Duel Monsters – Duel Terminal Part 2

Barely more than a decade ago, the world almost died. The war of the ruling tribes has finally ended, but not because of their own wishes. Alien invaders from other worlds and ancient demons locked away both struck, forcing the current peoples to band together in hopes of survival. Though we carry on, much was lost, and even now new factions seek to fan the flames of war for their own reasons.



The Lavals, a tribe of warriors whose passion for war burns as brightly as their own bodies. Some say there dwells a dragon inside their holiest volcano, whose craving for battle surpasses even the tribe's, and this is why they hold fighting in such high regard. Their current leader is Judgment, who herds the reckless members of the tribe and forms a proper army out of them.



The Gem-Knights, warriors who battle by unleashing the Fusion power hidden deep inside. An honorable lot, they value chivalry above all else and despise pointless bloodshed. The Lavals are currently targeting them, meaning their members must fight daily in order to keep the peace.



The Gishki, ritualist spellcasters formed from the remnants of the Ice Barrier. Led by Noellia, they use forbidden magic to summon entities from another realm. Whereas most Ritual Summoners directly bring these beings into our world, the Gishki use hypnosis to bind their summons into their own self, mutating to gain greater power and match their chosen creature in body and mind.



The Gusto, a clan living in the Marshlands of Mist Valley. A peaceful people, they live in sync with nature, befriending the birds and beasts who live alongside them instead of simply taming or enslaving them as other tribes might try. Windaar is the son of the current elder, making him the patriarch whom the entire family gathers under.

The Vylon, mechanical angels who will soon descend to stop the meaningless wars occurring all over the planet. They have no purpose beyond the destruction of evil and protection of peace, and thus have no such thing as culture. For countless years they've laid dormant beyond the world's skies, awaiting in case a certain evil returned.





The Steelswarm, horrible demons from an ancient age. They brought the world to its limit untold years ago, and were thus sealed deep underground by the Vylons. Yet, through all these years they survived through cannibalism, and now they are poised to return thanks to the mistake of a single desperate girl.

The Constellar, guardians from the stars. Through the blessings of specific stars, they gain incredibly powers, and fight for justice. It was they who created the Vylons many years ago, desiring a weapon which would not fall to the corruptive powers of any demons.





The Evilswarm. Not a tribe, but an entity. A mental virus of pure malice, it is its overflowing wickedness that suffuses the body of the Steelswarm and grants them their power. Even now this evil seed germinates within, drinking deeply of the negativity flooding the Steelswarm's prison. Who knows what will happen if they escape, and this abomination is allowed to sup of the world's sufferings as well?

Though war no longer hangs over the heads of everyone as a fact of life, this world still holds great danger.

Take these to help you choose your path.

+1000

Background and Perks

What life have you led until this moment? What has your work gained you?

Should it please you, you may discard the memories and connections these would normally grant you and enter the Jump as a Drop-In. Discounts are 50% off, Freebies are Free.

Laval

Ah, it appears you are one of those warmongers.

Innate



Ain't no Laval made of something as weak as flesh and blood. Some might look like it, but they're as hard as the others when it comes to fightin'. Your body's made of pure rock now. Needs like eating or sleeping are a thing of the past, though you can still indulge yourself on those, and you've got the strength to throw and break apart massive boulders easily with durability to match. But you're not just some brute, are you? This strength of yours can burn to cinders if you so wish it. Literally. Your physical strength and durability give you the ability to create and loosely control fire, with its heat and size increasing in accordance to your body's specs. Maybe you ain't a match for Judgment Lord today, but if you keep doing those sit-ups and push-ups, I'm sure you'll get there.

Sweet Sister – 100 CP (Free to Laval)



Wow, I guess those three sisters everyone is chasing after finally have some competition… then again, they'd probably thank you for getting some of their would-be grooms to leave them alone for once. Regardless, you're a real beauty by both human and Laval standards. Your eyes gorgeously burn with your preferred shade of fire as well, and the wild flames resting upon your scalp are unmatched in being warm yet comfortable. Furthermore, you seem to naturally find yourself crossing paths with people who would be attracted by your personality and exotic appearance, and these people will not overstep any boundaries in trying to woo you. Post-Jump, you may toggle these effects on and off as you wish.

Burgeoning Whirlflame – 200 CP (Discounted to Laval)



The flame in your heart gives you strength, but you are not the only one who can draw upon this potence. You are magical. Even a pound of your body would function as a reagent of reasonable quality, and that's assuming whoever was using pieces of you didn't bother playing to your strengths. As a Laval, you would be a source of high quality materials for any mages wishing to produces potions or equipment aspected to fire. Given the changes to your nature, and the powers you might wield, through acquisitions in other worlds… well, you'd certainly be a prized catch. Who knows what someone willing to kill the golden goose by using you in your entirety could achieve? Ah, in case you're worried: you can freely control this new feature of yours, and decide who can benefit from it and how. Without your consent, none can even learn you hold this hidden power.

Phlogis Style – 200 CP (Discounted to Laval)



I gotta tell you, there's no life like the woodsman life. Outdoors, plenty of exercise, and sometimes you get to see the Sprite while running from place to place. Always good luck, seeing that girl. If you wish, you too can become a Laval woodsman. Cutting down trees, planting forests that can stay on fire perpetually without harming the environment or going wild, dodging catastrophes… what about that last one? When you're out doing your job as a woodsman, whether cutting wood, hunting, or tending to trees, you seem to dodge calamity. If there's an invasion or disaster coming towards you, you'll get a feeling telling you to go to work sooner than usual, and it'll tell you to stay there until everything's safe. Oddly enough, you and your forest will be just fine even if whatever was heading your way should have destroyed it too, assuming it wasn't out to kill you in specific.

Jumper the Greater – 400 CP (Discounted to Laval)



Though you might not be the true leader of the Lavals, you are far beyond the common weaklings simply by merit of being you. It would be truly tragic if you died while they lived, and as such, you've manifested a strange ability the foolish might call "cruel" or "evil". Any time you would be harmed, you may instead force the damage you would have taken to affect one of your nearby subordinates instead. Considering how amazing you are, this damage will probably kill them instantly. But that's why you bring an army to the battlefield, anyway.

Dual Slasher – 400 CP (Discounted to Laval)



How… how dare they! Striking down your allies, your friends, your family! This is unforgivable! Those who dare to raise their hands against those important to you shall learn the folly of such idiocy. The more someone has harmed someone on your side, be they mere allies or true friends, the more you can hurt them. When striking them, your attacks and spells quicken, and you bypass small portions of their defenses, allowing you to cut them down like the trash they are. It would take a disgustingly impressive act of mass murder for someone to find you ignoring their protections entirely and attacking them hundreds of times where you previously could only strike once, but anyone who would do such a thing certainly deserves such a cruel death.

Magma Blacksmith – 600 CP (Discounted to Laval)



Breaking the enemy in half with your bare hands and setting fire to anyone who tries to stop you works just fine for most Lavals, but that's no excuse to slack off when it comes to making weapons. Besides learning any kind of blacksmithing twice as fast as your peers, you're already a living legend. You can forge obsidian swords that cut straight through solid steel even when swung by a child, and your suits of stone armor would let people comfortably walk inside an erupting volcano or trek through a raging snowstorm. But you're not letting yourself stop there. With a special quenching technique wherein you use a lava flow instead of water or oil, you can reinforce any material or equipment capable of withstanding the required temperatures, improving physical qualities like hardness or sharpness thrice over.



Lord – 600 CP (Discounted to Laval)

Laval society might seem odd or plain impossible for outsiders, given everything is settled with fighting. However, you are not an outsider. This system of governance follows you like a cloak, allowing you to skillfully rule entire nations or lead armies despite having no actual leadership skills just by being strong enough, as well as convince others any position of authority you claim truly belongs to you by beating dissenters into pulp. Unless you desire otherwise, your followers will also benefit from this, allowing even the dumbest brute to masterfully contend with logistics or write up new laws simply by being mighty.

Gem-Knight

A dutiful and loyal warrior, are you?

