

The Seven Deadly Sins: Four Knights of the Apocalypse Jump

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--=Introduction=--

Welcome to the land of Brittania, in a time where knights, magic, monsters, and even gods exist. This world is inhabited by humans and several non-humans races, with the so-called five great clans currently living in relative harmony after several wars.

This relative peace only came to happen after two Holy Wars between the Demon Clan and the Stigma, that is, an alliance of the Goddess Clan, Fairy Clan, Giant Clan, and the humans. Eventually, the Stigma came victorious in the war thanks to the actions of the legendary heroes known as the Seven Deadly Sins.

Unfortunately, around two years after their victory, the King of Camelot and current vessel of the creator deity Chaos, Arthur Pendragon, declared war on the other four races, planning to rid Britannia of them in order to free humanity of the suffering brought on by them and the Holy War.

In this quest, he created the New Camelot, an alternate dimension supposedly meant to be a land of true equality and peace for humans where their wishes can be granted, but such wishes are just illusions brought to life thanks to the power of Chaos. Not only this utopic land is cruelly built on illusions made reality, as it turns out that every creation in this new Camelot results in the destruction of something equivalent in Britannia.

Eighteen years after the end of the Second Holy War, this destruction is still happening as Britannia is slowly being deprived of things like mountains, forests, lakes, and even entire villages over the course of the years. Eventually, this is going to cause the destruction of the whole world if King Arthur isn't stopped in time.

Fortunately, a few days ago, the former king of the kingdom of Liones, Bartra, made a prophecy about the appearance of a new group of Holy Knights who will destroy Camelot and stop the evil king, the Four Knights of the Apocalypse, with each of them bringing a different calamity.

You'll arrive in this world on the same day as a Holy Knight from Camelot named Ironside will attack Percival, a kind-hearted boy who lived with his grandfather in a remote area called God's Finger. While he'll survive this encounter, it'll change his fate and set him out on a new journey as it leads him to discover he fits the description of the prophesied Knight of Death.

Either you'll side with the Knights of the Prophecy and the Sins or with King Arthur and his Chaos Knights, you'll stay the next ten years in this world.
Good Luck, you'll need it.

+ 1000 Choice Points (CP)

--=Races=--

You may choose one of the following race options.
Your gender is the same from your last jump and your age is 15+1d8.
Alternatively, for 50 CP you can choose both yourself.

- **Five Major Clans:**



Human (+100 CP): The famous default option, humans. The humans are the most populous race that live in many kingdoms and other settlements established almost everywhere in Britannia, being the favorite creations of the creator deity, Chaos itself. However, they're also the weakest and shortest-lived of the five races, which caused them to suffer at the hands of the other four major races since ancient times, with this being the reason why King Arthur and his many allies declared war on them.
As a human yourself, you'll have no unique powers or traits thanks to your physiology, but this fragility can be circumvented by training, as even humans can become powerful like the other races. After all, there is a reason why three of the Seven Deadly Sins are humans.

Giant (Free): The first race created directly by Chaos itself but considered a disappointment due to them being a wild, violent race whose societies are mostly formed by mercenaries and led by great warrior chiefs.
They're visually identical to humans, except by the fact they stand around 9 to 10 meters tall as well as having physical attributes proportional to their gigantic size that make them physically strong enough to lift several hundred pounds. Furthermore, the Giants are also blessed with a longevity that surpasses even fairies as they age fifty times slower than humans.
As a giant yourself, you'll have been raised in one of the Giants' tribes and you'll get access to the unique magic possessed by all giants: **Creation**. This magic gives you the ability to freely manipulate the earth and other minerals, allowing them to make several constructs or even metalize their own bodies. Your strength, skill and range with this magic is strongly linked to your own



affinity with nature, and the deeper this link, the more skilled and powerful you'll be with your Creation magic.



Fairy (Free): After creating Britannia and the rest of the world, Chaos also created three deities, with each one thus creating their own separate realms and their own individual races. One of such deities is the Sacred Tree, creator of the Fairy Realm and progenitor of the Fairy Clan.
Being born specifically from the plants that grow around the Sacred Tree, you're one of such winged beings known as Fairies.
By default, you'll take the appearance of a small human-like being with insect-like wings that allows you to fly and even levitate close objects.
As a Fairy, you'll never suffer from illness and are extremely resistant to poisons, both mundane and supernatural, as well as having a lifespan of between 1000 to 1500 years while remaining youthful during all this time.
Despite being considerably weaker physically than humans, Fairies like you in exchange have several magical abilities, starting with the ability to manipulate any nearby plant, especially those connected somehow to the Sacred Tree.
You'll also have the ability to read the "hearts" of anyone, effectively allowing you to read their emotions, intentions and even surface thoughts. Many Fairies can also learn how to mentally understand and communicate with surrounding flora and fauna. Finally, as a common Fairy, you have a limited capacity to transform your physical appearance and clothing, but such ability requires a huge concentration and will reduce your power while active. There are also two other main limitations to this transformation ability, as you'll have access to just a few forms and you also don't get any abilities of those whose appearance you take, like the superior strength of a Giant or the natural weapons of a Beastman.

+Royal Fairy (100 CP - Requires Fairy): Most Fairies are born from regular plants, but not you. You were born from the Sacred Tree itself, technically making you part of the clan's "royalty". As a Royal Fairy, you're considerably more human-like than all other Fairies, as well as having considerably larger wings and far more raw power.
Your lifespan is also considerably increased, to the point you'll easily live longer than 3000 years at least.
Furthermore, your other innate abilities will be similarly enhanced. For example, you'll be able to maintain your transformations for a very long period of time.





Demon (200 CP): After creating Britannia and the rest of the world, Chaos also created three deities, with each one thus creating their own separate realms and their own individual races. One of such deities was the Demon King, creator of the Demon Realm and ruler of the Demon Clan.
The Demon Clan spent the last 3000 years sealed in the so-called Coffin of Eternal Darkness, until the seal was completely broken during the Second Holy War and thus allowing demons like you to go to Britannia freely.
You're a member of the most varied race in this world, as well as the most powerful race tied with the Goddess Clan, with you being a member of one of the many breeds of Lesser Demons native to the Demon Realm and having a clearly monstrous appearance that can range from anything between faceless, silver humanoids to four armed, crimson giants.
Different breeds of demons tend to have different abilities, like how Gray Demons can release a black energy that is highly lethal to living beings and how Red Demons are physically stronger than other breeds, but you also have some traits shared by almost every Demon. First of all, you have at least two hearts in you, allowing you to survive even if one of them is removed or destroyed, but you'll still die if all of them are destroyed, regardless of your strength. Your demonic physiology also grants you a lifespan of at least 1000 years as well as resistance against poisons as you're naturally accustomed to miasma-rich environments.
You also have access to the magic technique known as **Hellblaze**, which allows you to create and control Purgatory Fire, that is, a powerful type of dark flames that never extinguish by mundane means and is capable of negating regenerative abilities, with a powerful enough attack being capable of leaving scars on an immortal body. This dark flame also can be invoked in the form of an enchantment to be imbued in weapons. Finally, you also have the ability to literally eat souls in order to replenish your magic and also gives you access to the person's memories.



+Elite-Class Demon (200 CP - Requires Demon): While still distant from the stronger members of the Demon Realm's heroic group, the Ten Commandments, you're a Higher Ranked Demon instead of just being a fodder soldier to the clan. First of all, thanks to it, you're considerably more powerful than the average Demon, capable of potentially matching the weaker members of the Ten Commandments and of the Six Knights of Darkness. Your physiology is also altered, as your lifespan is increased and your appearance can be far more varied, either looking more monstrous or even looking completely human if you want to.

You also have a total of seven hearts instead of just two, granting you access to the **Indura Transformation**, a secret taboo skill only known to a few of the highest ranked Demons.

This technique allows you to make a contract by sacrificing six of your seven hearts, your original form, and ability to reason in exchange for permanently transforming into a colossal monster with great power. Of course, you also need to be at least as powerful as an elite demon like Derieri to survive it.

Finally, as a higher ranked demon, you also possess the **Power of Darkness**, granting you the ability to create and manipulate an ink-like dark substance to enhance both your offensive and defensive capabilities.

Normally, when summoned, this substance remains as dark purple tattoos around your body, but, as you have full control over it, you can morph it into various shapes like weapons, extra limbs, and even wings that enable true flight.

This dark substance can also be used to piece together your body in order to mend grave wounds, but you'll be unable to regenerate destroyed hearts and it might eventually tire if done in quick succession. Lastly, you can't generate more of this darkness than the amount needed to cover your whole body at once.



Goddess (200 CP): After creating Britannia and the rest of the world, Chaos also created three deities, with each one thus creating their own separate realms and their own individual races. One of such deities was the Supreme Deity, creator of the Celestial Realm and ruler of the Goddess Clan.
You're a member of the most powerful race, tied with the Demon Clan, being one of the angelic Goddesses, more precisely one who somehow escaped the fate of having your physical body sacrificed in order to seal the demons 3000 years ago.
As a lower ranked Goddess, you have an entirely human appearance except by having unique eyes and a single pair of white, feathery wings.

In addition to having a power on par with the average demon, you were born blessed with the power of light in opposition to the demons' darkness, giving you the ability to wield your light magic to heal injuries, diseases and even curses from any living creature, including demons if you wish to. However, no matter how powerful you are. you'll be unable to actually resurrect people and you can't heal someone whose life itself was taken away from their body.
This light magic can also double as a weapon against demons and other unholy/dark beings mainly through the archetypal magic technique called **Ark** that creates light particles, due to this holy light being their greatest weakness.
As you're still inexperienced in wielding this light, you'll be limited to mostly using the basic healing magic and Ark, but you'll eventually learn how to use more complex magic techniques, like **Saintly Coat** and even **Purge**.
Furthermore, as the goddesses have the longest lifespan among all five races, you'll be capable of living for several thousands of years at your prime.
Finally, as you're still in your original physical body and not currently in a vessel like most members of your clan, keep in mind that dying in this body will actually mean death for you unless you manage to quickly find a willing living vessel for your disembodied soul.



+Archangel (200 CP - Requires Goddess): While you aren't officially a member of the Goddess Clan's elite unit, the Four Archangels, you're still an elite member of the clan, with such high status being displayed by you possessing four wings instead of just two.

First of all, you have a greater power compared to the lower ranked goddesses, with raw power that potentially matches that of the weaker members of the villainous Ten Commandments and your very existence being so infused with holy light that you can easily heal mortal injuries and scorch weaker, lesser demons to destruction with simple bursts of your magic.

Furthermore, you're also far more skilled in using your light magic than before, allowing you to use your Ark in a myriads of several different ways, such as emitting beams of concentrated light, creating light constructs like blades and barriers, creating gigantic Arks, enchanting weapons, summoning golems/familiars made of light, among many others.

As a bonus, your control over your own holy light is so refined to the point that you alter how your Ark affects non-demons, ranging from merely healing up to actually causing excruciating pain on them.

Finally, as a high-ranking goddess, you also gain access to the **Breath of Bless** spell, which grants a magic power boost to others but also brainwash them to turn the targets into fanatical zealots to the goddesses.

- Minor Clans:



Lizardman (+100 CP): You're a Lizardman, a humanoid reptilian-like being covered in scales, sometimes with horns and tails or even multiple heads. The Lizardmen like you are one of the many minor races that live in Britannia, being a "pitiful" race supposedly created by the ancient wizard, the White Knight Worreldane, on a whim.
Initially, the Lizardmen were feared as the descendants of dragons but they eventually came to be treated as ugly monsters as, just like the humans, they have no innate traits or special magic except for probably being physically stronger than regular humans due to their modified physiology.
Nowadays, there are a few places where your kind can live in peace, however, at least one two-headed sorcerer Lizardman found a home in Camelot and is now working for King Arthur, as the King of Chaos' hatred for non-humans extends only to the four major clans.



Doll (100 CP): The Selflessness of the Ten Commandments, the original Gowther, was a powerful mage and a genius craftsman who managed to create an artificial being with a soul and magic, the doll Gowther. Apparently, some other wizard followed Gowther's footprints and created their own doll based on the Goat's Sin of Lust, you.
Thanks to your doll body powered by magic, you possess a kind of pseudo-immortality that makes you ageless, removes any need for sustenance, and enables you to survive otherwise fatal injuries such as having your limbs torn apart. Furthermore, you can even use your magic to manipulate limbs that have been torn from your body, such as your arms.
While you don't need to eat, drink, sleep or even breathe, you still have the inner organs required to do such things if you want to for some reason. However, while you're extremely durable, you aren't truly immortal as you can still die if your entire body is reduced to small pieces and your magic is fully exhausted. Complete destruction of your body will also kill you.
Finally, while Gowther was made based on the appearance of Graliza, a female Demon, you're completely free to customize appearance with the human and inhuman features you want, as long as you still keep a human size.



Vampire (100 CP): After Chaos was sealed away by the Demon King and the Supreme Deity, it came to exist within a transient form known in legends as the Mother of Chaos, with all monsters having been born from her.

One of such monster races born from her was the Vampire Clan that were the subservient vassals of the Demon Clan during the First Holy War until their attempt of rebellion failed and all of them were sealed by Zeldris for 3000 years.

Nowadays, the Vampires are almost completely extinct as the Seven Deadly Sins killed all of them except Orlondi, Gelda, and, of course, you.
Regardless if you're a natural born Vampire or not, you're a powerful type of undead, with your main ability being that of draining blood from your victims by biting them to feed and empower you. Once you consume enough of a human's body, you'll be able to turn them into your own undead slave or even convert them into a new Vampire, usually also subservient to you.

As an undead being, you also possess a kind of pseudo-immortality that makes you ageless and grants you an incredible regeneration, allowing you to easily survive otherwise fatal injuries. This regeneration can be even further boosted by consuming blood, to the point that the only way to truly kill you is to inflict massive amounts of physical damage to their bodies. Decapitation and destroying your heart are usually enough to kill you but this can be prevented by consuming more blood to overcharge your regeneration. In any case, avoid being completely crushed or having your body incinerated to ash as not even your supernatural regeneration will be able to save you in these situations.

You also have the ability to generate and manipulate darkness for offensive and defensive purposes in a manner similar to the Demons, but, unlike the Power of Darkness, yours is closer to an actual shadow than anything else.
Furthermore, while your power will (supposedly) double at night thanks to your vampiric nature in the same way as it (supposedly) happens with Demons, direct contact to sunlight will burn you severely. Fortunately, you can use your ability to control darkness to shroud and shield yourself from the Sun, allowing you to safely travel around during the day time without being burned.

--=Origins=--

Any origin can be taken as Drop In.

1. **Wanderer (Free):** You've always dreamed of travelling around the world, discovering the wonders and mysteries around Britannia, and going on epic journeys. Either due to some important event in your life or simply because you were a free soul, you decided to embark on your journey, travelling from town to town with or without a destination in mind. Maybe you're also an entertainer like the Katz Street Troupe, a fugitive criminal, or even just someone searching for the knight that killed your grandfather.

2. **Scholar (Free):** You have always been a smart and studious child, so it was only natural that you would prefer to follow the path of science instead of becoming merely a warrior. In a few words, you're a (wo)man of science, regardless if said science is involved with alchemy, herbalism, craftsmanship, or even magic itself, as you might probably be a wizard yourself. Regardless of it, just because you aren't necessarily a warrior doesn't mean you're harmless, as you might be considerably powerful depending on your choices below.

3. **Holy Knight (Free):** "Crush the evil, rescue the weak, and be someone who risks their life for what is important to them", this is the ideal motto of the Holy Knights, the knights who wield a huge magical power to protect their kingdom and people. Since your childhood, you probably always wanted to become a Holy Knight if you're a human, and now, after undergoing enough training to become seasoned and qualified, you have finally been promoted to an official Holy Knight of one of Britannia's many kingdoms (with the obvious exception of Camelot). Optionally, you can decide to be a former Holy Knight instead, having the backstory of someone who decided to abandon your kingdom due to some personal reason.

4. **Royalty (Free):** You aren't just a mere peasant or knight, but you have royal blood flowing in your veins. You're probably a prince or princess, but one thing is clear, regardless of your exact status, you're a member of the royal family of one of the many kingdoms in Britannia (including even Camelot if you want to), even if not necessarily a direct heir of your kingdom's ruler or even if you aren't a human as you might be adopted. However, while you have all the benefits that your position brings you, you're currently last in the line of succession, so don't expect you to get the throne anytime soon.

5. **Chaos Knight (Free):** The Eternal Kingdom of Camelot also has its own Holy Knights that, now under the command of King Arthur, became known as the Chaos Knights. They're committed to help only their own kind and to prevent the other four major races through genocide from abusing the human race any longer, to the point where they consider even their former allies to be a threat to their quest. Either you were already one of Camelot's Holy Knights before the Holy War or joined Arthur later, you're one of the Chaos Knights, standing against Britannia and anyone who dares to oppose the Eternal Kingdom. If you aren't a human, then you'll be considered one of the "good non-humans" by King Arthur and your fellow knights, like Nanashi who is a Goddess and a Chaos Knight.

--=Starting Locations=--

Roll 1d8 to decide your starting location or pay 50 CP to decide it yourself.
Each origin has at least one free location.

1. **God's Finger:** Far away from the Kingdom of Liones, there is a small landmass that extends above the sea of clouds where a boy with verdant, wing-like hair called Percival lives peacefully with his grandfather, Varghese. However, in a few hours after you arrive here, this place will receive the visit of Ironside, with his attack marking the start of the journey of the Four Knights of the Apocalypse. If you want to affect the main events, this is the place where you'll have the most chances of altering the course of this story. Just for the sake of curiosity, it takes two whole days to climb this mountain down and one of its caves is actually an entrance to the Demon Realm. Wanderers may start here for free.

