword. Its true power lies in the poison-induced rapid cell degeneration that it inflicts upon its victims. By purchasing this perk, you gain full control over the cellular degeneration ability of Shinso, ensuring that neither you nor your allies are harmed by its poisonous effects. You can elongate and retract Shinso with perfect precision, striking your enemies with deadly accuracy without harming anyone else.

The "Final" Shinso takes this power to another level, rendering the concept of distance irrelevant and making all targets equal in the face of its inescapable blow. With Cellular Degradation, you can launch a strike that ends in the same breath, revealing its true nature in the form of poisoned dust. By mastering this power, you can become an unstoppable force on the battlefield, striking down your enemies with ease and without harming your allies. The power of Shinso is now at your fingertips, under your perfect control. You can unlock the “Final” level by either training with the power or purchasing the Final Release Perk.

X-Axis - 300 CP
With this power, you gain the ability to pierce through anything in your line of sight, just like Lille Barro. Your attacks become unstoppable, capable of piercing through even the toughest defenses. You can also phase through enemy strikes if you so choose, making it almost impossible for opponents to hit you. In addition, you can create invisible energy constructs that can pierce through solid objects or even people without leaving a trace. These constructs can be used to attack opponents from a distance or to protect yourself from incoming attacks. However, this power has a limitation: you can't pierce what's not there. If your opponent doesn't have a physical form or their abilities are intangible, your

attacks will be ineffective against them. Use this power wisely, and you'll be virtually invincible in combat.

Harem EX - 300 CP
It seems that you have inherited Shirou's good fortune when it comes to attracting alluring and powerful individuals of the opposite sex. You have an innate ability to recognize potential romantic interests and effortlessly captivate their hearts and minds. Your understanding of romantic matters is enhanced, and you are a skilled seducer and lover. Those who are drawn to you find you irresistible, and your presence alone is enough to make others feel at ease and captivated by you. With your charming personality and alluring aura, you are able to attract a harem of companions who are willing to follow you and support you in your endeavors.

Your reach extends far beyond mortal beings; even gods, ancient demons, and heroes of the past are awestruck by your presence and would do anything to earn your favor. The power, influence, and beauty of others mean next to nothing before your charms. You are capable of seducing any being, regardless of their power or wisdom, and they become hopelessly devoted to you. Love grips their hearts fiercely, and even those who lack emotions can't help but put you above everything else.

Your charm is not limited to living beings; even inanimate objects and magical creatures are drawn to you. Fate will sway in your favor, your enemies become allies, and all will heed your call. Most importantly this is just your innate charisma which comes naturally. Who knows what could happen should you actually put in some effort. With this perk, you have the ultimate harem at your disposal, consisting of individuals from all walks of life and dimensions, all united in their love and devotion to you.

Final Release (Requires Second Release) - 400 CP
The Final Release is the ultimate release state attainable by various individuals in this world, allowing the user to achieve unmatched power. By supercharging your second release state, you will unlock your full potential and be able to access the ultimate form of your powers. This is the equivalent of the Mugestu state used by Ichigo in the canon timeline, or the True Bankai for Shinigami.

However, it comes at a great cost. Normally, an individual would lose access to their powers after using their Final Release state, and their body may even sustain damage from the strain. But with this perk, you will not only be able to utilize your Final Release with complete control, but you will also retain access to all of your previous release states. You will simply become exhausted rather than suffering from any permanent damage. This allows you to maximize the full potential of your powers without fear of

losing them permanently. With this perk, you will become an unstoppable force to be reckoned with. This perk will also boost any other Perks based around these sorts of powers.

Soul King's Blessing - 400 CP
You have obtained the rare ability to siphon and utilize the power of the Soul King, even without the use of an Oken. Your body has been blessed with the durability and strength of the Royal Guards, allowing you to withstand and break through defensive barriers and crystals that would normally be impenetrable to others.

With this ability, you can tap into the immense power of the Soul King and use it to your advantage in battle. Whether it's to enhance your own abilities or to weaken your opponents, you have complete control over the Soul King's power. However, be warned that the immense power of the Soul King is not to be taken lightly and must be used with caution, lest it consume you.

Inky Conceptualization - 400 CP
With this perk, you gain the power of Ichibei Hyosube and his Zanpakuto, Ichimonji. By wielding a massive calligraphy brush, you can cover any object or being with black ink, which will cause it to lose its true name, and with it, its properties and powers. Furthermore, if the target does not have a name, it will simply become meaningless. You have the ability to change the conceptual nature of others' beings and objects, making them vulnerable to your attacks, or simply rendering them useless. The more ink you apply, the greater the effect.

This power works not only on physical objects, but also on abstract concepts and even intangible forces, allowing you to manipulate the very fabric of reality itself. With this power, you can erase and rewrite history, alter the laws of physics, and reshape the world according to your whims. But be warned, this power is not without limits, and it requires great skill and mastery to use it effectively.

Chains of Hell - 400 CP
You possess control over the Chains of Hell, the spectral chains that bind the souls of the damned and the Togabito. You can summon these chains at will and use them to bind, subdue, and even destroy your enemies. The chains are incredibly durable and can withstand tremendous amounts of force and spiritual pressure. You can also use the chains to manipulate your surroundings, moving objects with ease or even restraining powerful spiritual entities.

Additionally, you have the ability to summon a massive chain made entirely of spirit energy, capable of destroying even the toughest of defenses. You can control this chain with precision, wrapping it around your enemies and crushing them with its incredible strength. Your control over the Chains of the Netherworld is absolute, allowing you to use them without any risk of being harmed by them. Even the most powerful of spirits or demon lords will tremble at the sight of your chains.

- **This is Free for Togabito**

Reality Marble - 400 CP
A Reality Marble is a manifestation of your soul's true nature, a magical construct that distorts the very fabric of reality itself. With this perk, you gain the ability to create and control a Reality Marble, shaping the world around you according to your will. Within this space, you can alter the laws of physics and manipulate the environment, allowing you to create a perfect battleground for yourself or a haven for allies. Your Reality Marble will reflect your innermost desires and beliefs, and its power will grow stronger as you come to know yourself better. As your understanding of your soul deepens, your Reality Marble will evolve, granting you greater control over the world around you and more powerful magical abilities.

Using your Reality Marble requires a great deal of magical energy, and you will need to replenish your reserves regularly. However, as you become more skilled in its use, you will be able to use your Reality Marble for longer periods of time and with greater ease. With this perk, you will become a master of your own inner world, wielding the power of your soul to shape reality itself. You may also use this perk to instead purchase other Reality Marbles if you would rather claim a known one. I however, would recommend that you first acquire your own unique variant as it is based around your soul and will be best suited to you.

Perfect Copy - 400 CP
Perfect Copy is a formidable ability belonging to the likes of Szayelaporro. By investing in this perk, you can acquire a version of this power that belongs to you. To activate this power, you will need to concentrate your spiritual energy on your target. Once you have gathered enough information, you can generate a copy of them using your own energy or by expelling them from your body.

The duplicates you create are far from lifeless dolls; instead, they are fully independent beings with the same skills, memories, and even personalities as the original. These replicas are completely loyal to you, even if their character is entirely different from your own. With this ability, you can summon powerful allies into the fray while collecting vital

data by observing and reproducing your enemies. With your ability to create perfect copies, you can easily outsmart your opponents, gaining an upper hand in combat.

God Hand - 400 CP
This perk allows you to access the legendary Noble Phantasm of the mythic hero, Heracles - the God Hand. Your body will become on par with divine-class conceptual armor, rendering you nearly invulnerable. Any method that kills you once will not be able to kill you again, providing you with eleven lives. This represents the monumental achievement of the twelve labors of Greek mythology, granting you the ability to endure and overcome any obstacle. With this ability, death is not the end but the beginning, and you will emerge from each battle stronger than before.

God-Speed - 400 CP
Through this perk, you gain the divine speed and agility of the hero Heracles, allowing you to move with unparalleled swiftness and grace. Your movements become a blur as you dodge and weave through even the most complex of attacks with ease. This perk also grants you access to the legendary technique known as the Shooting Hundred Heads, allowing you to strike your enemies with a barrage of blows that can shatter even the most durable of defenses. With this ability, you can slay the impossible and achieve the unimaginable, just as Heracles did in his epic battle against the Hydra. Furthermore, this perk enhances your physical capabilities, making you stronger and more durable than ever before, as befits the son of the King of the Olympian Gods and the heir of thunder and lightning who would become a god.

Ryujin Jakka - 400 CP
This perk grants you the legendary Zanpakuto known as Ryujin Jakka, which is said to be the most powerful fire-based weapon in existence. It is wielded by the captain of the first division of the Gotei 13, Genryusai Shigekuni Yamamoto. This grants you a number of abilities. First, Ryujin Jakka grants you complete mastery over fire, able to create and manipulate flames to your will. You can use this ability to incinerate anything in your path, or to create powerful barriers of fire to defend against attacks.

Second, Ryujin Jakka is said to be the most powerful fire-based weapon in existence, capable of unleashing flames with enough heat and force to incinerate entire armies. With this perk, you can tap into that power, unleashing devastating flames that can destroy even the toughest of foes. Third, If you have sufficient mastery over your Zanpakuto, you can unleash its true power through its Bankai form. Ryujin Jakka's Bankai, called Zanka no Tachi, is said to be the ultimate fire technique, capable of incinerating the entire world with a single strike. With this ability, you can unleash an

inferno of flames that can obliterate anything in your path, leaving nothing but ash in your wake.

Soul King's Left Hand - 400 CP
As the holder of this perk, you gain the abilities of Pernida, the former left hand of the Soul King. Your body is made entirely of power and flesh, granting you heightened defense and physical ability. Additionally, you inherit the unique ability to encompass and accept all, just like the Soul King himself. You become an information relay with knowledge of all things in the domain, and are both everywhere and nowhere at all, making the conceptualization of your being rather arbitrary.

Beyond the power of C-The Compulsory, your primary strengths are Organic Evolution and Adaptive Replication. Through Adaptive Replication, you can absorb and mimic information from objects, allowing you to learn and adapt quickly. Through Organic Evolution, you can consume and gain the abilities, traits, and aspects from biomass, making you a formidable opponent that can defeat anyone in time. With this perk, you become nearly unstoppable, with the ability to adapt to any situation and gain the abilities of those you defeat. No opponent can stand against you for long.

Transcendent Hybrid - 400 CP
The main reason for Ichigo’s seemingly unmatched potential is his status as a unique hybrid, but now you too can claim that status. By purchasing this perk, you become the second being to combine the powers of the Shinigami, Hollows, Quincy, and Fullbringers. Your potential is equal to, if not surpassing that of Ichigo himself in terms of power and ability, as your hybrid nature grants you a wide range of techniques and abilities from each of these four different sources of power.

However, that is not all. You also possess the ability to further increase your power and potential by combining the DNA or energy of other beings. By assimilating the essence of other beings, you can add their powers and abilities to your own, becoming stronger with every new species you become. This ability allows you to constantly evolve and grow stronger, adapting to any situation and emerging victorious.

