

Japan, 2130 AD, shortly after the third World War. Gigantic contaminated regions have erupted all around the country, called “Black Spots”. Black Spots are treated as ruins, and are quarantined by a huge wall. Regardless, there were those that would make that ruined land their home. They were, at first, ignored, but certain individuals emerged with strange powers.

Fire, Wind, Gravity… They could control the very forces of nature. In fearful ignorance, people called them “Needless”.

+1000cp

There are multiple “Black Spots” across Japan, but if they share anything in common, aside from famine and radiation poisoning, it’s survival of the fittest, and that’s just how the inhabitants like it, the living ones anyway. The “Police” is an abstract concept here, and if you think you can settle a dispute without your fists, then you better know how to kick instead. My advice? Sit back and enjoy the anarchy, that’s what everyone else does. This place is surprisingly chill like that.

You’re going to be stranded in the Black Spot over the former capital of Tokyo. The economic behemoth, Simeon Pharmaceuticals has invaded and set up their new branch in the middle of this particular Black Spot, to the resident’s dismay. This branch is headed by Adam Arclight, a megalomaniacal Needless with a colossal God complex. Arclight uses his position to exploit the Black Spot for his own insane ambitions, starting with the systematic hunting and mutilation of the resident Needless, and whoever else happens to get in the way.

As always, what you do in this world, who you side with, who you kill, who you save, is in your hands, and yours alone.

Don’t expect things to stay that simple for long. If you’re the nosey type, be ready to deal with double agents, clone armies, apocalyptic conspiracy, cosmic horrors, along with the second, and possibly third coming of Christ, just below the surface.

[Origins]
Now then, you’ll be picking sides sooner, rather than later. Let's see who’s boot you’ll be licking for your time here. Certain origins are allied with certain factions, and their history will reflect this. Take any origin, free of charge, just make sure you only pick one.

Black Spot Affiliated: Well, being perfectly honest, saying “Black Spot Affiliated” is like saying “liquid popsicle”, the words just don’t go together like that. Point is, you’re not fond of Simeon. You’ve probably lived in the Black Spot all your life, and you don’t take kindly to some entitled city boy storming in, telling you to kiss his ass and expecting you to be grateful for it. Maybe you oppose them openly, maybe you just distance yourself so Simeon can hold their little circle-jerk in peace, who’s to say.

- **Rebel:** Aren’t we all, kiddo? You’re a brat who gets off lecturing people about injustice and equality and all kinds of boring shit like that. Somewhere along the line, you joined up with the resistance opposing Simeon and their Needless hunts. You’re gearing up for an all-out attack on Arclight himself as you arrive. Have fun with that, dumbass.

- **Bandit:** At least you’re honest about it. You’ve adapted to the spirit of the Black Spot better than many. You lie, you cheat, you steal, you kill, and you don’t regret it for a goddamn second. Just don’t forget that your type is a dime a dozen around here. You’ve got plenty of heads to send rolling first, if you want even a single slice of this big black pie.

- **Informant:** Even in this no-man’s land, knowledge is power, even if only the boring kind. You deal in information, usually the kind that certain people would prefer hidden. You’re services are always in high demand, whether for getting the freshest dirt on one’s opposition, or to get their own dirt off the market. You have the skills, experience, and connections to procure more of your “product” as well, but with Simeon in the neighborhood, your jobs are only gonna get more dangerous. Unless you don’t mind wrestling with Simeon’s Testaments at three in the morning.

Simeon Affiliated: Whether you were sought out for your talents, or had some deeper relationship with the company beforehand, you act on behalf of Simeon Pharmaceuticals in some capacity. If you don’t mind being Arclight’s bitch for the next decade, you can look forward to an actual education, a steady supply of clean food and water, and access to the many miraculous technologies and amenities of the outside word. Just know that your pristine clothing is a dead giveaway in a shoddy place like the Black Spot, and it goes without saying that everyone for miles wants you in the ground.

- **Killer Girls Squad Member:** You’re the new 48th member of Simeon’s elite Killer Girls Squad. Your squad has been trained to handle all of Simeon’s dirty work behind the scenes, well, dirtier than usual. Assassinations, infiltration, sabotage, extortion, y’know, sneaky stuff. For… reasons, the Girls squad, as well as this origin, only accepts cute girls, or people who look like cute girls into their ranks. Your own gender will be changed to reflect this, at no expense.

- **Ex-Adam Project Scientist:** When you were much younger, you took part in a top-secret project on the Japanese government’s behalf. The aim was to create clones to replace the being known

as the Second Christ, after his mysterious death. Don't go getting a big head about it, you were just one small cog in the machine, and as far as the world is concerned, the project ended as an abject failure. Some way or another, you ended up in the Black Spot, Simeon found you, and valued your talents enough to add you to their staff of private researchers.

- **666 Committee Member:** Forget what I said about licking boots. You can count yourself among the 666 most powerful people in the world. These 666 individuals are united under the philosophy that they are the only people that should survive the end of the world, even if they have to end it themselves. Each member, the very tops of their field, or an otherwise irreplaceable asset. You have the whole world under your boot, and even Simeon is just another asset to the Committee. Don't get too comfy, the Committee has no issues with disposing of members who can't earn their keep. It's not enough to reach the top, you have to stay there too.

Unaffiliated (Drop-In): You are not allied with the people of the Black Spot or Simeon Pharmaceuticals, not necessarily. You can take any one of the six origins above for their respective discounts, but you enter the world without any new memories or connections. Chances are you'll stick out if you can't adjust to the general attitude of Black Spot life, and you won't be getting any special treatment by Simeon either.

[Species]
Living in the Black Spot without a Fragment is a pretty shit existence, not to mention boring, so even if you don't take Needless as your species, you'll still be Needless enough to have a working Fragment. You can just buy one species, or buy a second at full price to become some fusion of the two. You will receive no discounts for the second species' perks, but all other benefits apply. You use the age and gender conditions from whichever species you chose first.

Needless (Free):

Good old vanilla. Other than your Fragment, there's not a single thing special about you, not in these parts anyways. As I just finished telling you, you'd be a Needless even if you didn't pick this option, all this means is that you aren't any of the below options, with all their bells and whistles.

- Age is 2d8+13, 50cp to change.

- Gender is whatever you came as, 50cp to change.

Trap (Free):

H-hey there little girl, are you lost? Don't worry, you've got a big strong Onii-chan here to protect you from all those nasty Needless. Why don't I go ahead and fix a nice warm bath for us to share? By the way, what's that lump between your legs? Jokes aside, you're a trap, or maybe even a reverse trap. Whatever your gender is, you have an androgynous appearance, attractive to people of all genders, and you've got a penchant for crossdressing that defies reason. Well, that would imply that it's your choice. Causality will twist itself in knots to ensure that you end up dressed as the opposite gender as often as possible, no matter how improbable the circumstances, or how hard you resist.

- Age is 1d8+8, 50cp to change.

- You may choose your biological gender for free.

- This is the only species option that may take the Girl's Squad origin as a male.

Clone (100cp):

Huh, didn't expect to see any of you sorry bastards around these parts. Before WWIII, Japan had turned itself into the world's dominant military power with its advances in cloning technology. Clones like you were cheap to produce, felt no pain or fear, and more importantly, required no salary or human rights. After Japan lost the war, the creation of clones was strictly outlawed, but through some miracle, you've vastly outlasted your predicted shelf life. Your physique is easily peak human, and your microchip brain has the training of veteran soldier hard wired into it's very circuitry. So long as this miniscule chip remains undamaged, your body can get as torn up as you want without going down. A clone's mental circuitry is very different from a human brain, most notably their abysmal facial recognition, which will no doubt plague you for these next ten years.

- A clone's aging slows to a crawl once they reach their physical peak, so it's unlikely that you have any grasp of your "age". If you really need a hard number, your age can be anything less than 50 years and more than one month, clones don't have much of a childhood to speak of.

- Gender is whatever you came as, 50cp to change.

Half (200cp):

Half of what you ask? The phrase "Half" is commonly used to refer to someone who is "half human, half machine". I guess "cyborg" just fell out of style at some point. In spite of the name, chances are your brain and maybe some organs are all the human left in you. Thankfully that's more than enough to take full advantage of a Fragment. As a Half, you'll be given superhuman strength from your mechanical limbs, and you likely have a weapon or two built directly into your body, not to mention your natural lifespan now greatly exceeds that of a full human. You can survive any level of destruction as long as your brain and most of your head remains intact, but you can still be immobilized if dismembered. What you get here is pretty much the bare bones of what the average Half has at their disposal, but this is nowhere near the peak of technological ingenuity, even here in the Black Spot. If you want anything more, you'll need to upgrade it the old fashioned way, or find someone else willing and able to do it for you.

- Your age can be anywhere between 9 and 100 years. Your body is artificial, so your apparent age can be whatever you please.

- Gender is whatever you came as, 50cp to change.

Adam (800cp):

There was something else that appeared alongside the Black Spots in the fallout of WWIII. He was called The Second, as in, "The second coming of Christ". He showed up one day without any explanation, and made use of fantastic cosmic power to heal the crestfallen people of Japan. He was the first Needless, one who possessed all Fragments, and could do seemingly anything. Before Japan could be fully reconstructed, he died under mysterious circumstances. Japan greatly desired to benefit from his miracles once more, as such, the government funded the Adam Project, to try and create perfect clones

of The Second. The success of this project is debatable, hence the crater left where the lab once stood. On the upside, this means that nobody has to know you're still alive.

The benefits of being an Adam are many, whether you were a preexisting human transformed into one, or a clone constructed solely for this purpose. For starters, your physical abilities are objectively superhuman, even without a Fragment, able to shatter stone with a stomp, or block missiles with your bare hands. Admittedly, the latter example would destroy all the muscles on your arm. Your skeletal structure and internal organs are all coated in a durable yet flexible metal called Orihalcum, protecting them from injury. That being said, the Adam's true power comes from their unique Fragment, *Zero*. The power of Zero is to "memorize" other Fragments, and use them as your own. With that said, you don't start with any Fragments memorized, or maybe they were lost in whatever phenomenon brought you into this world. Either way, you'll have to build up your collection through battle with other Needless.

- Age is 2d8+13, 50cp to change.

- Gender is whatever you came as, 50cp to change.

- Taking this species requires you to take the Lolicon drawback for no points. It's just baked into your genetics I suppose.

[General Perks]
That's more than enough boring lore bullshit for now. Let's cut straight to the juicy bits and see what skills you're entering this world with.

Nothing Here is Truly Needless (Free All): As an inhabitant of the Black Spot yourself, you can take living in even the most abysmal of environments in stride. As long as there's a small chance of surviving this lifestyle, you'll be able keep a cool head, and act as if it were completely natural. Not that this actually increases your ability to survive, nor does it blind you to any inherent danger you may be in, this just gives you the right attitude to make the best of it.

The Hardest Fist (Free All): Even if you've got the right mindset for Black Spot living, the appeal of a destitute wasteland can be easily lost amongst the day to day brutality, so here's a little something to get you in the mood. At your own discretion, you may enforce the art style of Kami Imai onto the world around you. Not a single person will find this transition odd. What does this mean exactly? Well for starters, nearly everything in sight now juts of in some kind of dynamic angle, regardless of where it is or what it's made of. You may also find yourself having an easier time fitting into this place now that your muscles are closer to polygons than any biological structure. More feminine bodies get off a bit easier for the sake of sex appeal, but even their curviest bits look like lethal weapons from the right angle. To top it off, your hair now neatly condense into unnatural spike-like formations. The world may occasional convert to chibi when appropriate, this is an action *comedy* after all. You can turn that last feature off if it really bugs you.

The Moustache Arc Starts Now! (150cp): You have, or may choose to grow, a thick, stylish, and bushy moustache adorning your upper lip. In addition to increasing your handsomeness by 300%, your very importance to other people and the world around you seems to increase proportionately to the number of mustaches in the immediate vicinity. Your actions become more stylish, your vitals become harder to hit, and your every line comes out more memorable than the last. Other mustache bearers cannot help but respect you for your gentlemanly demeanor, and will always treat you as a worthy opponent, regardless

of any actual power gap. It also shaves off perfectly smooth, and won't grow back unless you want it to, if that's your thing.

Gift of Eden (400cp, 600cp): Fragments are born from the mysterious toxic matter that permeates the Black Spot, known as Dark Matter. Every Needless has at least a little bit of Dark Matter in them, but much more than that is almost certain death, almost. You've miraculously survived a direct injection of distilled Dark Matter, better known as Eden's Seed, and have awakened to hidden power.

You can now rapidly regenerate from practically any injury in seconds, assuming that most of your brain, heart, and at least half of your overall mass is intact. If the situation calls for it, you can transform your flesh into a monstrous form, giving your physical capabilities a monumental boost in power, letting you punch through skyscrapers and get back up from similar attacks. You can forgo these physical boosts for 200cp off the initial price.