2. **Echo Gorge:** You find yourself in a small valley located in southern Britannia, near the towns of Sistana and Paysan and inhabited by some Fairies as well as by an old apothecary named Ordo and his two adopted children, Dolores and Nasiens. Originally, you can find a variety of herbs and pharmaceutical materials, but, one day, Ordo suddenly disappeared out of nowhere. That's when the weird things started to happen around there, a man-made illness started eating the life force of the valley, plant, animal and even the soil itself was affected. In truth, this is a result of a Chaos Knight's actions that turned Ordo into a monster driven by impulses and commands that released a poisonous breath to pollute the valley. Currently, Nasiens is trying to develop a cure for this infection that is destroying the valley, but their medicine's side effects caused the local monsters to turn violent. Scholars may start here for free.

3. **Dalflare Mountain Range:** Also known as the "Peaks of Fear", the Dalflare Mountain Range is a supposedly uncrossable "dark range" in southern Britannia separating Cant from Liones. There are several stories behind it but most of them are just rumors. One of such stories is about the mirages as these peaks apparently have spiritual powers that conjure up strange events, for example, seeing your future self or a lover you'll meet in the future. There's also a rumor about a village of man-eating ogres, but this one actually has some truth in it. After the Second Holy War, several surviving lesser demons who deserted the fight established a village there under Gowther's supervision, with him using a magic circle to ward off those with bad intentions and to create an illusion that made them look like humans. Furthermore, near the village, there's the Crystal Grotto, a complex maze of caverns filled with crystals, with this place being considered the closest one to the Capital of the Dead in all of Britannia.

4. **Kingdom of Liones:** Located in northern Britannia, the Kingdom of Liones is the mightiest human kingdom of all due to its orders of Holy Knights, with its current rulers being Queen Elizabeth and King Meliodas, the Dragon's Sin of Wrath of the Seven Deadly Sins. This kingdom has a pretty interesting story, filled with threats during the reign of the previous monarch, such as a coup d'etat by its own Holy Knights, an invasion by the Ten Commandments, and mainly Second Holy War. Currently, Liones also became home to several Fairies and Giants, but this, combined with their affiliation with the Seven Deadly Sins, make this kingdom an obstacle and prime target to King Arthur and his Chaos Knights. If the canon events happen, the Four Knights of the Apocalypse will be reunited for the first time in this kingdom. Holy Knights and members of Royalty may start here for free.

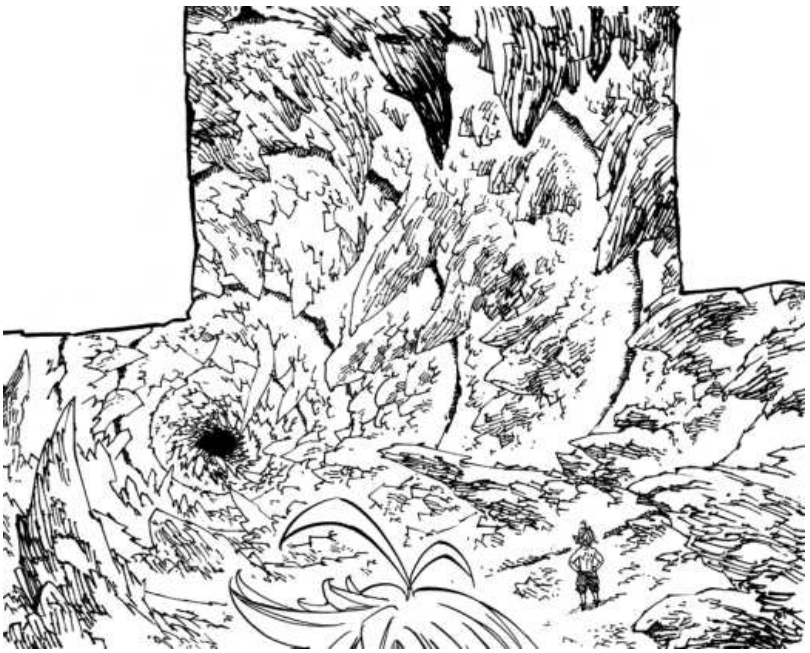
5. **The Fairy Realm:** This realm, located in a dimension separate from Britannia, was created alongside the Fairy Clan by the Sacred Tree, after it was given birth by Chaos. The Fairy Realm is essentially a giant forest with unique flora and fungi like mountain-like mushrooms, being the homeland of Fairies and where the Fairy King and the Giant Queen currently reside with their children. This realm's environment is extremely influenced by the Sacred Tree itself, as, for example, this realm's sky is green exactly because the colossal divine tree's spread-out leaves cover the entire sky. This place isn't exactly friendly with humans, as, in addition to Fairies generally having a tendency to stay on guard with them, the very air in the Fairy Realm is really thick and sweet that causes dizziness and asthma on human beings. If you want to go back to Britannia, you'll need to go after the Fairy King's Forest, where the Sacred Tree's main trunk is located, as this place actually serves as a bridge between the two dimensions.

6. **The Demon Realm:** In the same way as the Fairy Realm, the Demon Realm is located in a dimension separate from Britannia and was created alongside the Demon Clan by the Demon King, after he was given birth by Chaos. The Demon Realm is essentially a vast, gloomy wasteland in a state of constant night with its very air being filled with a dark miasma that greatly damages the psyche of non-demons and causes them to rot and decay.
   This realm is connected to Britannia's dimension through a beehive-like giant relic that was built over 3000 years ago whose each hole connects to a specific cave in Britannia. For example, one of such caves that leads to the Demon Realm is located in the God's Finger.
   Originally, this realm was under the absolute control of the Demon King, but, after his death at the end of the Second Holy War, his youngest son, Zeldris, inherited the throne and became the new king of the demons. Despite Zeldris being currently an ally of Britannia and the other four major races, many demons are still hostile to the other races and still consider the Seven Deadly Sins as the hated foes who beat their heroes, the Ten Commandments.

Regardless if you're a demon or not, you're going to have a serious problem if you plan to stay here, as the gigantic beast Behemoth recently awakened from its slumber due to a portal to Camelot appearing on its back.
In its rampage, the Behemoth is devouring all life in its sight while releasing a vast negative force in the form of a "thick ash of death" that saps the life force from everything, even from demons themselves.
Only two beings have ever managed to stop Behemoth's rampage before it destroyed all life in the realm: the Demon King himself using his divine might and Percival while he was a baby using his abilities as a Life Spirit.

7. **New Kingdom of Camelot:** During his battle against Cath Palug, Arthur expressed his wish to use his chaotic powers to create an eternal kingdom in which everyone can be happy. Located in a separate dimension composed of countless fragments of land, some the size of entire countries, the New Kingdom of Camelot is the realization of his goal, but in a twisted and cruel way, as this kingdom is literally built on illusions. In this world, the power of Chaos grants any wish to King Arthur's subjects in the form of everlasting illusions that are based in reality but that can't exist outside this dimension, as, if they ever leave it, they'll vanish immediately as if they were made wholly of smoke.
   However, as it's common for any tyrannical reign, those who dare to distrust or merely question Camelot are immediately sent to the Cauldron of Annwfyn, a giant prison controlled by the Green Knight, Beltreipe.
   Furthermore, as expanding and even sustaining Camelot requires significant resources, so, every time wish is granted by the power of Chaos within the kingdom, something is taken from Britannia to fuel it.
   If you aren't associated with King Arthur, then you're in a very problematic situation, as the only way to get out of this place is through the "Doors to Camelot", special portals that can only be opened by the Chaos Knights themselves. Fortunately, there is at least one unstable Door to Camelot that has spontaneously opened in the Demon Realm, so maybe you can try to find where it's connected in Camelot's world. Chaos Knights may start here for free.

8. **Free Choice:** Well, it looks like lady luck is actually on your side. You can choose to start in any of the above choices, if you want, or even anywhere else in the world of Britannia or in one of its parallel realms, including the Celestial Realm or even the Capital of the Dead if you want to.



9. **Purgatory (Special - Mandatory with the Prisoner of Hell drawback):** This place is different, separated from the mortal realm. The Purgatory, also known as the “Great Corridor” as some call it, is an infinite, chaotic, hellish spacetime where the air is scorching hot and freezing cold at the same time while the earth is extremely toxic, with a simple contact with a little of its poison being more than enough to kill a regular human.

   There are also hordes of foreign monsters, mutilated dead souls that became corrupted pitch-black creatures, and native monsters, whose evolved bodies allow them to withstand the extreme conditions of this hellzone. In addition to these adapted creatures, the only ones that are able to survive a prolonged time inside this hellscape are immortal and/or godlike beings. Furthermore, the very time is warped inside this dimension, as a single minute outside corresponds to an entire year inside Purgatory.

   In summary, this place is Hell for all intents and purposes. Obviously, it isn’t a good thing to start in this place, so I removed it from the main starting location list. It requires a specific drawback to start in the Purgatory.

--=Perks=--

Each perk is discounted by 50% to their respective Origin.
Discounted 100 CP perks are free.

General Perks:

The Basics (Free/50 CP - Can be Purchased Multiple Times): In this world, your fighting prowess and generally how powerful you are in each aspect are derived from the sum of three factors: **Magic** (your raw magical power and skill when it comes to spells and magic) **Strength** (your physical attributes, like your strength, speed, durability, and endurance), and finally **Spirit** (a measure based on your composure, determination, and perseverance).
This pure fighting prowess can be presented as a numerical value, the Power Levels, but, in the end, these levels are nothing more than rough estimates of one's overall capabilities and, at best, should be used for nothing more than reference. After all, in addition to these numerical values floating depending on the situation at hand, a battle outcome isn't decided just through raw power, as factors like strategy, ability matchups, compatibility with your allies' powers, environmental conditions, numbers, individual conditions, and many others.
Furthermore, Power Levels don't increase geometrically. For example, an average human has a Power Level around 20 to 30 while the average Holy Knight has a level of 300, but said knight is able to cut through tens of trees with the pressure released by merely swinging their sword instead of just being ten times stronger than said average human. The strongest beings you can find here have Power Levels of hundreds of thousands, so these levels usually end up being pretty inconsistent in upper tiers.

As we don't want you to be a complete weakling from the start, you already begin with a power around the level of an average human Holy Knight (or around the level of the average member of your race if said level is stronger than 300, like how the average lesser demon has a Power Level of 1000) for free, as well as having the basic skill to use your power even if just as an amateur.
However, as several perks (and even some items) will increase your power, you need to fanwank responsibly which exactly will be your actual Power Level.
Optionally, you can pay an extra 50 CP to add an extra 500 to your Power Level, which you can split between Magic, Strength and Spirit in the way you prefer.

Awakened Magic (100 CP - Discounted for Humans): Many races have special magical abilities that are shared across their population, like the Giants' Creation and the Demons' Hellblaze, but many individuals (especially humans) also possess their own innate Magical Powers, like Lancelot's Hazy Moon in addition to his Fairy Clan's abilities, and you're no exception to this. Either you were born with such an ability or awakened it later, you'll gain access to the **Magical Powers** section in order to get access to a custom or canon Magical Power.







Fanservice Material (50 CP): Despite existing a lot of average looking people in this world, almost all of the relevant characters are considerably attractive, just like all the members of the Seven Deadly Sins and the Four Knights of the Apocalypse.
Exactly like them, you're also blessed with this, having a clearly 10/10 appearance with the assets of your preference, like defined muscles, curvy hips, or large breasts, to the point of being considered beautiful, handsome, cute, hot and/or even lewd to almost everyone or just by those of your preferred gender(s). Even if you're a truly inhuman monster, you may still be human-like enough to have such attractive features.

Mixed Race (100 CP): While rare, it's possible for hybrid beings to be born from the natural union between two individuals of different races, with the resulting offspring inheriting a usually random portion of the traits from both their parents. For example, there are several known Fairy/Giant Hybrids, but they all inherited different portions of Giant or Fairy blood, like how Sixtus looks like a human, Belte looks completely like a Fairy, and Zana looks completely like a Giant but she's a measure smaller than a pureblooded Giant.
By taking this perk, you'll be a natural hybrid of two races of your choice from the **Races** section, but you still need to pay the price for both races in addition to this perk's cost. For example, if you want to be a Vampire/Elite-Class Demon Hybrid, you'll need to pay a total of 600 CP.
Furthermore, you're not a random mix of your two races, but you're a perfect hybrid like Tristan, having all the strengths and weaknesses of the two species with their best traits combining in the best possible way. You also don't need to worry about incompatibility due to opposing energies existing within or contrasting instincts that could cause mental instability.



Fifth Knight of the Apocalypse (400 CP): A few days before your arrival in, the former king of Liones, Bartra, prophesied that a group of "Knights of Prophecy" will appear and destroy the world (that is, the world of Camelot to be more exact), each one of them bringing upon a different calamity. Under normal circumstances, Bartra's vision would include an abstract description of the four knights, but, with your arrival in this world, you're now included in the prophecy as one of the five world-destroying knights destined to defeat King Arthur and destroy Camelot, taking the spot of the Fifth Calamity, with this calamity being Conquest by default.

As a Knight of Prophecy, your potential is truly boundless, thus all of your powers and attributes are able to grow stronger endlessly as long as you continue training, acquiring experience and strengthening you and your abilities. However, this doesn't make you automatically more powerful, so, depending on your current abilities, it might still take some time until your abilities catch up with the strongest beings around this world, like the Seven Deadly Sins and Lancelot.

Alternatively, if you're an ally of King Arthur instead, then the prophecy will be slightly altered to mention that you, the Knight of Conquest, will instead be an enemy of the other four Knights of Prophecy and thus it'll be the result of your battles that will decide the fate of Camelot and the rest of the world.

As a last benefit, due to the overflowing potential granted by your status as a Knight of Prophecy, this perk also works as a Capstone Booster, enhancing the power of every 600 CP perk you have purchased in this jump.

Wanderer Perks:

Interesting Encounters (100 CP): During your travels around Britannia and in future worlds, in addition to discovering many wonders and mysteries around those fantastical lands, fate itself will conspire to ensure you're going to meet several interesting people, from genius herbalists, Holy Knights, and skilled wizards to legendary heroes and monsters. There is no guarantee that such people will be friendly or hostile, so it'll depend on your actual affiliation and actions. You can turn this perk on or off at will.

Polyglot in the Making (100 CP): Children are known for being able to pick languages up fast and you share this trait with them. Regardless of your age, you're able to pick up languages quickly with a lot of ease. By merely spending at least a month with native speakers of a language, you will be able to learn to speak that language fluently even if you couldn't understand a single word of it before. However, this is limited to only learning how to hear and speak so it doesn't include the skill to write and read said languages, but this still makes it far easier for you to learn both if you put at least some effort in learning. As a bonus, your ability to speak languages will never degrade over time, so you can spend several years without speaking them so that you'll still be able to speak fluently once you need to.

Trained in a Mountain (200 CP): Did you grow up in an extremely tall mountain where you have been rigorously trained by your grandfather every single day for several years? Or are you the vessel of some extremely powerful spirit? Regardless of it, you have an innate physical condition far beyond any regular member of your race. For example, if you were to be a mundane human with no magic or other supernatural power to enhance your body, you would be fast enough to outrun a horse with ease, with your other physical attributes being similar above peak human. Of course, you'll still need to train and have access to magic in order to actually reach the level of the superhuman beings in this world, but this will give you an edge compared to your weaker peers. Lastly, you're also used to rarefied air and can hold your breath for a few minutes at least.

Medieval Masterchef (200 CP): Unlike the Boar Hat's owner and King of Liones, also known as Meliodas, you're a very good cook, being capable of preparing delicious meals from all kinds of edible ingredients. In addition to also having an expertise when it comes to identifying dangerous plants and meat in the wilderness, you can also prepare ingredients by detoxing things like monsters' parts and exotic plants. Your talent in cooking also includes culinary creativity, enabling you to easily create many different kinds of meals. Lastly, you'll never commit mistakes when preparing any food, like undercooking meat, unless you intentionally do it.

Magical Brains (400 CP): You share an interesting trait with the Percival: the ability to give intelligence to your magic. You can effectively give different degrees of sapience to the magic constructs you create, such as projectiles, seals, runes, constructs, artificial spirits, or golems. The more magical energy you apply to something, the more intelligence you can grant to them, temporarily or not, similarly to how the weaker “Mini-Percivals” could only speak single words while the stronger ones can say full sentences and think by themselves.
For example, a weak fireball would just become sentient enough to track your targets while a complex magic golem will be as intelligent and conscious as a human being. This can also be used to temporarily give sentience to creatures you summon. Furthermore, while your sentient magic will be able to act independently from you, you don’t need to worry about them becoming rebellious or acting against your will.

Show Them an Act of Kindness (400 CP): Why would you help an enemy? Do you think your enemies will have a change of heart if you show them some pity? Well, in your case, yes. You’re a special talent when it comes to guiding those who have fallen back towards the path of good by showing acts of compassion, mercy, and kindness to them, such as saving their lives or sparing them after their defeat.
One or two acts will make their hearts waver, but you’ll need more effort to actually redeem most people, including those that normally would be hostile towards you, with more significant actions being more effective. Of course, people that have their own personal reasons to be hostile against you won’t change their hearts even if they personally have no problems with you. Furthermore, don’t expect this to work with most people with some degree of sociopathy or those that are completely inhuman, as your acts of kindness will usually be seen just as weaknesses by them.