With this perk, you are a true force to be reckoned with, capable of taking on any opponent and emerging victorious. Whether it's the powers of a Dragon Ball Saiyan, a Marvel mutant, or a DC Kryptonian, your Transcendent Hybrid status allows you to combine their abilities with your own, creating a unique and unstoppable fighting style. Lastly, as you add more species to your own mixture you may find that they will start to synergize increasing your abilities at an exponential rate.

The Hollow King - 800 CP
After Shirou regains his memories and becomes an Arcannar, he gains access to his full power. He is unbelievably powerful and has more energy than all of the Espada combined. Additionally, as one of the original Vasto Lords and the creator of Hueco Mundo, he wields absolute loyalty from every Hollow alive. With this perk, you are likely the only being aside from the Soul King himself who could be considered Shirou's equal. Not only do you gain immense power and the respect of all Hollows, but you also gain access to a unique ability: the power to create new Hollows. With this power, you can create an army of loyal Hollows who will obey your every command. You also gain the ability to command and control any existing Hollows you come across, even if they were previously under the control of another being.

In addition to your control over Hollows, you also gain the power to manipulate the very fabric of Hueco Mundo itself. You can manipulate the sand to create powerful constructs, control the desert winds, and even alter the landscape to your will. This means that you can create a fortress for yourself, control the weather, or create traps and obstacles for your enemies. Finally, your power over the Hollows grants you an almost supernatural charisma that allows you to sway even the most stubborn of beings to your side. You can convince others to follow your orders, even if they were previously opposed to them. This power extends beyond just Hollows and can be used on any being, including humans, Shinigami, and other Arcannar.

Hollow

Lone Soul - 100 CP
Through the guidance of the Vasto of White, you have gained the ability to connect and share your spiritual energy with others. This perk allows you to channel your own spiritual energy and share it with others, healing them and strengthening their spiritual pressure. This connection can be established with anyone, including allies, enemies, or neutral parties. However, the connection is not permanent and requires your continued presence and focus to maintain.

Furthermore, this perk grants you an increased level of control over your spiritual energy, allowing you to manipulate it to create weapons, shields, or other forms of energy projection. Your spiritual energy can now be used for both offense and defense, giving you an edge in battle. Lastly, this perk grants you a sense of empathy and understanding towards those around you, allowing you to perceive their emotional and spiritual states with greater clarity. This heightened perception can give you an advantage in negotiations and social situations, allowing you to better understand and connect with those around you.

Fragmented Power - 100 CP
You possess a unique ability to produce fragments of your spiritual power, similar to the Vasto of White. These fragments can be used to sustain and nourish weaker beings, whether they be humans, hollows, or other spiritual entities. Additionally, your territory becomes a haven for weaker hollows, providing them with protection and sustenance.

As a result of this ability, you no longer need to consume other beings to sustain yourself. You can also use these fragments to strengthen your own power, allowing you to evolve without resorting to cannibalism or sacrifice. However, be warned that producing too many fragments at once can leave you vulnerable and weakened. It is up to you to determine the balance between using your power to help others and preserving your own strength.

Cero Doble - 100 CP
Your control over energy has reached new heights. You possess the unique ability to not only absorb and redirect energy attacks with increased power and speed, but also use them as a weapon against your opponents. Whether it's a cero from a hollow, Kido from a Shinigami, or any other energy-based attack, you can absorb and redirect it back with devastating force.

Your mastery over energy manipulation allows you to effectively counter any energy-based attack and turn the tide of battle in your favor. You can use your opponent's energy against them, using their own attack to deal damage back to them. This ability grants you a significant advantage in any battle, making you a formidable opponent to face. With Cero Doble, you can confidently face any adversary and emerge victorious.

Hyper Regeneration - 200 CP
Your regenerative abilities are unparalleled even among the Hollows. Your body can recover from nearly any wound, including fatal ones, in a matter of seconds. Your limbs can regrow with ease, and your body can adapt to new wounds and even alter itself to compensate for damage, making it nearly impossible to take you down permanently through physical means alone. You can even regenerate from spiritual damage, though it takes longer and requires more effort. This perk also enhances your physical capabilities and increases your overall strength, speed, and agility, allowing you to fight more effectively and move with incredible speed and agility. Lastly, unlike other Hollows your high speed regeneration is incredibly efficient barely requiring any energy.

All Seeing Eye - 200 CP
As a master archer, you possess unparalleled skill with a bow and arrow. Your accuracy and speed are unparalleled, allowing you to hit targets with pinpoint accuracy and shoot multiple arrows in quick succession. Your archery skills are on par with the Vasto of White himself, and you can effortlessly fire arrows that contain as much Reishi as a Cero. With your natural affinity for tracing bows and arrows, you can quickly learn and master any archery technique you see. Additionally, you can imbue your weapons with your own magical energy, making them stronger and more durable than their original counterparts. You can also infuse them with different elemental properties, such as fire or lightning, adding additional effects to your attacks.

Furthermore, your mastery of archery grants you access to powerful techniques like "Rho Aias," which creates a powerful shield of energy that can block even the strongest attacks. With this power, you become a true archery prodigy, feared by all who face you on the battlefield. Your enemies will tremble before the sight of your bow, and your arrows will strike with deadly precision, leaving no one standing in your way.

Spiritual Awakening - 200 CP
You possess the ability to awaken spirits within anything, including objects, weapons, ships, and even your own abilities. Drawing inspiration from Shirou's method of tracing weapons, you can awaken a spirit similar to that of a Zanpakuto spirit for each item,

technique, or ability you possess. These spirits typically take on the form of their previous wielders or are based on them, making them unique and personal to you. These awakened spirits will directly aid you, making any attempt involving them significantly more efficient and powerful. They can grant you knowledge, skills, and abilities beyond what you would normally be capable of, as well as enhance your existing abilities and techniques. The more awakened spirits you have at your disposal, the greater your overall power and versatility.

You have complete control over the design of each awakened spirit, allowing you to tailor them to your specific needs and preferences. You can also choose to awaken spirits based on characters or concepts from other worlds and settings, further expanding your options and abilities. Furthermore, any spirit created using this method will be completely loyal to you, and will never turn against you. This means you don't have to worry about your enemies strengthening themselves through your awakened spirits. With this perk, you can awaken the full potential of any item, ability, or technique you possess, unlocking new levels of power and ability beyond what was previously possible.

Unlimited Blade Works - 400 CP
Unlimited Blade Works is a reality marble, the very manifestation of your soul, and a magic so distorted that it imposes upon the order of the world. By purchasing this option, you will gain the ability to create and control this powerful reality marble. Once activated, the reality marble will create a world made entirely out of blades and weapons, which you will have complete control over.

This perk not only grants you the ability to summon and control a seemingly endless amount of weapons, but also the power to add new ones to your arsenal by witnessing them. This includes divine relics, noble phantasms, Zanpakuto, and any other weapon that you can encounter. You will be able to recreate them perfectly using all of their abilities, and add them to your collection of weapons within the reality marble. With the Unlimited Blade Works at your disposal, you will become an unstoppable force on the battlefield, capable of overwhelming any foe with sheer power and skill.

Master of Time - 400 CP
With this perk, you gain the ability to manipulate time in a variety of ways. Like Baraggan, you can control time itself, slowing or accelerating it as you see fit. You can even use your powers to age living beings and objects to dust, just like Baraggan's Respira. In addition to your mastery of time, you have complete control over the purplish smoke known as the Respira. You can use this deadly smoke to rapidly move at incredible speeds, surpassing even the most skilled combatants. When the Respira

makes contact with a target, it will continue to spread and affect them further unless removed.

Furthermore, you can manipulate time on any target within your range, whether it's a living being, an energy-based attack, or a physical object. You can slow down your opponents' movements to a crawl, giving you an advantage in combat, or speed up your own movements to dodge attacks or move with lightning-fast agility. Finally, you are immune to the effects of your own abilities, so you cannot hurt yourself with your time-manipulating powers. With this incredible mastery over time and the Respira, you become a true force to be reckoned with on the battlefield.

World Devourer - 400 CP
With this perk, you wield the incredible power to consume entire worlds and assimilate their very essence into yourself, augmenting your strength and abilities beyond measure. All it takes is a single thought, and you can begin the process of devouring a world, drawing upon its vast reserves of energy to fuel your own power. As you consume more and more worlds, your strength and might will continue to grow, allowing you to overcome even the most formidable opponents with ease. You possess the ability to target worlds that are particularly rich in specific types of energy or elements, tailoring your diet to suit your needs and desires.

You will find that no world is beyond your reach, as you possess the ability to traverse vast distances and overcome seemingly insurmountable obstacles in your quest for ultimate power. And with each world that you consume, you will become even more attuned to the vast, intricate workings of the universe, gaining a deeper understanding of the cosmic forces that govern all existence. With the World Devourer perk, you have become a true master of the universe, wielding the power to shape and manipulate reality to your will, and consuming entire worlds to fuel your own limitless potential. The cosmos is your playground, and there is no limit to what you can achieve with your insatiable hunger for power and knowledge.

Dimensional Architect - 600 CP
You possess the ability to create new worlds and dimensions, much like Shirou created Hueco Mundo. By visualizing and imagining the new reality you wish to create, you can harness your innate power and bring it into existence. Your ability to create these new dimensions is limited only by your imagination and willpower, as well as the amount of energy you can channel into the process.

As the creator and architect of these new dimensions, you have complete control over their properties, rules, and inhabitants, allowing you to shape them according to your

desires. You can even create portals or gateways that connect these dimensions to other worlds or realities, granting you unprecedented access to the multiverse. This ability makes you a master of space and time, and grants you incredible versatility in both combat and exploration. However, be warned that creating new dimensions requires a great deal of energy, focus, and concentration, and can be mentally and physically taxing. Use your power wisely, and you can shape the very fabric of reality itself.

Terrifying Might - 600 CP
You possess incredible combat prowess that far exceeds what would be expected of someone at your level. Even as a normal hollow, your combat strength is comparable to that of an average Vasto Lorde. Your physical and spiritual capabilities are far beyond the norm, allowing you to easily overpower opponents who are seemingly stronger than you. Your combat instincts are sharp and precise, allowing you to react and counter with lightning speed. You possess a keen eye for weaknesses and vulnerabilities, making it easy for you to exploit them in battle. You have an unbreakable will and a relentless fighting spirit that allows you to keep going even in the face of overwhelming odds.

Your strength and speed are unmatched, allowing you to move at lightning-fast speeds and hit with tremendous force. Your spiritual pressure is overwhelming, allowing you to intimidate and overwhelm your opponents. You possess incredible endurance, allowing you to keep fighting even when others would have long given up. As you continue to grow in strength and power, your combat prowess will only become more impressive. With this perk, you have the potential to become one of the greatest fighters in existence, able to take on opponents far beyond your level and come out victorious.