The Eden's Seed within you has granted your Fragment an absolutely unreasonable boost in power, with the increase depending on the base strength and nature of the Fragment. Different Fragments will be affected in different ways by the Eden's Seed, ranging from gaining a new attack to completely redefining the Fragment's effects, more on that in the notes section.

There are 12 Fragments in particular, thought to be closest to the power of The Second. Should you posses **Zero**, **Doppelganger**, **Flame**, **Graviton**, **Fourth Wave**, **Bermuda Asport**, **Psychokinesis**, **Agni Schiwatas**, **Magnetic World**, **Rainmaker**, **Cruel Vajra Fist**, or **Shield of Aegis**, you will be marked by a tattoo-like branding somewhere on your body, called a Stigmata. Despite the distinction, the boost from this purchase will be the same for all Stigmata and non-Stigmata bearing Fragments.

This perk acts as a booster for the various origin capstones, enhancing the functionality of the original perks.

[Species Perks]
Perks tied to your species of choice. You can buy any of these you can afford, but all perks from your own species are discounted 50% off.

Needless Perks:

Needless to Say (100cp): A Needless with multiple Fragments is all but unheard of to most people. Even still, there are many Needless who have used their own skill to help their enemies conveniently forget that fact. You've developed the talent that makes this possible, the talent for disguising your powers as completely different ones. This could be facilitated by simply exploiting the more niche applications of a certain power. With enough creativity, the power to induce invisibility could let you appear to summon objects, fire projectiles from nowhere, and raise invisible barriers to protect you on top of that, assuming you had all the necessary props on hand. This can also be used to make powers simply appear weaker than they actually are. You have the talent needed to think up these fake powers on the fly, and effortlessly keep up these deceptions, as if they were your real powers. A particularly observant enemy could piece it together eventually, if you let them live that long.

Pins and Needless (300cp): Sometimes punching your opponent into a bloody pulp is all it takes to win a fight. Sometimes it's not, and you need a little… prepwork, to pull out a proper victory. You have an

uncanny talent for trap setting. This could mean elaborate booby-traps, just planting weapons around, or in any way altering the surroundings to better suit your Fragment and fighting style. Your traps take a fraction of the time to set up than they normally should, and any materials for the traps make their way to you without attracting much attention in transit. A couple hours is all it would take to convert an entire floor of an abandoned building into a spike pit. If you're prepping all these traps with specific people in mind, they're all but guaranteed to stumble into it by total happenstance, as long as it's somewhere they could reasonably get to on short notice.

A Friend in Needless (600cp): School learning isn't exactly the highest priority for Black Spot inhabitants. They couldn't care less what 2 + 3 is supposed to be, and neither do their Fragments apparently. If you find yourself performing a perfect combo attack with an ally, rather than just adding your destructive force together, the power will be multiplied together instead! This is dependent on your attacks being combined, rather than just striking the same target, so it's not my fault if you can't get the timing down, also, it only works if you're doing this with another person, so you can't just launch your own attack twice and expect the same result.

Trap Perks:

Tourist Trap (100cp): At your own discretion, now, and in future worlds, you may decide to alter you origin into that of a long-time crossdresser. This will make acting with the mannerisms of the opposite gender more natural, as well as earning your family and friend's tolerance of your lifestyle from the start of the jump. It's even possible that your close friends and colleagues could go an entire jump without realizing you were in drag. It's nothing to write home about, but this perk also grants a slight resistance to humiliation and shame related to gender. The use of this perk must be decided at the start of the jump.

Trap or Treat (300cp): Your ability to rock the clothing of the opposite gender now extends past the point of reason. You are undeniably handsome/beautiful, and hardly anyone would deny it. No matter how you look normally, your existence is such that it is impossible for you not to look even better crossdressed. This scales with any other enhancements to your appearance, such that crossdressing will always provide a significant boost to your overall attractiveness, even if you aren't especially androgynous. Dressing like this just always seems fitting, and everyone who sees you seems to feel this too.

A Trapping Young Man (600cp): Even when people know what you're packing, they still can't seem to help themselves when it comes to you. No matter what someone's gender preferences may be, you're such an existence that they can always find enough of their prefered gender somewhere in you to see you as a viable option for their desire. If you spend enough time around someone, you can even awaken people to "tastes" they weren't even aware of, born from your own appearance and behavior. Your power over "preferences" is so potent that you can pierce through insanity, memory manipulation, or outright mind control afflicting your allies, simply by appealing to their pervy side a little. For the sake of decency, these "tastes" are usually tame, stuff like naked aprons or lolis. This isn't *that* kind of manga.

Clone:

Stay Clone to Me (100cp): You cloned types can't even tell yourselves apart, and yet you don't let that stop you from forming the nigh-unstoppable fighting force that almost conquered the world. You now take this mentality into future worlds, such that whenever you are involved, any of the usual shortcomings that come with working alongside beings similar or identical to yourself do not apply. Your similar mindsets will allow you to strategize without a single word, practically reading each other's mind. You also sidestep all

the pitfalls that would normally come with allying two equally prideful, ambitious, or stubborn individuals, as the success of the other being might as well be your own, and they will feel the same.

Tears of a Clone (300cp): Everyone has a line they cannot cross, some promise they cannot break, some act they cannot commit, some face they simply cannot punch. Once per jump, you may select any single being, and change your own appearance and mannerisms into that of a specific person, or a specific type of person that they could never bring themselves to intentionally attack or harm under normal circumstances. You have my guarantee that your target will be unable to lay a finger on you without monumental emotional distress, at first. In the event that they undergo a notable shift in values after you take on this form, they might be able to move past this power your form holds over their heart.

Behind Cloned Doors (600cp): All clones are given the same combat training programed straight into their brains, but like any form of learning, there's a universe of difference between those that blindly accept what they're told, and those that choose to reflect on their lessons. As you stand now, there's not a single clone following the standard combat protocols that can even touch you. For any martial arts that you learn, past and present, you instinctively figure out how to counter opponents using the same style. As long as there isn't a monumental difference in skill or raw physical ability, a master of the art might as well be a sickly child trying to slap you into submission. As long as they don't get any serious upgrades any time soon, you could tear through an entire army of your physically identical brethren bare handed.

Half Perks:

Half-Pint (100cp): Like a certain other stout cyborg, any bodies you inhabit now take on a peculiar logic to them. The "younger" your body appears to be, the more you're able to fit inside it. A younger body will not only have a greater storage capacity for data and memories, but even physically. You'll always find that there's a bit more room in there than there logically should be for installing additional gadgets and weapons and such. Making yourself look like a nine year old could let you deploy an entire arsenal of firearms from your torso at a moments notice. If you stuff your body beyond its logical capacity and leave it for whatever reason, the spatial inconsistencies won't cause it to explode or anything, but it will probably be packed so tight that most of your additions would be rendered inoperable.

Half the Fun (300cp): Being a Half beats the hell out of starving or bleeding to death, but you've got your own share of worries with this body, chiefly maintenance. From here on out, for any body you inhabit, you are given full understanding of every single part composing it, and more importantly, how to maintain and rebuild those parts if need be. This won't give you the tools, resources, or talent to make these replacement parts easily, but it's a good start. This even works on fleshy bodies, but making human limbs and organs from scratch, let alone attaching them, is just as hard as you'd imagine.

Ain't Half Bad (600cp): "The Dollmaker from Hell, Gepetto", this man was lauded as a master craftsman, who would complete any order placed on him perfectly. Like him, you've gained an almost instinctual expertise with the construction of dolls and puppets of all kinds. "Dolls" in this context could just mean mundane children's toys or mannequins, but really, any creation made in the human form falls under your expertise . Your more impressive feats are limited only by your resources. Assuming you had all the right "raw materials" on hand, you could construct rudimentary androids, or even living beings. Even if you yourself were fully organic, creating an entire backup body would be a viable alternative to dealing with a debilitating injury. This does help with creating mechanical bodies, but your expertise there doesn't extend past making them look good and move properly, you're a craftsman, not a physicist. No matter what you

devote your talents to, like the doll maker himself, your craftsmanship will always be nothing less than perfect. As an added bonus, this provides you with an extensive knowledge of Black Spot metallurgy.

Adam Perks:

Adamit to Your Sins (100cp): The world as a whole is oddly accepting of The Second's status as the son of God, even if he himself made no such claim. As his clone, you share the same saintly aura that convinced the world of The Second's holiness. As long as you display convincingly godly qualities, such as unique or overwhelming power, or even just a saintly moral compass, and claim yourself to be a god, people will take this claim at face value. Even governmental bodies will accept this with a straight face, though that won't stop them from trying to control you for their own ends. Even actual gods could be convinced of your godliness, and brush aside any historical inconsistencies that would arise from such a being existing. I shouldn't need to tell you that being called a god doesn't give you the powers of one, but the title alone will do wonders for your public image. Especially useful for gathering followers.

I Don't Give Adam (300cp): When an Adam headbuts another Needless, he is able to learn their power without even seeing it in action. But this raises the question, what happens if two possessors of the Zero butt heads? In addition to a
The result is something called a Reverse Rejection Reaction. With a headbut you can initiate the second step of this reaction on any other power-copying type opponent. Doing so causes both you and your opponent to temporarily lose access to all copied supernatural powers. None of the ones that are inherently yours however. It may not be much, especially since you're placed under the same handicap, but what are the odds that your opponent would have anywhere near as much of a threat with only their personal powers to rely on?

Adamaged Goods (600cp): No matter the Fragment, all of a Needless' powers in one way or another originate from the brain. Even with your entire body in a million pieces, your brain is all you need to take any assailants down with you. This applies equally to all of your supernatural powers from other worlds, even ones that require a specific part of the body to function. Even if these body parts are severed, you will retain use of your power, as it "retreats" into the body. If you lose a hand that can block any attack, you now have a stubby wrist that can block any attack. Inevitably, all your powers will retreat toward your brain, and as long as that exists, every power you own is at your ready disposal. This also makes you all but immune to death from shock. Really, as long as you can stop yourself from bleeding out, you could maintain the entirety of your consciousness as a disembodied brain sitting on the cold hard ground.

[Origin Perks]
Discounts based on your Origin of choice. You can buy any of these you can afford, but perks from your own origin are discounted 50% off, and each origin gets their 100cp perk for free.

Rebel Perks:

Do You Have Any Function? (100cp): It's not pleasant, but no matter who you are, no matter what you are, there will always be someone or something stronger than you out there. You may never meet them, you may not even be in the same universe, but they exist somewhere, they have to, and you can accept that. You have the strength of character to deal with people who are simply better than you, or at least those who believe they are. Your envy, pride, or any other such complex doesn't need to cloud your

judgement, and biting your tongue at these times is effortless. Even in the event that you really are the strongest thing in the room, this lets you project yourself as a natural weakling to those around you.

Composed Movie Star (200cp): Despite probably having no schooling to speak of on such matters, your deductive reasoning is nigh-superhuman. Under the right circumstances, you could pass this off as a Fragment in its own right. You can consider yourself a hard counter to the many Needless who rely on deception to give themselves a much-needed edge in battle. Your deductive mind functions regardless of your emotional state. You could be plunged into the depths of despair or panic, and yet your mind will still be working at full throttle to piece together any lingering mysteries, out of habit, more than anything.

Gorgeous Rock Star (400cp): You may find yourself hanging around many “main character” types in your travels. The types of people that just have the universe’s spotlight glaring down at them at all times, until you came around. Slowly but surely, you can take this light for yourself through proximity. Gradually, your place in these narratives become more and more important. At first you may just happen to have a personal stake in an upcoming battle, or come across an enemy that you’re the perfect counter to, or maybe you just especially catch the antagonist’s eye for one reason or another. When taken to it’s natural extreme, you’ll find yourself having equally important side adventures of your own. Before long, you’ll usurp the entirety of your ally’s “main character” status. You’ll start getting the random power ups, you’ll make the villainous arch-enemies, you may start attracting love interests like flies, among other possible effects, depending on your ally’s “genre”. Without realizing it, the cast following the original protagonist will begin to look to you as their leader, just as much as they did the the former. You could just grow to match the importance of the original main character, if you don’t want to steal it from them outright. The “status” you gain with this dissipates at the conclusion, or your removal from the overarching adventure that you were taking part in. Any actual plot armor gained this way is paper thin, at best. You can be deus ex machina’d out of harm if someone would have been on their way to save you anyway, but you can only push this so far before the universe won’t even bother.