The Savior of Demons (600 CP): Years ago, you and Percival managed to save the entire Demon Clan from the Behemoth by restoring the beast to its sleep, as well as healing the demons whose life force had been taken. Regardless of which was really your part in saving them, both of you gained an extremely good reputation with the demons who started to basically worship you two as their saviors.
In summary, almost every demon you encounter will treat you extremely well and trust you absolutely to the point that they’ll even ignore which race you actually are and most of your mistakes, even the very stupid ones like losing the key fragment for the artifact that once sealed all demons for three thousands years.
Of course, if you abuse their trust or directly turn against them, they’ll still become your enemies again, but far less hostile than they would be. This reputation will also have no effect on the demonic rulers as well as on demons that are complete lone wolves, are merely puppets, or are simply pure evil.
Post-jump, your reputation as the savior of demonkind will follow you to the future worlds, so demons in these worlds will also consider you as their savior and treat you accordingly. This also includes demons that have little to no social structure, such as the demons from Fray or the devils Chainsaw Man. This perk can be turned on or off at the start of each jump.



The Embodiment of Life (600 CP): Originally, your true self had no set individuality or shape, being merely a part of a greater being, one of many tasked with bringing life by using hope and death by using despair to all worlds. You aren't actually a member of whatever race you chose before, with your current body being merely a soulless vessel that was occupied by your true self through unknown means.

In truth, you're a Life Spirit, the highest-ranked type of spirit, more precisely one who managed to gain self-awareness and emotions as well as complete independence from your "Great One". Life Spirits like you provide the very essence of life and are the font of energy that raises all living beings across all worlds, including demons and goddesses.

While you still keep all the racial abilities of your current body, your true nature as a Life Spirit doesn't make you necessarily more powerful than before but grants you access to the magic known as **Hope**. This magic gives you the ability to tap into the hope of your allies, allowing you to generate a special magical aura around your body, or part of it.

This aura can be shaped in any simple shape you imagine, like giant hands or blades, and it can be used in several different ways. When applied to your body or some other people, it can be used to strengthen them or heal severe injuries in a matter of seconds. It can also be imbued in weapons to increase their strength or even form minimized clones of you, which are capable of simple acts like swarming your enemies or healing your allies.

The more hope power you gather, the more powerful you'll become and the more versatile your abilities will become, like your "mini-clones" becoming physically

stronger, smarter, and gaining the ability to detonate themselves or even your healing abilities reaching the point of you being able to revive yourself, allowing you to survive fatal injuries such as your neck being broken or your heart pierced.

If you always keep a steady supply of hope power, you'll never need to fear illness again and won't age a single day past your prime, letting you potentially live forever and making you very hard to kill. There is no limit to how much hope power you can accumulate, as, if you have a city-worth supply of hope, you could even rival the weaker members of the Ten Commandments, but keep in mind that you'll be powerless if there is no hope for you to gather.

Furthermore, when you're completely empty of hope power but filled with despair instead, you're able to enter in a berserk-like state where you'll be able to use an incantation in the language of the Life Spirits in order to drain the life out of your opponents that you touch. This isn't merely draining their vital energy, but the affected will literally lose their essence of life, greatly aging or even mummifying their bodies, and thus no regular healing will revert such damage. However, once you gain your regular abilities back due to your allies' hopes, your healing abilities can revert the damage done by you as you'll basically give their vital energy and life essence back to them.

Lastly, you have the ability to mentally communicate with your siblings that are close to you, the other Life Spirits and other kinds of beings that represent life itself. The Life Spirits in this world will usually treat you well and support you by attending some very basic requests like showing you specific directions, so you've got brethren everywhere life exists around these lands.

Scholar Perks:

World Knowledge (100 CP): Since you were a child, you were smart, studious, and more importantly, curious about the world. As a result, you gained a wealth of general knowledge related to Britannia and the five great clans. This includes things like the names and characteristics of every human kingdom, the location of most important towns, what kind of plants and animals you can find in most natural regions, the traditions and common traits of the five clans, the monster species you can find while travelling, and the history available to the general public. You won't have any specific or in-depth knowledge but this will definitely help you to understand Britannia. In future worlds, you'll gain similar general knowledge about the continent you start in.

Adopted Jumper (100 CP): You seem to have a curious charm around you, a kind of charisma that makes it more probable for those older than you to want to adopt you if you're still a small child and have a somewhat close relationship to them.
If you're older than this, you can try to become their apprentice instead at least.
Of course, the older you are, the less effective this perk will be, but you could still try to search for some older being if you're searching for a teacher or a master.

Skilled Enchanter (200 CP): Either you're a proper magician or not, you're a specialist in converting spells and unique magic powers you have access to into enhancements you can apply to objects and beings. The efficiency and result will vary according to said spell's power and nature. For example, the enchantment from the Pyre magic would grant a powerful fiery aura to people while a completely offensive, non-elemental spell like Exterminate Ray can't be turned into a usable enchantment. This perk also grants you a greater affinity to Enchantment-Type magics, allowing you to master them more easily.

Double Casting (200 CP): The lizardman Kilbeggan is a highly skilled mage that is working for King Arthur, however, what sets him apart from other mages is his rare talent to cast two spells at once thanks to his two heads. You share this same talent, doubling the amount of spells you can cast simultaneously with no loss in efficiency or power, regardless if such spells require ritualistic circles, specific poses, verbal incantations, gestures, hand signs, or just concentration. It's up to you to decide how exactly your double casting talent works.
For example, Kilbeggan can cast two spells at once because he can say two verbal incantations at once, but maybe you could've learned how to mix both incantations in just one. You can also cast the same spell multiple times in order to double its power and effectiveness.

Authority of the Creator (400 CP): Dubs is a master craftsman from the Giant Clan who forged most of the Seven Deadly Sins' Sacred Treasures and several other legendary-level weapons, however, he's pretty careful as he developed countermeasures in the case of someone using his own creations against him. He's

able to control all the features of the weapons and artifacts he created at will, as well as the magic imbued in them, allowing him to render them useless or even turn them unstable and dangerous to their wielders.
Even if you lack Dubs' skill in creating weapons and artifacts, you implant this same security feature in any of your creations, allowing you to control any of them as long as you're seeing them. This works best with magical or heavily technological weapons due to their natures, but even rudimentary weapons like basic firearms can be controlled with enough effort such as making them jam or trigger them remotely.

The Mad Herbalist (400 CP): You've been raised in a place filled with a variety of herbs and pharmaceutical materials and, due to your curious and studious nature, you ended up learning enough about them that you gained a wealth of knowledge about several medicines and herbs, whether identifying or synthesizing them to create original concoctions, like potions capable of healing damaged tissues or antidotes for specific toxins. Essentially, you're an apothecary/herbalist on par with Nasiens, Ordo, and Hendrickson, being a rare genius born to advance the fields of healing and medicine if you were to focus your efforts as a researcher. You also have a deep knowledge about poisons, as, to heal the sick or wounded, one must learn all about poison. After all, lethal herbs, poisonous creatures, deadly mineral elements, among many others, can all become medicine or even more dangerous poisons if correctly formulated. Lastly, with some effort, you can easily learn the properties and possible usages of any herb or chemical substance you encounter in future worlds.

The Master Wizard (600 CP): Basically every proper fighter can wield magical powers in this world, but mages (or wizards if you prefer this term) are those who possess a greater affinity for magic and thus decide to extensively study it as a form of art of even a branch of science, learning and mastering several other spells instead of being limited to just their own inherent Magical Power.
You're one of those powerful mages, with your talent and skill in the art of magic being comparable to that of Vivian, Thetis, or even Gawain herself if you're in a good day. In addition to having an absurd reserve of magical energy, enough to put your Power Level on par with the weaker Deadly Sins like Diane and Gowther, you have access to several powerful high-level spells such as Perfect Cube, Levitation, Power Amplify, Teleportation, Exterminate Ray, Transformation, Absolute Cancel, and several different elemental spells.
Furthermore, you also have the ability to use some basic healing spells and curses, but they're very far from being your speciality, and your control over magic is already enough to allow you to modify your spells' properties within their limits, like increasing a spell's range by using more magical power, turning an elemental attack into a immobile trap, or altering a projectile shape.
Lastly, with your talent, you could potentially create your own spells with enough time, research, and effort. For example, Chandler was the master magician who developed the Full Counter but you would need several decades of research if you want to develop a spell as powerful and useful as it.



The Master Craftsman (600 CP): Instead of studying medicines, poison, or magic itself, you focused your efforts on your skill at forging artifacts and weapons. As a result, you're now a master craftsman, with your great skill being comparable to that of Dubs himself, the legendary blacksmith and the best crafter in Britannia's history as he was the one who forged the Coffin of Eternal Darkness that sealed away the demons, as well as the Seven Deadly Sins' Sacred Treasures.

You're able to create several magical weapons, armors, tools, and accessories of incredible power and extremely high quality, as long as you have access to the needed resources. In addition to being extremely durable and never degrading with use or over time, these weapons can be imbued with several unique powers and properties. It'll be easier to imbue magical abilities you already have access to, but you can also use special materials and/or put a lot more effort on their creation to grant them even abilities that you don't have. Some examples of possible abilities include Lostvayne's cloning magic and Bipolar Gloves's ability to generate intense heat or cold, both abilities that Dubs himself lacks.

You're also a specialist at examining people's bodies and abilities, allowing you to create suitable weapons that are completely customized to support and enhance their abilities in the best ways possible, in a manner similar to how Lostvayne's cloning magic is meant to allow Meliodas to use Full Counter multiple times or how Gowther's Herritt is literally made from the same energy of his magic.

Furthermore, in addition to mere weapons, your skill can also be used to forge elaborate magic artifacts and structures if you have the needed materials and the time to design and forge/build them, like the Coffin of the Eternal Darkness or a castle whose inner area is completely imbued with a specific magic. In theory, you can also be capable of granting limited intelligence and autonomy to your creations in order for them to act according to their wielder's will, but they won't be truly alive and sentient.

Finally, if you also have other perks related to creating objects, your skill at creating them will also be enhanced to match your level as a legendary crafter. For example, if you have **The Mad Herbalist** perk, you'll be able to create potions capable of temporarily granting people with specific abilities, while, if you have the **Medieval Masterchef** perk, you'll be able to prepare meals capable of refilling the energy of whoever eats them.

Lastly, while you don't have a legendary reputation like Dubs yet, keep in mind that many people would love to put their hands on your designs and creations, including King Arthur himself, so expect to become a sought after target if you get famous.

Holy Knight Perks:

Hero of Justice (100 CP): Ideally, the Holy Knights are guardian heroes whose hearts are filled with justice and whose swords are used to smash evil. Of course, we all know how this is far from reality, especially after the coup d'etat organized by Liones' own knights and in the case of most of the Chaos Knights.
However, Holy Knights are still seen as such agents of justice by the mundane people and you're no exception to this. Mundane people like powerless humans or at most basic giants/faeries will initially see you as a figure that represents justice as long as you present yourself as such. Of course, while this will improve how they'll treat you at first, their opinion about you will be defined by your own actions but they'll be far more prone to take you more seriously.

Team Player (100 CP): The Holy Knights aren't lone wolves, as they usually are part of small orders composed by a few members, with some examples of such groups being the Pleiades of the Azure Sky, the Tristan Platoon, the Tristan Platoon, and even the Seven Deadly Sins themselves.
So, if you want to be a proper Holy Knight, you must be minimally good at teamwork. In addition to having basic cooperation and coordination skills, you're also good at developing Combined Techniques by mixing your and your allies' techniques to be used in joint attacks against your opponents.

Sculptor of Magic (200 CP): The source of an individual's Magical Power is drawn from one's will, beliefs, personality traits, and experiences. So, while it has a defined nature, it doesn't actually exist in any kind of set pattern as it's only what the wielder makes of it. Think of magic more like modeling clay, as one could make it a sphere, a cube, flatten it, take it apart, connect it, or even make a castle out of it.
In summary, most people are able to change their innate Magical Powers according to their imagination, their mastery over it, and its nature.
You're especially gifted with this talent, being a true specialist when it comes to changing your magical abilities within the limits of their nature, either by altering how you use them or evolving them by using more energy.
Some possible examples include feats like enhancing a levitation magic into actual telekinesis, using healing magic to strengthen someone, using a counterspell-like magic to harmlessly dispel magic instead of reflecting it, focusing your magic into concentrated attacks, or shaping magical auras into complex constructs or ranged attacks.
However, keep in mind that you can't make a magical ability to do something beyond its nature, so a fire magic will never be able to control magma unless you combine it with earth magic for example.

Durability of a Grandfather (200 CP): A wounded body isn't going to stop from fighting to protect those that are important to you. You have an extreme durability worth of legends, being capable of surviving serious wounds like a few stabs on the chest or even a snapped neck if you receive treatment not too long after. You can easily ignore pain and even continue to move despite fatal injuries, to the point that you could keep fighting for a while even with a huge hole in your belly. This extreme durability will also be enhanced if you're already more durable than a regular human, so a Demon could survive for a few minutes even after having all of their hearts destroyed for example. Lastly, pain will no longer block your magic casting, as your concentration won't be broken no matter how badly injured you are.

Perfect Vessel (400 CP): Both the Commandments and the Graces are powerful sources of magic known to be held only by those whose bodies are capable of withstanding them. For example, anyone, demon or not, who attempted to absorb more than one Commandment would have their body, mind, and soul rotted by such power and would eventually be destroyed, with the only exceptions being the Demon King and his sons themselves. The Graces, due to being more powerful, are even more aggressive in this aspect.
However, due to some quirk in your physiology, this won't be a problem for you. As long as you successfully absorb any kind of power, you'll be able to withstand them without suffering any downside due to their presence within you, like any possible corruption or degradation caused by such power for example. In theory, you could even hold all the four Graces at once as a regular human, but I doubt you would be able to actually absorb all of them with them rejecting each other and preventing a successful absorption process with some external support.

Emulation-Based Trainer (400 CP): There are several considerably powerful fighters around this world, but it's not hard to see some of them have just basic fighting skills and thus are too dependent on their Magical Power when battling against more experienced opponents. Fortunately, you're the one who can help them to overcome this problem. In addition to gaining proficiency and talent with conveying concepts, knowledge, and skills to others in easily digestible ways, you're an expert in identifying the weak points of anyone you train, allowing you to easily customize their training routines, like putting someone to train their magic's range and a second person while you focus on training personal a third person's sword skills for example. Furthermore, you have a special skill to be used to train your apprentices.
Either thanks to some mind reading ability you have access to or not, you're able to emulate the opponents your apprentices didn't manage to defeat in the past. This effectively allows you to copy their fighting styles, moves, habits, and even their speed and strength if you're more powerful than the emulated opponent, but not their magic and unique traits. Furthermore, you can even replicate their magical abilities if you have access to similar magic.
However, this special skill can't be used for any other purposes other than training your apprentices, so you can't emulate others during combat for example.



The Demonic Knight (600 CP): The blood of a demon carries a portion of their demonic elements and power, so, if a non-demon drinks it, they may gain enhanced strength and magical power, as well as even new powers depending on the amount consumed, but just if they're compatible. If they're incompatible, the demonic power will cause severe damage to their body and might cause them to literally explode if they're too weak.

Due to this trait, the former Great Holy Knight Hendrickson made experiments with the blood of a deceased Red Demon using his subordinate Holy Knights as guinea pigs. These experiments resulted in the creation of the Demon Reactors around eighteen years ago during Liones' New Generation Project. However, Ban removed all the demonic elements from the New Generation's Holy Knights after they went berserk and thus they all lost their demon force. Currently, just the Vice-Great Holy Knight Guila kept the demonic elements within her body.

But, even if you don't have any connection with the New Generation, you embraced your lust for power and decided to commit the sinful act of drinking a large amount of the blood from some of the demons that have fallen in battle during the Second Holy War. As a result, you managed to become a Demon Reactor regardless of your race, but one special among all others as you built up your body and mind to better absorb such power instead of being a naive apprentice with barely no power who was manipulated to drink the blood.

First of all, thanks to the demon blood now flowing in your veins, your physical and magical abilities have been greatly augmented, boosting your Power Level to at least 7000 and putting you on par with the Great Holy Knight Howzer himself. This also granted you access to the Demon Clan's innate abilities, such as the **Power of Darkness** and **Hellblaze**, but not as strong as the higher ranking demons. For example, you'll be able to generate just enough dark substance to cover your arms while higher ranking demons can generate enough of it to cover their entire bodies.

Additionally, due to the large amount of blood you consumed, you also gained unique abilities from two breeds of Lesser Demons whose blood you drank. It's up to you to choose these two. A possible combination would be to acquire the Gray Demons' highly deadly magic at the same time you acquire the Silver Demons' ability to absorb magic.

Unlike the Demon Reactors before you, your appearance and mentality won't be changed at all, to the point it's up to you to decide if you have the characteristic eerie black eyes or not, and there is no risk of the demon elements inside you mutating into a berserk monster due to the actions of other demons or some dark magic.

Finally, as the demon elements are fully stabilized and under control within your body, you can fully transform into an inhuman demon temporarily in the same way as Guila. In this demonic form, your physical attributes and magical power will be further enhanced, as well as gaining natural weapons like horns and claws capable of slicing a Holy Knight's armor with ease. Unlike Guila, you won't need to worry about any instinct that could make you lose control over yourself and you'll have complete control over your increased power level.