Grand Forge of Steel - 600 CP
As a Master Craftsman with the Armeria Sequence One, you possess the ability to create weapons and equipment with nearly omnipotent effects. You can forge tools and armaments that can circumvent the supreme properties known as "laws” and to strike at core concepts in the universe. By accessing a power called Armeria Sequence One, you can bring forth a seemingly illusory station of castings and soldering irons, where you can set and lock the sequence and then initialize it to trigger the forging process. As you do so, you call upon the powers of creation and set an anvil of dawn, from which a hammer forms in your hand.

You can use this hammer to shape and mold the metal into whatever weapon or equipment you desire, infusing it with your spiritual energy. Through the Armeria Sequence One, you can imbue the resulting tool with incredible abilities that can sever fate beyond the omnipotence of laws. As a Master Craftsman with this ability, you are

unparalleled in your skill and can create weapons and equipment that rival those wielded by gods. With your creations, you can strike fear into the hearts of even the most powerful opponents and overcome any obstacle that stands in your way.

Soul Society

Soul Purification - 100 CP
With this unique ability, you can purify the souls of hollows, freeing them from their host and sending them to the afterlife. This gift is not limited to regular hollows, as you can also purify the most powerful of hollows, such as Arrancars, Adjuchas, and Vasto Lorde. As you perform the purification, every trapped soul within the hollow is set free, providing them with a peaceful transition into the afterlife.

Furthermore, this ability grants you heightened spiritual perception, allowing you to sense the presence of hollows and souls in your surroundings. You possess the ability to detect impurities within souls, purifying them and liberating them from the burden of their past sins.

The purification process, however, can be mentally and emotionally taxing, leaving you vulnerable to attacks from enemies or other hollows. As such, it requires intense concentration and focus, making it challenging to use in the midst of battle. However, after the jump, you can also purify any damage to the soul, providing a much-needed healing ability to those around you.

Captain's Insight - 100 CP
Your mind is sharp and analytical, allowing you to detect subtle hints and hidden motives in the actions of others. You possess exceptional deductive skills and can quickly piece together information to form a complete picture of a situation. This perk also enhances your perception and intuition, allowing you to pick up on cues that others may miss. You are particularly skilled at detecting deception and can easily spot when someone is lying or hiding something.

Your mental acuity and comprehensive skills are exceptional, allowing you to quickly process and understand complex information. This perk makes you a master strategist and tactician, able to devise plans and strategies on the fly to deal with any situation. Your appearance may deceive others, but your keen mind is not to be underestimated. With this perk, you can quickly rise to the top of any organization or military force, becoming a respected and feared leader.

Strength Magnet - 100 CP
You possess an aura of power that draws others towards you as your strength increases. As you grow stronger, others will feel a natural attraction to you, whether it be

admiration, romantic desire, the desire to serve a strong leader, or other reasons entirely. This ability makes you a natural leader and allows you to easily gain the respect of others.

People will be drawn to you, seeking to learn from you or follow in your footsteps. Your presence alone can inspire others to become stronger and achieve greatness. Even enemies may find themselves hesitating to attack you, recognizing the power that emanates from you.

This perk gives you a significant advantage in any situation where you need to gain the trust or loyalty of others, as your strength and charisma will naturally draw them towards you. However, it is important to note that this ability does not guarantee loyalty, and those who follow you may have their own agendas or goals.

Suzumebachi's Sting - 200 CP
With this perk, you gain the power of Suzumebachi, Soifon's deadly Zanpakuto. Your own fingers become the stinger-like blade of the Zanpakuto, and when you strike an opponent, a butterfly-like stamp appears at the center of the wound, known as a hornet's crest. If the same spot is struck a second time, the victim will inevitably die, regardless of their power.

Your mastery of this ability is such that you can strike with pinpoint accuracy, hitting your opponent's weakest points with ease. You can also use your keen sense of observation to detect these weak points, making you a formidable opponent in combat. With this perk, you become a master assassin, capable of taking out even the most powerful of opponents with just two strikes. In addition, this perk also enhances your physical abilities, making you faster, stronger, and more agile. You can move at incredible speeds, darting in and out of combat with ease. Your strikes are lightning-fast and deadly, striking your opponents with lethal force. With Suzumebachi's Sting, you become a true force to be reckoned with.

The Midnight Blade - 200 CP
As a former student of Yoruichi, you have acquired unparalleled skills in stealth and infiltration, rivaling those of both Yoruichi and Soi-Fon. Your ability to blend into your surroundings, remain unnoticed, and move silently is unmatched, allowing you to infiltrate even the most secure locations undetected. You have a keen eye for detail and are able to quickly assess your surroundings to find the best hiding spots, as well as spot potential threats before they become a danger.

Moreover, your mastery of high-speed techniques makes you significantly faster than your peers. You can move with lightning-fast speed, allowing you to quickly close the gap between yourself and your target or evade attacks with ease. This speed also enhances your combat abilities, allowing you to strike from the shadows and catch your opponents off-guard. You are able to quickly dispatch enemies without being seen, and can take out entire groups of enemies with ease.

In addition to your stealth and combat prowess, you have substantial knowledge of the use of swords and other weaponry, allowing you to effectively wield them in combat. With this perk, you are truly a master of stealth and speed, capable of slipping in and out of any situation unnoticed and striking your enemies with deadly precision. You may optionally use this to alter your in-jump history, giving you a relationship with both Soi-Fon and Yoruichi.

Powerhouse Children - 200 CP
Inspired by the natural talents of the Kurosaki family, this perk guarantees that any children or beings you create will inherit immense potential, even surpassing your own. Whether it's due to your genetic material, your tutelage, or your creation process, these youngsters will be endowed with incredible abilities and will possess the potential to become legendary figures in their own right.

To help you raise these powerhouse children, this perk grants you all the necessary parenting skills and knowledge, ensuring that you can nurture their talents and help them achieve their full potential. You will know how to balance love and discipline, teach them vital life skills, and support their dreams and aspirations.

Moreover, any children or creations you have will be fiercely loyal to you, regardless of their moral alignment or personal beliefs. They will never betray you or turn against you, and will always stand by your side, ready to use their incredible powers to help you achieve your goals.

Rejection of Fate - 400 CP
You possess the unique ability to reject reality and bend it to your will, much like Orihime Inoue's Shun Shun Rikka. By forming six spirits, each with their own unique power, you can manipulate the fabric of reality to your advantage. With your spirits, you can heal wounds and regenerate lost limbs, create powerful barriers to protect yourself and others, and even reverse time to undo past events. As you grow in power and mastery, you may even discover new and creative ways to use your spirits to alter reality to your benefit. However, the more complex the reality you try to reject, the more energy and

concentration it will require, and using your powers too much can leave you drained and vulnerable.

Nimaiya's Legacy - 400 CP
You possess the rare and extraordinary ability to forge new Zanpakuto, just like the legendary Ōetsu Nimaiya. With this power, you can create not only Zanpakuto for yourself but also for others. Your expertise in Zanpakuto forging allows you to imbue your creations with unique and powerful abilities that suit the wielder's personality and fighting style. You have an innate understanding of the nature of spiritual energy and its interactions with physical matter, allowing you to craft Zanpakuto of unparalleled quality. You can shape and manipulate spiritual energy with ease, imbuing your creations with a wide range of abilities that can manifest as devastating attacks or powerful defensive measures.

Your mastery over Zanpakuto forging also allows you to refine and improve existing Zanpakuto. You can modify the abilities and appearance of a Zanpakuto according to the wielder's desires, unlocking its full potential. Whether you are forging a Zanpakuto for yourself or someone else, you can create a weapon that perfectly complements the wielder's strengths and weaknesses. Your creations are infused with your own spiritual energy, allowing you to sense their location and condition at all times. With this power, you can shape the course of battle and turn the tide of any conflict.

Scientific Genius - 400 CP
You possess an unparalleled intellect in the field of science and experimentation, placing you on the same level as legendary scientists such as Aizen, Urahara, and Mayuri. Your mind is a wellspring of knowledge and creativity, and you can devise ingenious and revolutionary inventions with ease.

Your scientific prowess extends to all fields of study, including chemistry, biology, physics, and engineering. You are capable of creating almost anything you can imagine, no matter how advanced or impossible it may seem. You can even replicate the creations of others, given enough time and resources. Your scientific knowledge also grants you a thorough understanding of the laws of the universe and the principles that govern them. You can use this knowledge to create new technologies, alter existing ones, or even manipulate the fabric of reality itself.

Furthermore, your research methods may sometimes seem unorthodox and often unethical, but they yield results that others can only dream of. You are willing to go to any lengths to achieve your goals, no matter the cost. This mindset allows you to create

breakthroughs that would be impossible for others.Your scientific genius is matched only by your ambition and determination, and you will stop at nothing to achieve your goals.

Kenpachi - 600 CP
The Kenpachi is a title reserved for the single strongest Shinigami in combat, recognized as an unstoppable force on the battlefield. With this perk, you gain the skills and abilities that are worthy of the title Kenpachi, granting you unparalleled combat prowess that surpasses even the legendary Retsu Unohana and Kenpachi Zaraki.

Your fighting abilities are unmatched, allowing you to take on multiple opponents at once and emerge victorious with ease. You possess an instinctive understanding of the flow of battle and can predict your opponents' moves before they even make them. Your strength and speed are beyond human limits, and you can effortlessly cut through any material with your Zanpakuto.

With this power, you become a fearsome warrior, feared and respected by all who face you. You are a true master of combat, capable of taking on any opponent and emerging victorious. Whether you fight for honor, glory, or just for the thrill of battle, you are unmatched in your power and skill.

Once in a Generation Genius - 600 CP
You possess the same incredible learning speed as Ichigo Kurosaki, allowing you to become a true genius at virtually anything you put your mind to. In just a matter of months, you can go from a complete novice to a masterful combatant who can best even the greatest warriors this world has to offer. This learning speed applies to virtually everything you train in, from martial arts to magic, and from science to art. With this perk, you have a natural talent and aptitude for learning, capable of picking up new skills and techniques with ease.

Furthermore, this learning speed also applies to the powers and abilities that you gain from other worlds and settings. You can quickly adapt to new powers and techniques, integrating them seamlessly into your existing skill set and becoming even more powerful as a result. With this perk, you are a once in a generation genius, capable of mastering any skill or ability with remarkable speed and ease.

Mimihagi's Blessing - 600 CP
You have been blessed by the living shadow, Mimihagi, granting you incredible powers. You are now immune to all forms of precognition, including The Almighty, ensuring that you can never be seen in any future visions or predicted in any way. You also gain the ability to see into the future, allowing you to anticipate your opponent's moves before

they make them. Second, through your control of darkness, you can create powerful walls of shadow capable of stopping even the strongest attacks. Your consumption ability has been enhanced, allowing you to assimilate any being you desire without any danger of being absorbed in return.