Innate

Diamonds are forever. While you could be some other precious gem instead, you are beyond the ravages of time and do not require sustenance. Destroying any part of your body other than your Core will affect you about as much as a normal person is affected by losing their hair. Being armless isn't conductive for fighting, but there's no risk of you dying from it like a normal person would. However, damage to your Core affects you as much as damage to a vital organ would, so don't get cocky. More important than any of that is your power of Fusion. Like all Gem-Knights, you are capable of using your Core to perform Fusion with other Gem-Knights. While this could cause irreparable damage to you, you could even use this Fusion by yourself, redefining and altering your powers by splitting your own being apart and recombining.





Rainbow Scattering – 100 CP (Free to Gem-Knight)

The greatest power a Gem-Knight can wield is their trusted comrades. As such, you've honed your mind and eye to make the best use of Fusion. You can accurately judge how powers and abilities will function when combined, whether done by using them together or Fusing their holders, with only a small demonstration or a reasonably accurate description. More than that, you can tell how powerful and stable a Fusion will be with little to no information, allowing you to weed out the weaker or more dangerous combinations immediately.

Lapis/Lazuli – 200 CP (Discounted to Gem-Knight)

Fusion isn't simply smashing a bunch of people together and hoping for the best. It is an unbelievable power transcending our normal limitations, one most find beyond themselves. With you around, that might not be the case. Your ability to Fuse is greatly expanded, allowing you to always qualify as a valid target for any method of Fusion, as well as consider any other consenting entity a valid target for your Fusions. This also allows you to function as a fulcrum for any such Fusions: by having you act as an intermediary, you could allow beings using different and normally incompatible methods of Fusion to merge together.



Elemental Gem – 200 CP (Discounted to Gem-Knight)



The hidden power of Fusion is known to all Gem-Knights, but some can reach even deeper into their Core to unlock powers unique to them. Luckily, you are now one of them. What your power actually takes form as is something you alone can decide, but generally speaking, Gem-Knights can either unlock a weapon perfectly fit for their usage or create the elements in specific ways. Garnet could cover his fist in flames, Sapphire could create surprisingly durable water walls to shield himself and his allies, Amber could create two daggers out of pure lightning, and Sardonyx could create a spiked ball and chain he could wield as if it were an extension of his body. The strength of this power will grow with training, but starts out great enough to destroy a small cabin, or withstand similar harm if it is defensive in nature.

Obsidian Phantasms – 400 CP (Discounted to Gem-Knight)



What a mysterious power. The wavelength of your Core causes a strange reaction when you are near a Fusion. By willing it so when others are merging in your presence, whether through Gem-Knight Fusion or another method, you can create an illusion of the resultant Fusion. This illusion acts as a phantom containing mass and energy equal to the Fusion it takes after, and can be placed under either your control or the Fusion's control, disappearing only after the Fusion it's patterned after ends. These phantoms are exactly as capable as the Fusion they're based on, allowing you to act as an incredible force multiplier to any groups making heavy usage of Fusion.

Antiluminescent Soul – 400 CP (Discounted to Gem-Knight)



Dark, yet darker, a tainted soul cursed to stand evermore at the twilight of the gods. Something utterly alien has taken root in your soul, becoming a venom awaiting until your death to burst loose. Unlike the poor hero who would one day suffer the same, this evil lurking within is under your control, and can not be used by the forbidden goddess from whom it originates for her own vile purposes. Once per Jump, you may resurrect after death. This resurrection will cause you to become pure evil in body and soul, mutating most of your abilities to match your new nature of darkness, though this will somehow not actually affect your mind and personality. Each mutated form you gain will become its own Altform once a Jump ends, allowing you to regain your uncorrupted state. Post-Chain, you may resurrect as many times as you can bear diving deeper and deeper into darkness.

Zirconia – 600 CP (Discounted to Gem-Knight)



Power… sometimes, power is all that matters. You don't need healing if you can destroy the enemy before you are harmed. You don't need teleportation if you can reach the enemy anywhere in the planet. You don't need precision if you can destroy the very country the enemy stands upon. At will, you may enter or exit a special transformed state. This state converts all powers you have into raw strength, durability, and speed. A fire ability capable of burning down a forest in one blast would give you the physical strength needed to break a forest in one punch, to give you an example. Unlike what a normal Gem-Knight could achieve with solo Fusion, this state has no risks or side effects.

Oni-Gami Combo – 600 CP (Discounted to Gem-Knight)



Your mind is clear. Your heart is unwavering. Your soul burns bright and pure. The enemy in front of you must be destroyed. Therefore, no hesitation is needed. Much like Pearl, you are utterly bereft of negativity like grief or hatred, on a mental and metaphysical level. Anything reliant on those factors for targeting or inflicting damage simply does not work on you. This overwhelming purity of being also has allowed you to unlock a special attack. The shape this attack actually takes is dependent on your favorite abilities, but makes use of all your power. Not in one gigantic strike, however. This attack is like the ocean, surging forward endlessly, using 100% of your maximum all-out full power with each individual strike and achieving a level of destruction you likely could never reach normally. However, the shock of using such power will cripple you and shatter this purity of yours, causing you to lose access to this Perk's effects until the next Jump begins (or 10 years have passed, after your Chain ends).

Gishki

One who delves into the dark arts, I see.

Innate



The Gishki are the premier users of Ritual Summoning in this world, but do so through means completely different from what most if not all ritualists use. By using Aquamirrors, they hypnotize themselves, bringing extradimensional entities into their own body to wield their power themselves. If one is not prepared, this can cause severe damage to one's personality, or simply drive them berserk until the transformation recedes. Thankfully, you are far from a neophyte, and can reliably summon entities into yourself powerful enough to destroy houses with ease. Their exact means vary, as does any miscellaneous abilities they might hold, such as flight or swimming. This gives you great versatility. Lastly, even after leaving this world, you'll retain the ability to summon these creatures.



Blooming Ritualist – 100 CP (Free to Gishki)

Truly, your teachers must be blessed to have someone like you. Your ability to retain information, take a genuine interest in any intellectual task, as well as simply pay attention and properly understand what is being conveyed to you is incredible. Where a normal person might need a course lasting years to properly become a professional in a certain field, you could achieve it in months, assuming you were actually allowed to make use of your superior faculties.

Levianima – 200 CP (Discounted to Gishki)



Ritual Summoning is not a toy. Even the weakest of beasts could kill their summoner if they were careless. But when one considers how Gishki perform their summonings, the risks are even higher. It's not just a matter of death. It's a matter of becoming a slave in your own body, forced to dance to the tune of an extradimensional horror that cares little for your desires or goals. It's a good thing you were always lucky with these things. Any time your magic would backfire, it'll instead fizzle out harmlessly.



Photomirroring – 200 CP (Discounted to Gishki)

Every Gishki wields their own Aquamirror. But these artifacts are mere replicas of the true Aquamirror, much weaker and limited than the original, even if they still function as potent foci for ritual magics. While the true Aquamirror still eludes you, you've become an accomplished crafter, and can easily replicate all sorts of magical artifacts in much weaker forms. I wouldn't be surprised if a portion of the Gishki currently active are actually wielding copies made by you instead of Noellia. Still, it's gonna take a lot more than this to improve on your copied designs, or even just make them easier to wield.

Aquamirror Illusion – 400 CP (Discounted to Gishki)

I see… to think you'd be just like that woman. After many sleepless nights and lives lost, you've designed a special ritual not even Noellia knows yet. By placing someone in a magic circle, you can separate their soul from their body, allowing you to use both as separate "living" sacrifices for magic. You can think of it as a two lives for the price of one deal, if you'd like the humor. Regardless, your studies have also granted you knowledge of soul manipulating magics in general, letting you enslave spirits and cast the Aquamirror Cycle. Should you be willing to pay the ultimate price and give up your own life, this spell may resurrect a single person, no matter what has happened to them. Even if their body and soul had both been scoured from reality, you would be capable of returning them to life.



Xyz of the Soul – 400 CP (Discounted to Gishki)



Xyz… a power that has yet to awaken, and thanks to the might of a corrupted Vylon, would prove worthless for saving the world. But you are not one to let such potential go to waste, are you? Through a process another Duel World might call "creating the Overlay Network", you can bridge consenting souls together using a portal to outer space as a medium, uniting them into an Xyz. An Xyz is even stronger than its parts put together, and usually has abilities related to what their original forms could do, but can not last forever. The original shapes of those used to create an Xyz become what is known as an Overlay Unit, which is consumed by the Xyz to power its greatest abilities. Once all are gone, the Xyz harmlessly breaks apart into its constituent beings.