Live on Cowboy! (600cp): If you wanted to rely on others to pull your ass out of harm’s way, there are a thousand better worlds you could have come to. You really think there’s a place for someone like you in the Black Spot? Either way, you can’t be saved if you’re unbeatable to begin with. Before anything else, you need to render yourself utterly powerless, or at least look the part. To this end, you will be allowed to suppress any automatic or passive supernatural abilities that you couldn’t disable otherwise. In this state the strong will find themselves all but incapable of leaving you to your own devices when you cross paths. They can’t help but protect you as if you were there own family. You make fast friends with such people, and this even applies to bitter enemies, assuming you don’t give them an immediate reason to kill you. Especially belligerent or heartless people will take significantly longer, but you can even ignite their protective instincts with time. These instincts will quickly wane if they discover that you’re not quite as helpless as they believed, and there’s always the matter of staying alive without the use of your powers.

(Boosted): Damn, you must be pathetic if even the author is starting to pity you. If you can maintain a depowered state, than the universe itself will gift you just enough plot armor to make up for all the lost defence. Stuff like stray bullets flying right past you, attacks just barely missing your vitals, or enemies being interrupted before the killing blow, or otherwise trapped in some contrived circumstance where they can’t attack you. Regardless of how improbable, ridiculous coincidences and impossible good luck will give you a level of protection matching what would otherwise be provided by your own abilities, all without exposing you for having such abilities. You may still find yourself getting painfully torn to pieces without your durability to save you, but there will always be a convenient plot device to piece you back together in

the end. This safety net will prevent you from dying outside of important conflicts as a whole. If you make visible use of your powers, regardless of where you are, you will lose this protection for the next 72 hours.

Bandit Perks:

Live For the Moment (100cp): You're a model parent. You don't let your destitute conditions, or the overabundance of vicious enemies, and especially not your own lack of a notable moral code get in the way of leading an emotionally fulfilling home life. You know how to care for a child with the same boundless love and care that any city-dweller could hope to muster. This won't make you any less poor, starving, or evil, but you can make sure that your kids can grow to take care of themselves the same way you took care of them all this time, and love you for it all the same. Still, they will take after their upbringing, if you raise a daughter in a wasteland, they'll have the mentality appropriate for one who's struggled to survive every day of their life, and if papa was a cruel tyrant, they'll no doubt develop the same ruthlessness. Still, at the end of the day, the smile on their face will make it all worth it.

You Can't Ignore My Will (200cp): There's no such thing as innocence in the black spot. Whenever any victims of yours call upon an additional party to help stop you, you're a master at twisting the story to leverage these "heroes" unto your side. To "protect" you from the ones that called them in the first place. Who knows what those heartless monsters were planning to do to a delicate sunflower like yourself? As long as your embellishments to the real story aren't too extreme, things will tend to play out such that neither side will even try explaining the situation in detail to clear up any misunderstandings, and may even make matters worse for themselves by assuming that diplomacy has already failed. It's a very different story if the hired help realises that they're being tricked on their own.

Rust Together (400cp): It's strange, you'll find many violent gangs of Needless and humans alike roaming this wasteland, using their numbers to subjugate any opposition. At the same time, the Black Spot remains a place that values individual strength over all else. Powerful groups like this are often ruled by a powerful sovereign, who tends to handle any actually important fights on their own, while their underlings just stand around and watch. Not even gonna try to explain how this works, but you are capable of receiving a boost to your own power for each inactive troop you have under your personal rule. You don't get any specific powers from them, nor do they become any weaker, but your physical strength, reflexes, speed, and even your Fragment's destructive power, is raised a little bit for every troop. The moment a troop becomes engaged in active combat, you lose the boost you would gain from them.

Are You Ready For the Action? (600cp): If the weak muster up all their might to call forth a miracle, and then the strong muster up their own might to stop that miracle from happening, wouldn't the strong still win anyway? Your very presence stands as an obstacle to miracles of all kinds. There will be no last minute backup arriving, nor will there be any unprompted power ups, or exceptional luck of any kind. Any sudden external force that would give the target an advantage, that was not brought into the battle qualifies as a miracle here. This all applies as long as you are more powerful than your opponent, well, victim really, for whom that miracle would come for, even if just barely. If your opponent really is stronger, they may receive their miracles as normal. Power is determined by your sum total destructive potential, whether from physical ability, or simply a mighty Fragment. If your target cannot save themselves through their own skill, or with the tools they brought into the battle, they will not be saved at all.

(Boosted): Not even the laws that govern this world can spare your opponents of their fate. As long as your means of attack or defense are stronger than your opponent's, they are all but immune to being hard-countered. Fire does not melt ice, water does not conduct electricity, acid cannot corrode metal. As

long as the sum total destructive ability of their attack is less than your sum total defensive ability, your defense will always win, negating all but the purely kinetic component of the attack, if any. The same goes for attacks your opponent cannot match through sheer durability. Any attempts to disable your attacks, or any abstract resistances against whatever your attack is made of, will be bypassed entirely, and impact just as they would against a completely average individual of their physical ability. This is all for naught if an enemy definitively overpowers you.

Informant Perks:

Let Me Feel Your Feverish Body (100cp): An enviable skill to have in this world. I'd already bet you're one hell of a cutie just by being here, that's just the way these stories work. Now, as long as you continue to be cute, any perversion will just be accepted as an integral part of your character. There will be next to no long-term societal consequences for overt displays of your lechery, assuming you don't cross any obvious lines. Your compatriots may not be so receptive of your advances, and may in fact be utterly disgusted, but they will never outright shun you, nor will society as a whole, as long as it is crystal clear just how adorable you are. It's your responsibility to make sure this newfound freedom doesn't end up controlling you in the end.

Newly Sprouted Flowers (200cp): Don't forget that skill is just another form of knowledge. In the time you've had to peruse your collection, you've taken in a plethora of commonly known skill sets yourself. Likewise, from here on, any skill explained to you, either in text, verbally, or some other method of teaching, your intuitions will allow you to instantly apply these skills without even needing to practice. This is all assuming these instructions didn't leave out any particularly major details. You're still an amateur in all these fields, no doubt, but you have the insight to function at the bare minimum adequacy to utilize each associated skill.

Scattered by the Wind (400cp): It's all too common for those who get roped into particularly shady or secretive work to stumble into conversations that just weren't meant for their ears. Inevitably, people like this tend to get "silenced" for their troubles. However, when it comes to your employers, or anyone really who'd rather not have any loose ends or loose lips around, they just kinda forget that last step, along with your very existence. Not that they necessarily trust you, they just don't register you as much of a threat. You're just some harmless cog in the machine, not even worth a bullet, even if they know how much dirt you have on them. This convenient indifference to your existence goes as far as forgetting to remove you from any digital systems, letting you retain any authority or access privileges you held at the time.

Keep an Open Mind (600cp): Unlike most valuable resources, information is by no means finite in the conventional sense. There may be limits on how much you can obtain, but your own supply will never actually diminish, especially now that this collection is stored entirely within your own head. Every piece of documented information you have available to you in some form or another is up there. This "library" of yours cannot be forgotten or distorted, and will not negatively impact your brain as a whole in any way. Your database encompases pretty much everything that could be potentially known by an average citizen in the modern world. This excludes anything that would be inherently illegal for the average citizen to know, such as someone's private information, or state secrets. This collection includes all (officially) documented history, laws, languages, science, medicine, technology, and much more. This library will even actively update as any new information is released to the public. Post-jump, your library is automatically updated for every world you visited before this one, and for every world you enter afterwords. You can always tell how old a "book" is, and what world you got it from.

(Boosted): The events surrounding the Black Spot and the legacy of the Second are easily the most fantastic events in known history, but you have decent evidence to suggest that the world has always been a little weird. You've caught wind of the strangest phenomena this world has to offer, and compiled every last scrap you could find into your mental library. Stories of secluded shamanistic tribes utilizing mystic chants, or lost martial arts weaponizing life energy. You've even heard of wandering souls who prey on the living, and the mysterious exorcists that fight them. No longer satisfied with the insight of the modern world, you have set your sights on the secretive realm of the supernatural. Knowledge of the supernatural will now be included in your mental library. Even if it's not exactly "public", your network pulled out all the stops for you, and as long as a documented piece of supernatural information is readily accessible by more than one person, and isn't explicitly illegal to know, it somehow found its way unto your "shelves". It should be noted that there are far more false accounts of such phenomena than true ones, so it falls on you to sort through them all. You may even find foundational knowledge of certain rituals, or even honest-to-God spellbooks. However, all of this exists only within your mind, barring the knowledge itself, these will lack any inherent power that the original documents may have possessed.

Girls Squad Perks:

Keep Your Hands Dry (100cp): I hope you don't mind making enemies, because you're soon to build a reputation as one of the most annoying opponents in the Black Spot. You've turned stalling into an art form. When premeditating a battle, or even in the midst of one, you know exactly how to draw out a conflict as far as conceivably possible. Your own stamina isn't increased, but if you're prepared for a war of attrition when your opponent is not, you can guess which one will have the advantage. You can drag on verbal arguments for hours, and waste an entire afternoon on a single brawl, if you allow it. If you really feel the need to practice such an obnoxious skill, there's nothing to say you couldn't train this for even more ridiculous results.

It's so Hot That I'm so Cold (200cp): Have you ever stopped to wonder why the Girls Squad member's mannerisms tend to be a bit… odd? Like how their speech contains countless double-entendres? Or how getting hit in battle leads to panty-shots 60% of the time? Or possibly how they manage to let out only the most adorable, yelps and moans at even the slightest injury? What if I told you that was all intentional? Yes, all of it. Every single improbable, suggestive, and humiliating moment of fanservice inflicted on the Girls Squad was built upon years of highly specialized training to dominate the hearts of men. It's been drilled into even your subconscious, to the point that it's arguably harder not to seduce people. People who find themselves attracted to you have a difficult time attacking you, and are pathetically easy to manipulate. Naturally, you're skilled in pleasing any partners in bed with this as well, in the event that things need to get that far. St. Rose's curriculum is… thorough, to say the least.

Inconceivable Demon Sisters (400cp): It's an unfortunate truth that at some point, you'll have to face off against an enemy that you just can't beat on your own, no matter what you try. It's during these times that you'll have to rely on the strength of your trusted allies to procure victory. Your teamwork in small groups is practically psychic, with even completely improvised maneuvers communicated and executed flawlessly, as if they had been rehearsed for months on end. If you can focus the entirety of your team on attacking a single opponent, no matter how strong or cheap their abilities may be, it is all but impossible for them to land a single hit on any of you, as you gradually chip away at their stamina. This only works if you're all focusing on that one enemy, any additional opponents will render this worthless. All of this only applies if your attacks can actually hurt your target, so don't go picking fights with any Angels.

Deep in the Scarlet Bomb (600cp): You can now enforce a certain… trope of sorts, unto yourself. In place of receiving any injuries to your own body, you may shunt any such harm unto your clothing instead. In place of receiving injuries, you will just lose an appropriate amount of “health”, exposing a proportional amount of skin. This does take account for your own usual durability, so this is hardly a downgrade. If your “health” is totally depleted, not only will your accumulated exhaustion come back to you, a fatal blow can be dealt to you as normal. Still, better that than fighting with broken bones and punctured organs. As an added bonus, any clothing you wear into battle will be healed alongside you, whether in the midst of conflict due to some healing factor, or through more traditional forms of medical treatment. By the way, this system doesn’t apply if you fight naked, just saying.

(Boosted): Your clothes now function as an actual “buffer” between attacks and your own flesh. If an enemy wants to leave anything more than an aesthetically pleasing scratch on your body, they need to completely decimate any and all clothing on your body. Your own body is all but invulnerable as long as there is still clothing stuck to it. Unfortunately, this clothing is no longer bound to your own durability, but must now rely on its own to stay in one piece. Unlike the base perk, since the clothing itself receives all the damage, you can reset these defenses just by changing. Even once your clothing is completely destroyed, you will still have your own untapped durability and stamina to fall back on in most cases. For the sake of decency, this system excludes underwear, which still function under the rules of the base perk, and for the sake of fairness, indestructible clothing and armor are exempt as well. You can switch between the base perk, the boosted version, or turn both off at your own discretion.

Scientist Perks:

Eve’s Original Sin (100cp): The empire of human science was built upon a foundation of vanity and crippled evolution. You will right this wrong, even if you have to rebuild all scientific progress from the ground up. At any time, you may enter a state of mind filtered of all scientific bias. You will be granted a vague awareness of when any preconceptions you make use of are built on anything other than empirical study, and you can decide from there whether you continue to rely on these precedents. This is a state of absolute objectivity, but just know that this also filters out more practical preconceptions, such as morality and common sense. Using this state without moderation may very well lead to theories and conclusions that border on the insane, as even empirical evidence can mislead. Best used for fact-checking only.