Lastly, if you're already a **Demon**, then instead of becoming a Demon Reactor, you'll instead be enhanced and acquire the traits and abilities of one of the other clans by absorbing their blood through some forbidden alchemical ritual, like becoming a "Giant Reactor" by gaining the abilities of a Giant, like their absurd physical strength and their **Creation** magic, as well as gaining a full giant transformation for example.



The Master of Spirits (600 CP): The spirits are ethereal creatures that provide essence to all things, from elements of nature to living beings themselves. They're virtually everywhere, as they naturally dwell within things they provide essence to, like how Fire Spirits can be found within fire like candles and volcanoes, while Wind Spirits can be anywhere the wind blows. Such spirits can be distinguished between two different grades depending on their power, authority and size: the **Low-ranking Spirits**, like the lesser Wind Spirits Sylphs, and the **High-ranking Spirits**, like the Kings of Wind, Djinns, that govern all other lower ranked Wind Spirits.

Normally, all races are unable to interact with spirits, but those who are born with an affinity towards them are able to use the Spirit Arts, which grant them the ability to summon and control spirits for various purposes. You're one of such Spirit Casters, one whose skill and power surpass Chion's and makes you a match to the likes of Ironside himself.

As a Spirit Caster, you have the ability to summon spirits by manifesting them in the form of elemental or energetic substances that take the appearance of humanoid beings, with the lesser spirits being much smaller than a human and the high-ranking ones being gigantic. Through verbal commands, you'll be able to order the spirits to aid you in battle by using their control over their respective elements, such as a Sylph hindering someone's ability to breathe or a Djinn's ability to create a giant wind barrier. There's no limit to how many spirits you can control at once, with you already having enough raw magical power to easily sustain four High-Ranking Spirits.

However, the greatest limitation of the Spirit Arts is that, in terms of incantations, it requires the most precise pronunciation within the entire magic system, both to summon and command spirits. Fortunately, you're experienced enough to be already used to perfectly pronouncing the incantations, even if you're tired or wounded, but keep in mind that this might still be a problem if you find an enemy that can hinder your ability to speak.

In addition to this, keep in mind that spirits aren't slaves, so, while they're very friendly towards you due to your affinity with them, they might decide to ignore or even flee if they're treated too badly. There's also the possibility of spirits retreating back to their vessels or ethereal forms if they sense the presence of spirits of higher rank, like the ones that rule over their respective elements or Life Spirits.

Furthermore, there are some more creative ways to use spirits instead of merely summoning and controlling random ones that are nearby you. First of all, you're able to contain your spirits within gemstones, allowing you to summon them from within (or force them back into) the stones at will, without needing any extra incantation. Spirits stored this way won't consume your magical energy to stay summoned. This will also allow you to bring the same spirits with you, giving you a chance to develop their loyalty towards you, thus decreasing the chance of them fleeing from danger, and even making them grow stronger over time as they absorb more elemental essence while accompanying you.

Second, you'll also be able to wield some of your High-Ranking Spirits' elemental abilities without needing to fully manifest them, in the same way as Ironside has the ability to project "energy slashes" made of wind thanks to him being accompanied by a Djinn. Each type of spirit will give you some specific ability, like how a high-ranked Earth Spirit like the Gogmagog could grant you some specialized form of geokinesis for example.

Finally, the Life Spirits, the highest-ranked spirits of all, can also be summoned by you, though at a far greater cost of magical energy and possibly your own vitality by using a Forbidden Spell of the Spirit Arts. However, while you can summon and imbue a lesser Life Spirit into someone to heal them, they're too powerful for you to control or seal them like how you do with other regular spirits.

Lastly, post-jump, the Spirit Arts will also work with other elemental spirits you encounter in future worlds with some slight differences depending on their nature, like the Spirits from the Re: Zero world or the Elementals from the Tensei Shitara Slime Datta Ken world. As a bonus, any elemental spirit, including those that you don't summon or control, will be friendly towards unless you give them a strong reason to not be.

Royalty Perks:

Royal Etiquette (100 CP): The members of royalty tend to be role models that inspire the peasants, so, as a prince(ss) yourself, you have received several lessons of royal etiquette since you were a small child. Currently, you're a specialist when it comes to following rules of etiquette and generally acting in a polite way, without people thinking of you as stuck-up. This is perfect if you aspire to become a reigning monarch in the future, as a monarch needs to act regally for their people.
Post-jump, you'll instinctively know how to act politely in any place you find yourself in, so you won't need to worry about greeting someone in a specific way and then finding out you just did the most rude action possible in their culture.

Prince(ss) Charming (100 CP): What makes a prince like Tristan to be so loved by his loyal subordinates isn't the royal blood in his veins or his power, but his kindness instead. Just like him, your important actions tend to make people who are already loyal become even more loyal (or more fanatic or develop other feelings) towards you, as long as you aren't going against their morality. Using Tristan as an example, his actions to help others made both Isolde and Chion to become way more loyal to him and you'll see similar results. Fortunately, you don't need to worry about people becoming too fanatic and doing things against your will for your own sake. This perk can be turned on or off at will if you don't want to turn people to become like Chion.

Mael's Blessing (200 CP): Tantris is the fake name used by Tristan while he's disguised in missions, but it's also the false identity he'll assume after losing his memories and being manipulated by "Isolde". Unlike him, either thanks to some quirk in your mind or just due to your iron will, your mind instinctively rejects illusions and false/foreign memories, as well as causing your personality/feelings to be immune to any unwanted modification due to someone altering your memories. It would take someone on par with the original Gowther to successfully trick you, but even so you'll still feel such false memories are unfamiliar and they'll gradually erode over the course of years. As a bonus, you have a mildly enhanced resistance against mental attacks.

A Knight Doesn't Die with Empty Hands (200 CP): There are some beings whose sheer magical force is so powerful that there is no regular weapon out there that can withstand it, as any weapon imbued with their magic ends up bursting into tiny little fragments. Normally, the only way to solve this is for them to get a suitable weapon made by a **Master Craftsman** like Dubs capable of handling their power, but this isn't a problem you'll never face, no matter how powerful you are.
By taking this perk, you'll have perfect control over how much magical energy you imbue on any weapon or object, as well as being instinctively aware of their durability limits, so you'll never end up breaking them accidentally by overcharging them.

Critical Combat (400 CP): Either innately or through training, your perception ability makes you capable of easily identifying someone's pressure points, nerve clusters, or analogous weak points, regardless if they have a humanoid body or not, as well as having extremely fine reflexes and accuracy that allow you to apply such knowledge in combat. This allows you to precisely hit such pressure points on your enemies, causing critical damage and potentially deadly effects such as heavy internal damage or paralysis. Keep in mind that even a being like the King of Chaos, King Arthur himself, can be severely wounded if a particularly strong attack hits one of his pressure points.
Additionally, your enhanced perception and ability to identify pressure points also give you the ability to predict what will be your enemies' next moves, but this will be a pale imitation of what can be achieved with Lancelot's mind-reading magic.

Eyes of Holiness and Evil (400 CP - Requires Mixed Race): There are many different types of hybrids depending on how much they inherited from their parents, from those whose one of their halves barely manifests to those who are a balanced mixture of their two races. Despite the balance between their halves, the latter tend to have more risk of ending up as oxymoronic beings, that is, a being whose very existence is self-contradictatory due to their two races' traits, abilities, and/or instincts literally conflicting with each other.

However, this isn't your case, as you're a true perfect hybrid, one whose traits of both races manifest and mix in the best possible way. As such, you'll also possibly gain the ability to turn specific traits on or off, like how a Giant/Fairy hybrid could switch between giant size and human size. This also means that you'll also lack any kind of negative instinct that you could have inherited, like a Demon's berserk wrath or a Vampire's thirst for blood for example.

Not only this, as some of your racial abilities will actually be enhanced instead of being diluted, like how Lancelot's Transformation is considerably superior to the one possessed by pureblooded Fairies, as he actually acquires the advantages granted by the physiology of the forms he transforms into.

Furthermore, you have no problem with holding opposite powers/energies inside you and wield them, like a Demon's darkness and a Goddess' light, without you needing to worry about them violently cancelling that could cause several damage. Despite you being able to keep them in harmony, you can still purposely cause opposite energies you have access to to clash and cancel each other if you want to.
As a final bonus, post-jump, this perk will also affect any hybrid Alt-form you already have or will acquire in the future.



The Knight of the Lake (600 CP): One night, you disappeared when you crossed through a mysterious doorway that appeared in the middle of a rain. You ended up being transported to an entirely different realm, completely separated from any other realm adjacent to Britannia. This realm was the personal dimension of the Lady of the Lake, another one of Chaos's offsprings. Her true form is that of an endless lake, which is actually an infinite storehouse of magic, with such magic force being so dense it's made visible and looks like water due to its sheer density.

From the perspective of a third party, you spent years surviving there until the day you simply reappeared back to, as if nothing had happened, save for inexplicably gaining a fearsome new strength and magic that is in a whole different league. However, the truth is that you consumed a considerable amount of the lake's water without being consumed by such power like most people, essentially turning you into a vessel of a fragment of the Lady of the Lake. Unlike Lancelot, you didn't consume her whole, meaning she and her consciousness are still contained inside his body.

As a result, your raw physical, magical and spiritual power is now on par with the legendary Seven Deadly Sins. While you don't quite measure up to Meliodas or Escanor at his peak, you could still match the likes of Ban or King when it comes to raw power. Your raw magical energy is so immense and dense that you can emit it

as an oppressing aura and even shape it into simple constructs like melee weapons, without the need of any other inherent Magical Power.

Furthermore, your powerful energy also has a special trait. Any and all magic you use that is fueled with your own magical energy (and not by some external energy source) will act as a “a mighty river capable swallowing up its tributaries with ease”, that is, your own magic attacks will strengthen itself by passively absorbing the energy of any other weaker magic attack they touch.
However, there is a clear downside in your magical energy being so powerful. Unless you also purchase a certain perk above, your sheer magical force is so powerful that no regular object can withstand it, so any weapon you imbue with your magic burst into tiny little fragments. You could try using arrows as they’re replaceable, but they can’t carry that much energy. If you want to wield a weapon, I advise you to search for a **Master Craftsman** to forge a suitable one for someone as powerful as you.

The Mighty Monarch (600 CP): You’re the descendent of a mighty royal lineage, but, even without this or some overwhelming strength, you truly have king/queen potential written all over you thanks to your ability to rule. You have all of a perfect ruler’s innate talents, from being strong-willed, highly charismatic, patient, fast learner, calm, decisive, and centered, as well as every one of the other qualities and skills that a good leader and a good monarch must have. In addition to all of these qualities, you’re also an extremely good strategist, negotiator and administrator, being a rare genius in all of these three areas.
Lastly, as a ruler of a nation, you’re also able to consciously turn off portions of your own personality, like your emotions or personal wants, all in order to better protect your nation and people. You don’t need to worry about your morality or ideals being changed due to you turning off your humanity, like what happened with King Arthur, and you’ll be able to turn them on at will at any moment.

Chaos Knight Perks:

Glory for Humankind (Free for Chaos Knights, 200 CP for Everyone Else): King Arthur wants to build a paradise of true equality and peace for humans, one free from the oppression from the other races. In the same way as your master, you don't wish to bring harm to humans to the point you gained an interesting ability. At will, you can set your attacks to only be able to damage non-humans, with them being completely harmless or simply dispelling when hitting humans. It's up to you to decide if your attacks are able to damage human hybrids or not, as the concept of mixed races isn't taken too much in consideration by Arthur and his Chaos Knights.

Not Even a Single Truth (100 CP): It's a shame that many people in Britannia don't understand the noble cause of the Chaos Knights, so they need some … convincing in order to help us. Unfortunately, it's hard to convince people when your true goal is to sacrifice them all just to seal an enemy or catch a Knight of Prophecy. But you don't need to tell them the truth after all. Like many other Chaos Knights, you're an excellent liar, capable of telling countless lies with a straight face, as well as barely careful enough to avoid contradictions due to being able to remember all the lies you told. Of course, your skill at lying is completely mundane, so any mind/heart-reading magic or abilities that directly detect lies will still detect you're filled with lies.

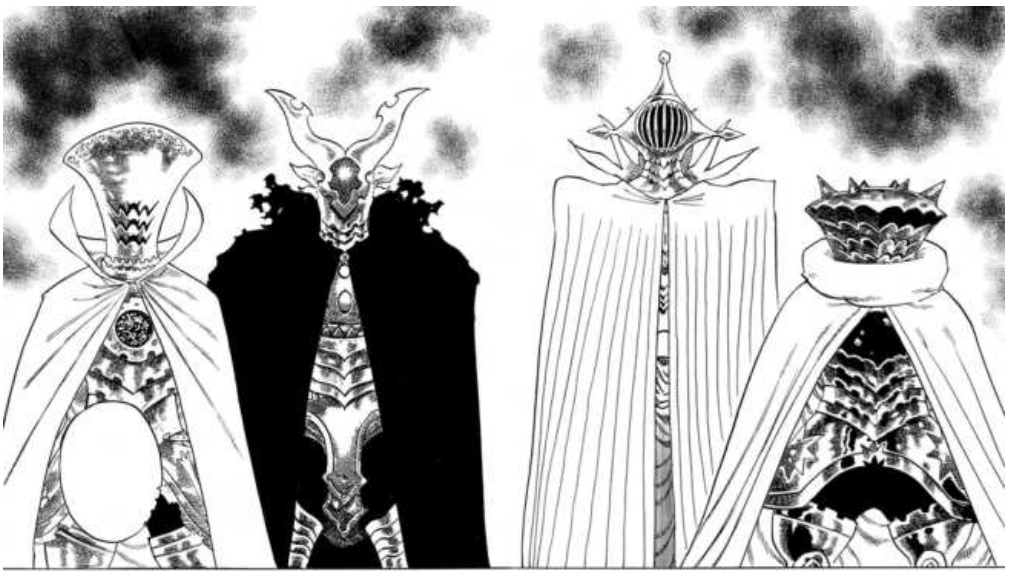
Was that a Destruction-Type Magic? (200 CP): Either you're a professional teacher/trainer or just someone like Pellegarde who finds powerful people interesting, you've got a good eye when it comes to identifying the types and nature of Magical Powers (or other kinds of magical abilities post-jump) after seeing it in action. This is useful when you're fighting a stranger for the first time and you have no idea what their magic is capable of, so you'll quickly identify if their Magical Power is Destruction-Type, Incantation-Type, Degeneration-Type, Healing-Type, or any other possible type. Furthermore, if your ability to sense people's magic is powerful and precise enough, you'll be able to tell what their magic's type(s) and nature are by simply sensing their inner magical energy. This also extends to you being able to identify which are their magical affinities.

Legendary Sword Skill (200 CP): Apparently, you've devoted years of your life in order to study and master the art of swordsmanship to a degree rarely seen, or then you just had a very good teacher. Either way, your skill with a sword is worthy of legends, surpassing even that of incredibly skilled knights like Ironside of the Four Evils and even Mortlach, with the only ones comparable to you being Lancelot and eventually Percival. Even without using any magic to enhance your body, you're fast enough to create afterimages of yourself while brutally slashing your foes from all sides, as well as having similar reflexes to allow you to parry similarly fast attacks and even counterattack.

Tamer of Mystic Beasts (400 CP): In order to support his Chaos Knights, King Arthur granted them a myriad of different mystic beasts from Purgatory and unholy abominations created using his chaotic powers, from six-legged horses capable of galloping anywhere to dragons immune to magic and capable of shooting extremely powerful rays. Some of the Chaos Knights utilize magic and artifacts to control such beasts, while others prefer to actually tame them.
You're one of the latter, as you're able to easily tame practically any wild beasts and other irrational beings by personally defeating them in battle without the support of others at least once. More rebellious beasts may require multiple defeats until you dominate them, but, once they're properly tamed, they'll obey your commands without the risk of them randomly attacking you. Furthermore, beasts and animals that are trained personally by you will grow smarter over time and will become able to understand more complex commands, but they don't expect them to truly achieve some degree of sapience unless they were actually close enough to this level.

Blessing From the Heavens (400 CP): It looks like God truly is on your side. Not exactly but you're still truly blessed by something akin to divine intervention. Once per jump (or once per decade, whichever comes sooner), you'll be able to come back from death in pristine condition with all of your wounds healed but some might think you look like a whole different someone than before. After all, each time you return to life thanks to this perk, you'll experience an awakening that results in your magic growing stronger. While your raw magical power will just slightly increase, your awakening will cause your magical techniques to be enhanced, with you acquiring new usages for them or even gaining access to whole new abilities you had potential to eventually acquire, in the same way as Diodora awakened his inherent magic after his "death".

Future Anomaly (600 CP): Despite Bartra's Vision only showing him vague prophecies and Guinevere's Kaleidoscope being limited to things that will occur near her, the future foretold by both Oracle-Type magics is intended to come true no matter what. However, if someone were to have knowledge about the potential future, they could twist and potentially change events but this is defying fate itself and such action has heavy consequences.
Despite this, if this someone is actually willing to pay the price, such as having to sacrifice the lives of their precious and powerful servants, they can actually change fate and prevent prophecies from happening.
This is where you enter. Either due to your nature as an extradimensional being or due to some chaotic power you possess, you're completely detached to fate, making you a true blindspot for oracles and other beings capable of seeing the future, so prophecies will never be able to predict your actions.
Not only this as defying fate will bring no consequences to you other than the usual butterfly effect, so you can actually break prophecies without needing to pay an even dearer price in the end. This could make you an invaluable asset for someone like King Arthur himself.