Psychelone – 600 CP (Discounted to Gishki)

Deep inside the planet, the Steelswarm and Evilswarm mill about, casting their corruptive tendrils upwards whenever they can. Whereas the leader of the Gishki, Noellia, ended up becoming a puppet for the Steelswarm's leader… you'd probably end up usurping him, if you played your cards right. Any corruptive effect targeting you fails unless you actively allow it to affect you. Even then, your true self is hidden beneath a mask showing your corruptor whatever they were trying to make you, allowing you to seamlessly play the part of a puppet despite being the same person inside. More than that, you can purge yourself of the negative aspects of any corruption ailing you whenever you wish to while retaining the positives, like mighty mutations or secret magical knowledge.



Advent of Aquamirror – 600 CP (Discounted to Gishki)



As you know, the original Aquamirror once used to be the Mirror of the Ice Barrier, an artifact meant to control, suppress, and seal the three Dragons of the Ice Barrier. Through her own expertise, Noellia altered it into a tool for communication, hypnosis, and performing all kinds of rituals. While you might not necessarily have something worthy of your skills to use, you too have reached this level of prowess. Altering magical items to perform completely different functions is something you could do if given a mere month or two to study them. Simple tweaks, such as removing a fire scepter's ability to create fire to augment its ability to command fire, would require seconds at most. Actually improving an item is a lot more involved, and could take years of work to see any noticeable change, but is well within your capabilities, as is reverse engineering them outright.

Gusto

So, you desire to be a member of their little family?

Innate



Though plenty become incredible warriors on their lonesome, it is through the bonds they form with their bird that a Gusto can unleash the clan's greatest power. Using a secret technique, the Gusto can elevate their chosen avian to a new level, turning a small bird into a veritable titan of the skies. While you might not be Windaar's equal just yet, your bond and your skills are far beyond what the average warrior Gusto can achieve, allowing you and your bird to face entire battalions on your lonesome and win. Furthermore, your new friend shall be able to go with you as a Follower, or even become a full Companion if you so wish. Should you already have a steed, you may Import them as a Gusto bird for Free, though this will override the choice of whether to make them a Follower or Companion.



Wind Charmer – 100 CP (Free to Gusto)

It is the friendship between bird and man that grants the Gusto their power. The first step in their training, that of genuinely befriending their steed, is the most important. Regardless of any baggage you might be carrying in your heart, friendship no longer eludes you. You are perfectly capable of opening up to others no matter what fears or scars you might have, and will find others also capable of doing the same to you, with them eventually learning to open their heart to others as well.



Hope of Gusto – 200 CP (Discounted to Gusto)

While there are plenty of survivors from the last wars, most of the old tribes are all but gone, their culture wiped clean by the loss of their home and most of their population. A terrible fate, and one you are particularly skilled at avoiding. So long as it's not directly focused on you, you'll find yourself surprisingly adept at navigating and surviving through large scale calamity, such as world-spanning wars and natural disasters. Furthermore, your ability to absorb cultural information (such as religious rites, stories, dances, and anything of the like) and retain it is near-absolute, and passing on such culture is exceedingly easy for you. Keeping the lore of an entire nation alive despite being its only survivor is well within your abilities.



Warrior House – 200 CP (Discounted to Gusto)

The Gusto do not fight only with their birds, however. Among them there is a particular group known as the Warrior House, who uniquely train to fight alone in order to protect the village. While you might not necessarily be a part of this group, you would certainly be distinguished among them. You have a natural talent for fighting, allowing you to learn any such matters twice as fast in comparison to your peers, and can easily adapt skills and abilities not intended for fighting to the field of war. More than that, others who would reward you or grant you boons for such will recognize your capabilities, ensuring you will not find yourself bereft of gain even if you solely dedicate yourself to war.

Blessings for Gusto – 400 CP (Discounted to Gusto)

Are you from the Priest House, like Caam? It would certainly explain the power held in your prayers. No matter what magic is used, or what lies between you, your prayers will always reach the ears of whatever god you seek to communicate with. Even if you have no deity in mind, any god both willing and capable of aiding you shall hear your words should you ask for aid in your time of need, and know how to help you. They might ask for something in return, but your words will never call someone who would ask something you'd consider impossible to fulfill.



Tribal Savers – 400 CP (Discounted to Gusto)



Praying for a savior is fine, but sometimes you won't be allowed that mercy. Sometimes you'll be lucky if you even have the strength to stay awake, let alone shout out to the cosmos. But it seems hope won't be lost, for you at least. When you truly need help, when you can not stand up against whatever seeks to bring you down, fate will twist and bring a hero into your life. Whether this takes the form of a gallant knight who will stand against the army seeking to kill you, or a magician capable of weaving a spell to cure your ailing family, or something even stranger, these people will prove themselves willing to help you for little to no reason. However, be mindful. Fate is simply bringing heroes to you. If you are far away from any such persons, or those who are ready and present find whatever harms you beyond their abilities… well, might I suggest praying?

Dust Storm – 600 CP (Discounted to Gusto)

How can you say you'll fight alongside your bird, if all you can do is stand on them and say encouraging words? Thankfully, you've taken the initiative and learned to fight on your own, so that you might better aid your friend in combat. Much like Windaar, you've learned extensive wind magics, allowing you to use various spells to control the weather and air. Invoking rain and clearing cloudy skies is easy, as is making wind daggers to tear apart rocks or crushing buffets to bring down trees. But with only a bit more energy on your part, you can cast spells capable of summoning true cyclones and tornados to wreak havoc upon enemies, or even control and corral all of the air in an entire wetland.



Oracle – 600 CP (Discounted to Gusto)



While you might not be the Oracle yet, you're certainly qualified for the job. Thanks to a life spent being the responsible one, you've gained wisdom one would normally only find in venerable elders, allowing you to make sound decisions with great ease and convince your more hotheaded fellows to do the same regardless of their ego and problem attitudes. More than that, this wisdom has given you great aptitude for a special kind of Gusto magic, which you've diligently learned. Rather than command the wind normally, the purpose of this magic is to smother the magic of others. Using your own magical power, you can cast counter-spells and anti-magic contingencies of all kinds, though they tend to have some manner of representation tied to the wind. A spell used to break a sword's enchantment would likely take the form of a vortex rushing around said sword, for example. Still, even with these tells, enemy mages really won't enjoy dealing with you.

Vylon – 200 CP

I thank you, angel. It is because of your kind that we live today.

Innate



You are a Vylon, a divine machine crafted by the Constellars long ago. The sheer holiness and strength of the metal composing your body renders you immune to external corruption of any kind, and you are capable of forming a mental bond with any other Vylon, exchanging information freely and effectively thinking as one. You are particularly mighty among your kind, being capable of inflicting damage equivalent to natural disasters with energy attacks in hours. Destroying kingdoms over a fortnight is well within your abilities, though that would certainly draw reprimand from your kind. Lastly, much like all Vylons, you are capable of detecting evil through your senses.



Chorus of Heaven – 100 CP (Free to Vylon)

The problem with communion is that it is all too easy to be lost amidst the sea of thought. Though your kind should be too competently designed to fall for this, it would not hurt to be safe. Your sense of self is strengthened, allowing you to more confidently seek out your own goals as well as resist the beguilings words or mind-bending powers of others. This sense of self also allows you to choose exactly what parts of your mind and ego interact with any hiveminds you might join, allowing you to keep secrets and preserve your identity even if such things would normally be washed away by the masses.

Soldiers of the Stars – 200 CP (Discounted to Vylon)



Nothing ends a war like another, even worse war. You are the great enemy, the terror from beyond the stars all men unite to stand against. Through violent intervention upon battlefields, you can easily paint yourself or any groups you lead in these attacks as a much more dangerous opponent than whatever the parties you've attacked consider the others to be. Furthermore, you'll find that so long as you would desire such, any enemies made in this way will not only find themselves willing to cooperate for the sake of survival, but will move past their previous grievances with great ease and form the basis for lasting peace. Though they will strive to end you, your cause is just.



Equip Mod – 200 CP (Discounted to Vylon)

Vylons are machines to begin with, so this isn't all too crazy for them, but the levels you've reached might make others uncomfortable. Through means somewhat disturbing to behold, you are capable of reforging yourself or any willing being into equipment, allowing the target to grant their powers to their users or manifest them in interesting and novel ways possible only thanks to their new form. The actual process takes several hours and requires a mix of blacksmithing equipment, modern technological tools, and a miracle or two, but can be taught to others if their artificing skills are good enough. Obviously, it is also possible to reforge them back into a person.