So Violent and so Painful (200cp): You have the knowledge and skills of a well-trained city surgeon. You know how the human body is supposed to work, how to modify it, and more importantly, how to keep your patient alive long enough to make “improvements”. Your medical techniques defy most conceptions of logic, even with the pitiful resources available to you in the midst of the Black Spot. You can perform complex operations on someone with nothing more than a handsaw, even on a conscious patient with no anesthesia, all without them dying from shock. Even with complex grafts of entire body parts, your surgical scars can completely heal in a matter of hours, and infections don’t seem to be a thing for these wounds. You probably won't listen, but if you find yourself in a position where you’d need most of these skills on a regular basis, you’re probably evil.

Taste the Sense of Laziness (400cp): Sometimes, the best solution to life’s problems is to start over from scratch. You know brains like you know the inside of your eyelids. With the right tools, you could transplant entire portions of brain matter from one person to another. Your real expertise however, lies in the suppression of the mind. This process requires a willing subject to work on, or a sufficiently vegetative one, but you can apply this to yourself just as well. With such a subject, you may seal away portions of their memory, components of their personality, or even their Fragments. For you and anyone else

possessing these “perk” things, you may use the brain as an intermediary to seal any of those away as well. Once locked, you may set a certain “key” that will trigger the seal’s release. This can be anything from a spoken phrase, a specific image, or any other such sensory stimuli. I’d recommend having a confidant around to keep track of all your keys.

The Moment You’re Born (600cp): These scientific techniques are what got Japan into this sorry state to begin with, you sure you want this on your resume? You’re privy to most, of not all of Japan’s pre-WWIII cloning technology. You aren’t limited to growing soldiers with this, you can make a clone for pretty much any occasion or purpose. Alternatively, you could just make mindless clones if you’re in need of donors. You can design their appearance and build to anything within the range of humanoid biology, and even a little past that. You can also determine the rate of their aging, whether it occurs at the same speed as a real human, or have them rush through certain periods of development faster or slower than others. As a necessity, this also comes with the know-how to program them, you can either alter their disposition and knowledge manually, or create a back-up of a preexisting person’s memories and implant those instead. Excluding the time it takes them to reach maturity, creating a clone takes about a week on average.

(Boosted): While making use of the default clone genetics has been perfectly serviceable, it’s hardly the kind of scientific freedom that you’ve been craving. You now may make clones of specific individuals, as long as you have at least a small sample of their genetic material. In the event that such a being had any supernatural powers as a component of their mind or biology, psychic or otherwise, the clone you create will receive these same abilities upon completion. Compared to the time it takes to create a normal clone, these special clones take about a month to complete, and that’s with an entire lab scrambling to finish it. With an abundance of genetic material, as in, an entire corpse, you could bring this back down to a week.

Committee Perks:

Desires Come in Minority (100cp): City-folks are backstabbers, plain and simple. The only way to make it in this Hell away from Hell, is to make sure you’re always the best lier one in the room. Conspiracies you take part in, whether by alliance or of your own design, can be easily designed to work around the plots other similar schemers, who may themselves be scheming around yet another schemer’s scheme, but you have a talent for ensuring that there are no parties doing the same for you. You have the instincts sharp enough to remove deliberate sabotage by external parties as a factor in the execution of your plans, and making sure they actually stay secret. Now you have to make sure your plans actually work.

The Stars are Close (200cp): I guess there’ll always be stubborn idiots like you in the world, who just refuse to let sleeping dogs lie. It’s never enough for you to know that your projects have ended in catastrophic failure, you’re the type who won’t be able to sleep until you know how you can turn it into a profit, and you can pull it off too. You are a master at salvaging valuable resources from the wreckages of your own projects. Not even the failures of others are exempt. You may even end up with a net gain compared to anything you would have gained from these projects actually succeeding. Whether this just means salvaging rare materials or tools, making loyal employees out of any grateful survivors, or just using the event itself to twist the media or law in your favor. If there’s any way for you to profit from a disaster, it’s unlikely to escape your notice.

Inconceivable Eternal World (400cp): When I said you were the best at what you do, I really did mean *the* best. As in, there is not a single individual in your entire field that can hold a candle to you, not in this universe anyway. Go ahead and pick any single real-world academic or vocational field to specialize in.

You alone are the very pinnacle of skill and knowledge in this field. Like the doomsday prepper you are, you've been training your expertise to such an extreme that you could rebuild your entire field from the ground up, in the event of total societal collapse. If you aren't already in the 666 Committee, then this will certainly put you on their radar.

Dreams that can Trick Time (600cp): For those without the innate talent to stand at the top, your only other chance at entering the Committee is to become a Needless with power great enough to render yourself utterly irreplaceable in the new world. Whenever you undergo any artificial process that could potentially alter your body beneficially, or cause you to develop some new power, you will always manage to survive such procedures, assuming that survival was a possibility to begin with. When you do undergo procedures that could potentially incite the birth of a new ability, the powers you develop will always be incredible in one way or another. If not in their raw strength, than in their uniqueness, or range of applications. This only applies to improvements born from some kind of procedure or operation, a process that would make alterations to your body that it wouldn't be able to undergo naturally.

(Boosted): Obviously, there are so few processes out there that would grant fantastic power with no additional side-effects. Now, when you undergo such a procedure, any sub-powers, or potentially beneficial side effects of said process will be boosted all the way up to the point that they match the versatility or strength of whatever the primary ability was.To prove my point, as your own Fragment has been artificially developed, your physical abilities will now receive a sizable boost from the Needless' naturally solid constitution. Even if you hold a non-combative Fragment, your agility, strength, and speed will be raised to a superhuman level to match the power, or at least the usefulness of your Fragment.

[Equipment]
Here, take some memento's for the road. There's still more to come, so try not to blow the rest of your points here. Items from your own origin are discounted 50% off, and each origin gets their 100cp item for free.

General Items:

Training Wheels (50cp/per): A common trend within the Black Spot is for Needless to carry around some kind of object that they use to focus their Fragment's power through. Some people use weapons like guns or swords, some people make use of more mundane objects like dolls or umbrellas, or even something as intrusive as a prosthetic limb. These rarely, if ever, make the ability any stronger than it was before, nor are they needed for your Fragment to function. These just make them much easier to control. Your focus will naturally be designed to fit your own Fragment in some way, such as a focus for Power or Graviton being unreasonably heavy, or a focus for Scan augmenting the user's vision in some way. You can import any object you already own for this, but you can also take any applicable items purchased below as your focus.

Rebel Items:

Cherished Pendant (100cp): What you have here is a small pendant with a space inside for inserting a picture. Breaking the pendant open however, will reveal a secondary compartment, with just enough space to hide something as small as a microchip, or a short note. If you can get someone to accept it under the pretense of it coming from their loved ones, they will protect it as if that pendant were that loved one's life. Depending on how they felt for that person, they may very well put this pendant's safety over there own life, and they'd be equally unwilling to let this fall into enemy hands.

Guns (200cp): You now have guns! A whole crate of guns in fact, pistols, automatic, rocket launchers, enough to arm an entire militia. These things are pretty outdated by modern standards, but that still only dates them back to pre-WWIII at most. Now, a gun is still a potent tool of mass destruction, but there are countless Needless with their own means of defending against projectiles, and many more who would just power through a lead shower like that with grit and willpower alone. If you're not interested in the guns, I guess you can keep the crate too. I had to do a little spacial fuckery to fit all those guns in this tiny thing. If you take this as your focus in Training Wheels, every gun in this crate will be able to act as your focus.

Miriam Wibster's Subscription (400cp): Considered the foremost dictionary of the world, Miriam Wibster's popularity stems from the total absence of government censorship on its contents, contrasted with its wide accessibility. In addition to the normal vocabulary information found in any other dictionary, you can even find information on prominent Needless and related organizations in these. Wibster's is also about the only publicly available record of the events following WWIII, including accounts of The Second's actions, and various other events that the Japanese government would prefer kept under wraps. New editions are released on a fairly regular basis, so rather than a single book, you get a free subscription that will send the most current edition to you as soon as they're completed. After your time here, you will instead receive Wibsters containing information appropriate to whatever world you're in, with the same level of honesty and accuracy.

Darumi GT Turbo Mk. 33 EX68000 Nitro FC (600cp): So, I assume you know what a Darume is, right? Those big red pot things things where you paint in the eyes? Well, imagine that, but with arms and legs, and FUCKING HUGE! You could fill a canyon with this thing! This giant robot was constructed with technology disproportionately advance to anything else you'd find in the Black Spot or Japan as a whole. Darumi-chan can be controlled by 1-3 pilots, or even via remote control. With three pilots in the cockpit however, Darumi-chan can enter its battle mode, where it dawns a thick set of armor, remensicint of a medieval knight. The weaponry included in this form include the "115% Chance of Bone Fracture Missile", which is like a normal missile, but covered in steel spikes. The massive sword Darumi-chan wields is capable of a transformation into the "Darumi Sword" where the blade splits apart to reveal an Ink-brush underneath, to blind your foes with. Darumi-chan is a frightening opponent to face, but hardly invincible, the likes of a Missing Link level Needless, God forbid a Stigmata bearer, will prove a more than adequate match for Darumi GT Turbo Mk. 33 EX68000 Nitro FC (or Darumi-chan, for short).

Bandit Items:

Deceptive Clothing (100cp): You just know you're messed up when your clothing figures out how to lie on its own. You have a single self-repairing outfit, of your own design. Not only does it perfectly accentuate your personal charm when worn, it also slightly shifts its appearance to match whatever disposition you're attempting to give off at a given time. If you were attempting to pass yourself off as a sweet innocent girl, your silhouette would become softer, with more suspicious details being conveniently obscured by folds in your clothing and such. Once you show a more merciless side, the rough and jagged angles of the outfit would jut out on their own, and defining symbols or logos would only now become visible. Those who don't know any better have difficulty doubting whatever "alignment" you're attempting to project, unless they were the paranoid types to begin with.

Super Gel Dero Doro Drink (200cp): A dietary staple of the Black Spot. These canned "drinks" have the consistency of snot, and they don't taste much better, but each and every can packs a whopping 5,000 kilocalories. For those who can't do the math, that's the equivalent of eating ten meals in one sitting. For

the average human, drinking a whole can of this will keep you fed for three entire days. Ironically, this stuff contains barely any liquid, so you still need to keep yourself hydrated if you don't want to die. You have an unending supply of the stuff, and even if you can't stomach it yourself, you can use them to keep any underlings in good health, or sell them for a quick buck.

Mutilation Gun (400cp): This "Mutilation-style" weaponry was developed by Simeon Pharmaceuticals to assist in their Needless Hunts. With their mostly human personnel, special guns had to be designed that could cut through Needless flesh like wet tissue paper, along with any Fragment-based defenses. Even once the bullets pierces, these bullets attack the Eden's Seeds within the Needless' own body, causing the affected cells to violently explode. Being hit with one of these is widely considered a death sentence to most Needless, but it's still just a normal bullet to anyone else.

Castle (600cp): This medieval-styled castle now within your possession is an architectural marvel by Black Spot standards. This building is the size of a village, or small city, with multiple floors, and more than enough rooms to house a personal army. You'll find anything you'd expect in an actual king's castle, dining rooms, balconies, large private rooms for family and guests, training rooms, a dungeon, and the list goes on. Countless traps litter the entire castle as a rudimentary security system, some that lead to certain death, and others that just drop would-be intruders into the dungeons to be punished personally. You don't have to worry about falling into them yourself. The castle comes staffed with over two dozen loyal guards, with a fairly even mix of normal humans and weak Needless. Truth be told, they're glorified maids. Still, it's better than cleaning this place yourself.

Informant Items:

Memory Cards (100cp): Can't say that these things will be awfully useful during your time here, but they're nice to have on hand all the same. These high-spec memory cards are initially blank, but their frankly absurd storage capacity leaves very few limits as to the kinds of things you could potentially fit on them. At the most, you could fit the contents of an entire library in one of these. You start off with a couple dozen of these cards, which you could potentially reverse engineer to manufacture more. Good luck finding the tools needed to actually read the damn things in this wasteland.

Terminals (200cp): What you have here is a system of terminals that connect back to wherever your base of operations is at a given time. These terminals will be dispersed throughout any city you find yourself in, always in well hidden locations. The range of a given series of terminals will rarely extend past their respective city, unless you connect them manually. These can be used to contact you, or even perform monetary transactions. If you find the locations of your terminals to be too hiden, you can choose to have rumors of your terminals spread over an area of your choosing, while flying under the radar of any groups you'd prefer remain oblivious to your services.

Black Spot Metals: (400cp): There are many metals like the ones in this collection that came about from mutations in the earth, brought about by whatever calamity created the Black Spot. Each of them bears their own miraculous properties, such as Mithril, the hard yet lightweight metal that's all but immune to breakage or deformation. There's also the far better known Orihalcum, which can take on the flexibility of a plastic, with a durability incomparable to any known metal today, barring the above example. Orihalcum can even be specially treated to become one of the densest, and by extension heaviest materials on planet Earth. There are various other metals in this collection of ingots, crystals, and raw ore that you'll have delivered directly to you warehouse from now on, but the properties of all the others will need to be discovered through trial and error. Though the city would never admit it, these metals are the foundation

for some of the most advanced technology of this day and age. If you don't make use of them yourself, you could probably sell them for a relative fortune.