The Fifth Evil (600 CP): The current biggest enemies to Camelot, the Seven Deadly Sins, are legendary heroes for good reasons, as their power goes far beyond any human standard. There is a way for you to contend with such inhuman heroes ... simply by climbing up to the same level as them through the complete abandoning of your very humanity. After all, what is a more humane act than abandoning your own human side for the greater good?

You manage to prove your value to King Arthur as one of the most fearsome and skilled Chaos Knights and he's promoted you to the fifth member of his elite order of knights, the Four Evils. As a true member of the now Five Evils, you willingly made a pact with King Arthur in order to receive a fragment of Chaos itself and gain a power that far surpasses your body's capacity in exchange for your humanity, causing you to become a hybrid of your original race with a chaos being.

The first benefit of this pact is that your raw power is greatly enhanced, putting you on par with the likes of the other two true members of the Five Evils, Beltreipe and Worreldane that are capable of holding their own in a fight against some of the stronger Sins for some time.
Furthermore, thanks to you being partially a being made of chaos that is beyond life and death, you're absurdly more durable than any regular member of your race, capable of surviving being literally reduced to a misshapen mass of flesh and organs, however you'll probably still need some external help to heal as your regeneration wasn't enhanced. Your altered physiology also grants you a resistance against any life-draining power, as even a powerful Life Spirit will be unable to kill you this way, just merely cause you to age rapidly and dry up like a mummy at most.

Lastly, as you're paying a special price, you lack the mental lock that was placed in the other members of the Five Evils in order to seal the memories that'd make them hesitate or refute an extreme decision from King Arthur, as well as not being connected to them.

--=Items=--

Each item is discounted by 50% for their respective origins,
with discounted 100 CP items being free. Every item is fiat-backed.
You receive an extra +300 CP to spend on this section only.

General Items:

Barrel of Pudding (50 CP): If you're a sweet-tooth and a glutton just like the Knight of Famine, then I have the perfect item for you. You receive a large barrel completely filled with delicious pudding, one of the best things in the entire world.
To make things even better, this barrel's content will stay perfectly conserved with the right temperature and will replenish over time, so you'll always have pudding when you want to. However, if you prefer, instead of the pudding being as good as if it was made by an excellent chef, it'll be as good as if it was made by Meliodas himself. Honestly, I'd prefer to go fight King Arthur with all of his entire army instead of eating this pudding, but at least you could send this barrel to your worst enemies.

Stylish Outfit (100 CP - Can be Purchased Multiple Times): You receive a cool set of clothes, especially designed for you by one of the best designers from Liones, Camelot or whatever realm you're from. This outfit will be based on your personality, preferences, and abilities, like how your outfit could be decorated with miniature suns if you have sun-based abilities. Alternatively, if you prefer, you'll instead receive a complete set of high-quality armor with the design of your choice that, if you're also a Chaos Knight, you'll be able to hide it within a cape, allowing you to instantly wear the armor by simply putting the cape on.
Both the armor and the outfit will have been magically treated to withstand your own magic force as well as shrinking and growing in order to always fit your body. Furthermore, it's fiat-backed, reappearing in your Warehouse next day if lost or destroyed, and will always stay clean and capable of self-repairing damage over time as long as it isn't destroyed beyond recognition. You can purchase this item multiple times in order to receive more outfits and/or armors.

Your Own Kingdom (400 CP - Discounted for Humans): You're no mere peasant, knight, or prince(ss), but you're the actual ruler of your own land instead, giving all the benefits and duties of a king/queen. Your kingdom will be almost on par with Liones itself, rivalizing with it as Britannia's second greatest nation when it comes to size, wealth, development, culture, and population, only staying behind it due to your nation lacking an army of Holy Knights that is the main source of Liones' military power. It's up to you to decide in which region of Britannia your kingdom will be located, as long as said region isn't already occupied by another kingdom or town. Furthermore, by default, your kingdom's population will be completely formed by humans, but, if you aren't a human yourself, up to a fifth of the population can be made up of common members of your clan(s).

Lastly, your kingdom, its population and its army will follow you to future settings, appearing somewhere in your starting world and retaining modifications.

Natural Sanctuary (400 CP - Discounted for Giants): Instead of worshiping their creator Chaos or the Goddess Clan, the Giants usually worship nature itself due to their deep connections with it so a place like this is essentially a sacred sanctuary for most of them. By taking this item, you receive a vast stretch of preserved nature, composed by a forest and a giant lake, with the size of a large town and being filled with a mundane yet rich fauna, flora, and natural resources.
In addition to its mundane aspects and beauty, it'll also have some more mystical properties, starting with this place having an extremely high concentration of magical energy comparable to Lake Salisbury itself. Thanks to this, anyone standing inside this sanctuary will quickly restore their magic reserves as well as making mages that utilize environment mana in their spells to become absurdly more powerful.
Furthermore, anyone that is able to channel the power of nature will also have an equally powerful reserve of available natural energy to draw power from there.
For example, any Giants that utilize Drole's Dance will become considerably more powerful here than anywhere else. Lastly, this sanctuary will be hidden away from civilization in a location of your choice, by default an isolated region in Britannia or some remote island, with it also following you along your Chain reappearing in similar locations in future worlds you visit and retaining any modifications done to it.

Fragment of the Spirit Spear (400 CP - Discounted for Fairies): The legendary Spirit Spears are immensely powerful shapeshifting, floating weapons, forged from the Sacred Tree and given to the Fairy Kings in order for them to protect the Fairy Realm and its inhabitants. Such weapons are some of the most powerful weapons in the whole world and usually have up to ten different forms that grant several different abilities based on nature to their wielders.
What you have acquired isn't an actual Spirit Spear, but rather a fragment of one in the form of a collar or other trinket, still boasting its fair share of power and being bound to you, regardless if you're a Fairy or not.
While it's not a true Spirit Spear, this fragment can transform into a lesser spear, having access to just two different forms with unique abilities instead of ten. These two forms' appearance, nature and abilities will be a response to your wishes, so they might be anything from a more regular spear or a set of full armor which boost your physical attacks to a giant plant capable of healing serious wounds or even an autonomous guardian capable of absorbing toxins and attacks.
If you aren't a Fairy, then you'll be able to connect the fragment to your Race if you want to, giving it a different aesthetic and nature to match your clan. For example, if you're a Goddess, your spear's abilities would become light-based.
Unfortunately, while your Spirit Spear's fragment will evolve and grow more powerful as you get stronger, its evolution rate is considerably slower than a true Spirit Spear, so it'll probably take centuries until it gets as powerful as a complete spear.
Lastly, if lost or destroyed, you'll receive a new fragment after a year.



Great Beast Albion (400 CP - Discounted for Demons): During the First Holy War, the Demon Clan also used their own weapons of mass destruction, the Albions, giant golems fueled by demonic magic. Most of the Albions seem to have been destroyed after the two wars, but you managed to convince the current Demon King to give you complete control over one of the few remaining ones.
Like the others of its kind, your Albion is effectively an extremely powerful earth golem, having a height of almost 400 meters and having proportional physical attributes. It also possesses a wide range of abilities such as the ability to breath fireballs from its mouths and to adapt in order to counter opponents by shifting its form like growing extra cannons in its head.
While your Albion can be set to act autonomously to fulfill simple orders, such as protecting or attacking specific individuals or locations for example, you'll be able to manually pilot it within a large cockpit-like room inside its body.
The weapons system of the golem can also be fired at will from the cockpit through verbal commands, but, unlike the other Albions, this one will understand you perfectly even if you don't speak the Demon Language.
Furthermore, by default, your Albion will be of the same type of the golem that attacked Camelot and was specialized in destruction, but, if you prefer, your Albion might be of the same type to the one that attacked the Fairy King's forest, thus having a slim build with long limbs specialized in slashing and capable of fire energy beams from its mouth. Lastly, if your Albion is somehow lost or destroyed, you'll receive a new one after a year.

Ambers of the Four Archangels (400 CP - Discounted for Goddesses): The Goddess Ambers are purple gems used by the Druids to store living creatures and objects, with its main function being to serve as a tool to seal demons and things of demonic nature within a range of a few meters by chanting an incantation. Despite being useful, a Goddess Amber is pretty weak, as it can only be properly used on the weakest demons within the clan, like the Red and Gray Demons, as it can contain higher ranking demons just for a very brief period before they break free.
However, what you're receiving isn't a Goddess Amber, but ten Ambers of the Four Archangels instead. This kind of special amber is a stronger, yellow-colored variant capable of sealing several dozen more demons than the standard gem or even a seriously weakened higher ranking demon (or something similarly as powerful). You can also release anything sealed inside the ambers at any moment if you wish to.
If lost or destroyed, you'll receive new ambers after a month.

Wanderer Items:

“Percival” Medicine (100 CP): Nasiens is a genius herbalist who will develop several original medicines and poisons with powerful effects, some more useful than others. You receive a vial filled with one of such special medicines that Nasiens will call it “Percival”, capable of healing wounds by destroying the damaged areas and regenerating missing tissues. This special medicine is capable of healing even mortal wounds like a destroyed heart, however, the main downside of it is that it causes excruciating pain proportional to the damage healed. Depending on how severe the damage was, it might reach a point where most people will simply pass out due to not being able to endure the pain. The vial you receive contains around ten dosages and it’ll refill monthly. Lastly, it also cures coughing in a still painful way.

First-Rate Cooking Knife (200 CP): What a curious cooking cleaver knife you have in your hands and … in truth, what you acquired isn’t a cooking knife but an actual magic sword known as Ouroboros that you received from a former Holy Knight. In addition to being a very high quality sword capable of tanking an average Holy Knight’s attacks from point blank range, weapons enchanted by magic like this one gain more than just the traits of whatever magic the user imbues on them, as they also doubles or even triples the weapon’s strength and force. Not only this, as, if the magic imbued on it is of Destroyer-Type or similar, the weapon can pack nearly ten times the punch. Furthermore, Ouroboros also has a powerful enchantment that grants it the capability of changing its size from small enough to be a cooking knife to being large enough to be a greatsword, or anything in-between. If lost or destroyed, a new Ouroboros will appear in your Warehouse next week.

Dual-Star Ouroboros (400 CP): After Varghese betrayed King Arthur and revealed how the new Camelot was causing the slow destruction of Britannia, Meliodas gave him a medallion of an Ouroboros, a symbol of Eternal Friendship, and, as a symbol of trust and cooperation, he cut a dual-star mark in his helm. This way, Meliodas knew he could trust Percival due to him inheriting the medallion and helmet.
Similarly to Percival, you inherited a Ouroboros medallion with a dual-star mark from someone that was also highly trustable by Meliodas, so if you show him this symbol, he’ll treat you as someone equally trustworthy and will consider you a friend.
Alternatively, this symbol may take a different form and instead be related to another ruler of this world, like how a royal amulet from the Kingdom of Camelot could make Arthur consider you trustworthy and an ally even if you’re not a human or a demonic sword may serve as a symbol of trust to Zeldris.
In every future jump, you’ll receive a new similar item that will count as a symbol of trust to an authority figure of your choice, but, while you’ll still be seen as someone trustworthy and friendly by them, how they’ll be treated will depend on how they view their servants and allies. For example, someone like Makima would probably see you as just a potential asset who she doesn’t pretend to use her mind control on.

Coffin of Eternal Darkness (600 CP): Three thousand years ago, when the Four Clans emerged victorious over the Demon Clan in the First Holy War, the giant craftsman Dubs created the Coffin of Eternal Darkness as requested by Merlin herself to seal them away and cut off their realm from Britannia with the sacrifice of the Goddess Clan that gave up their physical bodies to activate the seal, bringing an era of peace ruled by humans whilst the Giants and Fairies withdrew back to their respective realms. Nowadays, the Coffin isn't needed since the Demon Clan's new ruler is allied with the other clans, but, while the original ritual relic is currently split in several pieces, it seems like Dubs or some similarly skilled craftsman forged a perfect replica of the Coffin and you acquired it.

Like the original, your Coffin of Eternal Darkness is an extremely powerful seal in the form of a circular relief with illustrations of the Four Clans against the Demon Clan. It can be activated through a ritual that requires a sacrifice within the relic's range, usually a blood sacrifice, with the seal's power depending directly on the quality and quantity of the sacrifice offered.

For example, to seal the entire Demon Clan (excluding the Demon King and a few lesser demons), it required the sacrifice of almost all Goddesses' physical bodies (but they still stayed alive as disembodied existences), while it would take a town worth of people's blood and souls to seal the forces of Liones.
There's no upper limit to how powerful the seal can become, as long as you pay the necessary price. Additionally, any sealed being will have their powers severely drained and will need a long recovery time if they're ever released, as well as they'll be trapped in a stasis state while inside the seal, not physically aging a single day after they were sealed.

Furthermore, in order to free anyone from the seal, the only method is by sacrificing a life of a similar nature to the sacrifice used in the sealing ritual, like how the life of a Goddess was the key to release the demons, as not even physically destroying the Coffin will break the seal. However, both the rituals require the Coffin to be whole, so breaking it into fragments like the original is a good option to make it harder to release whoever is trapped inside it. As you're paying a special price, you can open the seal at any time without needing to make an extra sacrifice.

Finally, as a countermeasure to further increase the seal's security, your Coffin is rigged with a magic that will severely wound and probably kill anyone attempting to tamper with the Coffin, as long as their nature matches the beings that are sealed inside it. For example, if demons are in the seal, then any demon will be purified and die if they're the one to open it.

Lastly, if lost or destroyed, you'll receive a new Coffin of Eternal Darkness at the start of the next jump or after a decade, whichever comes sooner.

Scholar Items:

Anti-Aware Ring (100 CP): What you have in your hands is a set of four special, magical golden bracelets that will eventually be created by Gawain. Infused with a mixture of "Mentalist" and "Deceiver" magic, they basically cast a mental fog on those hostile to wielders, keeping them from realizing the wielders' actual identity as long as these other people never personally meet them before.
However, the rings' effect is fairly fragile, as they merely provide a camouflage against outside hostility. If you're out to murder or seriously hurt someone, the rings won't be able to cloak your hostile intention and the mental fog will dissipate (with the people who were affected before becoming immune to this effect). If lost or destroyed, replacement rings will appear in your Warehouse after a year.

Incantation Orb Recipe (200 CP): The Incantation Orbs are small black spheres, each one imbued with a different spell that is activated when the orb is broken as if it was casted by the mage who created said orb, being extremely useful as expected of another creation of Merlin. They're usually imbued with some form of offensive elemental magic, defensive magic or even a potent healing magic, but what you're receiving by taking this item isn't a set of Incantation Orbs. Rather, you receive a set of tomes detailing all the needed instructions for a magician, regardless of their level of skill and power, to learn how to create their own Incantation Orbs imbued with their own spells. As a bonus, the tomes come with a free glove with spots to place some orbs in, a neat way to transport them.

Book of All the World's Poisons (400 CP): Supposedly, Merlin also has a special, ancient book in her possession, one that contains very detailed information about all the poisons and toxins, both mundane and supernatural ones, that can be found in this world and its adjacent realms. While putting their hands would be the dream of any herbalist like Nasiens, you don't need to dream this as you actually managed to acquire such a book.
Some examples of information you can find about each poison include things like where they can be found, their chemical composition, how they react to different temperatures, their effects on different species depending on the portion utilized, which kind of chemicals can be produced by mixing them with other substances, among many other things. Post-jump, this book will update in each jump you visit with information about all the possible poisons that exist in each setting.

Legendary Workshop (600 CP): You're now officially the owner of a copy of Dubs' personal workshop, rescaled to be properly used by you if you aren't a Giant or if you aren't a small Giant like Dubs who is the shortest member of his race. This workshop will contain all the tools and crafting stations like smelting furnaces needed for a true **Master Craftsman** work here, with the tools themselves having some quality-of-life magical enhancements such as the tools floating around the place or not conducting intense heat while you're wielding it to work. You'll also find several golems living in this place, all of them meant to support you in some way, like small golems made to hold weapon parts in place, golems made to store/transport materials, or big furnace golems. All of these golems aren't actually sentient but they're loyal and intelligent enough to obey all of your complex commands.
Furthermore, your workshop also comes with a stockpile of both common and high tier raw materials that can be used to craft several equipment. This stock will be replenished over time, with common materials being replenished regularly on a monthly basis while high tier materials will be replenished over the course of year, with it usually containing enough crafting material to create around seven Sacred Treasures on par with Lostvayne per year.
Lastly, this workshop can be attached to your Warehouse or to any of your other properties if you prefer, but, regardless of your choice, its inner space will be at least that of a small house.

Holy Knight Items:

Holy Knight Almanac (100 CP): Despite being a Holy Knight, you're really a big fan of the other Holy Knights, aren't you? As such a big fan, you acquired a handbook containing a lot of information about the background of all the major Holy Knights from every kingdom, from Liones to even Camelot.
Using Guila as an example, the handbook would describe her as Liones' first female Vice-Great Holy Knight, named at the age of twenty-two, whose swordmanship, cool decision-making, and intelligence on the battlefield are among the best in the whole kingdom, potentially outclassing even the Great Holy Knight himself. The handbook would also describe her Explosion magic and her feats during the last Holy War. In addition to this more useful information, it would even contain true rumors related to her personal life, like the one that says she and Howzer tried to start a relationship, but called it quits after three days.
You'll find similar information about every other major Holy Knight, with the book updating every time a new important Holy Knight appear) Post-jump, you'll receive a new handbook about the backstories of major members of a group of warriors or soldiers of your choice from each world you visit, like the Devil Hunters from the Chainsaw Man world or the Pro Heroes from the My Hero Academia world.