Vylon Component – 400 CP (Discounted to Vylon)

A Vylon is never alone, always literally sharing their mind with their brethren. Though they are far too optimal to care for the comfort it may bring, such closeness is what some can only dream of, and it is now a dream you can bring into reality. Through a consecrating ritual, you are capable of forming a hivemind much like the Vylon's by uniting the minds of any two willing beings, including yourself. Any who join such hiveminds are also capable of performing the ritual, allowing for more people to be brought into the fold. A similar ritual may also be used to separate a member from the hivemind, should the need arise.



Xyz of the Self – 400 CP (Discounted to Vylon)



I suppose you might desire to taste this power before others even know it exists, but this is something most could not even understand. You are not a person. Or rather, you are not a single person. The truth is that the person you've been until now is the result of three other beings using Xyz to become a single entity, and though they have no qualms with being themselves, they rather like being you and would prefer to stay that way. Their individual abilities and personalities are directly derived from you, seeing as they are what forms you. As for how this benefits you… being killed in this Xyz state will simply cause your constituents to harmlessly break off from your disappearing body, and while they'll need to rest before being able to merge into you again, they are still your equal when put together. All three of them must die for you to truly be killed. Ending your life is a bit more complicated, now.

Omega – 600 CP (Discounted to Vylon)

Your masters were the beginning, but you are the end. You are not some above average Vylon, but a true weapon of mass destruction. There is no limit to how much you can charge your energies, even if they would normally not even be capable of being stored in such a way. What type of energy? All of it. The holy powers contained within your chassis can rise and rise without limit or end, and even the kinetic energy your movement would involve can be slowly built up over time. Were you a magician, you could charge your magical energy endlessly, were you some type of supernatural martial artist, you could build up Ki infinitely, and so on. As a weapon, you are also capable of releasing any energy contained within your being as an attack, whether in the form of a thin laser, army erasing beam, protective sphere, or something even stranger.



Disigma – 600 CP (Discounted to Vylon)



While all Vylon can detect evil, you are capable of observing negative emotions of any kind with every single one of your senses. Depending on your aesthetics, this might make life annoying, or unveil an entire new world of delightful sensations. However, observing is not all you can do. If you can understand this negative emotion, you can devour it. At your will, this can either remove the strain on the psyche of whoever's emotions you absorbed, or make it a permanent fixture of their mind while removing their ability to even comprehend why they suffer so. Even more cruel than that is what you can do if these emotions form a core part of their holder's personality. In that case, you can instantly absorb your victim together with their emotions, rendering them down into pure energy to revitalize and strengthen you. But you won't misuse this power, right?

Steelswarm – 200 CP

You would debase yourself like this for the littlest scrap of power?

Innate



You are a higher-grade Steelswarm, one of the original hosts to the Evilswarm virus, a monster beyond monsters. Your intellect far dwarfs that of most beings, allowing you to trap countless lives in the web of your ambition with ease. The Evilswarm has granted you enough power to be more like a natural disaster than an actual person in terms of the damage you can inflict on and receive from others, and you are able to remotely transmit your disease into the corpses of your victims to create more Steelswarm. However, your greatest trait is your evil. Within you lies the wickedness needed to unconditionally despise all that exists and find deep and genuine satisfaction in destroying any joy others may find in their lives, should you desire to do so.



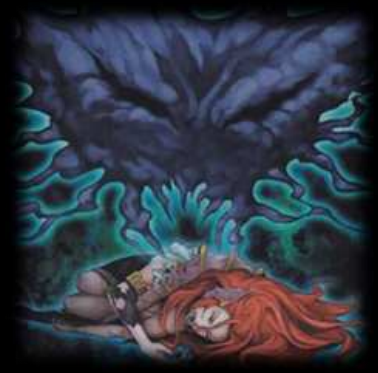
Ancient Evil For Hire – 100 CP (Free to Steelswarm)

Being locked away in the deepest depths of the planet does not mean being out of reach. Whenever such would benefit you, others will gain incredible luck in finding or stumbling upon you, be it in person or through more supernatural means. Whether they are simply helping a fellow person or a mage seeking for aid in mystical matters is mostly a matter of circumstance, but you're a Steelswarm. The only proper thing to do after they help you would be killing them instead of bringing their loved ones back to life, or whatever it is they're begging for.

Herculean Efforts – 200 CP (Discounted to Steelswarm)



A demon like you has no time for freak accidents or chance errors. Seeing a plan put into motion a decade ago fall apart because of such nonsense is enough to make a lower-grade Steelswarm die from sheer rage. It is a good thing such annoyances can no longer afflict you. Any plans you make, whether a casual day out with your emergency food or a plot to destroy the world, can only be discovered and ended by deliberate action. Weak links will not leave trails any random fool could find, nor will trusted surbodinates be foiled by the whimsy of chaos. Proper investigation and action must be taken in order to unravel the twisted webs you weave.



Slithering Into Broken Hearts – 200 CP (Discounted to Steelswarm)

Powerful as you might be, blindly charging towards your goal is liable to put you into a bad position. A refined demon like you must be subtle, and ensure your foes plunge the dagger into their own heart before you strike. Such malicious play has honed your mind, giving you an instinct for baiting those who might be useful or dangerous to you into acts you would find advantageous, as well as judging when they would be most vulnerable to your efforts.

Master of Puppets – 400 CP (Discounted to Steelswarm)

Though you are no mental virus, the evil within you has granted you the power to assault the mind and soul of your victims. Whether as subtle strings coiling around their heart or a veritable deluge fit to drown one in darkness, you are able to force the evil within you into others, moulding their mind and desires to better fit your aims. You have much control over this process, being able to control every bit of your puppet's mind and thoughts in whatever ways you wish. Should these alterations reach the point where they simply are not the person they once used to be, the evil inside will rampage and mutate their body into a Steelswarm-like form fitting to your sensibilities. Once infected, specialized means are required to excise your control, but one can resist the initial attack through sheer willpower. However, if one does not realize there is something to resist in the first place…





Advance Zone – 400 CP (Discounted to Steelswarm)

Light and darkness, good and evil. Such powers are not meant to mingle, the very concept of such a paradox. Yet, if one were to somehow contain such energies and survive… the power one could obtain would far outstrip what should be possible. It is fortunate, then, that your being functions as an exceptional vessel. When intaking power antithetical to your existence, such as absorbing holy energy as a demonic creature, the power catalyzes a new evolution for your being and abilities. How much strength you actually gain from this act depends on the amount of power absorbed, but it certainly beats the agonizing death most of your brethren would experience.

Ecology 666 – 600 CP (Discounted to Steelswarm)

Steelswarm advance and evolve through cannibalism, devouring their brethren to increase and refine the Evilswarm inside them, gaining more and more power. They do not shy away from devouring others, either, but without the delicious wickedness inside their meal's agony is worthless for more than pleasure. However, you are no normal Steelswarm. Skin them. Tear them. Devour them, and laugh as they desperately try to escape the only thing they were ever fit to do. Your body has adapted, gaining the ability to integrate the powers and energies of those you devour into your being. Those on this world's surface might cry in fear upon seeing the Steelswarm dreck you've judged beneath your palate, but the true nightmare has yet to begin.



Hate – 600 CP (Discounted to Steelswarm)



There can be no love in a Steelswarm's world, no affection or peace. Only rage, to murder your predator. Only greed, to claim your prey. Only hate, to become ultimate, the dream you will achieve. There is no limit to how much you can hate, nor can others quell this all-consuming loathing, for you have mastered it. Only your will alone can lower this current of absolute abhorrence, but one must then ask why you would ever do so. For the hate you feel is power incarnate. The more you despise, the greater your power rises, without any limit. The hatred to kill a family person by person for passion alone is enough to make a normal man equal to a lower-grade Steelswarm. The hatred to murder a nation is enough to physically manifest, becoming waves of force that scour away the worthless scum you behold. The hatred to destroy the world itself? To call you a God of Evil would be no error, far as any able to survive seeing you might care.

Constellar – 200 CP

May your stars watch over us, brave guardian.