Iron Mountain Substitute (600cp): Apparently it wasn't enough to have one gigantic archive holding government secrets and private citizen information, Japan had to make a backup too. Like the original, the durability of this place can't be underestimated, there's a reason these are the only standing structures for miles after the bombings and spatial anomaly that created the Black Spot. Their internal defenses, while impressive, are nowhere near as impregnable as the exterior. It's a good thing that you have a massive security force of pre-war testaments to pick up the slack, and plenty of security cameras at every corner. As an archive, this place has no equal, aside from the obvious one. The storage capacity for these computers is all but infinite, you wouldn't be able to fill them in a thousand lifetimes. Iron Mountain will appear in future worlds with you, along with any information that came with it upon purchase, or that you input into it personally. Also, this place is huge! There aren't even any mountains around the thing to give it that name, it's just that big.

Girls Squad Items:

Perplexing Doll (100cp): You have an adorable self-cleaning and repairing doll in the shape of an animal of your choice. Due to your "unique" sense of style, people have a hard time figuring out what animal it's supposed to be. Even in the midst of heated battle, people have a strange tendency to get hung up on this uncertainty to an unhealthy degree. At the furthest extreme, should someone become absolutely certain what they believe doll is supposed to be, revealing it to represent anything different could incite an actual panic attack in the right person.

Keycard (200cp): In this world, this card will allow you to enter and leave the Black Spot Freely through Gate 666. Going forward, any permissions or authority you obtain in a digital system, legally or otherwise, can be tied back to this card, allowing it to be used for any card-reading systems. As long as you aren't caught by the system itself, no one physically present will question you using this card to access things that you probably shouldn't. If you use this card to try and pass yourself off as one of the Girls squad as a boy, you'll be pulled aside for autographs before anyone even thinks of doubting your story.

Mounted Testament (400cp): You have a specially modified Testament in your possession. You won't find a better means of transportation short of actual teleportation. Testaments are usually pre-programed to act automatically on their owner's behalf, but those features have been scrapped to facilitate a cockpit. As Testaments actually hover just a bit off the ground, these can travel over practically any solid terrain, and are capable of limited flight over short distances. These come loaded with two guided missiles, but not much else for offensive options. There's just enough of a guidance systems left to facilitate an autopilot function, letting you travel to and from pre-programed coordinates without your input. Also, you don't need to refuel this Testament, because reasons.

The Fourth Shelter (600cp): An enormous underground shelter that has for one reason or another, been fitted for your personal use. At great expense to whoever gave you this thing, the room has been heavily remodeled to suit your aesthetic tastes. You could turn the whole shelter into an upsized bedroom, complete with toys and school supplies. You could also give the room a more practical makeover, like painting a photorealistic sky on the walls and ceiling, to simulate a remote island. You can choose to make this room look however you want, and any destructibles within these walls will be repaired the next time you leave and enter the shelter. This place is specially designed to measure the full extent of your

abilities, so not only can these walls take the full force of your attacks, but sensors hidden within the shelter will gather precise data on your performance for you. There's also a single hidden security camera in the shelter, if you felt the need to observe any going-ons in there from a safe distance.

Scientist Items:

Media Reader (100cp): A rarity in this place, an all-purpose media reader. Due to its fully customizable connector arrangement, you're unlikely to find a single piece of digital media that you won't be able to interpret with this. This thing's very existence is a security hazard to any group that use encrypted data chips in the Black Spot, so unless you have the force of an organization like Simeon, or a powerhouse like Blade on your side, try to keep your lips tight and your security tighter.

Testament Blueprints (200cp): You have in your hands the detailed instructions of everything needed to construct the mechanical frontline of Simeon Pharmaceutical's fighting force, the Testaments. Testaments come in all different shapes and sizes, so what you have here only outlines the current default model, the ZM-6. There are notes interspersed in the blueprint, giving any pointers needed to modify the design freely. It is unknown whether this alone is enough to construct anything as distinct as the Human Form Testament. As a special service from yours truly, I'll be providing some notes of my on on how to create Testaments without any of the Black Spot metals required in the construction of all the newest models.

The EIR System (400cp): An uncontested miracle of modern medicinal technology. This helmet-like device is capable of manufacturing new cells and blood vessels to prevent a patient's cells from dying during brain surgery. With the use of this, something as fantastical as transplanting entire pieces, or even entire lobes of brain between patients can become a medical reality. Naturally, you need to actually know what you're doing for more complex procedures, but for relatively simple ailments, like blood clots or tumors, the device itself should be able to treat that much with minimal user input.

All-Purpose Lab (600cp): Specialists don't usually make it far in the Black Spot, so you've got all your bases covered with this. Set up in a location of your choosing each jump, this lab has all the tools needed for surgery, first-aid, small-scale cloning, engineering, hacking, chemistry, etc. All the bare essentials you'd need to practice any broad scientific field at an upper to intermediate level, if you have the skill to make up for the sub-par equipment. You could be hacking into a old Testament brain at the same time your patching up a friend's shattered arm, or preforming open heart surgery three feet from the vat you're using to clone the replacement artery. It may take some reorganizing, depending on what you want to focus on at that given time. Unless you'll be supplying the tools yourself, you won't have anything needed for hyper specific areas of focus, like rocket science or constructing quantum computers.

Committee Items:

Real Food and Medicine (100cp): The perfect gift for altruists and extortionists alike. On a monthly basis, a truck filled to bursting with preserved food, water, and basic medical supplies will come around to deliver its payload to a location of your choosing. As always, it's your call how these resources are distributed. By default, the truck will drop off at your primary residence, but by calling the number on the side of the trucks, you may set the delivery location to anywhere in your current universe, or just have them leave it all in your warehouse. These trucks can even show up in other universes you visit, but they will never give you a ride under any circumstances.

Energy Extraction Machine (200cp): This elaborate machine was Simeon's answer to any unruly Needless that they couldn't afford to kill for one reason or another. This machine physically restrains the prisoner, while also draining the very energy from their body. In the case of Needless or beings with similar abilities, this will eventually lead to them losing use of their Fragment, for the time being anyway. Appropriate to Adam Arclights… aesthetic tastes, the machine can transform into a shape resembling a cross, with the prisoner "crucified" by the physical restraints. Their energy will continue to be drained in this mode, it's mainly for aesthetics and ease of transport.

Eden's Seeds (400cp): To most humans, Dark Matter is pure poison, resulting in a bloody and painful death similar to melting alive, or in the worst cases, exploding. However, there are the lucky few who have the potential to adapt to the Dark Matter, gaining reality defying powers, and becoming Needless. Even to a Needless though, Dark Matter is still poisonous if they aren't one of the lucky few with the potential to evolve a second time. That being said, these "Eden's Seeds" actually refer to a diluted version of Dark Matter, one with a significantly higher survival rate than it's progenitor. If these are taken as your Fragment focus, as described in "Training Wheels", these Eden's Seeds can be condensed into a horrific spear of flesh that can be harmlessly stored within your stomach, and will infect anyone pierced by it, to kill or ascend them, depending on your target's potential.

"Canning" Operations (600cp): Simeon Pharmaceuticals most prosperous, and easily most illegal service to the wealthy and corrupt of the world. In the most simple terms, this is a clone factory. Dut to the post-WWIII outlawing of clones, transporting them as adults has become far too risky, so this factory ships the clones out as fetuses, disguised as canned goods, hence the name. Whether you want the perfect child, a universal donor, or an obedient plaything, there are no shortage of potential buyers for this service, unless you want to keep them all for yourself. If you stick close to the default parameters, than you should be producing clones at a rate of around twelve per week.

[Companions]
Take your time picking out the allies perfect for you. You'll probably never admit it, but these shitheels may end up being the only things keeping you sane in this place, and vice versa. Despite what the prices may say, all origins get two Underlings free, except those who take the Adam species, who just get one free Eve instead.

Companions:

Underlings (Free, 50cp/per): Call in an old friend or make a new one to share your misery with. Everyone, barring those who took the Adam species, can take two buddies here for free, but each one past that will cost you 50cp. Companions made or imported in this way receive an origin and affiliation, and 800cp to spend as they see fit.

Canon Characters (50cp, 200cp, 300cp, 400cp): Go ahead and pick up a new ally from the actually important people of this world. For 50cp, you may take any powerless human, or otherwise non-Needless character as a companion. For 200cp, you may take any Needless short of a Stigmata bearer or a Missing-Link level Needless. For 300p you can companion anything short of an Adam. At 400cp, you can even companion the likes of and Adam Blade or Adam Arclight. You will meet your chosen companion under ideal circumstances, and they will inevitably take a liking to you, but you'll need their informed consent if you want them with you in future worlds.

Loli-Clone Import (50cp/per): For just a measly 50cp, you may take a companion of your choice, or even yourself, and make an adorable child clone of them to act as your new companion. For every additional 50cp you pay, you may either start cloning another companion, or double the amount of clones you already have for a companion. Clones you make of a single person will have the sum total power of the original individual dispersed between them, unless there are any specific powers you really want to keep out of their hands. As they will collectively act as a single companion for the sake of imports, perks will be similarly divided amongst all of them equally. Regardless of the original's appearance, these clones are unmistakably adorable, and you can stop their aging at any time. These clones receive no freebees or cp of their own to spend here, but all clones receive the perks "A Friend in Needless " and "Stay Clone to Me" at no cost. These are the only two perks that all clones receive at full power.

Testamenko-Chan (200cp/per): For something you dug out of a dumpster, this little machine girl is quite the cutie. Officially, these androids were designed by Simeon for combat in confined areas and rescuing accident victims, but their… risque design casts more than a little doubt on this claim. Their appearance is that of an anthropomorphised Testament in the form of a scantily clad little girl. In place of her arms and legs are the barrel-shaped limbs of an ordinary Testament, and her head is even adorned with two long "horns" resembling testament heads. Despite her size, she retains the full offensive and defensive ability of her mainline cousins. This means she can burst through steel walls with her brute strength, fire off hallway-filling blasts of plasma, and similarly destructive guided missiles. As for durability, well, since the newest model Testament could brush off point-blank grenade explosions with barely a scratch, it would take one hell of a WMD, or a sufficiently powerful Needless to cause any real damage to her. She can also hover a bit for very limited flight. Her A.I. is quite simple, aside from its combat protocols, and doesn't appear to comprehend human emotions quite yet, but the potential to learn is certainly there.

Eve (200cp): The Adam project was initiated to reverse engineer a savior to lead Japan into a utopian future. However, the plan held one major flaw. Adams were fundamentally incapable of reproduction with human beings. To resolve this, the appropriately named Eve project began. The purpose was to develop the perfect lover for the Adam series, also born from The Second's cells. While the Eve series doesn't share any of the Adam series' trademark abilities or Fragments, they still have undiluted Eden's Seeds flooding their cells, so they tend to develop into powerful Needless. In addition to 800cp to spend as they please, they receive a 200cp stipend for Fragments. Eves do seem to have at least a figment of the Adam series' superhuman strength, even without training, an Eve can move at blinding speeds, and break through solid concrete barehanded. This option can either be used to make a new companion, or import an old one into this roll. If you yourself are an Adam, then members of the Eve series will be genetically inclined to love you. Appropriate to the Eve-series' purpose, any child born between an Adam and an Eve will themselves be an Adam or Eve, with all the characteristics and abilities that would imply.

[Fragments]

Time for you to pick out your Fragment, that little piece of the Black Spot that found its way into your genetics. Upon the mysterious death of the first and strongest Needless, The Second, his power was divided amongst the inhabitants of the the Black Spot, unlocking various limiters on formerly unused portions of the brain. The result was the birth of potent, often physics-defying supernatural abilities. Despite the great variety of Fragments out there, baring highly exceptional cases, a Needless may only possess a single fragment. Unless you picked the Adam species, you will be held to this rule as well. You don't have to take a Fragment if you don't want to, but you will no longer be a Needless in such a case, I leave it to you to determine whether that's a bad thing or not.

Adams receive both Adam Project Fragments by default, but are barred from the rest of this section entirely.

Including Adam Project Fragments, there are six tiers of Fragments. Just a piece of advice, on average, the broader a Fragment's effects are, the harder it is to control. Even if a Fragment appears far weaker or stronger than the others in that tier, it tends to balance out in terms of precision.