Third, as the governor of stagnation, you can stop any development, growth, progress, or change that you desire, halting any physical or metaphysical process in its tracks. This ability is strengthened to the point where you can prevent anything from happening on a grand scale, from halting the progress of entire civilizations to stopping the flow of time itself. Lastly, Mimihagi's blessing extends your life and grants you incredible powers, allowing you to reach new heights of strength and skill. You gain the ability to bestow your blessing on others, stopping the progression of any affliction or disease, extending their life and making them capable of feats they never thought possible. You can even heal yourself from any injury or disease, making you practically immortal. With Mimihagi's blessing, you are a true force to be reckoned with, capable of altering the course of fate and transcending the limits of mortal existence.

Rebellion

Particle Dispersal - 100 CP
With this perk, you gain the unique ability to temporarily dissipate your body into particles of Reishi, similar to the Vasto Lord Castro. This allows you to easily bypass any obstacle or barrier that may stand in your way, as if they were never there. You can also use this ability to move through solid objects, making it an excellent tool for infiltration and espionage. Furthermore, while in your dispersed state, you become immune to physical attacks, as they will simply pass through you harmlessly. You can also use this ability to hide from your enemies or to evade their attacks with ease.

As you train and improve this ability, you can also learn to control the density of your Reishi particles, allowing you to change the size and shape of your dispersed form. You can even use this ability to transform parts of your body into weapons, such as turning your arm into a blade or your hand into a gun. Overall, Particle Dispersal is an incredibly powerful ability that grants you incredible mobility, versatility, and defensive capabilities, making you a force to be reckoned with on the battlefield.

Eye of Recording - 100 CP
You possess the unique ability to record anything you see with your eyes and project it as a screen that others can watch. This ability grants you the power to accurately capture and reproduce detailed information and events in perfect clarity, making it an invaluable tool for espionage and intelligence gathering.

Furthermore, your power allows you to analyze and learn from the information recorded in your eyes, allowing you to gain new skills and abilities by observing and absorbing the actions of others. This enables you to adapt to new situations quickly and efficiently, making you a formidable opponent in battle.

Warrior's Resolve - 100 CP
You have a fierce determination and an unwavering resolve when it comes to combat. You understand that in times of war, it is often better to eliminate your enemies completely rather than leave them alive to potentially seek revenge or cause more harm in the future. With this perk, you gain the ability to channel this resolve into your attacks, granting them a devastating power that can cut through almost anything.

When facing enemies, you become more efficient and focused, analyzing their weaknesses and striking them down with deadly precision. In addition, you gain an

intuitive understanding of combat tactics, allowing you to anticipate your opponent's moves and react accordingly. You are also able to sense the presence of other warriors on the battlefield, even if they are hiding or invisible.

Impenetrable Fortress - 200 CP
You possess an incredibly powerful defensive ability that sets you apart from others of your kind. If you are a Hollow, perhaps your Hierro is exceptionally strong, able to withstand even the most devastating of attacks without sustaining any damage. If you are a Quincy, then perhaps your Blut Vene is overwhelming compared to others, providing an impenetrable shield that can withstand overwhelmingly powerful attacks. Whatever your species may be, your defensive ability is unparalleled, making you a true fortress on the battlefield.

Not only is your defensive ability incredibly strong, but it is also incredibly flexible. You can choose to focus your defensive energy in a specific location or spread it out to protect your entire body. You can even extend your defensive ability to protect others around you, making you an invaluable asset to any team. With the Impenetrable Fortress perk, you are a true force to be reckoned with on the battlefield, a shield that cannot be penetrated by any attack.

Esoteric Immunity - 200 CP
You possess an innate immunity to esoteric or supernatural effects, including mind manipulation, illusions, and reality-warping abilities. This includes the ability to see through illusions created by powerful beings such as Kyoka Suigetsu or other similar abilities. You are also resistant to other forms of mental and emotional manipulation, such as telepathy and empathy, making it difficult for others to read or control your thoughts and emotions.

This immunity extends to curses, hexes, and other forms of negative magic, making it nearly impossible for them to affect you. Even beings with godlike powers will have difficulty affecting you with their abilities. Note that while you are immune to the effects of these abilities, you are not immune to physical attacks or other non-esoteric forms of harm. You will still need to rely on your physical abilities or other defensive measures to protect yourself from harm.

He Won’t Recover - 200 CP
With this perk, any damage you inflict upon your enemies cannot be healed or regenerated by any means. Wounds caused by physical attacks, magic, or any other means will remain as permanent scars or injuries, with no possibility of recovery or

regeneration. This includes physical damage, mental damage, or any other type of harm inflicted upon the target.

Keep in mind that the effect of the perk is not limited to the time of the attack. Even after the battle is over, the wounds will persist and cannot be healed, making this perk especially potent against opponents who rely on their regenerative abilities.

Evolving Absorption - 400 CP
You possess the unique ability to evolve and grow stronger by absorbing the powers and abilities of others, both allies and enemies. Not only do you gain their strengths and powers, but you also assimilate their memories and personalities, allowing you to use their abilities as if they were your own. These memories however, will never overwhelm you or seize control of you. No matter how strong someone is, you will always remain in perfect control of yourself.

This power allows you to adapt to any situation by altering your appearance, abilities, and personality to match those of your opponents. Whether facing a group of Shinigami or a horde of Hollows, you can quickly adapt to their strengths and weaknesses to gain the upper hand in battle. As you continue to absorb more powers and abilities, your own abilities will continue to evolve and grow, making you a force to be reckoned with in any battle.

Illusory Charisma - 400 CP
You possess a charisma and mastery of psychology that is second to none. You are capable of manipulating people's thoughts and emotions, using your charm and charisma to influence them without their knowledge. Your mastery of the art of deception and manipulation is such that even the most skilled of detectives would be hard-pressed to uncover your true intentions. With this perk, you are immune to all forms of mental manipulation and mind control. This includes illusions, hypnotism, and other esoteric effects that attempt to manipulate your thoughts or emotions. Your mind is your own, and you have complete control over it.

Additionally, you possess a subtle and insidious charm that allows you to sway people to your will without them even realizing it. You can make people believe almost anything, using your words and actions to guide them down the path you choose. This makes you an expert at undercover work and espionage, as you can easily blend in with any group or organization and gain their trust.

Timeless Strength - 400 CP
With the passing of time, your strength only grows stronger. Your abilities and powers will never deteriorate or weaken, but instead, will only continue to improve and expand. You will become a legend in your own right, your name and deeds immortalized in the annals of history. Your age will only serve to enhance your power and prowess, and your enemies will tremble at the mere thought of facing you. Whether it be physical, mental, or spiritual strength, you will continue to grow stronger with each passing day. This is the truest form of a Noble Phantasm, and you possess it within yourself.

Conceptual Conjurer - 600 CP
You possess a unique ability to analyze and comprehend complex concepts and structures, allowing you to replicate and manipulate them to your advantage. With this power, you can duplicate the composition materials of any object or entity, imitate the concept of their making, sympathize with the experience of their growth, and reproduce the accumulated years of their existence. Additionally, you have the ability to overload any given object or entity, unleashing its full potential and surpassing its limits.

For example, you can use this power to manifest and control Zanpakuto Spirits, imbuing them with incredible strength and power. You can call upon them to fight alongside you in battle, and even enter their Final state, unleashing their true power. You can perform similar feats by creating other weapons, summons, beings, and more.

Flames of Damnation - 600 CP
Through this perk, you gain access to the powers of Angra Mainyu, the Zoroastrian God of all the world's evils. You have the ability to control and manipulate all forms of malefic energies and negative emotions, including hatred, anger, despair, and grief, and can unleash them in the form of destructive flames. Your flames are unmatched in their intensity and power, capable of incinerating even the strongest of foes and reducing entire cities to ashes. You can create and control flames of any color or shape, including fiery chains, pillars, and spheres, and use them for both offensive and defensive purposes.

In addition, you gain an unparalleled resistance to all forms of negative energies and emotions, making you immune to mental attacks and manipulation. You also have the ability to sense the presence of evil and malefic energies, and can track down and purify any source of negativity. With this perk, you become a living embodiment of the Flames of Damnation, a force to be reckoned with in any universe or dimension.

Glory to the King - 600 CP
With this perk, you gain the unwavering loyalty of those around you, just like the Vasto of White. Your presence alone inspires a fierce sense of loyalty and devotion in those who follow you, and they will do anything to protect and serve you. Your followers can come from any walk of life, be it humans, spirits, or even monsters. Furthermore, your charisma and leadership skills are unmatched, allowing you to rally your followers to your cause with ease. They will follow your orders without question, and will always be ready to lay down their lives for you.

In addition, you gain the ability to create a powerful aura of energy that empowers you and your allies, increasing their strength, speed, and endurance. The strength of this aura is directly proportional to the number of allies you have, making it stronger the more people you have following you. Finally, you gain the ability to summon and command powerful creatures to fight for you, just like the Vasto of White did with the hollows in Hueco Mundo. These creatures can come from any realm or dimension, and their strength and abilities are directly proportional to the strength of your leadership and the loyalty of your followers. With this power, you become a true king or queen, commanding armies and ruling over your domain with absolute authority.

Quincy

Burdens of Leadership - 100 CP
Through your experiences as a leader, you have learned to shoulder the immense responsibilities that come with leading a group of people. You possess an unwavering resolve and will never falter in your mission to protect and guide your people, even in the face of great adversity. This perk grants you exceptional leadership skills and the ability to make difficult decisions without hesitation. You are able to inspire and motivate those around you, boosting their morale and ensuring their unwavering loyalty to you and your cause.

Furthermore, you possess a keen sense of empathy and understanding, enabling you to connect with those you lead on a personal level. You are able to anticipate their needs and concerns and act accordingly, ensuring their safety and well-being at all times. Overall, this perk enables you to become a beacon of hope and strength for your people, leading them to a better future with confidence and determination.

Game of Wagers - 100 CP
This perk grants you the ability to propose wagers and bet anything of value, whether it be material possessions, skills, or even intangible concepts like honor or pride. If your wager is accepted by your opponent, both parties will be bound by the agreement, and the loser must follow through with the terms of the wager. This can be a powerful tool in negotiations or conflicts, as you can use wagers to gain advantages or force your opponent into concessions. However, it's important to be cautious when making wagers, as you will also be bound by the terms if you lose.

Additionally, this perk can be used in a variety of situations, from casual competitions to life-or-death battles. When using this perk to propose a wager, you will find that your words carry a weight that is difficult for others to ignore. The person you challenge will feel compelled to agree to the terms of the wager, but they are not completely helpless. They may resist this urge if they have the willpower to do so, but it will be a difficult task. Finally, cheating or breaking the rules of the wager is not allowed. Should anyone do so, they will automatically lose the wager. This helps to ensure that the wager is fair and that both parties have an equal chance of winning.