Innate



You are one of the blessed knights of the stars, a higher-ranking Constellar empowered by an entire star cluster. This blessing has granted you a set of holy armor and a personal weapon or implement imbued with a single magical power, such as teleportation or healing. While you would hopefully never deign to do so, should you use your full power for destruction, it would be more apt to describe you as a natural disaster than an individual. You may choose whether you are a survivor from the ancient war against the Steelswarm or a lower-ranking Constellar that was appointed as a replacement.

Oath of Knights – 100 CP (Free to Constellar)



It's a difficult thing to accept, but there might yet be a day when you'll die. When, despite everything you tried, you fell. Should that day arrive, whether you returned home, died a true death, or were trapped evermore, you may choose to cast off your power. Be it only a fraction of your true might or all of it, be it in parts or as a package, this power you've yielded will carry on your will. It might act autonomously, endlessly toiling to bring about the ending you desired, or bond with someone truly worthy of carrying on your legacy and grasping the future you failed to reach. Either way, the end of your story will not be the end of your duty.

Forging The End – 200 CP (Discounted to Constellar)



It is true that Constellars are mighty, but the idea of an enemy even they can not defeat is not unreasonable. Then, why not create a better Constellar? While your crafting skills are unchanged, you've gained an incredible natural talent for creating entities based on others. Put simply, you are able to skip the research normally required for creating inhumanly powerful servos, world-rending blasters, or other such things by using an actual entity as a direct basis, a process that is much easier to perform if said entity wants you to copy them. However, you still need to have the basic skill or knowledge needed to create tools that might theoretically match those if given sufficient advancement.



Constellarknight Future – 200 CP (Discounted to Constellar)

Interesting… this power might well be hidden within the stars, but none of the current Constellars have awakened it yet. Except you. The ability to unite the stars, calling forth a new power from united souls. In this fused state, the individual abilities and raw power of those brought together are amplified and reborn, allowing them to reach heights previously thought impossible. Not just that, but the raw Fusion power of these unions can potentially affect other forces, allowing for sufficiently large fusions to absorb nearby energies or powers. Perhaps even stealing them from other entities outright, but something like that would require a combination as ridiculous as all lower-ranking Constellars uniting to happen. Normally you would only be able to fuse with other Constellars, but you seem inexplicably capable of uniting your star with anyone else.

Vylon Genesis – 400 CP (Discounted to Constellar)

The Constellar may fight with supernatural power, but that does not mean neglecting one's studies. You've learned the ancient arts that were originally used to create the Vylons, allowing you to forge, construct, and program divine fighting robots. Creating weak ones like the Vanguards and Ohms is easy and requires relatively little resources, but the truly impressive warriors such as Alpha and Epsilon would require much work on your part. Of course, while you have all the knowledge needed to theoretically create any known Vylon, there's no reason not to innovate yourself.





Constellar Meteor – 400 CP (Discounted to Constellar)

You may strive to slay the dark, but that does not mean striking down all those who dwell within it. The stellar power within you burns brighter than the average Constellar, and this brightness has allowed you to wash away all shadows. Through holy power, you are able to literally fight back corruption, punching environmental evil to dust and cutting away the malice inside the hearts of others without ending their life by overpowering its supernatural wickedness with your awesome power.

Vylon Variant – 600 CP (Discounted to Constellar)

The Constellar could not defeat the Evilswarm themselves, so it was only natural that they would create a machine to do so for them. By identifying an enemy's most threatening ability and positing a means to counter it, you are able to inevitably succeed in researching a method to nullify said ability. This method will most likely be incredibly simple and straight-forward. Keeping in mind that the counter to the Evilswarm was an immunity to corruption, the counter to a Laval would likely be immunity to flames, for example.





Constellar Tempest – 600 CP (Discounted to Constellar)

The stars may have empowered you before, but now you truly command them. Through sheer will, you are able to initiate celestial events, with their scope and effects limited by your raw power. As a higher-ranking Constellar, summoning meteor showers to raze away armies or localized eclipses to obscure the world should be within your abilities, but who knows what you might one day achieve. Could you imagine, seeing worlds collide and stars explode, simply because you willed it so?

Evilswarm – 600 CP

You… why would you…

Innate

A person? What a terribly limited way to describe you. You are not a being, not a Laval or a Gusto or any trash like that. You are a thought, an idea, ready to poison the world. You are another Evilswarm, a mental virus capable of warping the mind and body of its victims, pulling them on strings to spread further or mutating them into powerful undead. Normal defenses do not work: only strength of will or pure life can reverse the effect you have on infected, and only the paranormal could truly harm you. For even if all of your hosts were murdered, you would remain a stray thought unbound.





A Respectable Puppeteer – 100 CP (Free to Evilswarm)

It wouldn't be unreasonable to expect a vile thing like you to face prejudice, but it seems that's not really the case. Regardless of how esoteric your state of being may be, others will not judge you for it, instead treating you fairly and accommodating for your nature. Which isn't to say they'll do everything for your comfort, but so long as you show a degree of respect to others, they won't take exception to you using your corrupted bodies interchangeably or otherwise exploiting your existence in ways some might call unsettling.

Inverzted – 200 CP (Discounted to Evilswarm)

The Steelswarm did not fall victim to the other Evilswarm, but instead bond with it, learning to cultivate and strengthen it inside their own bodies using raw malice and cannibalism. A fortunate circumstance you've learned to recreate. Any corruptive or empowering abilities of yours may be deeply bonded with their targets, allowing them to increase their borrowed power by becoming closer to you in mind, or by devouring others you've similarly empowered.





Inverztation – 200 CP (Discounted to Evilswarm)

By overloading empowering or corruptive effects you've placed on others, you may severely increase the power your target gains from such at the cost of their natural abilities atrophying. Those who are already powerful in comparison to your boons will instead find their powers themselves being corrupted, slowly becoming no more than an extension of what you've granted them, and subsequently disappearing if you so desire it.

Terminus – 400 CP (Discounted to Evilswarm)



An infestation may end when it is purged, but it can also be deemed over when it becomes the status quo. Thus, there can be no hesitation. You will strike forward with all you have, and become the future all souls walk towards. When you commit to a battle or confrontation, this commitment will increase the efficacy of not just your own personal efforts but that of anything you put towards it. Burning through energy gathered over years in a single battle would see that energy grant you far more than it normally should. Marching all of your armies into a single battlefield would see them fighting with greater skill and power than they ever could have commanded alone. You might be left vulnerable after the dust settles, but if you chose the correct battle to fight like this, there won't be anyone or anything left to stop you.



Next Labourer – 400 CP (Discounted to Evilswarm)

Though you may be infinitely superior to them, having a true agent of your will rather than a blind victim or puppet can show its worth. When you empower or corrupt someone who actively embraces the power you grant, you may choose to make them your champion, the star of your grand design. In doing so, they will find greater success when furthering your plans and granting your desires. Their general competence, ability to harness the powers and tools you grant them, as well as their luck rise sharply in this state. Any true betrayal on their end will find them bereft of these boons. You may only have one champion at a time.

Patient Zero – 600 CP (Discounted to Evilswarm)



What a sad story. This individual managed to survive through all the ordeals this world's undergone over the past decade… and yet, they all but died at your hand. This being's mind has been so utterly wrecked by your evil that it is no more than a part of your Evilswarm Altform, end of story. As for what they were? You must return to Duel Monsters – Duel Terminal Part 1 and choose a Background and Innate. This will define what entity became your first victim and what abilities they grant you as a result.



Jumperswarm – 600 CP (Discounted to Evilswarm)

A person can be broken and twisted, and you've likely become quite familiar with doing all of these. However, you are not a person. You are an idea, a thought thinking itself. The mere concept of your being and your self clashing is utterly laughable. With true awareness of your desires and ideals, as well as an exertion of pure will, you may alter your very state of existence. If the idea of being an Evilswarm disgusts your soul, then may you become a Hopeswarm, or a Loveswarm, or whatever else your heart calls like. If remaining a mere human is anathema, then may you become alien and beautiful. Any abilities and traits tied to such states will change appropriately, but will not find themselves weakened or strengthened, merely more… fitting.

The Power of Creation – 1200 CP (Conditional Discount)

To grant life with a breath and forge the world itself… the mark of a true god, once wielded by Sophia the Planetforger. Somehow, you've gained this overwhelming power and become a true deity, ageless and awesome. With but a thought, you may create life. That is simply it. Body, mind, and soul, all these elements can be brought into existence freely by your will. However, you may not create something you do not understand, for it is your will alone that causes it to exist. Therefore, a mind worthy of the godhood it commands must belong to you. A Godddess of Rebirth worthy of their station can not be as a child shaping clay.