Ancient Dragon Egg (200 CP): During one of your travels around Britannia, you've found an abandoned egg of an Ancient Dragon, the strongest breed of dragons that can be found in Britannia. A few weeks after your arrival in this world, the egg will hatch and the baby dragon will imprint in the first person it sees as its parent and will obey all of their orders. It'll take a few more years until it becomes an adult, so you're going to take care of a basically harmless young dragon until there, but, once it reaches its mature age, it'll become a monstrous powerhouse.
As an Ancient Dragon, it's naturally endowed with superhuman strength and resistance that rivals Tyrant Dragons or Wyverns, with its large wings allowing it to move very freely in the air and having a deadly fire breath that greatly surpasses that of Tyrant Dragons, giving it the power to single handedly level entire towns and match a Great Holy Knight in raw power. All of this in addition to your dragon having almost human-level intelligence, allowing it to understand most complex commands. Lastly, your ancient dragon counts as your follower.

Ghiniahha Gloves (400 CP): The Chaos Knights receive several magic tools from King Arthur himself and you managed to literally put your hands in one of such artifacts that were confiscated from a captured Chaos Knight.
You've acquired a pair of magical gloves that, when worn, quadruples or even quintuples the wielder's physical strength. Of course, it may not matter for someone who is too weak physically, but even a weakling may pack a good punch when wearing such gloves while a physical powerhouse will still become considerably stronger. Additionally, the gloves will always fit you, regardless of your current form and size.

The Door to Camelot (600 CP): The Seven Deadly Sins and their allies are a match to the forces of King Arthur, their main disadvantage is that they don't have a way to reach Camelot, but you found a way to enter its dimension. Either by accident or due to your own powers, you acquired a stable dimensional rift born from chaotic power and directly connected to the world of Camelot in a way similar to the one that appeared on Behemoth's back, allowing anyone to reach the everlasting kingdom without needing to use the emblem possessed by the Chaos Knights.

This large rift will be located in a Warehouse attachment or in any other of your properties and, while it'll remain closed during most time, you'll be able to open a portal connecting it to any other location in Britannia or Camelot you're fully aware of or have some connection with.

For example, if you have some telepathic link with your allies, they could request you to open the portal to their current location. However, keep in mind that these portals won't be able to bypass Camelot's barrier so only humans and hybrids will be able to cross it.

Post-jump, this rift's capabilities will expand, allowing you to open portals that lead to any other dimensions instead of being limited to Camelot's dimension, being restricted to just the local multiverse until post-Spark.

Lastly, if destroyed (as it can be), you'll acquire a new rift at the start of the next jump or after a decade, whichever comes sooner.

Royalty Items:

Beloved Mount (100 CP/300 CP): This is the worthy mount that a prince(ss) like you deserves. You gain a specially bred horse to be your loyal stead, being considerably strong and fast despite being a mundane horse, as well as having enough stamina to run for half a day without stopping and having human-like intelligence despite being unable to talk. In summary, your horse is as strong as Tristan's noble horse, Escanor, while being as smart as Anghalhad's not so noble horse, Sylvan. For an extra undiscountable 200 CP, your horse will be upgraded to become a true mythical beast native from Purgatory, a huge, eight-legged horse known as **Sleipnir**. In addition to having all the common traits displayed by the Purgatory creatures, like resistance against that hellscape's toxic environment and extended longevity, your Sleipnir can gallop over any terrain, being land, sea or even air. Regardless if your mount is a regular horse or a Sleipnir, it'll also count as your follower.

Mael & Estarossa (200 CP): You receive perfect replicas of the pair of swords named after the first (unnatural) hybrid between Goddess and Demon and wielded by the Knight of Pestilence, Tristan Liones. In addition to both being very high quality blades, they also have the associated traits of enchanted weapons, such as greatly increasing the strength and force of any magic imbued on them. Furthermore, thanks to them being enchanted by Thetis, the first sword, **Mael**, has a Goddess-inspired design and has an enchantment that make the wielder less susceptible to the enemy's mental attacks, while the second sword, **Estarossa**, has a Demon-inspired design and is able to the break through the target's magic defenses. If one of the swords is lost or destroyed, a replacement will appear in your Warehouse next year.

Drug of Yore (400 CP): The Eris Flowers are an unique type of mystical plants that grow atop the Sacred Tree once every millennium and secrete a special nectar rich in healing properties. However, the true value of this nectar can be obtainable only by the Fairy Kings themselves by using a specific incantation, which transforms it into a legendary medicine, the Drug of Yore. This holy medicine has the effect of instantly curing almost any type of curse or disease, including supernatural ones, and healing severe wounds, capable of even bringing back life that is almost gone. Somehow, you have received a vial filled with the Drug of Yore as a gift from one of the Fairy Kings who had a spare one (~~or you have probably stolen it~~).
This vial contains around five full doses of the holy medicine, capable of healing all illnesses except the ultimate curses cast by the gods, such as the Immortality and the Perpetual Reincarnation curses. The vial will be refilled at the beginning of each jump or after a decade, whichever comes sooner.



Your Own Sacred Treasure (600 CP): Somehow, you managed to earn the favor of the legendary Dubs and he forged a custom weapon designed specifically for you, taking in consideration your race, skills, unique magical powers, fighting style, and physical build. It's up for you to choose what kind of weapon and its theme, ranging from a simple set of gloves to a dual bow made of pure energy, but, regardless of its form, it's a weapon on par with Lostvayne and Force Circular, with it being twice as hard as diamond but still being malleable.

In addition to having all traits of an enchanted weapon, your Sacred Treasure is capable of drawing your powers to their fullest (like how the Twin Bow Herritt greatly increases the range of Gowther's Invasion) and giving you access to two special abilities meant to be complementary to yours. It's also up to you to decide which are these two abilities, but it must be on par with the abilities displayed by Dubs' other customized weapons.

For example, Nasiens's Bipolar Gloves allow them to freely switch between intense heat (up to 150ºC) or intense cold (down to -150ºC), capable of instantly freezing those they touch, with this ability being made to complement Nasiens's Mix Venom, changing the nature of their poisons and toxins by manipulating its temperature.

Your Sacred Treasure can't be used by anyone but yourself, with all of its magic being suppressed if anyone else tries to wield it. If it's lost or destroyed, you'll receive a replacement weapon after a month.

Chaos Knight Items:

Key to the Door of Camelot (Free and Exclusive for Chaos Knights): When you became a Chaos Knight, you've been given an emblem by Arthur himself that, when activated by your own life force and magic signature and after reciting a specific incantation, will open up a portal that leads to the dimension where Camelot is located. This emblem is currently being sought for the enemies of Camelot as it's currently the only known way to access the everlasting kingdom.
Unfortunately for most Chaos Knights, the king knew the risks of the emblems being used by the enemies, so he implanted a spell reflector on it, meant to kill traitors who open the door to Camelot against the king's will. This is done by turning their own Magical Power against them, but, fortunately for you, your emblem is special and doesn't have such a spell reflector, so you'll be able to open the portal to Camelot at any moment, without Arthur being automatically aware of it every time you use it.

Phantom Boat (100 CP): There is a tale about a knight who sails a ship of illusions through the heavens. In truth, this knight is the Red Knight, Ironside, who actually flies around using a boat. As another proud Holy Knight of Camelot, you also have your own phantom boat, a floating small boat that allows you to travel in the air and only you can use it, as anyone else that tries to row it won't be able to move it. This boat's speed fully depends on how fast you can row.

Staff of the Four Elements (200 CP): In order to enhance your offensive capability, King Arthur himself granted you a special staff created from Chaos and imbued with elemental magic that gives you the ability to control the four classical elements in the form of destructive attacks while you're wielding it through verbal incantations. Initially, you'll be limited to some basic attacks, like wind sickles, sand walls, aqua pillars, and flame swords, but, as your mastery with the staff grows, you'll learn how to use different elemental spells.
For example, if you have enough magical power, your earth elemental magic can eventually become as powerful and versatile as the Giants' Creation. As a bonus, if you already have access to elemental magic related to the four main elements, you can use the staff to greatly amplify the power of your spells without needing to use any extra incantations. If lost or destroyed, you'll receive a new staff in the next month.



Chaos Staff (400 CP): To support them in their noble quests, King Arthur gifts many of his knights with magic staves infused with hideous chaotic force. Either you're also a worthy Chaos Knight or stole it from someone, you also acquired your own Chaos Staff, with yours being fully independent from King Arthur, so he won't be able to monitor you through it. This staff has three key abilities directly connected to Chaos' ancestral power of creation.

Firstly, by channeling the staff's energy to a defenseless being, it'll cause them to mutate into a hideous, raging monster with a grotesque appearance and under your control, turning even a regular human into a beast capable of facing weak Holy Knights. Usually, the resulting monsters will be just twisted versions of their previous selves, but, over time, you'll learn how to customize the traits they develop, like causing them to develop the ability to produce poison or even allowing them to keep their intelligence while still bound to your will.

Second, the staff can also fuse multiple defenseless beings into an unified creature, with these fusions usually being as distorted and loyal towards you as the mutated beasts created by the first ability. There are many possible possibilities of fused beings you can create, with the other Chaos Knights usually preferring to use Giants, Fairies and Demons as components, like how Deathpierce used three Fairies and one Blue Demon to create the fused monster named Mage. You can customize the fusions in the same way as you can do with the mutated beasts. The staff can also be used to fuse yourself with other beings, but you won't need to worry about losing yourself in the fusion or being mind controlled by Chaos. In theory, you could eventually learn how to create non-grotesque fusions through experimentation.

Third, you can create several Empties, large void armors animated by Chaos magic and capable of shooting purple fireballs. The Empties don't have minds of their own and simply follow whatever orders you give them, being fairly weak as they can only defeat average Fairies and Giants if they're in a group. Despite being weak, they're pretty cheap so you could create an army of them over a few weeks.

Additionally, all entities created/mutated by the staff are inherently resistant to both the elements of light and darkness due to the nature of Chaos.

As a bonus, your Chaos Staff also has a few offensive abilities, like the ability to summon dark tendrils to attack your foes or transform into a melee weapon. Lastly, if the Chaos Staff is broken, all the beings created by it will die or return to their regular states, but a new staff will reappear in your Warehouse after a year.

Island of Avalon (600 CP): Almost everyone citizen of Camelot had their strongest wish manifested and a Chaos Knight like you wasn't an exception to this. Usually, as most of Arthur's subjects lost at least a loved one during the Second Holy War, such wishes bring them back to "life" but you have wished for something different. You have wished to rule over a small portion of Camelot and, surprisingly, King Arthur decided to fulfill such a bold wish.
You're now officially the ruler of one of the continent-sized floating islands of the Eternal Kingdom of Camelot. Your territory is mostly unexplored, having just a few thousands of regular humans living in some small towns around the island, but the true value is that it keeps the same property of the rest of Camelot, making the island capable of manifesting the wish of anyone that enters there.

However, there are limitations for this wish-granting power. First of all, it's impossible to grant too extreme or vaguely defined wishes, such as to destroy or save the world, as well as there is a limit to how much raw power it can bestow to others, as it can't give more power than it takes to make a mundane human to match an average Holy Knight, however it can grant customized, not overpowered Magical Powers. Second, anything created from a wish will technically be an illusion based on reality, which can be maintained unchanging for eternity but can't exist outside the island. Third, each person can only have a single wish granted and this wish must be something they truly want without the interference of mind control/manipulation or any other similar effect.

Fortunately, due to being far smaller than Camelot, the power of wishes is already enough to fuel its wish-granting property so your island won't need to consume something in order to create anything. Additionally, as your island is on the same separate dimension as Camelot, you'll be able to open portals leading to it at will, as well as being capable of giving special emblems that give other people's the ability to open the same portals, but you'll be able to block their access at any moment if you want to. However, you'll need to do extra research about Chaos' power and magic if you want to apply that spell reflector in your emblems.

Lastly, your island and its population will follow you to future settings, becoming a pocket dimension separate from Camelot and retaining any modifications done to it.

--=Magical Powers=--

You receive an extra **+300 CP** to spend on this section only.

Custom Magical Power (Varies): There are many different canon Magical Powers you can find in this world (and eventually acquire in this section), but, if you want some more freedom to express your individuality when it comes to this power system, then this is the option for you. By taking this option, you'll be able to create your own unique Magical Power with the abilities and effects you choose. However, there are two main aspects you need to consider for your custom magic.

First of all, your Magical Power's price varies according to its power level, being around the various tiers the other magical powers would be listed on, so you'll need to fanwank responsibly to decide which tier your custom magic fits in. For example, the unevolved Interrogator would cost 200 CP, Blizzard and Telekinesis would cost 300 CP, Hazy Moon and Mix Venom would cost 400 CP, Dawn would cost 600 CP, and The Ruler and Infinity would cost 800 CP.

Second, all Magical Powers can be subdivided into nine types depending on their abilities and effects. Most Magical Powers usually fall into a single category, but, rarely, someone may possess two or more of the types while about one in 10,000 of those people may possess four or more.

Such people are referred to as the **Hero-Type**.

By default, you'll be able to pick up to three types to define your inherent Magical Power with no extra cost, but, by paying an extra **200 CP**, your magic will be upgraded to count as Hero Type, allowing you to pick up to six different types to design your abilities that can be as complex as Diodora's Despair and Percival's Hope. The nine types of magic are:

- **Destruction-Type:** Allows the user to exert magical power with destructive properties, with natural forces like thunder or flame, or the unnatural dark force. This is the type with the most raw power of all the nine. Guila's Explosion is a pure Destruction magic while Gawain's Dawn is a mix of Destruction with Enchantment.

- **Shifting-Type:** Gives the user the ability to modify the properties of matter. There are multiple varieties to it, like altering an object's weight, making something harder or softer, or changing water into ice are all possible. Ardbeg's Reverse is a pure Shifting magic while Nasiens' Mix Venom is a mix of Shifting with Enchantment.

- **Healing-Type:** Allows the user to heal injuries and ailments of themselves or others. Its effects and scope are diverse. Typically possessed by members of the Goddess Clan and the druids who worship them. Ban’s Immortality was technically a pure Healing magic while the druids’ Purge is a mix of Shifting with Enchantment.

- **Search-Type:** A number of powers have been demonstrated to be associated with this type, such as the ability to find the location of a given object or to "seek out" whether someone is telling the truth. Rothes' Gatekeeper is a pure Shifting magic while Anghalhad's Interrogator is a mix of Search with Shifting.

- **Mental-Type:** The power to control the hearts and minds of others, including manipulating memories. Depending how it is used, it can be even more powerful than the Destruction-Type. Gareth's Conjuration is a pure Mental magic while Gowther's Invasion is a mix of Mental with Deception.

- **Deception-Type:** Also known as the Bewitcher-Type, it’s a form of magic that can induce visual or auditory hallucinations. Many members of the Fairy Clan possess this magic. Both Elva's Illusion and Edlin's Imitation are pure Deception Magical Powers.

- **Stealth-Type:** The power of the shadows, gives the user the ability to approach their opponent without being noticed or track the opponent's movements from faraway. Ioradio's Jamming is a pure Stealth magic while Ban's Snatch is a mix of Stealth with Enchantment.

- **Enchantment-Type:** Uses natural forces like fire or lightning, as well as unnatural forces, but, unlike the Destruction-Type, this type imbues these powers into items and weapons to strengthen them and/or give them the properties of said magic. Merlin’s Infinity is a pure Enchantment magic while the Demon King’s The Ruler is a mix of Enchantment with Shifting.

- **Oracle-Type:** The rarest of the nine powers, being a force surpassing the human intellect, as it grants the ability to foretell anything from the weather to future events. There are just two known pure Oracle magic, Bartra's Vision and Guinevere's Kaleidoscope, with no examples of hybrid Magical Powers.

Canon Magical Power (Varies): Alternatively, if you want to acquire some of the canon Magical Powers, then this option is for you. By taking this option, you'll be able to acquire one of the many different inherent magic abilities that were shown in the series and aren't present in this section yet. Similarly to the **Custom Magical Power**, your Magical Power's price varies according to its power level.

Reverse (100 CP): Your Magical Power gives you the ability to send all living beings within 5 yards back to their infant age, both physically and mentally, with this effect rejuvenating your targets at a rate of one year per minute. This effect usually stops once your targets have been turned into babies (or equivalent) of a few months of age, but you can force it to rejuvenate them even further, however the consumption of magical energy grows exponentially the younger they get, to the point that only someone like Lancelot would have enough magical energy to turn regular humans into fetuses.
Furthermore, this ability is very ineffective in those that were already in their mature stage from the very beginning of their life and in those that have already lived long lives and would require a long, long time until this magic properly affects them.

Serenity (100 CP): You awakened the same Magical Power as Macduff, a blind Chaos Knight. This Power allows you to completely block out any and all sounds within a small distance from yourself, no matter how loud they are. This power makes it easier to ambush an enemy, especially when combined with a Magical Power that blocks magic detection, however it's unclear how a blind knight is able to navigate when both his hearing and magic detection are blocked.