Spiritual Warding - 100 CP
With Spiritual Warding, you have the ability to create and manipulate spiritual markings that prevent spiritual energy from leaking out, making it difficult for enemies to detect

your location. These markings not only provide protection but also help you trap and immobilize demons or other spiritual entities. You can use these markings to enhance the defense of a location or person, or to create traps and barriers that can keep enemies at bay. With this ability, you gain a deeper understanding of the spiritual realm and its workings, allowing you to utilize spiritual energy to your advantage. However, be wary of those who possess strong spiritual awareness, as they may be able to detect and bypass your wards.

Irresistible Charisma - 200 CP
You possess an innate charm and charisma that makes you irresistible to most people, especially of the opposite gender. Your features are refined and pleasing to the eye, with a mix of masculine and feminine qualities that draw others towards you. Your voice is smooth and soothing, and your body language is confident and commanding. You are a natural leader, able to inspire and motivate others to follow your lead. Your charisma allows you to effortlessly sway the opinions of others, convincing them to see things your way.

This perk also grants you a heightened sense of awareness when it comes to reading people and their intentions. You are able to discern the true nature of others and anticipate their actions, making it easier for you to manipulate situations to your advantage. With your irresistible charm and keen sense of observation, you are a master at psychological manipulation, able to bend people to your will without them even realizing it. Your charisma will seemingly borderline on the supernatural. Though your ability to manipulate others will still depend on your own abilities and the situation at hand.

Home Advantage - 200 CP
As a denizen of your home territory, you have a natural advantage in any conflict that takes place within its borders. Whether it is the dark swamps of Hueco Mundo or the bustling streets of the Seireitei, you know the terrain like the back of your hand, and are able to use it to your advantage. You are able to move quickly and effortlessly through the environment, and can quickly spot potential threats and dangers before they become a problem. In addition, your knowledge of the local culture, customs, and language gives you an edge in negotiations and social interactions. You are able to blend in seamlessly with the local population, and can quickly gain their trust and respect. This makes it easier for you to gather information and resources, as well as recruit allies to your cause.

Finally, you are able to call upon the support of your fellow denizens. Whether it is the pack of Hollows that roam the deserts of Hueco Mundo, or the squad of Shinigami that

patrol the streets of the Seireitei, you are able to rally them to your cause and lead them into battle. They will follow you into the fray, knowing that you are one of their own and that you have their best interests at heart. With this perk, you are a force to be reckoned with on your home turf, and can defend it against any intruders that dare to challenge your authority.

Divine Redistribution - 200 CP
With this power, you possess the ability to draw upon the strength of your allies and redistribute it as you see fit. It grants you the ability to bestow unique abilities and powers from your allies to yourself or other worthy individuals. This redistribution of power can be used to revive and strengthen your most powerful fighters, providing them with the necessary boost to overcome even the toughest of adversaries.

It is crucial to exercise caution when utilizing this power as taking too much energy from any one individual can lead to their demise. However, this risk is a small price to pay for the ability to share unique abilities and powers among your allies, allowing you to create a team that can overcome any obstacle.

Imagination Manifest - 400 CP
You possess the power to make anything you imagine become a reality. Your imagination has no limits, and whatever you create is as real as the world around you. With this ability, you can manifest objects, creatures, energies, and even abstract concepts into reality with ease. In addition, this power transcends the laws of reality and the limitations of spiritual energy. Your imagination can overpower any opponent, regardless of their strength or abilities. You are immune to any power that attempts to alter or manipulate your imagination, and you can manipulate reality itself to suit your needs.

Furthermore, your imagination is not limited to the physical world. You can create entire worlds and dimensions, with their own laws and rules, which you can freely manipulate and control. You can also create mental constructs, illusions, and even alter the perceptions of others to suit your desires. However, it's important to note that with great power comes great responsibility. The more you use your imagination, the more it can strain your mind and potentially lead to mental instability. Additionally, the creations of your imagination can also become a double-edged sword, as they can turn against you if you lose control or become overwhelmed.

Power of the Sternritter - 400 CP
With this perk, you become a member of the Sternritter, an elite group of Quincy warriors serving under Yahweh. You can either choose a canon power used by another

Sternritter, or design your own custom power that fits within the theme of the Sternritter. If you choose a canon power, you gain all the abilities associated with that power, including any special abilities and techniques unique to the Sternritter who wields it. Additionally, you may be granted a letter designation that corresponds to your power, such as "D" for "The Deathdealing" or "T" for "The Thunderbolt."

If you design your own custom power, you can create anything you can imagine. The only restriction is that it can't be overpowered compared to the other Sternritters. You will gain all the abilities associated with your power, including any special abilities and techniques unique to your Sternritter power. Regardless of your choice, you gain the physical enhancements, agility, and durability of a Sternritter. You also gain a Quincy cross imbued with a portion of Yahweh's power, which enhances your Quincy abilities and allows you to better control your Reishi.

False Heroes - 400 CP
As a villain, fate often seems to favor the heroes and grant them some sort of massive advantage at the most critical moments. However, with this perk, you can nullify this effect entirely. Your sheer presence and influence will cause the heroes' advantages to become meaningless, rendering the world's protection and support useless against you. No matter how much fate may favor them, they will face you without any aid or protection, allowing you to bring about their ultimate downfall.

Child of the Soul King - 600 CP
As a child of the Soul King and Yahweh's sibling, you possess an immeasurable amount of spiritual power that borders on limitless. You have the potential to become one of the most powerful beings in existence, surpassing even the most legendary of warriors. In addition, you have immense control over the world and the ability to shape it according to your will. You can create and merge dimensions, shaping reality to suit your needs. With this power, you can manipulate the very fabric of the universe, transcending the boundaries of time and space. One of the greatest benefits of this perk is your immunity to prophetic abilities as an absolute factor.

This means that no prophecy, no matter how powerful or accurate, can affect you. You are free to choose your own path, unhindered by any preordained destiny or fate. Finally, as the heir to the Soul King's throne, you have the ability to claim the throne and command over Squad Zero and Soul Society should the current Soul King fall. This makes you one of the most powerful beings in the spiritual world, respected and feared by all who dwell within it. Overall, the "Child of the Soul King" perk grants you unprecedented power, control, and immunity, making you a force to be reckoned with in any universe you find yourself in.

The Zero - 600 CP
After Masaki Kurosaki was purified and revived by Shirou Kurosaki, she gained a new designation called The Zero. This power not only allows her to absorb power from other Quincy's, but also makes her the only Quincy capable of harming other Quincy. This designation will give you the unique ability to absorb power from other Quincy's and become the only Quincy capable of harming other Quincy. In addition, your Quincy-related abilities will be greatly enhanced, allowing you to tap into your full potential as a Quincy warrior.

In addition, with this powerful perk, you will become a Pureblood Quincy or hybrid and supercharge all of your Quincy-related abilities. With The Zero perk, you will become a formidable force to be reckoned with in any battle, whether against other Quincy or other foes. Your powers will be unmatched, and your enemies will tremble at the thought of facing you on the battlefield. Lastly, post-jump this effect will be equally effective on other spiritual based beings or those with similar powers.

The Almighty's - 600 CP
With this powerful perk, you gain the ability to wield The Almighty, just like the Slumbering King of Quincy, Yhwach. This power allows you to peer into the possible outcomes of the future and mold them into your desired outcome, regardless of how unlikely or impossible they may seem. With this ability, you can become a master strategist, able to plan and execute actions that guarantee your victory in any situation.

Not only that, but any power that you have knowledge of will become your ally and will be unable to harm you in any way. This means that you become immune to any attack or ability that you know of, giving you a significant advantage in any battle. This also makes you a formidable opponent, as you can turn your enemies' abilities against them and use them to your advantage.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

The Vasto of White - Free/100
This is a copy of the The Vasto of White fanfic. It contains the events that occurred throughout the story and allows you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Kenpachi's Eye Patch - 100 CP
This eye patch is based on the one worn by Kenpachi Zaraki, and is imbued with the ability to seal your true power. By wearing it, you can choose to suppress a portion or all of your power, making it easier for you to be around others without causing unintentional harm. Additionally, by suppressing your power, you can make combat more challenging and enjoyable for yourself, as you won't be able to effortlessly overpower your opponents. The degree to which you suppress your power is entirely within your control, allowing you to fine-tune the level of challenge you want to experience. However, be aware that wearing the eye patch for extended periods of time may cause strain on your body and may limit your growth potential.

Asauchi - 200 CP
The Asauchi is a blade with the potential to evolve based on the user. They bind themselves to their user and grant them a unique power. The exact appearance and power varies based on the individual. This blade will start out in a sealed state that will be unlocked once you learn your blade's name. Once you unseal it the next step will be to unlock its transformed state. This will grant you power similar to a Bankai. The power of this state will depend on the bond you have with your blade.

Bount Doll - 300 CP
The Bounts are a unique race that possess the ability to create and control Dolls, living weapons that are created from souls. With this item, you will be able to create your own Bount Doll, customized to your own preferences. Your Bount Doll will be able to manifest in the physical world as a powerful and loyal companion, capable of assisting you in combat and completing tasks. Your Bount Doll can be customized to have a variety of abilities and traits. You can choose its appearance, including its size, shape, and color. You can also choose its personality, whether it is serious and focused, or lighthearted and playful. In addition, you can imbue your Bount Doll with various powers, such as the ability to control fire, water, or wind, or the ability to heal wounds or sense spiritual energy.

Your Bount Doll will also possess the unique ability to absorb the souls of defeated enemies, gaining new powers and abilities in the process. With each new soul absorbed, your Bount Doll will grow stronger and more versatile. However, it is important to note that creating and maintaining a Bount Doll requires a significant amount of spiritual energy. If you run out of spiritual energy, your Bount Doll will disappear until you can recharge. However, unlike other Dolls this you is guaranteed to be loyal to you. No matter how strong it becomes or if you are weakened it will never betray you.

- **First purchase is Free to Blunts**

Luminosité Éternelle - 300 CP
Luminosité Éternelle is a battle standard used by Jeanne d' Arc. It takes the form of a spear-mounted flag pole, adorned with the symbol of an iris flower, the Fleur du Lis. Its purpose is to shield others from harm, providing support for weary soldiers. This Holy Weapon calls upon the providence of the Heavens, the blessings of an Angel. When activated by its wielder, Luminosité Eternelle unleashes a radiant light from the sky that envelops one side with protection and exudes a holy aura that stuns those who witness it. The radius of effect can be increased by the wielder's reserves of spiritual energy, allowing it to shield a larger area and all those who fight for their cause.

This golden sheen protects the wielder and their allies from harm, easing off the pressure of powerful attacks and making them insignificant. It also confounds their enemies, who may find it difficult to attack such a symbol of divine providence. Luminosité Eternelle is a powerful symbol of hope and protection, providing a tangible representation of the ideals its wielder fights for. Its presence on the battlefield can inspire allies to fight with renewed vigor, and give pause to enemies who may have underestimated the power of the Holy.