This glory incarnate has transcended thanks to your previous abilities:

Magma Blacksmith: To create a thousand children yet lack the ability to forge them a world is rather sad. Your Creation ability now extends to the inanimate.
Lord: New life is wild, and though there is beauty in such, one must assert order. Your Creation now extends to hierarchies, allowing your light to forge civilizations out of wild tribes or armies out of rampaging mobs.
Zirconia: Even a god can find themselves lacking the proper abilities. By sacrificing the traits of new Creations as they're made, you may grant them traits of equal value you lack the knowledge to create properly.
Oni-Gami Combo: A pure god would never create impurity. Anything made by your Creation ability may now be similarly bereft of negativity, enjoying the same benefits as you do, though they gain no special attack.
Psychelone: A god and an usurper are very different things, but a plan is a plan. When using your Creation ability, you may draw on outside energies that you have access to, effectively stealing them by empowering new servants.
Advent of Aquamirror: A god that can not change their creations would seem undeserving of the title. Your Creation ability may now be used to alter that which it brings into being.
Dust Storm: The winds of change obey only a god. Your Creation ability can now create literal and abstract weather, allowing you to summon eternal storms where even a light rain should be impossible or dictate destiny itself.
Oracle: A god vulnerable to magic is no god. Your Creation ability can now 'create' the absence of magic, smothering magic by depriving it of energy, as well as raw Anti-Magic that directly counters magical effects.
Omega: A god is everything, and everything is god. Your Creation ability can now add to your own existence, allowing you to become a divine chimera or expand your own soul.
Disigma: A god can receive even the darkest of mortality with tranquility. Your Creation ability is now capable of implanting emotions and feelings in others, whether in the moment or as part of memories.
Ecology 666: A god is the beginning and the end. Your Creation ability now marks that which you bring into existence, causing it to return to you and add to your own being upon death as if you had devoured them.
Hate: A god is as wrathful as it is compassionate. Your Creation ability can now give shape to the hatred and rage you feel, rendering it eternal so long as it lives, and allowing it to grow and strengthen as a living being does.
Vylon Variant: A god can not be stopped or slowed by lesser beings. Once you've identified an enemy's most threatening ability, your Creation ability may produce a counter without you needing to understand it.
Constellar Tempest: A god is the firmament of all souls. Your Creation ability can now substitute proper knowledge of the traits you wish to give with raw power.
Patient Zero: A god remembers all. Whatever your chosen victim was, you now hold the knowledge to create any and all members of their race, allowing your Creation ability to instantly repopulate them.
Jumperswarm: A god is what it is. When using your Creation ability, you may choose to grant your creations the same spark of individuality as you, allowing them to reshape themselves much like you do should they desire change.

You may purchase this OR "The Power of Destruction" at a Discount by taking "Wrath of the Planetforger" for +0 CP.



The Power of Destruction – 1200 CP (Conditional Discount)

To take life with a breath and destroy the world itself… the mark of a true god, once wielded by Sophia the Planetforger. Somehow, you've gained this overwhelming power and become a true deity, ageless and awesome. With but a thought, you may shine forth your divinity and erase any mortal life it touches. That is simply it. Body, mind, and soul, all these elements can be erased from existence freely by your will if they hold no divinity. However, this light of destruction's size and reach is limited by your power, for it is your power alone that commands it. A Source of Destruction worthy of their station must wield true power before such tricks.

Your previous abilities have transcended thanks to this glory incarnate:

Magma Blacksmith: A destroyer shall not sully their hands with weaklings. Thanks to your closeness to Destruction, you've learned to craft weapons and tools that erase their targets from reality instead of causing harm.
Lord: The hand of a god brooks no mercy. Your followers are imbued with a fragment of Destruction. Razed cities are truly gone and enemy soldiers leave no corpse or ghost.
Zirconia: A god stands unrivalled. Destruction clads your transformed form. Your strikes erase outright, the harm your foes try and fail to inflict scours their own body from reality, and even space is obliterated when you move.
Oni-Gami Combo: None can withstand a god's fury. Your special attack has gone beyond the bounds of mortal reasoning. Though it works mostly the same as before, it now causes true Destruction, even slaying other gods freely.
Psychelone: Death is not a factor to a god. You are able to ignore any effects erasing you from reality, as well continue living and acting despite not existing even if you actively allow them to take effect.
Advent of Aquamirror: A destroyer does not toil as mortals do. Thanks to your awareness of Destruction, you've gained the ability to enchant weapons and tools that remove their targets from existence instead of inflicting harm.
Dust Storm: Ill winds arrive at the whims of a god. The weather you command can be indefinitely imbued with Destruction, weathered cities never having been better and those caught in storms leaving not a soul or whisper.
Oracle: Mortal magic is a joke in comparison to a god. Your anti-magic has transformed thanks to your divinity, now being able to permanently destroy magical energy and cripple the ability of others to wield any kind of magic.
Omega: A broken blade wielded by a god may as well be a divine armament. As you charge your energies beyond your max, they transmute into divinity incarnate, gaining the properties of Destruction.
Disigma: The idea of a god being limited is laughable. Your ability has become indiscriminate like Destruction, allowing you to intake any emotions you understand and absorb anyone whose mental cornerstone you know.
Ecology 666: A god is a god regardless of their abilities. Integrated abilities and energies may be bound to Destruction, gaining the power to scour their targets from reality instead of dealing harm.
Hate: A god will hate as much as it loves. Your hatred is now a perfect conduit for Destruction, allowing things done with that emotion to have the same or even greater effect as your destructive light.
Vylon Variant: A god thinks in aeons. To counter an enemy's trump card is enough for mortals, but your divine forethought now allows you to devise counters to your enemy's greatest abilities in sequence.
Constellar Tempest: A god created all the lights in the sky and may destroy them if they so wish. Your command over celestial events has grown, now allowing you to stop or outright destroy such things.
Patient Zero: What a god has made can be undone at their whims. The closer to your chosen victim someone is, the more of them you can unconditionally Destroy regardless of distance or power.
Jumperswarm: Mortals are what gods desire of them. Those you interact with can undergo the same change as you through Destruction, traits you find undesirable being replaced with more acceptable ones.



You may purchase this OR "The Power of Creation" at a Discount by taking "Wrath of the Planetforger" for +0 CP.

Items

Powerful as you may have become, sending you into this world empty-handed would be cruel. Discounts are 50% off to the indicated Background.



Soaring Eagle Above The Searing Land – 200 CP (Discounted to Laval)

A massive hawk native to Laval lands that has bonded with you. It can take you from nation to nation in hours at most, though it can do little in combat beyond evading enemy attacks. Thanks to the nature of its home, its feathers have long since become an inferno, burning any enemies who try to touch it despite leaving itself and any friends unharmed. Should it die, its flames will go wild and become a raging tempest of fire able to scour away villages, only for the bird to rise again as if it were a phoenix moments later.



Molten Conduction Field – 400 CP (Discounted to Laval)

To leave one's home behind would be so dissapointing, wouldn't it? What you have here is a plot of land the size of a city taken directly from Laval lands. Is it a burning forest, running with eternal lava flows? A volcano range, spewing delightful fumes every day of the year? So long as it holds to the aesthetics of the Lavals, and follows from a natural biome you could find on Earth, you may have it. Perhaps even a mix, if you'd be willing to dedicate less space to each type. No matter your choice, any non-Lavals who are cremated by these environments will rise again days after, transformed into a Laval of power and nature equivalent to what they were before.



Brilliant Spark – 200 CP (Discounted to Gem-Knight)

A cracked and ruined gem freely given by an old friend. Every few hours, it mends itself, still housing the energy that once tore it apart. When an ally is harmed in your presence you may will the gem to crack once more, the energy within rushing into the source of the harm and either inflicting it or all the damage the wounded ally could have done with a single attack on them as vengeance, whichever is greater. By sacrificing a single memory of someone dear to you, the gem can immediately mend itself. But why would you?