Small Fry (Free):

Endoskeleton: A suspiciously familiar hand-based Fragment. From the back of your hand, you may painlessly project four long razor-sharp claws of bone. With this, your attacks have the power of four whole knifes at once! Jokes aside, they're pretty damn efficient as far as melee weapons go.

Smart Bomb Scope: Giving new meaning to the phrase "tunnel vision". This Fragment allows you to magnify sections of your field of vision, with utmost clarity. This increases your accuracy with ranged weaponry significantly, but that's pretty much all you'll get with this fragment.

Stone Crab Scissors: Man, I hope you like movie references, because otherwise this may actually be the worst Fragment. All the fingers on both hands have been replaced with durable scissors that you can control freely. Your fingers can fully regenerate themselves when damaged or outright severed, and as a result, they will never grow dull. Unlike the original Fragment, you can change your fingers back at any time.

Ulysses Stamp: Your power allows you to subtly shift your body weight and center of gravity. Best used to improve the impact and trajectory of your attacks. Think stuff like launching punches with the entirety of your weight behind them, or dodging attacks by "falling" in just the right direction.

Low Level Needless (100cp):

Bolt Sling Bazooka: Finally, something actually lethal! A limited application of aerokinesis, where you fire off a bullet made of pure air. They have the range and piercing power of a modern firearm, and you don't have to worry about ammo in most cases. Due to aerodynamics or whatever, you can't make a bullet if you yourself aren't grounded, or if the wind around you is too intense.

Clairvoyance: Your peepers have been enhanced to Hell and back, it's hard to say whether even eagles match up to your eyesight. Fortunately, you don't appear any more vulnerable to intense light than before. You can even use this to see through solid walls and objects, as if they weren't even there. Having this ability turns your sclera black. Just to be nice, I'm letting you toggle that part.

Double Bind: A fragment in the form of a mystical shamanistic practice. Via a long, spoken chant, you may "bind" the heart of an enemy. This will slow their heartbeat down to a crawl, though not stop it entirely, and make them generally more submissive. Using this power requires you to recite the entire chant within earshot of your target. If you get interrupted before you finish the chant, you have to start over from the beginning.

Drencher Snowgun: You have been bestowed with the power to hurl fast moving projectile snow with "the force of a snow plow". I'm… still not sure if that's an impressive claim or not. A direct hit can seriously bruise someone easily enough and maybe break certain bones, but you probably wouldn't be able to kill

with this, even under ideal circumstances. You don't require pre-existing snow to launch, you just summon it out of thin air I guess.

Hell's Ear: Your ears have been enhanced to rival that of a bat, though you aren't any more vulnerable to excessively loud sounds than before. You can hear everything for miles, and even listen through walls as if they were made of air. Having this ability gives you pointed elf-like ears. You can toggle the new ears on and off as you please.

Ji Aikido: Not all of The Second's abilities were as cut and dry as healing or telekinesis, some were a bit more culturally specific. Your Fragment grants you a supernatural competence in a martial art of your choosing. Using aikido as a point of reference, with this, you could knock an opponent off their feet from meters away, or redirect a gout of flames in the same way you would an opponent's fist. Don't forget you're still using your own body for this, you can't block bullets if didn't have the durability to potentially do so before.

Psychic Thunder: All humans produce at least a little bit of electricity, about 100 watts at rest, you have the ability to harmlessly raise your own bioelectricity, and even manifest it outside your body. Unfortunately, your maximum output is nowhere near enough to kill a human being, at best, you're a human stun gun.

Shock Absorber Jump: Here's a simple, but not entirely worthless fragment for you. Your legs have been enhance to let you leap absolutely baffling distances, and granting them the shock absorbtion to land from such jumps or falls without even a twinge of discomfort. You could probably jump half the height of Simeon's Black Spot HQ. Your Fragment's power is focused entirely in your legs, if those get seriously damaged, this Fragment becomes unusable.

Mid Level Needless (200cp):

Felsen Avalanche: At will, you may call a dense full-body armor of earth to surround you. You can move, see, hear, and even breathe just fine in this state, and you can even move the stone directly with your mind, if your own body is out of commision. Your strength and speed is enhanced greatly by your armor, able to punch through steel and keep up with a Testament's top speed, and no matter how much damage is sustained by the armor, it will simply regenerate, if not reform entirely from the surrounding minerals.

Gorgon Hair: Your fragment allows you to not only freely control your hair like an octopus' tentacles, but also shorten and extend it at will with seemingly no hard limit. Styling your hair is a simple as willing it, and it doesn't get dirty or tangled now either. It's also worth mentioning that your hair is strong enough to pierce concrete or crush bones, and given that you can extend it, you won't ever have to worry about being disarmed or receiving a bad haircut ever again.

Flame: A simple yet versatile Fragment. Flame allows you to freely create and manipulate flame. You can ignite flammable surfaces, even from a distance, coat your own body in flame to protect yourself or enhance your attacks, or create enormous projectiles of pure combustion. This Fragment also grants a resistance to heat and flame that's arguably as impressive as the pyrokinesis. Strong enough that coating your own fist in your flames isn't much different from slipping on a mitten.

Kotodama: With nothing more than a spoken command, you may seize control of another's body against their will. As you enter this jump, the most you can manage is simple commands like "Don't touch me!" or

“Stop talking!”. Only really able to stop someone from doing something, not make them initiate an entirely new action. With regular practice, you may learn how to give more complex commands, like making someone buy something from the store for you, or start swinging at their allies, and it’ll only get stronger from there.

Memory Guard: A non combative Fragment, but no less terrifying than any other in the wrong hands, especially in this day and age. By approaching a target of your choice, you may summon a colossal doorway, seemingly formed from flesh and bones. Opening this door will allow you to freely search through the target’s memories. You can search for specific moments, or even view their entire life from the start of cognizance to the present moment. This whole process takes only seconds to complete. You can even find memories that the target themselves had completely lost or forgotten. Summoning Memory Guard immobilizes the target, but superhuman willpower will allow them to shatter the door and break free, however, this will damage their own mind in the same fashion as the door. You can open Memory Guard on yourself, if you ever wish to review your own memories, or present them to others.

Needless Mutilation: Just as mutilation-style weaponry is empowered to tear through Needless flesh, you can do the same to your physical attacks. As long as you’re using your own body to attack, you can break apart superhuman flesh like that of Needless or an Adam as if it were wet tissue. This doesn’t make you any stronger, you’re just making your target’s cells less stable. Your strongest attacks cause a target to explode from the inside-out in a shower of gore. Unfortunately, This power is all but useless on normal humans, as long as their genetic makeup isn’t inherently supernatural, or artificially enhanced.

Over Tech: Your Fragment reigns over technology. With this you may make any mechanical contraption to serve any purpose with any specifications, assuming you have the bare minimum materials required. As soon as you’ve visualized generally what you wish to construct, your mind will “highlight” absolutely every part in the vicinity you’ll need to construct your desired device. No need for bolts, melding, or adhesives of any kind, assembling complex machinery is as simple as jamming the individual pieces together. You will always know instinctively how to assemble the device into the desired form. With nothing but the trash filling the Black Spot, you could construct complex weapons and traps, advanced cyborg bodies, or even enormous combat mechs for you to pilot.

Scan: Possibly one of the greatest support Fragments in the Black Spot. With a quick glance, you’re able to identify an immense array of information on the physical data and abilities a given target. With this, not only can you determine the Fragment of an opponent, but even the parameters, and potential applications. Really, your information covers pretty much all physical data of a target, such as BWH measurements or top speed, as well as qualitative data, like nicknames or bad habits. Naturally, you have no trouble discerning an opponent’s weaknesses this way. Still, this Fragment is connected to your own analytic abilities, so deliberately obscured or misleading information can make analysing an opponent difficult. This Fragment does all the heavy lifting of compiling the relevant data for your convenience.

Vajra Cold-Hearted Fist: The power to generate and control ice at will. You can create more complex shapes as well, but crystalline forms are the fastest and easiest to make. You don’t require pre existing bodies of water to use this, though it certainly does open up your options. Your Ice is pretty damn sturdy, but it’s still just frozen water, so it can be melted. Frostbite isn’t really a thing for you, and you wouldn’t feel as much as a chill standing buck-naked in the arctic.

High Level Needless (300cp):

Aqua Coral: Aqua Coral allows you to freely control water with your mind. In addition to pre existing sources, you can generate more water to control out of thin air. You can probably exert the same amount of force as a small-scale tsunami. With that said, you can only control water in its pure liquid form, salt or polluted water is fine, but you can't control ice or steam with this, nor the blood inside a living being. Obviously, the closer water is to you, the easier it is to control, but you don't have a hard set range.

Bionic Compressor: Air pressure is your power, you may freely control or induce it with an immense level of control. You can decrease or increase the pressure around yourself to seemingly fly through the air or dash at superhuman speeds, or just use overwhelming pressure to crush your enemies into a stain, or just enough to disorientate everyone in a room.You could also try turning sealed objects into gunpowder-less bombs by raising their pressure to the limit and waiting for someone else to open them. Bionic Compressor's effects are centered on your hands, any decrease or increase in pressure have to come from whatever direction you're palms are facing, so try not to lose those.

Black Attraction: All of your bodily fluids contain a potent and highly contagious ESP virus to spread as you please. Once a target is infected with this, you may telepathically activate the virus at any time to seize total control of the target's brain. In this state, the target's motor controls, emotions, and even their memories are yours to control. You may command your victim telepathically from a great, though hardly infinite, range, and they will follow your orders without question, to the best of their ability. Even when your connection is severed, your victim will follow your last given order until they are given new ones. Orders can be as specific or broad as you wish, and despite appearing to be in a trance, your victims retain their full physical and mental acuity, with which to execute your commands.

Egoic Lotus: Another manifestation of The Second's more mystic side. You may now freely manipulate the supernatural life energy known as "Qi". The simplest applications of this energy is controlling it within yourself or others for healing, or offensively, as powerful wind-like shockwaves. You could completely heal a shattered leg overnight, or knock over a moving train from miles away. In situations of immense need, whether your own or of others, a lotus blossom of pure Qi will manifest on your body and bloom, increasing your power tremendously. With the blooming lotus, the previously mentioned shockwaves could pierce through even the walls around the Black Spot, and your healing could easily revive someone from the brink of death. In time, you may find completely new applications for this life energy.

Felsen Sand: The power to call forth and manipulate rocks and soil at will. Unfortunately, this doesn't let you actually create earth for you to control, but given that you live in a barren desert, I don't think you'll run out anytime soon. You can levitate and propel stones telekinetically, but it's far easier to link stones together to create "tentacles" or walls of earth. Your control actively condenses and hardens the rocks you use, so on average, they can be as strong as iron, if comparatively more brittle. Your range is limited only by your own perception, but it's easiest to control earth near your person.

Fragrance: Your body has become a crucible for countless complex pheromones and aeromas to mix as you please. You can use these to concoct and secrete fragrances with powerful mind-altering effects. All of your mixtures directly affect the brain in one way or another, with little to no limitations on what effects you can produce. You can induce paralysis, control an enemy's body, or even induce complex illusions. It will take trial and error to develop new effects, but it's fairly easy to create new formulas for an effect you already know how to produce. Naturally, you are immune to any fragrances you produce.

Graviton: The power to control gravity itself, you can increase, lower, or even reverse the gravity freely within your range of influence. You could lower the gravity enough to levitate yourself or others, increase

it to crush weaker enemies into a pulp, or just pull up spires of earth to skewer your opponents. You aren't limited to just strengthening or weakening gravity all at once, you can induce rapid shifts in gravity, or even varying states of gravity simultaneously. As one of the fundamental forces of the universe, Graviton is one of the hardest Fragments to control, but the brute strength of this Fragment more than makes up for being so unwieldy. If you practice enough, you may be able to produce more nuanced effects.

Kandata String: From any point on your body, you can sprout and controls any number of supernaturally sharp strings. Hell if I know what they're made of, but if tying up your enemy isn't enough for you, these strings can cut through practically anything. In terms of tensile strength, they're arguably indestructible. However, the "can cut anything" part takes precedence over the "can't be cut" part, resulting in a pretty massive weakness against anyone quick enough to tie your strings together. Your strings don't deal well with excessively high or low temperatures either. That being said, even with those weaknesses, a smart user of this Fragment could be all but unbeatable. You control each string as if it were its own limb, and you don't appear to get overwhelmed or even fazed by keeping track of them all. If none of this fine control stuff does anything for you, you can just crush your enemies under a pillar of woven threads.

Krishna Vaitarani: It's easy to assume that the secrets of this world can be explained scientifically, and then you see shit like this. This Fragment allows you to open a gate to the underworld itself, for the spirits of the dead to slip right into the material world. All beings who have ever lived and died compose your arsenal, from the average wandering poltergeist, to composite colossus of damned souls. You may find it difficult to open and close your "door" at first, but as the spirit's only gateway to this world, they will protect you with their very being. However, if you summon more ghosts than you can control, they may try to consume you to keep your gate open forever. Ghosts are ably to interact with the physical world, in spite of being intangible themselves, and barring those already touched by the supernatural, or that match a certain spirit's "wavelength", the only people who can see your spirits are those who are about to die. This Fragment is beyond risky, but the results should speak for themselves.