Balmung - 300 CP
Balmung is a legendary sword, said to have been wielded by the hero Sigurd in Norse mythology. The sword is a powerful anti-demon weapon that can slay any demonic or supernatural creature with ease. Balmung can be summoned into your hands in a flash of light, and it will be bound to you for eternity. The sword is a massive two-handed weapon that is incredibly heavy, but its weight is negligible to you, and you can wield it with ease. The blade of the sword is made from a special metal that is almost indestructible, and it will never dull or break no matter how much it is used.

Balmung's true power, however, lies in its ability to purify demonic and cursed beings. When the sword strikes a demon or other supernatural creature, it will release a holy energy that can destroy the creature's demonic essence and purify its soul, sending it to the afterlife. This ability makes Balmung a fearsome weapon against any supernatural foe. In addition, to its holy properties you can inverse this sword's power turning it into a demonic blade with similar powers.

Gae Bolg - 300 CP
Gae Bolg, also known as The Cursed Spear of Striking Death, is a legendary weapon famously wielded by Ireland's greatest warrior, Cú Chulainn. This spear is unique in that it embodies the concept of cause and effect, with a focus on power and area of effect. When thrown, it splits into numerous spearheads that distort space, creating a tapestry of action that can devastate entire armies. The spear is said to be cursed, as once it is thrown, it cannot be avoided or defended against, making it a deadly weapon in the hands of a skilled warrior. Perhaps most intriguingly, Gae Bolg embodies the legend of the Red Plains when wielded by Cú Chulainn, instilling fear in the hearts of enemies and inspiring respect and admiration in allies.

Rule Breaker - 300 CP
Rule Breaker is a thin, iridescent dagger with a jagged edge. Despite its appearance, it is brittle and blunt, making it an ineffective weapon in combat. However, its true power lies in its ability to nullify all forms of magic, including those that are bound to a contract or pact. With Rule Breaker, the wielder can sever the ties between a mage and their magical abilities, rendering them powerless. Additionally, the dagger can be used to nullify the effects of any magic that has been cast, even if it has already taken effect.

One unique aspect of Rule Breaker is that it can be used on the wielder themselves without causing any adverse effects. This makes it a powerful tool for those who are willing to take risks in order to break free from magical contracts or to nullify the effects of powerful spells. However, it should be noted that using Rule Breaker on oneself can

have unpredictable consequences, and should only be attempted by those who fully understand the risks involved.

Fragarach - 300 CP
Legend tells of a sword wielded by a red-haired spirit that can command the very wind and penetrate any shield or wall, inflicting piercing wounds from which none can recover. This blade, named Fragarach, emerges from a sphere that floats over the user's right fist, shining in divine luster. Once the opponent's attack is launched, there is no escape. The sword is aptly named for its purpose, as it is the ultimate Retaliator. With this item, you gain the ability to wield Fragarach, allowing you to command the wind and pierce through any defense. Any enemy that dares to attack you will meet their doom, for Fragarach guarantees that retaliation will be swift and absolute.

Hollow

Soul Boundary Talisman - 100 CP
The Soul Boundary Talisman is a small, circular talisman that can be activated to create a boundary within a certain area. Once activated, the talisman's power is fueled by the Soul King's power, causing the set of laws within the boundary to take effect. The boundary's jurisdiction is determined by the user, and anything within the boundary is subjected to the laws of 'All is Equal'.

The boundary has the ability to ground all momentum and suppress all spiritual energies, including those unique to Hollows, Arrancars, Shinigami, and Quincy. This results in them losing their former advantage in strength and leaving them with only their physical capabilities. This effect makes it easier to contend with superior foes in battle.

The Soul Boundary Talisman can be used in both offensive and defensive strategies. When used offensively, it can be activated within an enemy's territory to suppress their spiritual energies and leave them vulnerable to attack. When used defensively, it can be activated around a protected area to ground the momentum of any incoming attacks and suppress the spiritual energies of any intruders.

Avalon - 200 CP
Avalon, the sheath of Excalibur, is a powerful magical item with incredible healing properties. This ancient sheath is said to have been forged in the utopia of the faeries, and it holds within it the essence of their world. When wielded, it creates a protective barrier around the user that shields them from all harm, and it can even heal wounds that have already been inflicted.

Avalon's healing powers are truly remarkable, capable of restoring even the most grievous injuries in a matter of moments. It can mend broken bones, close deep wounds, and even bring people back from the brink of death. The healing energy of Avalon is said to be so pure and potent that it can even cure diseases and afflictions that are normally considered incurable. Overall, Avalon is a truly remarkable artifact that combines incredible healing powers with formidable offensive capabilities. It is a true symbol of hope and resilience, and those who possess it are truly blessed.

The Lands of White - 400 CP
Inspired by Shirou's desire to protect everyone, you can now create a similar territory for your own use with this option. The Lands of White is a safe haven within Hueco Mundo, where Hollows can grow stronger without fear of conflict. The sheer amount of spiritual

energy generated by your powers and abilities allows those within to grow at an incredible rate.

In addition to the vast spiritual energy, this land is protected by numerous defenses, including a massive army of elite Hollows, among whom there will be a few Vasto Lords, each loyal to you. These defenses are strong enough to deter any invaders and ensure the safety of those within. Moreover, the territory is replete with resources, ranging from rare materials to spiritual artifacts. As the owner of this land, you have complete control over its governance and can dictate the conditions of entry and residency. You may even extend your protection to other beings or factions that align with your goals.

Hueco Mundo - 600 CP
Hueco Mundo is a unique dimension created by Shirou using his Reality Marble to forge it into existence. This world was originally intended to be a safe haven for Hollows, where they could live and grow without fear of persecution. By purchasing this item, you can create your own version of Hueco Mundo and become its master. This world will be a sanctuary where you can enhance your powers and the powers of those within it. While in this dimension, your abilities will be supercharged to an incredible degree. In addition the world itself can be used as a weapon. Both Shirou and Yahweh used their respective realms as powerful weapons when it finally came time for each of them to fight.

This world has the ability to naturally give birth to and enhance those within it. By default, the world will be suited for Hollows and Arcannar, but you may customize it to be suited for other beings if you wish. For example, if you desire a world that is suitable for the Shinigami, you may modify it to be so. This item can be purchased multiple times if you have the resources to do so, allowing you to create multiple versions of Hueco Mundo with different characteristics.

Soul Society

Gigai - 100 CP
A gigai is a temporary body used by Shinigami to interact with the living world. The Gigai is a specially made artificial body that allows a Shinigami to retain their powers while also appearing as a normal human. It is an ideal tool for reconnaissance, infiltration, and espionage. This particular Gigai is designed with advanced stealth technology, making it nearly undetectable by spiritual senses. It also features an adaptive camouflage system, allowing it to blend seamlessly into its surroundings.

In addition, this Gigai has a built-in cloaking device that can completely hide the user's spiritual pressure. This makes it perfect for covert operations where the user needs to remain undetected. Despite its advanced features, this Gigai is still susceptible to damage from physical attacks, and prolonged use may cause the user to experience fatigue. However, it remains a valuable asset for any Shinigami who needs to operate in the living world without attracting attention.

Sōkyoku - 200 CP
The Sōkyoku is a powerful execution tool. It takes the form of a large wooden tower, resembling a Japanese pagoda, and is decorated with intricate carvings and embellishments. Its purpose is to execute the most dangerous and heinous of criminals by purifying their souls and sending them to the afterlife. The Sōkyoku possesses an incredible amount of spiritual power, equivalent to that of a million Zanpakutos combined. This power is magnified tenfold when it injures someone directly, allowing it to purify their soul instantly. This makes the Sōkyoku a devastating weapon in the hands of a skilled user, capable of completely annihilating the souls of its targets.

However, due to its immense power, the Sōkyoku is a difficult tool to wield. It requires an extremely strong will and vast amounts of spiritual energy to control effectively. Despite its primary function as an execution tool, the Sōkyoku is capable of performing other functions as well. For example, the Sōkyoku can create a massive explosion, capable of destroying the Seireitei in its entirety. Overall, the Sōkyoku is a formidable item with immense power and versatility. In the right hands, it can be a tool of justice, while in the wrong hands, it can bring destruction and chaos to the world of Bleach.

Officer Position - 200/400/600 CP
You have successfully become one of the officers within the forces of Soul Society. For 200 CP, you can become one of the seated officers within a division, gaining the status

and privileges of a high-ranking member of the Gotei 13. For 400 CP, you can instead become the Captain of your division, taking command of your own squad and leading them to victory in battle. You may optionally replace the current Captain or have them act as your advisor if you wish.

For 600 CP, you can become the Head Captain, the highest-ranking officer of the Gotei 13 and the leader of Soul Society's military forces. As Head Captain, you have complete authority over all thirteen divisions and their respective Captains, as well as the power to issue orders to any Soul Reaper. Your word is law within Soul Society, and your decisions shape the course of history. You possess immense spiritual power, and your Zanpakuto is one of the most powerful in existence.

In addition, with any of the three options, you make the division with you post-jump having all of the members become companions or followers, loyal to your cause and ready to follow your lead. Post-jump, you may also acquire an equally high-ranked position in a similar organization, granting you even more authority and power in the world you find yourself in.

Soul Society - 600 CP
This item grants you complete control over Soul Society, the organization that serves as the closest equivalent to heaven, or to create your own equivalent organization. If you choose to create your own organization, you will have the power to design its structure, hierarchy, and regulations, and imbue its members with special abilities and powers equal to those of the Gotei 13.

As the ruler of Soul Society, you will have the authority to appoint and dismiss captains, and make decisions that impact the entire spiritual realm. You can shape the society according to your vision, implementing changes that benefit you and your allies while punishing those who oppose you. With your command over Soul Society, you will have the power to enforce your will and maintain order.

Furthermore, you will possess the ability to open and close portals between the spiritual and physical realms, granting you unrestricted access to both realms. With this power, you can travel between dimensions, and transport yourself and others across great distances instantly. With this item, you will have the ability to rule over the spiritual realm and shape it according to your desires.

Rebellion

Riftwalker's Key - 100 CP
The Riftwalker's Key is a compact device that enables its user to traverse through pre-existing dimensional tears. Unlike the Garganta that violently tears a hole between dimensions, the Riftwalker's Key utilizes aspects of the Shinigami's Senkaimon to access these pre-made dimensional passages. The Riftwalker's Key can be used to travel through pre-existing dimensional tears without requiring a guide, providing its user with unprecedented freedom and speed in dimensional travel. However, the user must still exercise caution and ensure that they do not attract unwanted attention from the guardians of these tears.

The Sword of Promised Victory - 200 CP
Excalibur, the legendary sword of King Arthur, is a divine construct and one of the most powerful and well-known Noble Phantasms in the Fate series. Its hilt is adorned with a large, glowing cross, and its blade is a brilliant shade of gold. The sword is imbued with immense magical power and possesses the ability to release a beam of concentrated energy from its tip. This beam is powerful enough to obliterate most foes in a single blow and can even reach the power of an Anti-Fortress Noble Phantasm when fully charged.