Summon Creature (100 CP): The power of Chaos is able to do much more than grant wishes that are just illusions, as it can actually grant artificial Magical Powers to others, with Teaninich being a good example of a knight that received her unique magic from Arthur instead of awakening it herself. Even if you also received this Magical Power from Arthur like Teaninich or awakened it yourself, you gained the ability to take control of all small, non-supernatural, non-sapient creatures within a considerably large range. The affected creatures include, but aren't limited to, insects, vermin, small birds like owls, and small reptiles like snakes. In addition to controlling the creatures, you'll also have access to all of their senses while focused, allowing you to create a sort of surveillance system.
However, this Magical Power has a serious flaw. While the controlled creatures will normally obey the user without question, you don't have absolute control over them, so they may disobey your orders to follow their own survival instincts. Theoretically, you can increase your magical energy output in order to increase your authority over the creatures.

Mimicry (100 CP): Thanks to your Magical Power, you're capable of camouflage with your surroundings, essentially making you invisible to the eyes of most opponents. However, keep in mind this isn't true invisibility, as this effect is simply a very effective camouflage, so those with a considerably enhanced vision may still be capable of seeing you. This effect also doesn't hide you from other senses, as it'll still be possible to hear your movement and smell you.

Imitation (100 CP): You're capable of creating tangible illusory replicas of a single target at a time. The replicas created by you are perfect in terms of look and feel, but they're considerably fragile, so, if they receive any damage, they'll stop moving and disappear a few seconds after the damage. Theoretically, there isn't a limit to how big your illusory replicas can be beyond how much magical energy you have. For example, the Holy Knight apprentice Edlin had enough power to easily maintain human-sized illusions.

Spark (100 CP): You've awakened the ability to generate fire, albeit only in small proportions. This is useful for presentations if you want to light small pieces of paper on fire like how Katz, the leader of the Katz Street Troupe, does. If you have enough magical power, you could increase your output in order to make this Magical Power useful in combat, but it'll always be considerably inefficient. It would be easier for you to keep only igniting small fires but focus on increasing your range instead.
This power can be pretty useful to ignite explosives from long distances in this case.

Snipe (200 CP): You've acquired the ability to imbue any projectile or shot launched by you with your energy, causing it to have a sort of homing mechanism and giving them the capacity to follow after its designed target. The original magic possessed by Brackla is said to make his arrows always hit its target, but, considering how it doesn't actually enhance the arrows' speed and strength, this statement is obviously an exaggeration, as someone fast enough can dodge the arrow until it eventually loses speed and falls and someone strong enough can simply destroy it.
Furthermore, while it's easier to enchant physical projectiles, it's not that difficult for you to learn how to imbue this homing property to any energy projectile you have access to.

Wither (200 CP): Your Magical Power gives you the ability to to generate a magical substance that reduces the strength and durability on what is applied, be it metal, wood, stone, or even flesh. This debilitating substance can be spread through physical contact with you or it can be shot in the form of a shower if you want to affect multiple targets at once. Objects affected by this tend to become fragile and breakable, while living beings become extremely susceptible to physical attacks. However, this substance is unable to affect things enchanted with magic and how much the affected objects and beings are weakened depends on how much magical energy you used while generating the substance.

Duelist (200 CP): This is the perfect ability if you want to force your opponents rely only on their own physical attacks. As soon as you declare a duel and a chosen opponent willingly accepts (without the influence of any type of mind control), your Magical Power is triggered, transporting both of you to a "dueling chamber", a separate pocket dimension from which is impossible to leave until a winner emerges. Within this small dimension that takes the form of a crystalline chamber, both “duelists” are forced to obey two main rules: First, the winner is the one who first manages either to put the opponent out of action: either by killing him or by knocking him out; And second, the two "duelists" lost their ability to use magic or any more esoteric ability (even if said abilities or magic comes from a weapon or another type of external source), and thus can only fight each other with purely physical attacks. Lastly, in this "dueling chamber", there’ll be a crystal monument behind each "duelist", in the shape of what they value the most.

Impact (200 CP): Your Magical Power gives you the ability to generate expanding shockwaves with a radius of up to 50 feet. This power is pretty straightforward, but it has some flaws, as its maximum radius can’t be increased naturally (unless you have some out-of-jump perk that allows you to overcome this limit) and the shockwaves’ strength is proportional to how much magical energy you use. Furthermore, the shockwaves will also indiscriminately hit anything within their range, regardless if they’re friends or enemies.

Haste (200 CP): You awakened the same simple Enchantment-type magic as the leader of the Dark Talismans, Fiddich. This magic allows you to increase your speed proportionally to how much magical energy you spend, to the point that the original user of this magic was able to deliver such fast blows with a sword that can slice a knight to pieces before they realize it. This also increases your reflexes and other secondary aspects needed for you to handle your own enhanced speed, but keep in mind that this Magical Power doesn’t enhance your durability so, if you speed up too much, there is a considerable risk that you might hurt yourself if you hit something.

Homing (200 CP): You’ve gained an ability that is arguably an upgraded version of the **Snipe** magic. In addition to being capable of infusing your magic and giving a homing property to any projectile you launch, be it an arrow, bullets or spears, it also increases said projectile’s force in order for it to be capable of hitting its targets even from kilometers of distance. Again, this Magical Power has the same flaws and limitations of the **Snipe** magic, but its range is considerably larger.

Monochrome (200 CP): You have power over both light and darkness, albeit completely unrelated to the Goddesses' light and to the Demons' darkness. Your Magical Power gives you the ability to increase or decrease the amount of light on a nearby space, allowing for feats like shrouding your opponents with a sphere of darkness, hindering their vision, or creating a blinding flash of light from the palm of your hand, also obstructing the view of anyone nearby.

Illusion (200 CP): You've awakened the ability to generate visual illusions and cast them over objects and people, making them disappear and reappear, that is, making them temporarily invisible, which is superior to **Mimicry**'s camouflage. While this is useful for presentations if you want to do some magic tricks like how Elva, a member of the Katz Street Troupe, does, this can also be actually useful in other situations, but keep in mind that this magic is more effective when targeting other objects and people that aren't you. For example, if you have enough magical power, you could increase your output in order to turn yourself invisible for long periods, but it'll always be considerably inefficient than actual invisibility magic like Golgius' Transparency.

Jamming (200 CP): You acquired the same magic as one of the most beautiful demons, Ioradio Velviger, that is, the ability to to place an enchantment over a specific location, nullifying any and all sorts of magical detection within that area, regardless if said magical detection is based on some magic, spell, racial ability, physical trait, or merely instinct. Even the Fairy Clan's Heart Reading is partially affected, as Fairies lose their ability to detect magic while under this effect, but they still keep their capacity of sensing emotions. Furthermore, the enchantment's range is considerably large, as it can easily cover an entire town with ease.

Interrogator (200 CP/500 CP): Magical Powers grow and evolve with time and training. Magic families fall into two main categories: those that "power up", becoming more powerful, and those that "transform", in stepwise fashion changing their own nature. You've awakened the same Magical Power as Anghalhad, one that fits the second category and thus has two completely different versions that you can purchase separately or together.

For **200 CP**, you acquired the unevolved form of her magic, previously known as **Truth or Lie**. This magic gives you the ability to see through lies and allow you to tell whether a person is lying or hiding something. This usually manifests as dark spots that cover the person, being more abundant the more fake that person is. This magic also allows you to see the truth through illusions, like discerning the real magic user from a group of fake clones for example. Unlike Anghalhad's version, yours won't evolve into its second version no matter how strong you become, falling in the "power up" category.

Alternatively, for **500 CP**, you acquired the evolved form of the **Interrogator** magic. While you lose your capacity to see lies and see through illusions, your magic will automatically inflict physical pressure that immobilizes any target that answers your questions with a lie or that refuses to answer despite knowing the truth. The more they lie or refuse to tell the truth, the more the pressure increases until they're crushed to the ground, but this pressure vanishes immediately if they tell the truth or if you faint. However, even if powerful Chaos Knights are instantly immobilized by this pressure, it's definitely possible for someone strong enough to simply continue moving despite it. Furthermore, this magic won't trigger unless the target actually

understood your question, so they won't be affected if they didn't hear your well or don't understand your language for some reason.
Lastly, as you're paying a special price, you'll be able to turn this magic on or off at will, so, unlike Anghalhad, you'll be able to lie or hide the truth without having to worry about being crushed by the weight of your own lies.

Predator (300 CP): You now have the power to animate the inanimate in your hands. By using your Magical Power, you can breathe temporary life into objects, giving them limited movement and animalistic intelligence, to essentially transform them into "wild beasts" that will proceed to hunt down and attack your opponents. The unnamed Holy Knight of Camelot who originally possessed this magic mainly used it in restrictive weapons such as chains, which don't leave the prey once captured, strangling them to death, but you can also use it with other type of weapons and objects, like torches, swords, daggers, arrows, or even whole armors. But the bigger and/or more powerful the object you're imbuing life into is, the more magical energy will be required to animate and maintain them. Lastly, the affected objects, however, return to normal if you lose consciousness.

Perverseness (300 CP): Did you also want to be a Holy Knight like Gowther to the point of awakening a Mental-type magic like his? Regardless of it, by inflicting a wound on a target, they'll only move in the opposite manner to their will for a few minutes. For example, if they want to turn their head right, they will turn it left; or if they want to lift something, they will drop it instead. Even a very skilled fighter like Pellegarde would be unable to do something as simple as walking or picking up his weapon from the ground, much less continue fighting. However, this only affects how their victim's brain moves their body, so other esoteric abilities, like wielding magic, will remain intact. Lastly, this magic basically works in any being with a brain and a nervous system, no matter how powerful they are, as long as you're capable of personally wounding them.

Explosion (300 CP): Have you also drunk demon blood in order to become stronger like the current Vice Great Holy Knight of Liones? Regardless if you have or not, you awakened the same innate magic as Guila, that is, the ability to generate powerful explosions at will, whose sizes can be controlled and manipulated. This power may seem simple, but a creative user can find a lot of different ways to wield this power. You can also channel this power through weapons you're wielding, like generating explosions from the tip of a lance or enchanting a sword's blade to be infused with explosive form in the form of flames. You can also condense this power into explosive projectiles that can be used in a myriad of ways, from creating a gigantic "bomb" to planting them underground so they'll explode when someone is standing above them. It's also possible to even generate smokescreens to confuse enemies by utilizing the explosives.

Critical Over (300 CP): Like Galand the Truth, your innate ability is simple yet still powerful (but not exactly peerless like how Melascula described it). When activated, your Magical Power massively augments your physical attributes to their absolute limits without putting too much strain on your body and lasts until your reserves of magical energy are totally exhausted or you deactivate it. Furthermore, while activated, this effect may cause physical changes on you, like causing you to grow larger and more muscular, or not if you don't want to. Lastly, as you're paying a special price for this power, you won't lose control of your full strength while in this state unlike Galand, who was unable to hold back while using his innate magic.

Echo (300 CP): You gained the ability to amplify sounds up to ten times more powerful. This is done by concentrating magic power in materials sensitive to vibrations, such as the metal of shields and armors, so, when such materials are hit, the produced sound is amplified. Furthermore, as you gain more control over this innate power, you'll acquire the capacity of redirecting the amplified sounds, like amplifying a sound produced by an opponent and then redirecting it directly into their eardrums, until it explodes. Even powerful opponents can be vulnerable to such damage, but keep in mind that this magic is useless if your opponent can defeat you without making a single noise.

Telekinesis (300 CP): Your innate power enables you to levitate people and objects into the air and move them freely around through thought, simple hand gestures, and without the slightest physical contact. This can also be used to speed up objects you're controlling, shooting as if they were projectiles. However, despite the freeness of this power's ability to telekinetically move things, you still have limits to how heavy of an object you can levitate and how far away your power reaches, but, fortunately, training and experience will greatly increase these limits. For example, after properly training for two years, Donny became capable of detaching and raising an entire platoon of earth into the air, with his maximum range probably being several tens of meters at this point.

Thunderbolt (300 CP): This magic is considerably famous, being also known for its remarkable versatility. You can generate and manipulate lightning, allowing you to perform feats like shooting powerful lightning bolts, creating rings of lightning that bind and paralyze your opponents, greatly increasing your physical capabilities using electricity to move at extraordinary speeds, and imbuing your weapons with electrical energy to vastly increase their destructive potential. This magic also grants you a degree of control over the weather, allowing you to call forth large thunderstorms.

Tempest (300 CP): You awakened the same innate magic as the current Great Holy Knight of Liones, Howzer, that is, the ability to generate and manipulate the air into violent vortexes of rotating winds. The usual usage of this magic is the formation of twisters, most of them medium sized albeit still very powerful, but, by channeling enough energy, such twisters can have size and magnitude resembling an actual

tornado. These vortexes can also be highly condensed to significantly increase their destructive power, channelled through weapons, or even used to enhance your own speed.

Melody (300 CP): Magic, including both innate Magical Powers and spells, isn't only comparable to a science, but it can also be considered a form of art. Someone could even describe the rhythm and flow of magic to be similar to a song. And this is where your own innate power comes in, giving you the ability to manipulate magic itself by manipulating this rhythm and flow. This allows for some basic feats like delaying magical attacks by a considerable amount of time or controlling the "movement" of magic as it makes magical attacks veer off course.
This requires you to concentrate on the target spell/attack, so it'll be difficult to use when you're forced to fight against more than one opponent, however, the potential of this Magical Power is tied to how skilled you are as a mage. A simple knight will be limited to those feats, but, if you're a mage like Merlin or Gawain, you would be able to do so much more with this power, like greatly increasing the potency/speed of your spells, precisely control the direction of your magical attacks, manipulating external flow of environmental magical energy to use them to cast spells without using your own energy, neutralizing spells by breaking down their rhythm, reverting opposing spells to send them back to the attackers, among many other possibilities.

Summon Sin (300 CP): Did a fairy grant you the power to summon animals when you were a child or were you just too much of a fan of the legendary Seven Deadly Sins that you awakened a Magical Power literally based on them? Either way, your Magical Power makes you capable of summoning from portals and controlling seven types of beasts that represent the Seven Deadly Sins' tattoos. Each one of the seven beasts has unique effects and can help you in various situations.
The beasts you can summon are: the **Boar Sin** (a yellow boar-like creature that specializes in stunning attacks), the **Grizzly Sin** (a indigo grizzly-like creature specialized in wide range attacks), the **Fox Sin** (a blue fox-like creature, specializing in quick attacks and also capable of healing), the **Dragon Sin** (a red dragon-like creature, capable of using fire that covers a wide range), the **Lion Sin** (a violet lion-like creature that is specialized in intimidating attacks and in brute force), the **Goat Sin** (a orange goat-like that is capable of glowing and healing), and, last but not least, the **Serpent Sin** (a multicolor serpent-like creature capable of using poison and also binding its opponents).

Petrification (400 CP): Do you have snake hair? Probably you don't have it, but it would fit well with this power. By personally inflicting a wound on a target, be it with your bare hands or through a weapon, you can petrify your targets, turning them into inanimate stone statues. Even a mere brush with your sword's blade is more than enough for your power to take effect. While this doesn't mean immediate death, most people will simply die after enough time has passed, but it's possible this petrification

can be reversed using specialized healing magic, nullifying your power, or even with special chemical mixtures. You can also undo this effect at will.
Furthermore, the stronger the opponent is compared to you, the more magical energy it'll take for you to petrify them, so keep in mind that some powerhouses might be so powerful that your magic might do nothing in them if you're weak.

Blizzard (400 CP): Years ago, the former Holy Knight of Liones, Jericho, lost her original Magical Power after being purified from the demon blood she had consumed and losing her status as a Demon Reactor, however, after her brother's death, Jericho awakened the same magic as him and she evolved this power far beyond his level. You also acquired the same magic as the ice siblings, gaining the ability to create and manipulate ice into several different constructs, as well as quickly freeze things and people by lowering the temperature around you.
This magic also essentially makes you immune to the effects of cold temperatures, to the point you could even protect yourself from flames by lowering your body temperature. Furthermore, this Magical Power has an absurd potential, as, if developed enough, the cold you generate can be powerful enough to even literally freeze Purgatory Fire, which is known for being insanely hot and inextinguishable.

Mix Venom (400 CP): Nasiens is a rare genius born to advance the fields of healing and medicine, but what makes them even more special is that they were born with an extremely useful Magical Power that compliments their natural talent and, even if you lack such talent, you were born with this very same innate magic.
This magic gives you the ability to assimilate any substance in order to "memorize" its composition, then giving you the ability to synthesize it using your own magical energy, or even produce your own mixtures by combining multiple substances you can produce.
You're capable of releasing the created substances and mixtures in various forms, ranging from a "condensed" liquid state to a gaseous state, but can also concentrate it into weapons to enchant them.
However, in order for you to assimilate a chemical substance, you must first be exposed to each substance and survive its effects, but, once the assimilation process is completed, you'll acquire immunity to them as you'll be able to easily synthesize and neutralize them in your own body.
But you need to proceed carefully at all times if you want to use this ability at its fullest, as a single misstep can easily lead to your death when it comes to what substances you consume. After all, there are some poisons that just the tiniest grain of them are already lethal and there are memory blockers that might make you unable to use your magic to neutralize their effects.
Lastly, your Magical Power can also replicate magical and more esoteric substances, like the debilitating substance of the **Wither** magic for example.