Magnetic World: Strangely enough, this power doesn't focus on the control over metal you'd normally associate with magnetism. Rather, you can magnetize other things within your awareness, relative to the palms of your hands. It doesn't matter what your target is, or what it's made of, if you are aware of its presence, you can use this Fragment to either attract or repel that specific thing to yourself. You can be as specific or vague as you wish with what you target, as long as you clearly understand what you're targeting. This fragment doesn't have a set range, but as long as you're aware of your target's presence in your surroundings, you can affect it regardless of the distance. You can also repel things like the ground to allow for flight, or offensively, as your repulsive force is enough to crush a human into paste.

Power: A Fragment true to its name, this enhances your physical strength, stamina, and durability by an absolutely monstrous degree. There are many who would argue that Power is the strongest Fragment, in the literal sense anyway. Your punches break, or rather glide through solid steel with practically no resistance, to say nothing of what they'd do to a human being. Even throwing around tanks and Testaments is effortless for Power. You could split a small mountain if you tried hard enough. Your durability is increased just as much, you could fall kilometers without a parachute, and there's no modern man-made blade or bullet that could hope to pierce your skin, except maybe Mutilation-style weaponry.

Second Sight: Another oddball as far as Fragments go. Manifesting as a vertical third eye on your forehead, you may use this eye to bind the spirits of the deceased to serve you. Your third eye takes some time to open, but once it does, you may "exorcise" any spirits near you, subjugating them, and absorbing them into your eye. You can send your bound ghosts to attack your enemies as an invisible

and semi-intangible force. Unfortunately, releasing ghosts like this often sets them free afterwards, unless they're sincerely loyal to you, or their lingering regrets are just that strong. Running out of "ammo" will render this fragment useless until you can restock. This Fragment comes with the side benefit of allowing you to see spirits and such, even with your third eye closed.

Speed: While this Fragment does relate to moving your body at breakneck, and potentially supersonic speeds, the true value of this power is how it handles momentum. Speed allows the user to reach top speed from a stand-still, and stop just as suddenly without feeling any adverse effects of sudden changes in motion. Since your body negates inertia to an extent, your own attacks are enhanced, allowing you to potentially break metal with your punches, or slip your hand all the way through a human torso with little resistance. You aren't an unstoppable force per say, but you can deliver countless superhuman punches without your non-superhuman hands shattering from the impact. It's just a shame that your kinetic vision isn't improved to keep up with your own speed.

Wind: It's called Wind, what do you think it does? You can more or less freely control the air around you in any way, short of creating a vacuum. You can't make air from nothing, but… I mean, if you're out of air, I think you have bigger problems. You could blow someone into the ceiling with sudden updrafts, tear them to pieces with micro tornados, or just chop them up with thin "whips" of air pressure. You're only limited by your imagination here, I mean, I don't think you need my help figuring out what to do with full control over the transparent substance that is literally everywhere, at all times, get creative with it.

Missing Link (400cp):

Agnis Schiwattas: Don't let its subdued appearance fool you, this is by far the strongest fire Fragment this world has ever seen. Closer to the effect of microwaves than any kind of actual flame, the palms of your hands directly speed up the molecular movement of anything touched by this Fragment's power. Due to this strange property, your power entirely bypasses most defenses, including resistances against heat and flame specifically. Moreover, though centralized on your hands, your fragment exists purely as vibrations, and you can send your Fragment's effects over a distance, whether sending it through the ground to erupt as a geyser of heat, or through thin air to melt an opponent's weapon in their hands. It's no wonder this Fragment is called the Right Hand of God.

Bermuda Asport: Following the example of its namesake, this Fragment has the power to cause similarly mysterious "disappearances". It's a bit underwhelming on paper, but this phenomenon is just inducing transparency. At will you make make any target of your choice completely invisible. Still physically present, but imperceptible for those who rely on light to see. You can make absolutely any inorganic material, of any composition, size, distance, or quantity, transparent in this way. You can make any object visible again at your convenience, making it appear as if they were summoned out of thin air. There doesn't seem to be any limit to the number of objects you can turn transparent, and range appears to be a non-factor for initiating and maintaining the effect.

Cruel Vajra Fist: A fitting Fragment for those who value strength over all else. This Fragment allows you to deplete the relative heat of anything in your awareness to cause rapid freezing, negate heat-based attacks, or create devastating spears of ice. However, your power is to "deplete heat" not "control ice". You cannot shape the ice you generate, aside from the general direction it forms in, and you have no control over ice you've already created. You can deplete heat in this way anywhere within your surroundings, regardless of your distance from your target. This depletion is almost instantaneous, as such, you can form massive spears of ice faster than most people can blink, and you can negate even

Missing Link level fire attacks without being scorched. The ice you create is so impossibly cold, that most fire attacks are robbed of their heat and dissipate before they can even try melting your ice. Due to the chemical properties of water, enough heat will have the opposite effect, actually igniting the hydrogen and oxygen composing it, but this feat would require a heat twice as strong as any single Missing Link level Fragment could muster.

Fourth Wave: Easily the most unwieldy Fragment to ever exist, but if mastered, this strangely elaborate ability more than earns its place as a Missing Link level Fragment. Your power lies in heat, more specifically, heat absorption. Using the Fourth Wave requires you to first absorb heat through one of your hands. This preparatory step alone is powerful enough to qualify as an attack in itself, this heat can be taken from any heat based attacks, nullifying them, or taken from your surroundings, causing immediate freezing. Once you've absorbed the heat into your body, you may releases it as the titular Fourth Wave, a beam of pure thermal energy, with a diameter half the length of your entire body. The strength of the attack varies depending on how much heat you absorb beforehand, but on average, you can expect to be punching holes through entire towns, and reducing weak Needless to cinders. A single Fourth Wave requires only one hand, so you're fully capable of launching two at the same time, or even blasting and absorbing simultaneously. It's technically possible to manipulate wind through sudden changes in temperature, but these techniques require quite a bit of physics knowledge and fineness to pull off.

Rainmaker: The water Fragment to end all water Fragments. Rainmaker does exactly what it implies, it creates rain, or at least pulls over rain clouds from elsewhere for your use. You can manipulate the water falling from these clouds with a horrifying degree of power and control. You can call down countless raindrops to act as individual projectiles with the force of a high-pressure water cutter that can cut through diamonds, or accumulate into enormous shields and weapons as hard as steel. You can even use rain that has already soaked into clothing or the ground, such as sprouting spikes from your body to defend yourself or sucking your opponents into a newly formed sinkhole. You can control rainwater in any way you can imagine, and have no issue taking control of dozens of individual raindrops at once, turning each into a lethal weapon in it's own right. Your range of influence is limited only by your perception.

Shield of Aegis: The immutable Left Hand of God to match the unstoppable Right Hand. By simply holding out one of your hands, you can negate the effect of any Fragment, of any nature or effect. This works by negating the Dark Matter powering the Fragment itself. The power of the attack doesn't matter, as it's notable that even the apocalyptic attacks of an Angel are powerless against this Fragment. Even indirect attacks, like telekinesis, can't take hold or persist through this shield. Unfortunately, this only accounts for Dark Matter backed attacks, as you have little defense against conventional weaponry. Although the total negation requires you to hold out your hand towards the targeted attack, you have a weaker version of this effect throughout your whole body at all times, such that an attack that would twist your head around would at most knock you over, and a projectile-based Fragment that should riddle your body with holes will just bruise you all over.

Missing Link Pt.2 (600cp):

Psychokinesis: Widely considered to be the strongest of all Fragments, one that hasn't been seen since The Second himself walked the Earth. Psychokinesis allows you to manipulate psychic energy to control the movement of any substance within your awareness, down to a molecular level. The ways in which you can affect the physical world are endless, but you'll likely need a great deal of practice before you can even catch a glance at half of this Fragment's potential. In time you'll be able to stop your enemy's hearts with a thought, and even control temperature at will.This power has the brute strength to match it's

precision. You start out capable of launching cars into the sky, and you'll probably leave this world throwing high-rises around.

Adam Project (Free, Exclusive, and Mandatory for Adams):

Zero: This Fragment is the crown that marks the Adam series as the rightful king of all that is Needless. Zero is the power to "memorize" the Fragments of other Needless, taking their power for your own. There is no limit to how many, or what kind of Fragments you can learn, as you were born from the cells of the one who held all of them. As it stands, you are making use of an incomplete Zero Fragment, one that can only use a memorized Fragment at the same strength as the original, but you can make up the difference by utilizing your different Fragments in combination with each other. There are three methods for memorizing a Fragment:

- The easiest method is to simply experience an attack first hand, which will allow you to replicate the exact same attack, even if you haven't learned the whole Fragment. This is naturally the least effective method, since you can't replicate an attack without first understanding how it works. If a Fragment is too advanced, it's all but impossible to learn without having already memorized similar Fragments.

- The second method requires you to press the gem on your forehead, called a Byakugou, against the forehead of another Needless. This essentially gives you the entire Fragment directly from the Needless' brain, even without knowing their power beforehand. This method will work as long as the other person's brain isn't completely dead. Using this method on another Adam will result in a Reverse Rejection Reaction, where visions of your shared past will be broadcast to everyone in the immediate vicinity, followed by both of you temporarily losing all of your learned Fragments. If you can't distance yourself in time, both of you will explode shortly after.

- The third and most brutal method of memorization. If you can physically eat another Needless, brain and all, you will gain their Fragment in a fashion similar to the previous method. The method you use to "eat" them doesn't really matter as long as their brain ends up absorbed into your body one way or another. The primary advantage of this method is the convenience, especially with the use of Doppelganger, assuming you don't mind eating people.

Doppelganger: If Zero is the crown that marks an Adam as king, than Doppelganger is the throne from which they rule. Doppelganger allows its user to freely transform their body on an atomic level. Not only changing into any organic form you could imagine, but you can even transform into inorganic matter or simple machines. This Fragment naturally allows you to quickly and easily heal your own wounds as well. Even more impressive, you can extend your shapeshifting to other people or things by partially fusing with them, whether that's transforming cloth into a full outfit, or saving your ally from the brink of death by replacing lost limbs or organs. While this Fragment seems all powerful, you can't increase your total mass, and each transformation eats up an obscene amount of calories. If you don't have the calories needed to transform, not only will you be left unbearable hungry, you'll lose the use of Doppelganger.

[Drawbacks]
I gave you a thousand of these things, how did you still managed to go over budget? Take on additional handicaps and challenges to pay for every excess cp you've spent, or if you just want to make things a bit more interesting for the both of us.

Needless 0 (+0cp): You may choose how early on the timeline you begin in this world. The earliest point you can start at is shortly after WWIII, about 50 years before the main story, just as The Second enters the scene. You can choose any point between then and the start of the main story to start at, but you'll have to stick around for the ten years after the start of the plot regardless.

Needless Anime (+0cp): A different telling of the story that you may find a bit more familiar. Instead of following the events of the Needless manga, you'll be sticking with the anime continuity, which deviated heavily around the time of Blade's battle with Arclight. Up until then, the story will more or less be the same, if less graphic and with even more fanservice. Look forward to the climactic battle between Sherlock Macgyver Cruz, and SSJ Arclight, the biological jungle gym. Also, forget all that stuff about Angels and Dark Matter, it was just Jesus and magical plot nukes behind the Needless the whole time.

Lolicon (+100cp): You have an attraction to little girls that extends way past the point of just finding them cute. The people of this country would call you a lolicon, or maybe you'd rather be a shotacon, if you feel like bucking the trend and ogling young boys. This attraction is not necessarily sexual in nature, maybe you just get a rush from all those protective instincts, or you just don't grasp the implications of flirting with underage girls, but it's super creepy nonetheless. You have great difficulty hiding this trait, and it tends to seep into your decisions no matter how hard you try to contain it, *if* you try to contain it. Even with the moral bankruptcy that tints the Black Spot, this is a bit much for most people here. Expect glares of pity and disgust from the scum of the Earth, and even your own allies when you express this.

Did You Forget that I am God? (+100cp): You are possessed by the unshakeable belief that you are indeed God, and that everything and everyone should respect you as such. You will endlessly reject any evidence to the contrary, no matter how obvious or convincing they may be. You are wholly incapable of accepting your own failures and words of humility are forever banned from your vocabulary. With enough charisma, you may be able suck others into your delusional rantings. You can, and will, bite off more than you can chew with this kind of ego.