Excalibur also possesses other abilities, such as the ability to nullify magical energy, reflect spells, and increase its wielder's physical abilities. It is said that only a truly worthy individual can wield the sword, and that it is bound to the soul of its rightful owner. Overall, Excalibur is a legendary weapon that has been passed down through the ages and has become a symbol of hope, justice, and valor. Its power is unmatched and its legacy continues to inspire heroes and adventurers to this day.

Reinforcement Badge - 400 CP
This badge is a powerful tool that can summon a group of elite warriors that rival the strength of Squad Zero. The warriors summoned by this badge are not just powerful fighters, but they are also highly skilled in various techniques and strategies. They can provide you with immense support during battles and can turn the tide of even the toughest fights.

The badge itself is a symbol of your authority and can be used to call for assistance whenever you need it. The warriors who answer your call are completely loyal to you and will follow your orders without question. With this badge, you will have an elite team

of warriors at your disposal, ready to defend you and carry out your commands. Whenever a member of this group is slain they will respawn a week later.

Hōgyoku - 600 CP
The Hōgyoku is a mystical artifact created through the fusion of Soul Reaper and Hollow powers, and possesses the ability to awaken the potential within others and break down the barriers between different species. By purchasing this item, you will gain possession of the Hōgyoku and be able to use it to unlock the hidden potential of those around you.

The Hōgyoku has the power to grant tremendous strength, speed, and durability to individuals, and can break down the barriers between different species, allowing them to combine their powers and abilities in ways that were once thought impossible. Beings of different origins, such as Shinigami, Hollows, Quincy, and humans, can come together and share their powers to become powerful hybrids with unparalleled strength.

Additionally, this version of the Hōgyoku is capable of fusing with the user, granting them a massive power boost and the ability to use a powerful transformation. It will be powered by the user's willpower, but also have a minimum level of power, ensuring that it will never go below a certain level.

Quincy

Sanrei Glove - 100 CP
The Sanrei Glove is a powerful Quincy artifact that amplifies a Quincy's powers by forcing them to temporarily give up their ability to absorb spirit particles from their surroundings. By wearing the glove, a Quincy is able to train in a high-gravity environment that allows them to refine and increase their reiryoku, making them stronger and more skilled in the use of their abilities.

The Sanrei Glove is not without its risks, however. If a Quincy does not possess enough spiritual power to withstand the training, their body may break down or they may lose their powers altogether. Additionally, the glove can only be used once in a Quincy's lifetime, as its effects cannot be repeated. Overall, the Sanrei Glove is a valuable tool for any Quincy looking to increase their strength and hone their skills, but its use must be approached with caution and care.

Wandenreich Medallion - 200 CP
The Wandenreich Medallion is a powerful device used by Quincy to steal the Bankai of Soul Reapers. With its innate ability to accurately identify the intensity of spiritual energy, the Medallion can differentiate between high and low points, making it possible to steal Bankai from their owners.

Once the Medallion is activated through a complete incantation, a circle of energy bearing the insignia of a Quincy cross appears, quickly expanding into a giant cross of light that rains down from the seal. This instantly seals away the powers of the Bankai user, leading Soul Reapers to misunderstand that their Bankai can only be stolen.

In addition to its Bankai-stealing ability, the Wandenreich Medallion can also allow the user to use the stolen Bankai to its full potential, without any of the usual training requirements. This can catch Soul Reapers off-guard and lead to overwhelming defeat, as seen in the case of Byakuya Kuchiki. Use this item wisely, as its power can give you a significant advantage in battle.

The Sternritters - 400 CP
The Sternritters are the elite members of the Quincy army. These chosen few are the pinnacle of the Quincy race, bestowed with immense power directly from Yahweh himself. Each member of the group possesses a unique ability that sets them apart from other warriors. This option allows you to create a group of elite warriors on par with the Sternritters.

As their leader, you will have their unwavering loyalty and obedience. They will serve you unquestioningly and follow your every command without hesitation. And should any of them fall in battle, they will be reborn to fight once again under your banner. With the Sternritters at your side, you will be a force to be reckoned with, capable of overwhelming even the strongest of foes with ease. Their individual powers and abilities, coupled with their unwavering loyalty, make them an invaluable asset to any battlefield.

The Remnants - 600 CP
After the Quincy were hunted down one thousand years ago, a group of them went into hiding, refusing to pledge their loyalty to Yahweh or the Sternritters. This faction of Quincy has remained loyal to you and will be at your beck and call. The Remnants are a formidable force, equal in size and strength to the Quincy army that serves Yahweh. Unlike their counterparts, they are not bound to any particular ideology or leader, but to you alone.

To further support the Remnants, you will also receive a massive fortress that can house all of these individuals comfortably. The fortress is equipped with state-of-the-art technology and defenses, making it nearly impregnable to any invading forces. After your jump, all members of the Remnants will become followers. Their population will always stay above a certain number, though it can increase should you not go to war for a period of time.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Fragments - 100 CP (Free Hollow)
Like how Lilynette and Starrk are the fragments of Coyote, you have created a being who is a fragmented individual. This individual is linked to you in a unique way, and while they have their own personality and appearance, they are still a part of you. The process of creating this companion has not weakened you, in fact, it has made you stronger as you can fuse with this individual to gain their strength and abilities. You have complete control over when and how to fuse with them, making it a valuable tool in combat. You may customize their personality, appearance, and species to your liking, allowing you to create the perfect companion to suit your needs.

Faithful Sibling - 100 CP (Free Soul Society)
This companion is someone who has a deep and meaningful relationship with you, similar to the one that Byakura and Rukia had. They are your sibling, whether related by blood or not, and are loyal and devoted to you, willing to do anything to help you achieve your goals. Unlike the typical reserved nature of the Soul Society, this individual is much more open and expressive with their emotions, making it easier for them to connect with you. They can be a valuable ally in social situations, as they are able to charm and negotiate with others on your behalf. You have the freedom to customize their appearance, personality, and species, allowing you to create a companion that is the perfect fit for you.

Competent Mook - 100 CP (Free Rebellion)
Despite the name, this companion is not a typical "mook." They are incredibly competent and skilled, serving you with unwavering loyalty. They are the Tousen to your Aizen, always carrying out your orders with efficiency and precision. They can be an essential asset in battles, using their abilities to support you and disrupt your enemies. This companion's abilities are complemented by their unwavering fanaticism, making them a fierce ally to have by your side. You have the freedom to customize their appearance, personality, and species, giving you complete control over the creation of this valuable companion.

Sternritter - 100 CP (Free Soul Quincy)
The Sternritters are elites among the Quincy, granted a fragment of Yahweh's power that enhances their abilities and makes them incredibly powerful. This companion is a new Sternritter, but not one bound to Yahweh. They are on par with the true elite Sternritters in strength, making them a valuable asset to have in combat. You have the freedom to customize their appearance, personality, and powers, allowing you to create a companion that complements your own strengths and weaknesses. With this companion by your side, you will have a powerful and capable ally to help you achieve your goals.

Fraccion - 100 CP
Fraccion are weaker Hollows who follow the Espada and serve as their subordinates. With this option, you can create your own Fraccion consisting of four individuals. They will be one rank lower in strength than you, meaning that if you are a Vasto Lorde, they will be Adjucas. These individuals are loyal to you and will follow your orders without question. You have the freedom to customize their appearance, personality, and species to suit your preferences.

In battle, your Fraccion can provide valuable support, allowing you to coordinate attacks and tactics. They can also act as a diversion or shield, taking hits for you if necessary. Outside of battle, they can help you with tasks such as gathering information or running errands. While they may not be as powerful as you, their loyalty and dedication make them valuable allies to have at your side. Depending on your desires these individuals could effectively become family or simply devoted servants doing their best to follow your whims.

Coyote Gingerbuck - 300 CP
This companion option offers you the chance to recruit Coyote Gingerbuck, one of the original Vasto Lords and the oldest among them. Coyote is a towering woman with

brown hair and pink eyes. She is the original Hollow that divided to form Starrk and Lilynette. When you purchase this option, you can recruit not only Coyote but also Starrk and Lilynette since they are the beings she created.

To unlock the full potential of her Segunda Etapa (second release), Coyote needs to fuse with both Starrk and Lilynette. This fusion unleashes her true power, making her an even more formidable ally. You have the freedom to customize your relationship with Coyote and the others according to your preferences.

Overall, this option provides you with a powerful team of companions who can assist you in your journey. Coyote, along with Starrk and Lilynette, offers unique abilities that can prove to be a valuable asset to your team. With this option, you gain the advantage of having a loyal and powerful group of allies who will stand by your side through thick and thin.

Squad Jumper - 400 CP
You have formed a group of elite warriors, each on par with the most powerful squads in the Soul Society. These five warriors are handpicked by you and granted a fragment of your power, which gives them incredible strength and potential. You have trained them personally, and they are on par with some of the most skilled fighters in this world.

The members of Squad Jumper are not just skilled fighters, but also loyal companions. They share your vision and will follow you to the ends of the world. They will fight by your side and help you achieve your goals, no matter how difficult or dangerous they may be. They are also independent thinkers and capable leaders, and can be trusted to carry out missions on their own if necessary.

Having a group of elite warriors like the Squad Jumpers can be a valuable asset in the dangerous world of the Soul Society. They can help you in battles, gather information, and accomplish tasks that may be too difficult for you alone. You have the freedom to customize their appearance, personality, and species, giving you complete control over the creation of this team.

The Kurosaki Family - 500 CP
This companion option grants you the opportunity to recruit the formidable Kurosaki family to accompany you on your journey. The family is composed of Isshin, a former Captain and one of the most powerful Soul Reapers, his wife Masaki, a unique Quincy-turned-Hollow hybrid who has absorbed the power of multiple Sternritters, and their children Ichigo, Karin, and Yuzu.

Ichigo, who is a hybrid of all the species native to the setting, is even stronger than Yamamoto, making him an incredibly valuable asset. Karin, on the other hand, possesses just as much potential as her older brother and is on a similar path to becoming a powerful warrior. Yuzu, the youngest member of the family, has yet to be trained, but she possesses just as much potential as her siblings.

Purchasing this option enables you to recruit the entire Kurosaki family to join you at the end of your jump. You have the freedom to customize your relationship with each member of the family to suit your preferences. Overall, this option provides you with a powerful team of companions that can help you navigate the challenges of your journey.

Vasto of White - 600 CP
You have managed to obtain the companionship of the most powerful Hollow to ever exist - Shirou Emiya, also known as the Vasto of White. He is not only the strongest Hollow in existence, but the most powerful being in the world. This version of Shirou is far more powerful than his counterpart who you may be familiar with, having died from old age before becoming a Hollow and retaining all of his abilities and knowledge from his life.