Blade of Masters – 400 CP (Discounted to Gem-Knight)

A legendary sword not yet extant, that will one day be wielded by the greatest master of fusion. An anomalous weapon, it has no real powers beyond being very durable and the crystals that would adorn it remain with their original masters, creating a void within. The blade itself has the power to fuse, even if you do not, and can further augment your ability to maintain stability and retain control if you do. Its true power appears when fused, for the seven grooves will gain a mark representing the power of the seven mightiest warriors that went into its wielder. The original abilities of these seven can be accessed through the sword and are further magnified to match the heightened power of the fusion itself, effectively multiplying the fusion's capabilities.



Aquamirror Meditation Chamber – 200 CP (Discounted to Gishki)

A secret chamber housed within a secure location, or one of your properties. Besides having a magical circle and various magical candles that can be easily repurposed for whatever ritual or spell you'd like to cast, the chamber itself is ever so slightly out of tune with the rest of the world. As any proper Gishki would guess, this greatly eases the casting of spells relating to other dimensions and strengthens them at no risk to the caster. Where before a creature might have torn your mind apart as you forced it into your body, it will find its attempts to escape impotent.

Contact with the Aquamirror – 400 CP (Discounted to Gishki)



Not simply an inferior replica, you've been granted an actual Aquamirror. Though it's not useful for combative magics, this artifact can greatly enhance the power and lower the difficulty of casting spells for hypnotism and communication, as well as rituals in general. More than that, this particular model already has several spells carved within the magical glass, allowing it to independently read the brief future or the surface thoughts of enemies, as well as simply perform any of the functions it is intended for without your direct input. With little work, you may add spells you know to its repertoire, and you will also find newer spells you're unaware of rising from its infinite reflection should you learn to cast those already within by yourself.



Quill Pen of Gulldos – 200 CP (Discounted to Gusto)

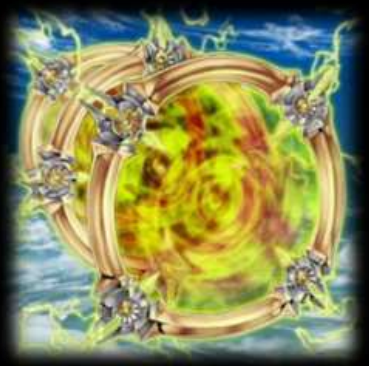
Mightier than any sword, this artifact gives you the ability to write away any of hope of your enemies winning! Kinda. Through sympathetic wind magics, this quill can be used to manipulate the battlefield. You could return two dying or incapacitated allies to your home camp in order to send a powerful enemy back too, or teleport an ally just a little too far away to your side in order to bring a pair of enemies closer right where you can cut them down, to give you an idea. You could also write down things. Because it's a pen.

Gusto Nest – 400 CP (Discounted to Gusto)



Wouldn't it be nice to show others the wondrous bond between man and bird you've formed? What you have here is a special nest constructed to house dozens of Gusto birds comfortably, and allow them to mingle with humans or any other would-be caretakers. Right now you only have about half the maximum capacity, which would still be enough to form another Gusto House if you taught enough people the methods, but they will be able to breed and follow you along Jumps despite being far smarter than most people give them credit for. If they find a rider who's unable to follow you too they'll probably choose to stay behind, though.

Vylon Element – 200 CP (Discounted to Vylon)



For all their power, Vylons rarely work alone. You've been assigned three gates to ensure you can always have help when you need it. Each gate may call in up to two weak Vylons to obey and aid you, each one able to defeat an armed group of humans. However, they are able to fuse with other entities, allowing them to empower others at your command. Even a weakling could become a notable force among the locals, despite these Vylons being nothing special. The gates also hold a special property, allowing them to resonate whenever Vylon technology is destroyed in their presence and temporarily call in another Vylon to deal with the threat. Lastly, more and more Vylon reinforcements will be authorized as the size of your forces grow, ensuring you always have enough Vylons to make a difference no matter how many followers you gather.

Vylon Matter – 400 CP (Discounted to Vylon)

A strange tool has fallen into your hands. This control system allows you to freely generate and shape Vylon metals, allowing you to make use of their anti-corruptive properties in other constructions, and holds a store of schematics for Vylon armaments and equipment which can be produced with a press of a button. Among these, you can find shields that render one immune to personal supernatural powers, filaments that remove an opponent's ability to cast magic while in close quarters with the wielder, or even spears that strengthen one's combat ability far more than the acquisition of a simple weapon should. If you knew the secrets of Vylon production, you might even be able to program this tool to create them outright.



Lost Soul – 200 CP (Discounted to Steelswarm)

Sinking your claws into someone's heart in person is fun, but I suppose some would prefer certainty before anything else. This is less an Item, and more an opportunity. At the beginning of all future Jumps, including this one, you may choose to have one person corrupted by you during your backstory. This will grant you influence over them similar to the "Master of Puppets" Perk, even if you do not actually have it. While you are generally free when picking your victims, you may not use this to brainwash anyone who is more powerful than yourself. Assuming you only had the abilities granted by the Steelswarm Innate, you could choose Laval Judgment Lord or Noellia but not Sophia Herself, as a local example.

Dark Cult – 400 CP (Discounted to Steelswarm)

All hail you. Whether through show of force, trickery, or good old fashioned corruption, you've managed to build quite the following. A cabal of mages with a specialty of your choice. Maybe you'd like your own branch of the Gishki, to show up Hercules? Well, regardless of that, they're reasonably powerful. They number anywhere from dozens to hundreds, depending on whether you'd prefer a group of elites capable of murdering villages by themselves or footsoldiers capable of killing men by the dozen, but their real worth lies in a very specific ritual capable of bringing you back to life once per Jump and preventing the end of your Chain so long as they manage to perform it before your current stay is over. You may either take them as they are into other Jumps as Followers, or receive new cultists every Jump, with a powerset appropriate to the setting.



Star Chart – 200 CP (Discounted to Constellar)

Through whatever means, you've managed to understand a certain sacred sign often used by Pleiades. By reproducing this sign, you can bless your allies, causing two effects. The first is that your allies are unnaturally capable of arriving on the field to aid you, granting them safe and speedy passage or even briefly augmenting things like teleportation to let them bring more passengers than usual. The second is that the arrival of these allies will cause you and others already at your side to find a burst of inspiration, immediately bringing to mind the most useful stratagems or techniques for the current situation.

Twinkle – 400 CP (Discounted to Constellar)



The light of the cluster that blessed you shines brighter, and can either grant you even more strength or empower those you choose. The former would allow you to assume a single form right out of legend similar to Ptolemy M7, increasing your strength as a Constellar thrice over and giving you a single ability capable of changing entire wars, such as the power to create massive fields that heal and strengthen the living. The latter would allow you to split its light to turn 13 others into lower-ranking Constellars. While you will need to rescind these blessings or return to your normal form to change what your stars are doing, you may do so simply by speaking to the night sky, as they shall now follow you from world to world.

Advanced Pandemic – 200 CP (Discounted to Evilswarm)

Intelligent slaves like the Steelswarm are nice and all, but sometimes all you need is a monster to destroy your foes. A monster like the greater Naturia or those Ice Dragons who nearly destroyed the world so little time ago. Somewhere within your starting zone of influence lies the prison of a similar beast, capable of laying waste to civilization at speeds far greater than even natural disasters or beings as powerful as the higher-ranking Constellar. Imprisoned as it is, this creature has no way of truly resisting your corruptive powers, though it is powerful enough that you'd need half a decade to subvert it without any enhancement to your basic abilities as an Evilswarm. Once your dark work is complete the seal will no longer be capable of holding it back. This situation will repeat itself in future Jumps, with the beast having the same equivalent level of power for whatever world you find yourself in.

Advanced Infection – 400 CP (Discounted to Evilswarm)

There is a certain value in numbers. The corrosive ideology that you are has already spread to a fraction of the local population. Enough to cause a civil war you might yet win even without showing your presence if you focus on a single tribe or potentially spark yet another continent-wide conflict if you spread your infected between everyone. This will be the case in all future Jumps, with the exact amount of infected increasing or decreasing to account for the difference in scope between worlds.

Companions

To stand alone as the world nears its end is a tragedy.

The OC Companions described below may instead be used to Import Companions. Their new body will be treated as an altform and the history the same as Background memories, for better or worse. Each OC Companion can only be taken once across both Jumper and Companion builds.