You Have Tiny Balls. (+100cp): You weren't born in the Black Spot, you came from the city where, through some horrific accident, you've been stranded in the Black Spot. Your I.D. card has been torn up too, so there's no way you'll be let back in the city without a damn good reason. The fact that you have a Fragment doesn't simplify things. You have no clue how things work around here, have no grasp of the concepts of hardship or urgency, and pretty much everyone for miles hates your guts. Your pampered lifestyle has left you with a pathetically weak body that'll sooner to break itself before anyone you actually swing at. This doesn't need to make you a necessarily bad person. In time, the Black Spot may start to grow on you, and you on it. A few locals have seen this, and are letting you stay at their place until you can stand on your own feet. Make no mistake, they want you off their couch as soon as physically possible.

24 Episodes My Ass! (+200cp): This fight has gone on for how long? How the Hell does it take a whole afternoon to beat up three little girls? Get used to that feeling, because that's going to be your life from now on. No matter what activity or event you take part in, it is destined to drag on for impossibly long. Just buying breakfast is an all-day affair, so get into the habit of stockpiling. Even static structures like stairways become longer when you're on them. Even your time in this world has doubled. Unfortunately, you'll need all that time just to accomplish the same things you'd be able to in a decade spent without this drawback.

No, That's Just Sick (+200cp): Everybody has a weakness, yours just happens to be stupidly easy to exploit. You probably came into this world with your own set of "tastes", features you find irrationally appealing when it comes to members of your prefered gender. Things like girls with nothing but socks or gloves on, or maybe you have a thing for muscles, or tanlines, I'm sure you know what those things are for you. If you really don't have any such preferences, than you'll be given a few fairly common ones upon entry to this world. Whatever these fixations may be, they now utterly dominate your sense of reason. All caution and common sense drop dead when you're faced with them, and if an opponent matches your tastes closely enough, attacking them will be completely out of the question. If that weren't bad enough, you couldn't hide this weakness to save your life, practically broadcasting it to the whole world at every chance you get. You're enemies would have to be beyond stupid not to exploit this weakness every chance they get. If taken with Lolicon, little girls/boys as a whole will be added to your list of tastes.

Stop Blabbering About Things I Don't Understand! (+200cp): Your memory is just awful. Like, beyond the point of carelessness, I'm pretty sure you have brain damage. Your inability to memorize has left you as a complete moron on matters of science, grammar, math, social interaction, history, biology, pretty much anything you'd be taught in a school. You can't remember people's names no matter how many times you hear them, and if enough time passes, you may completely forget major events you yourself took part in. This effect is especially terrible for holders of the Zero Fragment, as they will find themselves forgetting the Fragments they've learned if they go to long without using them. You can still talk casually, and if something leaves enough of an impact on you, or you're personally passionate about it, it can potentially get past your thick skull.

Perfect Imperfection (+300cp): Through some freakish accident or deformity, you're missing two normally vital organs from your body. You could be missing an eye and your heart, a lung or two, your skin, a couple limbs, something that would ordinarily cripple you for life, if not outright kill you. Somehow, your body can survive without these two pieces. You still suffer almost constant agony, in addition to any natural drawbacks that come with missing those body parts. One missing their heart would have difficulty moving at all without circulation, missing lungs would lead to a constant feeling of suffocation. If you have the money or skill for it, you can recieve mechanical replacements to ward off the previously mentioned side effects, by they will still be vulnerable to tampering or outright failure. These missing pieces are coded right into your DNA, no matter what kind of shapeshifting, healing, or even surgical processes you try to repair the flesh itself, they will all be completely ineffective, if not violently rejected.

Jobchain (+300cp): Despite all logic that would dictate otherwise, you won't be able to win a single fight during your time here. This doesn't even make you any weaker, the universe has just decided to fuck you over at every turn. Try to drop a nuke on an enemy? "You fool! Radiation only makes me stronger!" Use your supernatural powers to cheat at cards? Somehow you overlooked that your opponent had the only possible hand better than yours. You will never win, and your humiliating defeat will only serve to make your weaker allies and enemies look cooler than you. Just don't try to do anything important and I'm sure you'll be fine.

Powers are Born Because They are Needed (+300cp): Your Fragment, along with all of your other overtly supernatural powers will be sealed away for the majority of this jump. Passive abilities that could hypothetically be considered skill or just luck, like most of the perks above, will remain. Along with your powers, your memories of ever having these powers or taking this drawback will be sealed away, for you and your companions. You still retain memories of being a jumper, you just forget about these sealed powers specifically. Your memories and powers will be sealed like this for at least 80% of your time here, after which they can be unsealed at any time, in response to the need to defend your own life from an

immediate threat, or any equally extreme source of stress. Who knows, it may do you some good to walk in the loser's shoes for a change.

If Attack… Destroy Future… (+600cp): The apocalypse has come sooner than even the 666 Committee expected. The horrific species known as Angels has grown impatient waiting for their scouts to return, and have decided to assume the worse and invade our universe, starting with Earth. The Angels are a seemingly unstoppable force, being born in a universe full of the same Dark Matter that fuels all Fragments. Each and every member of this species holds potent reality warping capability: creating matter and turning it back into nothing, rewriting history itself, altering the very laws of physics to suit their needs. Their intelligence is not to be underestimated either, as a few mere moments is all it takes one to telepathically hack into the internet to teach themselves fluent Japanese. In this universe, they shoulder a severe handicap. The same Dark matter that fuels their great powers is considerably limited here, compared to their home. Dark Matter to Angels is like oxygen to humans, if they use too much of their power, or too many angels appear at once, they risk "suffocating" themselves, and they know this. As such, only about one or so Angels will appear in this Universe at a time, and they will limit their own abilities greatly. This is still more than enough to wipe out humanity if left unchecked. It doesn't matter if you put a stop to the Angels or just make sure that you stay out of harm's way, your only task is to survive. However, if the Angels identify you as a serious threat, they may very well resort to suicide tactics, and flood your universe with Angels seeking your annihilation.

[End Choice]
Damn, took you long enough. I thought we'd never get to end of this. We've had our fun here, but I say we get the lead out before we have a chance to get sick of this place. So what's next?

- **Old Testament** (Go Home):
- **New Testament** (Stay Here):
- **New New Testament** (Move On):

[Notes]

Notes:

- Jump by Gene
- Post-jump, any purchases that specify affecting Fragment's specifically will will treat any supernatural ability rooted in the physical body or mind as if they were Fragments from this world. Things that specify interacting with Dark Matter can apply to any supernatural energies/elements.
- You're free to fanwank how you deal with your species choice, but just because I really like the concept, I'm gonna say you're free to either treat them like an altform, or pick-and-choose what aspects of your species you want to keep and just fuse them into your base form.
- Eden's Seed has had drastically different effects on different Fragments. Unfortunately, you'll more or less have to fanwank for Fragments that never received this treatment, or that were never shown before then. Here are some canon examples to give you the general idea of what Eden's Seed can do:

    - Bermuda Asport is now able to turn organic matter invisible, including the user.

    - For Flame, Graviton, and Magnetic World, they just received a straight boost in destructive power. In the case of Flame, it was said to have gone from a mid or even lower level Fragment, all the way to a Missing-Link level Fragment, able to practically nuke skyscrapers and hold its own against the Girls Squad.

    - The Fourth Wave's base effect doesn't seem to have changed that much, but the ability was given a special attack, called the Fifth Wave. This was an even larger and stronger blast than the Fourth Wave, but required the absorption of considerably less heat to fire. I'd guess this is due to some kind of reaction with the Dark Matter in the blast.

    - Once again, Psychokinesis gets special treatment, as the powers of the improved version of the Fragment seem almost entirely unrelated to the base effect. In addition to drastically increased telekinetic strength and precision, the Fragment can now make use of "psychic energies" for other purposes, including teleportation, telepathy, and psychometry. It essentially becomes miscellaneous psychic powers. I have no clue why this Fragment is so disproportionately overpowered, I almost regret including it.

    - Technically speaking, the Zero Fragment comes with a Stigmata by default, but I'm gonna go ahead and rule that buying Zero and "Gift of Eden" will give you Positive Feedback Zero. PF Zero, instead of learning Fragments at the same strength you receive them, will actually double the strength of your version of any Fragment you learn. Additionally, by absorbing an excessive amount of energy, you can cause a small "Big Bang" resulting in a town-sized explosion, laced with Eden's Seed, and with you at the epicenter. Somehow you can survive this, but it will leave you severely hurt and exhausted.

- Even if you buy a Fragment that developed Stigmata in the canon, your own copy of the power will not have that same potential. Without purchasing "Gift of Eden" you do not have the natural potential to boost your Fragment to that level. At the very least, not through Eden's Seed injections. The only way to get a Fragment of that level without buying it, is to copy it from someone who has already developed a Stigmata.

- The "Eden's Seed" item will be able to awaken Stigmata in those who have the potential to do so. Post-jump, certain people in other worlds will have the potential to develop into Needless via Eden's Seed, but it's unclear how that "potential" is determined. If you don't want to actually inject the Eden's Seeds into someone, you can spike someone's drink with the stuff for the same effect.

Changelog:

- Ver A-A:
    - Basic skeleton completed.

- Ver A-B:
    - Everything from the Introduction to the Girls Squad perkline fluffed, although in desperate need of slimming.

- Ver A-C:
    - Fluff completed up to the Equipment section, still not slimmed down.
    - “The Hardest Fist” added.
    - “Memory Card” lowered from 200cp to 100cp.
    - “Terminals” raised from 100cp to 200cp.

- Ver A-D:
    - Initial fluffing completed. This length is getting kind of excessive. I’ll take care of the length next update.
    - Notes added.
    - “The Moustache Arc Starts Now!” added.
    - Option to purchase a second species added.

- Ver A-E:
    - Jump trimmed down from 54 to 42 pages.
    - Additional effects added to “Dreams that can Trick Time (Boosted)” to better match the canon inspiration for the perk. Not sure if I’ll keep it.
    - Doppelganger transfer condition removed (for now).

- Ver A-F:
    - Miscellaneous clarifications and grammar fixes to various descriptions.
    - Removed many of the bullet points from the format.
    - Adam lowered from 600cp to 400cp, no longer a capstone booster.
    - “Stigmata” changed to capstone booster.
    - “Gift of Eden” Lowered from 400cp to 300cp, moved to between “The Moustache Arc Starts Now!” and “Stigmata”.
    - Font lowered from 11 to 10, not sure how I feel about it.

- Ver A-G:
    - Miscellaneous grammar fixes.
    - Excess spaces removed from Changelog.
    - Adam raised from 400cp to 800cp.
    - Note added for dealing with species options post-jump.

- Ver A-H:
    - Jump officially completed for the time being.
    - Adams lowered from 800cp to 600cp.
    - Version changed from E-M to A-H. It seems like I need to make a few more updates than I thought. The designation E-M will be saved for the scenario update.

- Ver A-I:
    - General rewording of pretty much every perk and item. There’s seriously too many to name each change.
    - Clarification added on the Adam's memorized Fragments.
    - Pricing conditions for "Adam" altered.
    - "Stigmata" and "Gift of Eden" merged into one booster.

- Clearer distinction between Eden's Seed and Dark Matter. All mentions of "Eden Seed" replaced with "Eden's Seed".
- "Keep an Open Mind" overhauled. Base perk combined with the former boosted effect. New boosted effect adds supernatural knowledge to the base perk's "library".
- Focus functionality for "Guns" added.
- "Terminals" Functionality now extends to any city you find yourself in.
- "Black Spot Metals: Orihalcum, Mithril" changed to just "Black Spot Metals". Seriously, why didn't anyone point this out sooner? That's just embarrassing.
- "Hoono" renamed to "Flame".
- Cruel Vajra Fist renamed Vajra Cold-Hearted Fist.
- "Bermuda Athport" renamed to "Bermuda Asport". Turns out "asport' isn't actually a word.
- Power clarification for "Scan", "Krishna Vaitarani", "Power", "Second Sight", "Fourth Wave", and "Rainmaker" added.
- "Cruel Vajra Fist" re-implemented as a Missing Link level Fragment.
- Reverse Rejection Reaction clarified, under "Zero".
- "Needless Anime" reworded to sound just a little less salty.
- "Lolicon" toned down to be less overtly sexual.
- “No, That’s Just Sick” toned down to be less overtly sexual, but there was only so much I could do for a drawback like that.
- "Shut up Yamada!" renamed to "Stop Blabbering About Things I Don’t Understand!".
- Post-jump clarifications added for Dark Matter.
- Cruel Vajra Fist removed from Notes.
- Clarification added for Positive Feedback Zero's "Big Bang".
- Additional notes added regarding Stigmata and Eden's Seed.

- Ver A-J:
  - “Adam” raised to 800cp.
  - Power clarification for “Speed” added.
  - “Keep an Open Mind” specified to only include documented information.