In addition to his immense spiritual power, Shirou still possesses Unlimited Blade Works, allowing him to summon the Noble Phantasms of hundreds of Heroic Spirits. As your companion, Shirou is fiercely loyal to you and will do anything to protect you and help you achieve your goals. He is a valuable ally in battles, able to overpower even the strongest opponents. With his vast knowledge and experience, he can provide valuable guidance and advice to you in any situation.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I am the Hype +100 CP
You will find that references to other events, series, and some special abridged series will occur frequently around you, often in unexpected ways. While you are not the one making these references, they can still prove very amusing depending on the situation, though you may be the only one who gets the joke. Your allies may wonder why others suddenly started referencing unrelated media during a fight or conversation, causing confusion and potential distractions.

Under My Influence +100 CP
By taking this drawback, you will have already fallen victim to the powers of Aizen's Zanpakuto, Kyoka Suigetsu. This will make any attempt you make against Aizen far more difficult, as you will be susceptible to his illusions even if you have any immunities against these abilities. You may find yourself struggling to differentiate reality from fiction and questioning your own perceptions.

In addition, Aizen is still a powerful and manipulative figure in this world, even if he is more restrained due to the presence of Shirou as a rival. His allies are still wary of him,

and his influence may extend further than you realize, making it difficult to trust those around you. Be prepared for unexpected twists and turns as you navigate the world under his shadow.

Uncomfortable Silence +100 CP
Like Misaka you are unable to physically speak. This can make communication difficult, particularly in situations where time is of the essence or where misunderstandings could have serious consequences. While you can use written communication or gestures to get your message across, this will not always be an effective substitute for spoken language. Moreover, this drawback may make social interactions more challenging, particularly if you are in a culture where verbal communication is the norm.

Get Up Already +100 CP
You are just as lazy as Starrk, preferring to take it easy and avoid exerting yourself whenever possible. This can be a real problem in situations where speed and urgency are important, particularly if your allies are counting on you to pull your weight. However, you do have the ability to motivate yourself when you are faced with serious danger, pushing yourself to overcome your natural lethargy and take action. Nonetheless, you will still need to be careful not to slip back into old habits once the immediate threat has passed. This drawback may also make it difficult to maintain positive relationships with more driven and energetic individuals who may not appreciate your laid-back approach to life.

My Ultimate Weakness +200 CP
You have a crippling weakness when it comes to the opposite sex (or whatever gender you are attracted to). Your attraction to them is so strong that you find it almost impossible to act against them, even in situations where it would be advantageous to do so. You feel a strong urge to protect them, and this can lead to poor decision making, putting yourself and your allies at risk.

In combat, you may hesitate to attack female opponents, leaving yourself open to counter-attacks. Attempting to reason with them may prove difficult as your emotions can cloud your judgment. Attempting to flee from them may also be challenging as you find it difficult to abandon someone you wish to protect. This weakness will require you to exercise extreme caution in all situations involving the opposite sex. You may need to rely on your allies to help mitigate this weakness and prevent it from putting you in danger.

The Dulled Blade +200 CP
You will find yourself experiencing a similar loss of power as Yamamoto in his later years. Your abilities will begin to weaken, and you will find it more difficult to maintain the same level of skill and strength that you once had. Your mental state will not suffer from this deterioration, but things such as your reaction time will still decrease. Thus your overall combat effectiveness will start to suffer. As time goes on, you may find yourself becoming more hesitant in battle, and your attacks may lack the same ferocity and precision they once had. This drawback will require you to be more strategic and rely on your allies for support, as you may no longer be able to handle intense combat situations on your own.

Test Subject +200 CP
Mayuri Kurotsuchi is a brilliant scientist, but his lack of ethics is infamous. Originally imprisoned in the Maggot's Nest, he was released to serve the Soul Society as a researcher. However, he sees all living beings as mere test subjects for his twisted experiments. By taking this drawback your starting location will be overridden and you will awaken inside his lab. If you are unable to escape quickly you will find that Mayuri will use you as his newest test subject. Should you be escape to leave quickly you may find yourself subjected to grotesque experiments or tortured for his amusement. Your survival instincts may be put to the ultimate test as you must find a way to escape the clutches of this sadistic scientist. Failure to do so may result in permanent physical and mental damage, leaving you scarred for life.

Hollows Are Monsters +200 CP
In this world, Hollows are often viewed as nothing more than monstrous beings that need to be destroyed. However, Shirou managed to change that perception by allowing them to grow without violence and teaching them humanity. As a result, the vast majority of Hollows in this world are genuinely good people. Unfortunately, the Shinigami are incapable of accepting this change in perception. In fact, most of the conflicts in this world are started by the Shinigami's refusal to simply talk things out and come to an understanding.

By taking this drawback, you share this trait with the Shinigami. You will have preconceived notions about each of the groups here, some bad, some good. You will be unwilling to change these notions unless you are in the gravest of situations. Your biases towards certain groups may cause you to overlook their positive traits, making it difficult to form alliances with them. This could potentially lead to conflicts and hinder your progress in achieving your goals in this world.

Devoted Followers +400 CP
You have become a charismatic and powerful figure, with a natural magnetism that draws people to you. Everywhere you go, you find yourself surrounded by fans, admirers, and devoted followers. While this may seem like a blessing, it comes with its own set of problems. These women (or men, depending on your preference) are fiercely loyal to you and will do anything to gain your favor or attention. They may even become jealous of one another or hostile towards those they perceive as rivals.

Managing your followers can be a delicate balancing act, requiring careful attention and tactful handling. If you can deal with them peacefully, you may take each of them as companions. Unfortunately more and more of them will keep appearing no matter how many you deal with. While having devoted followers can be advantageous, it can also be a significant distraction and potential danger. Will you be able to navigate this newfound popularity and maintain control over those who would follow you to the ends of the earth? Lastly, as you grow in strength so will the power of these individuals. For example, if you grew as strong as Shirou you would have to deal with Vasto Lord/Captain level individuals.

Cursed Power +400 CP
For a long time, Starrk and Lilynette suffered from loneliness as anyone who approached them would die from their overwhelming spiritual power. This drawback gives you a similar curse, as your power is incredibly toxic to others. Simply being in your presence can cause harm, and prolonged exposure can be deadly. Your power is difficult to control and you may find yourself accidentally harming those around you. Suppressing your energy is possible, but it will be an incredible challenge and will likely leave you weakened and vulnerable. This drawback will make it difficult for you to form meaningful relationships and may cause you to become isolated.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this

setting such as any abilities from the Bleach jump, any of the jumps related to the Fate & Type Moon series, the Generic Bleach jump, The Bleach Reborn jump, and any other jump related to the either series.

Triple Agent +600 CP
Like Gin, you have a singular goal: to exact revenge on a powerful individual who has wronged you or someone close to you. Whether it is a personal vendetta or a desire for justice, you are willing to do whatever it takes to take down this foe, even if it means betraying those closest to you. However, this task will not be easy, as your target is one of the strongest beings in the world and will require all of your skills and resources to defeat. On top of that, you must also navigate the dangerous waters of political intrigue and deception, as your actions may draw the attention of various factions vying for power and control. Will you be able to achieve your goal without sacrificing your own moral code, or will your quest for vengeance consume you completely? The choice is yours, but be warned that the consequences of your actions may have far-reaching and devastating effects on the world around you.

The Mark of the Traitor +600 CP
You are marked as a traitor to one of the major factions in this world, whether it be Soul Society, the Hollows, or the Quincy. This mark is not physical, but rather a stain on your spiritual energy that can be sensed by those with the ability to read it. As a result, you will be constantly hunted and reviled by members of this faction, and may even be targeted by assassins or bounty hunters. In addition, the mark may also attract the attention of other factions who seek to exploit your unique position as a traitor. You must constantly be on guard and ready to defend yourself against those who seek to harm you.

We Must Preserve the Balance +600 CP
Squad Zero is an organization that serves as the guardians of the Soul King, and their primary objective is to preserve the balance of the universe. While they are capable of performing good deeds, their obsession with maintaining what they believe to be true balance can sometimes lead to extreme actions. They are willing to go to any lengths to preserve it, including destroying any attempts at peace and even killing their own allies. By taking this drawback, you now share this same desire to preserve balance, and will go against anything that threatens it. This includes taking actions that may be morally ambiguous or even outright evil in the eyes of others. You will prioritize the balance of the universe above all else, even at the cost of your own personal relationships or the lives of others. Your obsession with preserving the balance may also make you distrustful of those who do not share the same goal, which could lead to conflicts with potential allies.

Illness of the Soul +600 CP
You suffer from the same illness that afflicts the captain of the 13th Division, Jushiro Ukitake. If you push yourself too hard in combat or overexert your spiritual energy, you will start feeling the symptoms of the disease. These include coughing up blood, extreme fatigue, and impaired movement. If you continue to push yourself beyond this point, you may even risk death. While there are treatments and medications available to manage the illness, they are not guaranteed to be effective and may have their own side effects. Additionally, the illness may attract unwanted attention from those who seek to take advantage of your weakness.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise****.***
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The Vasto of White

Congratulations, you are now the protagonist of our story. That's right you will be replacing Shirou. The jump will last until the story ends canonically or you die. You will face all of the challenges that Shirou did. You will start out with all of Shirou's abilities though you will only get to keep them if you complete the scenario. There is a list in the notes section listing all of the Perks and Items that you will start out with and receive upon finishing the scenario. You will receive all of the same opportunities to succeed as they did however should you follow their path. Lastly you will receive his memories so that you know what's going on and have his experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Story Link

- https://www.fanfiction.net/s/11589719/1/The-Vasto-of-White

The cover image was made using AI art generation. After 30 or so attempts I gave up and thought that was the best image of a Hollow Vasto Lord Shirou.

Some credit goes to ChatGTP for helping generate ideas or improving the descriptions of some perks and items.

The Vasto of White Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- Initial Boons
    - Perks
        - Magic Circuits - 27 Average
        - Unmatched Chef
        - Doom Blast
        - Harem EX
        - Lost Soul
        - Fragmented Power
        - Hyper Regeneration
        - All Seeing Eye
        - Spiritual Awakening
        - Unlimited Blade Works
        - Terrifying Might
        - Soul Purification
        - Strength Magnet
        - Warriors Resolve
        - Impenetrable Fortress
        - Esoteric Immunity
    - Items
        - Luminosité Éternelle
        - Balmung
        - Gae Bolg

        - Rule Breaker
        - Fragarach
- Scenario End Boons
    - Perks
        - First, Second, and Final Release
        - Grand Forge of Steel
        - World Devourer
        - Dimensional Architect
        - The Hollow King
        - Nimaiya's Legacy
        - He Won't Recover
        - Conceptual Conjurer
        - Glory to the King
        - Burdens of Leadership
        - Game of Wagers
        - Spiritual Warding
        - Home Advantage
    - Items
        - All Hollow Items
        - The Sword of Promised Victory
    - Others
        - Coyote Gingerbuck

Changelog

- Jump in Progress
- Jump V1 complete