Should the two builds be compatible (ie X with the X Background, or a Z with the Z Background) you may Import or Create a Companion "twice", granting them both preset bonuses and further purchases made with their CP.

As a general rule, Group Companions here can't combine or split up the Companion Slots of anyone Imported into them, but you can still use a single option to Import multiple Companions.

Companion Importation/Creation/Emmigration – 50 CP

Each purchase of this will grant you the ability to either Import an existing Companion or acquire a new Companion, granting them 600 CP and a Background of their choice, with everything that entails. They may not purchase this specific option, and do not gain the OC Companions described below at a Discount even if they have the correct Background. In the case of new Companions, you may decide their history, personality, and pre-existing relationships with you and other Companions as you so desire, though this can not grant them advantages not reflected by their build. You may instead designate a canonical Duel Terminal character of this time period as a potential Companion, twisting fate to ensure you'll meet on good terms and that you'll have a fair chance at convincing them to follow you.

alright so there are no OCs here yet

but there will be eventually when I feel like writing again

please wait warmly

Drawbacks

You may receive a maximum of +800 CP by undertaking additional challenges. Don't make this harder on yourself than it needs to be.

Tribute Bait – +100 CP

The energy of the body and soul can be turned to many uses, but none are more unfortunate than sacrifice. Which thus makes you quite unlucky, as a strange quirk of your nature means you will function extremely well as such for the duration of this Jump. You can't hide this, but at the same time, finding out someone's quality as a reagent is a rare need. I suggest staying away from any Gishki or Lswarm if you know what's good for you.

Unstable Existence – +100 CP

Much like a certain solo fusion, your very life and powers have become dangerously imbalanced. Using your full might for more than an hour will result in your certain death. At the same time, unlike Zirconia, this has no long term ramifications on you. It's not an exact science, but ten minutes of rest for every minute of full action should be enough to keep you hale and hearty. Besides, you could always get some leeway by using only what you need to defeat someone instead of your full might.

Vyle Vyllainy – +100 CP

The sight of you. The touch of you. The smell of you. The taste of you. The sound of you. All, so evil. Filthy. No creature of goodness could ever stand you, you vile thing. Well, just the Vylons, really. They're the ones who can sense these things by default. Keep your head down if you don't wanna be eradicated, unless you're powerful enough to fight an army of robotic angels, in which case do as thou wilt. The Constellars and any who listen to them might be put off by what the bots say, but they should give you a chance if you don't actually act like the evil you seem to be. There's someone from similar roots who'll eventually become quite the hero of justice, after all.

Archetypical – +200 CP

While it is true that the tribes tend to act in certain ways, you go beyond what anyone would expect from your group. As a Laval, you're always looking for a brawl and will always pick fights you could have avoided. As a Gem-Knight, you hold a particular tenet of chivalry such as protecting the weak or being generous to the point of basing your life around it. As a Gishki, you're always mentally affected by any ritual summoning you perform due to your curious and open mind. As a Gusto, you're deeply dependent on your bird to function. As a Vylon, your entire existence is dedicated to the eradication of evil. As a Steelswarm, you are evil and will refrain from nothing if it means gaining more power. As a Constellar, you seek to aid others in the battle against evil while never actually fighting yourself. As an Evilswarm, corrupting and assimilating as many as possible is your only real drive.

Inverztation Companionization – +200 CP

This… is the worst outcome. The first thing you might notice upon arriving is that both Lswarm are free and rampaging already. The second thing you might notice is that your Companion roster has been fully corrupted, as a Steelswarm if their natural malice is sufficient or as an Evilswarm otherwise. The virus has granted them an appropriately mutated form and a raw power boost equivalent to that of the Steelswarm Background. If you don't mind giving them rather unpleasant memories, never seeing them for this decade, and possibly dooming the world, you could just run. They'll be purified once the Jump ends.

But you don't have to do that.

Find them, defeat them, and free their mind yourself. Instead of simply being purified, doing so will see their abilities split from the real Evilswarm virus, allowing them to retain their power and making the mutations an Altform. Wouldn't that be a great gift to your beloved friends?

Sequel Syndrome – +200 CP

This is getting out of hand. The world is already set to explode with battle after battle of increasing scales, but you're gonna be dealing with your own little microcosm of that mess. Any conflict you're in is bound to escalate and expand. A drunken argument will always lead to a barroom blitz, border disputes will always turn into a series of skirmishes, complaining to a guard about some infraction will lead to a manhunt, you get the idea. These have an odd tendency to sort themselves out neatly after a while, but the sheer amount of pointless fighting you'll face on a daily basis if you're so much as near others will rapidly reach absurdity.

Evilife – +300 CP

Do you hear that? Feel that? The howling wind at your back. The doubt in your fondest memories. The certainty only the demons can save you. That's not you. These thoughts keep happening, literally intrusive, never stopping even if you destroy the evil whispering them inside your brain and soul. But you don't have to follow them. All you need to do is make sure each and every thought you think is yours before you act on it. Surely that can't be hard, poring over every facet of your wishes and goals, meticulously studying every idea you have to see if their root cause and any turns taken for them to reach their current state line up with your own being. Nothing you can't do.

Multiversal Corrosion – +300 CP

The path you've forged through your journey has opened the way for evil to bloom. From the worlds you've visited before, the dead rise anew and greater than before, empowered by the Evilswarm virus to conquer all. Not everyone who has ever died, but simply those relevant to your story one way or another. Those who stood beside you as you faced the end, those who stood against you in the road of life, those who eventually died in peace long after you crossed paths, and many more. Whatever memories they may hold, if any, are no more than a tool for the Evilswarm to claim the life and soul of the crown jewel: you.

Chaos Clash – +300 CP

Fashionably late, aren't you? The war already nears its climax, a sliver of possibility long since overturned by Noellia's machinations. The world you've arrived is one where Noellia never gave in to the darkness, and as a result, the ultimate paragons of Light and Darkness battle: Omega and Hercules. Their power is already enough to threaten the entire continent, and will only rise with each passing day, as they are evenly matched and care not for collateral. Your only goal here is to survive, despite the surging power that will render the planet uninhabitable in a month and dust in a year. How you do this is your own choice. Maybe you'll run to the stars, maybe you'll even do so to seek the help of the Constellars rather than simply to escape. Maybe you'll break the Evilswarm free in order to shatter Hercules' power base and hope Omega sees fit to not obliterate you. Maybe you'll destroy them yourself.



Wrath of the Planetforger – +600 CP

The Battle of Gods has happened once again, not here but in worlds previous, as Sophia has managed to steal the power and authority of every deity from every Jump you've gone to much like she once did to Tierra. In you, she sees the means to thieve the might and glory of any other pretender to her self-appointed title as supreme goddess, believing it possible for her to claim the title of Jumper by killing you. While this notion is dubious, she has no qualms with striking you from existence simply to try.

Are you a bad enough dude to kill a supergoddess?

The End

Ten turns in this Duel World have passed, the decade over at last. While you might yet see this land again if you leave, it is time to make another choice.

RETURN HOME

STAY HERE

MOVE ON

Notes

If you've taken Duel Monsters – Duel Terminal Part 1, you may freely choose whether you maintain continuity or enter a new instance of the Duel Terminal universe.

All of the free Backgrounds are theoretically capable of advancing their Innate's abilities to the point of matching the raw power attributed to the Vylon, Steelswarm, and Constellar Innates given time. The other Backgrounds have such a price due to providing raw power immediately in a rather violent world. While they still have some room to grow and a higher ceiling than the freebies, it's a much smaller change in power.

Evilswarms are ignored in this calculation due to their unique situation. They may learn to do any of the things the canon Evilswarm virus did if given time and the correct circumstances, but have little way to increase their personal power.

Evilswarms may retain any infected as part of their Altform so long as they are so utterly corrupted as to either:

1. Become an undead and lose the ability to unlive without the virus.

2. Bond so strongly as to lose the ability to live without the virus.

In the event this ceases to be the case, they will be immediately returned to their setting of origin.

If Twinkle is purchased as a non-Constellar, its transformation effect will give abilities equal to the Constellar Innate.

About Wrath of the Planetforger…

Implied or actual omnipotents are excused from the Drawback's effects.

Changelog:

0.1: Started the Jump

0.2: Made all aspects of Sweet Sister controllable post-jump, added a continuity toggle, added a note about Wrath of the Planetforger, expanded the note about the Backgrounds' raw power.