Pyre (400 CP): You awakened a Magical Power that has a very similar nature to the **Spark** magic, but the potency and destructive potential of yours is several orders of magnitude above that incredibly weak ability.
You have the ability to create fireballs, as well as control their trajectory at will, with the flames generated by you being insanely hot and will continue to burn the target until there is nothing left unless you cancel the technique yourself, in a manner similar to Purgatory Fire but without its demonic nature. You can also create massive explosions of flame to blow away anything in your immediate area by releasing your magical energy all around you. Additionally, once you develop this magic enough, your fire may become so hot that it'll become able to literally burn magic and raw magical energy away.
However, the greatest weakness of your innate magic is that it requires the movement of your arms, so, if both of your arms are restrained or somehow rendered unusable, your fireballs will be dispelled and you'll be unable to create more of them. At least, you'll still be able to release your explosion of flames even while restrained.

Hazy Moon (400 CP): There two main things that makes Lancelot the extremely powerful God of War: the first is the fact he's the current vessel of the Lady of the Lake, having access to her limitless reserve of magical energy; the second is his Hero-type Magical Power, Hazy Moon, that has four main aspects that synergy perfectly well with his absurd amount of power.You likely lack his virtually unlimited magical energy, but, at least, you have access to the same innate power as him.

Your inherent magic power's most basic aspect is related to the Destruction-Type, being the ability to unleash energy attacks, either through your own hands or through durable enough weaponry, which resembles blasts of light. These energy attacks can be exceedingly destructive but they're also incredibly energy intensive and thus only someone with a lot of magical energy can use them at their fullest potential.

Your magic's second aspect comes from the Enchantment-type, allowing you to strengthen yourself by concentrating energy throughout your body, while the third aspect comes from the Shifting-type, allowing you to shape your magical energy into various things, such as makeshift weapons.

Finally, the fourth and last aspect of your power gives your magical energy the capacity of taking in and assimilating the magic of others to grow in potency. This can be used in conjunction with your energy attacks, as they'll absorb any other magical attack in their way to grow in power. Once you master this power enough and have enough magical energy, you'll also become capable to reflect and subsume both physical and magical attacks alike.

Gatekeeper (400 CP): By using a series of specific hand signs, you have the ability to open dimensional rifts leading to Purgatory, allowing the extreme cold, heat, and its deadly miasma to stream out from it. Your magic also alters your physiology and gives you resistance to the Purgatory's extreme conditions, making you virtually immune to fire, cold, and the Purgatory's miasma. However, you won't be protected against poisons other than the miasma. Furthermore, since your rifts are open on both sides, you can cross them to go to the Purgatory but the creatures of the Purgatory can also cross these rifts, so it's a good idea to avoid opening large portals if you don't have a mean to lead with those beasts.

Invocation (400 CP): You have awakened the power of a tamer of beasts. Once you manage to tame an animal or any other type of similarly irrational being, you're capable of binding them under your control, allowing you to give them commands using a musical instrument of your choice, like a flute or a violin for example. You can give them direct orders but it's less efficient this way.
Furthermore, you can also summon specific creatures that you already have under control at some point from anywhere, even from other dimensions as long as they are within the same local multiverse as you. However, the summoned creatures will immediately disappear if you're knocked down. This Magical Power synergies particularly well with the **Gatekeeper** magic, as the creatures of the Purgatory that can cross the rifts can be tamed, controlled and later summoned with this power.

Vision (400 CP): Among all Magical Powers, the rarest of them are those of the Oracle-type and you, my friend, managed to awaken one of such powers that can change the status quo if it falls into the wrong hands. Through dreams of "omen" or, rarely, visions while you are still awake, you'll be able to see visions of the future, though they are fuzzy and considerably vague, leaving these predictions up to your interpretation. For example, when Bartra predicted that the Four Knights of the Apocalypse would emerge, he only saw abstract representations of the knights with their signature traits instead of actually seeing them.
These visions of the future from this power will usually be related to the overall fate of the world/country you're in and will foresee important events and happenings, so the accuracy of your visions will depend on how strong fate is in the world you're currently in. In a world where fate is real and has a strong influence like this one, the events you foresee have a near-100% accuracy rate of occurrence, but, in a world where fate is merely an illusion, you'll still see the most probable future, but it won't be guaranteed to happen.
Furthermore, you'll have no control over when you'll have the visions or what they'll be about, but not having any vision at all during a time of tranquility also means that there won't be any significant event in the not-so-distant future.

Hell Gate (400 CP): You've awakened the same inherent Magical Power as Melascula the Faith of the former Ten Commandments, who, despite being far from the strongest members of the group, still had one of the most powerful and useful abilities of them all. Thanks to your magic, you gained the ability to form portals that lead to the Demon Realm for various purposes, like summoning Lesser Demons, communication, or simply traveling.
As you gain enough mastery over your magic, you'll gain the capacity of changing the destination of your portals, which will lead to the Celestial Realm instead of the Demon Realm if you want to. Post-jump, this power will expand and allow you to eventually learn how to open portals to any other dimension/plane within the same universe, with the exception of afterlives (unless you also have the **Gatekeeper** magic).

Snatch (500 CP): So this is a power worthy of the legendary Sin of Greed? Thanks to your Magical Power that you share with Ban himself, giving you the ability to "rob" physical objects you're aware of their location, without making physical contact, as it is an intangible attack. "Robbing" an object this way also makes them lose all momentum they had, as you can "rob" an arrow that is flying straight to you and it'll harmlessly appear in your hand.This power can become extremely dangerous and deadly if used correctly, as it bypasses any obstacles in its path, which can include magical barriers, armor, combat equipment, or even your opponents' flesh and bones.

After all, you could use this to steal body parts from your opponents such as a heart or an arm in the blink of an eye if they aren't too much stronger than you. Your range is limited to a few meters only, but it can be increased by channeling this power through equipment like flail weapons, whips, or even staffs.
Furthermore, you can also "rob" the physical capabilities and energy of others, namely their strength, speed, and endurance, and add it to your own. However, there is a limit of how much stolen physical abilities your body can handle before you suffer a serious backslash that will exhaust you and make you temporarily unable to move.

Finally, there is an additional aspect of this Magical Power that you'll only unlock once you acquire enough mastery over this power and get familiarized with the sensation of "being robbed" instead of "robbing others". This aspect is the ability to have your own physical energy and life force "robbed" to be given to others, essentially giving you the power to give your energy to strengthen or heal others. Unfortunately, unless you're immortal like Ban or you're the vessel of a virtually limitless source of energy like Lancelot, there is a real risk of you depleting your own life energy if you aren't careful and give too much of your energy to others.

Division (500 CP): What you have in your hands in the power to cut through the world itself. While wielding any kind of bladed weapon, you can unleash powerful, seemingly invisible slashes that cut space itself, capable of splitting all matter in half regardless of makeup or resistance. No physical defense, no magical barrier, no spatial distortion, no limitless space, nothing can stop these slashes, but they can still be deflected by someone capable of manipulating magic itself. These slashes are so tremendously powerful that, if you have enough power, they can even cut through and destroy entire landscapes and cleave open space itself, leaving spatial rifts behind their trail of destruction.

Invincible (500 CP): You have quite a simple power, yet very strong if you utilize it well. As the name implies, your Magical Power allows you to nullify damage inflicted upon them, being able to withstand devastating attacks without a single scratch, no matter how strong, essentially making you invulnerable as long as you still have remaining magical energy.
But there's a hidden weakness to this power, a flaw in your invincibility. You can only cancel physical or magical damage at once, but not both simultaneously, so you must consciously switch between nullifying the two types of damage. Fortunately, with enough experience and mastery, you'll be able to almost instantly switch between the negation types. However, as Gawain discovered in her battle against Balin, you'll always be vulnerable to attacks that deal damage using both physical and magical forces at the same time, like a punch imbued with fire magic or a sword charged with magical electricity, as you'll only nullify part of them.
Furthermore, this power only nullifies the damage you would receive, not the attack itself. Therefore, attacks that affect the mind/soul or do not seek to damage are still effective. Lastly, like many other inherent powers, it also completely loses its effect if you fall unconscious.



Full Counter (500 CP/800 CP): A long time ago, Meliodas, the Captain of the legendary Seven Deadly Sins and the current King of Liones, unable to use his original Power coming from the Demon King, so, to compensate for this, he learned an imitation of Chandler's signature technique, the Full Counter.

The Full Counter is a learnable (not inherent) Magical Power that enables its wielder to reflect attacks aimed at them back at their enemy as long as they react and use this technique in time, but with more than double the original power. Due to this, the stronger the opponent's powers are, the stronger the user's power becomes. However, there are three different versions of this power.

- The first version is the one learned first by Meliodas and later by Tristan, which allows the user to only reflect magical attacks "directly" used against them, but this doesn't work when the attack is physical or "indirect".
- The second version is the one learned by Mael during his time as "Estarossa", which allows the user to only reflect physical attacks on them, but, unlike the previous version, this one doesn't merely send attacks back to the attacker but automatically hits them with the reflected physical attack.
- The third and last version is the original Full Counter developed by Chandler, which essentially is a mix of both imitations, capable of reflecting both physical and magical damage in different moments.

All three versions also have two variants that this power's wielder can learn to use once they get enough proficiency: **Counter Vanish** (that completely disperses the targeted physical/magical attack rather than reflecting it) and **Revenge Counter** (which, instead of actively reflecting attacks, accumulates magical/physical damage to then release it all at once at the cost of severe bodily strain, with this ability being a reminiscent of the Original Demon's Crisis magic).

Apparently, you were also trained by Meliodas or even by Chandler, as you've also acquired this Magical Power. For **500 CP**, you'll acquire the magical or the physical version of the Full Counter, but, for **800 CP** instead, you'll acquire the original version of Full Counter. Regardless of which version you purchase, you'll be able to teach it (or its lesser versions if you've purchased the original Full Counter) to others, but keep in mind that even a very talented warrior with an incredible potential like Tristan took years until finally learning how to use the lesser magical version of the Full Counter.

Invasion (600 CP): You're surely a terrifying existence with such a dangerous power, aren't you? Either you also inherited it from the original Gowther or not, you have acquired the ability to manipulate the mind, thoughts, and memories of others or even yourself. This is done by shooting your targets with small beams/arrows made from your magical energy that gives you access to their minds.
This ability is extremely versatile, having a myriad of different ways to utilize, including, but not limiting to: causing them to see extremely realistic illusions; imprisoning an opponent in an illusion of their fondest memory; causing them to see extremely realistic illusions; communicating with others through telepathy; imprisoning an opponent in an illusion of their fondest memory; probing minds to read their memories and emotions; rewriting memories but only superficially; inducing nightmarish visions by awakening the target's traumatic memories; inducing loss of memory; erasing memories; and even blocking emotions. However, keep in mind that an adversary with a mind and/or willpower strong enough will be capable of resisting your mental manipulation.
Furthermore, since this power can affect the mind, it can also be used to manipulate the body's nerve pathways, such as manipulating an opponent's movements, rendering them unconscious, or altering their senses to create illusions.



Dawn (600 CP): What is the origin of the “gold-colored magic” prophesied by Bartra and wielded by Gawain? Is it a different manifestation of the Sunshine, one of the four Graces created by the Supreme Deity? Is it an artificial replica of the Sunshine created by Merlin? Is it simply an innate Magical Power that has traits of the Sunshine due to Gawain being Escanor’s biological daughter?

Regardless of the exact origin of the Dawn magic, it seems like Gawain has a rival for the title of “Master of the Sun”, as you have acquired your own version of her inherent magic.

The Dawn magic allows you to slowly build up the power of the sun during the day and convert into your own, but, unlike the original Sunshine, you don’t automatically get stronger during the day but the solar energy you absorb will be stored in an unlimited reserve. When you tap into the stored power of the sun, you’ll undergo a drastic change, causing you to grow considerably and become much more muscular than before.

While in this state, your physical and magical abilities will increase for several orders of magnitude depending on how much energy you decide to use at once, with the heat given off by your magical aura can be so intense that it can drain any fire-attribute attacks used against you. You’ll even be able to use pure solar energy in your attacks while transformed, like creating a miniature Sun to attack or imbuing incredibly hot flames in your physical attacks.

As you'll have control over this power, you don't have any change in personality while transformed and don't depend on the solar cycle to transform, being able to do so at will after accumulating enough solar power, but your power has a serious weakness when compared to the original Sunshine.

The Dawn is incredibly less efficient at harnessing the power of the sun when compared to the Sunshine, as you can end up exhausting your reserves of solar power during the day if you overuse your magical abilities too much and it would take a few days exposed to the sun until you manage to fully recover your energy and become able to transform again.

Fortunately, as you gain more experience with this power, you'll learn how to precisely control your energy output, allowing you to channel your stored solar power without having to transform, transform into even larger and stronger forms, or even partially transform specific limbs to save energy.

Lastly, exactly due to being far less energy efficient than the Sunshine, you won't become **The One** during high noon, as this time of the day will be simply the moment where you'll recover the most energy instead and not a temporary source of basically unlimited power as it was to Escanor.



Infinity (800 CP): You were really blessed when you awakened such an unfair Magical Power that is clearly a cheat in this world's magic system (and many would also label it “cheating” even in other worlds).

Your Magical Power allows you to stop the time of any spell or similar magical effect you cast, causing them to last for eternity until you choose to dispel them yourself or someone else nullifies it. This is so incredibly powerful that, unlike most Magical Powers, it’ll remain active even if you die, so, if no one undo an affected spell, it’s highly probable it’ll last until the end of time itself. In summary, no matter how powerful a spell is, you only need to cast it once for your power to take effect and make it everlasting.

The Infinity is extremely versatile and can be used in numerous ways if you’re a skilled mage, like freezing others in ice eternally, causing flames to burn endlessly, freezing time in a specific area forever, or even stopping your own personal time to create a sort of immortality. To make things better, this Magical Power can also affect other world’s forms of magic, as long as they’re based on some sort of actual magical energy.

Furthermore, through an enchant, you can also apply Infinity into a spell to continuously channel magical energy to it, making it exponentially more powerful, with the only limit being how much energy you can control at once, as I don’t think you want to lose control of an exponentially growing spell.

Lastly, such a cheat ability is worthy of gods and definitely could attract unwanted attention. Fortunately for you, the two gods who were after this power aren’t threats to you anymore.



Kaleidoscope (800 CP): Among all Magical Powers, the rarest of them are those of the Oracle-type and you, my friend, managed to awaken one of such powers that can change the status quo if it falls into the wrong hands. While sleeping, you can choose to dream of future events, as realistic and extremely detailed in accuracy as if they were happening in the present instead of seeing vague prophecies like the ones granted by the **Vision** magic.

However, while you can see precisely what will happen in detail, this ability shows you only visions of the future regarding yourself and your immediate surroundings, from your own viewpoint, unlike **Vision**'s predictions which necessarily involve the overall destiny of the world. This also means you'll be unable to see what will happen during the moments you're unconscious or beyond your own death.

Fortunately, while sleeping, you can precisely control which parts of the future you want to see, so you could very well see everything that will happen to you and those near you until your probable death, like how Guinevere did, if you want to.

Furthermore, in the exact same way as the **Vision** magic, the accuracy of your future visions will depend on how strong fate is in the world you're currently in. In a world where fate is real and has a strong influence like this one, the events you foresee have a near-100% accuracy rate of occurrence, but, in a world where fate is merely an illusion, you'll still see the most probable future, but it won't be guaranteed to happen.



Despair (800 CP): You've been plunged into the depths of despair, but, fortunately to you, the Gods smiled at you and sent you a gift, giving you the perfect chance to take revenge on all that exists. Well, while this is more or less the case for Diodora, that's probably not your case, but, even so, you have acquired the same Hero-type Magical Power that Diodora awakened after being betrayed by his best friends and abandoned by his father.

This Magical Power grants you the ability to reflect damage inflicted to you back onto whoever attacked you, while you'll be completely healed from it, even after suffering fatal injuries. For example, if someone breaks your neck, you'll be completely healed while the attacker's neck will be broken once your magic automatically activates. However, this magic has a serious weakness, as its ability to reflect damage only works on attacks fueled by negative emotions, so, if someone hurts you without feeling any negative emotions towards him, the damage won't be reflected and you'll remain harmed.

Surprisingly, while your ability to reflect damage is very powerful, this is far from being the most terrifying aspect of your magic. Every time you kill someone personally, even if it's through reflected damage, you'll be able to absorb their remnant magical energy, recovering your own energy and basically feeling a sense of euphoria due to the surge of power. But the true benefit of absorbing the energy of a fallen opponent is that you'll absorb their unique Magical Power (or similar unique magical abilities in future worlds) if they have one, with your body adapting to use it and you instinctively knowing how to use the stolen power, even if it's just in a basic, simple way. There's no limit to how many powers you can steal this way.



Perfect Time (800 CP): The Demon King and the Supreme Deity aren't just extremely powerful beings, but actual deities wielding true divine power and their children inherited a portion of this divine power in the form of their own inherent Magical Powers.

In Meliodas' case, this divine power manifested as his original magic related to destruction. He was unable to control this power, but, once he truly awakened and controlled it, Meliodas became a new god on his own until he had to sacrifice this power to ensure his father's death.

On the other side, in Elizabeth's case, the divine power she inherited from the Supreme Deity manifested as the magic known as **Perfect Time**, the ultimate healing magic. This divine magic gives her the ability to generate a holy light capable of healing anyone the moment they are injured, eliminating pain before it can even be felt and preventing instant death without spilling a single drop of blood.
From the perspective of those watching this healing effect, a sword's blade would pass through someone's body without leaving any damage behind as if it was intangible for example. This holy light can cover an area of a few kilometers and affect any being you want to protect within this range.

However, the exact cost of the ultimate healing power is still unclear, even more so now that Elizabeth is in a human body instead of her original Goddess body. It might range from her losing her humanity and ascending to godhood to simply death.

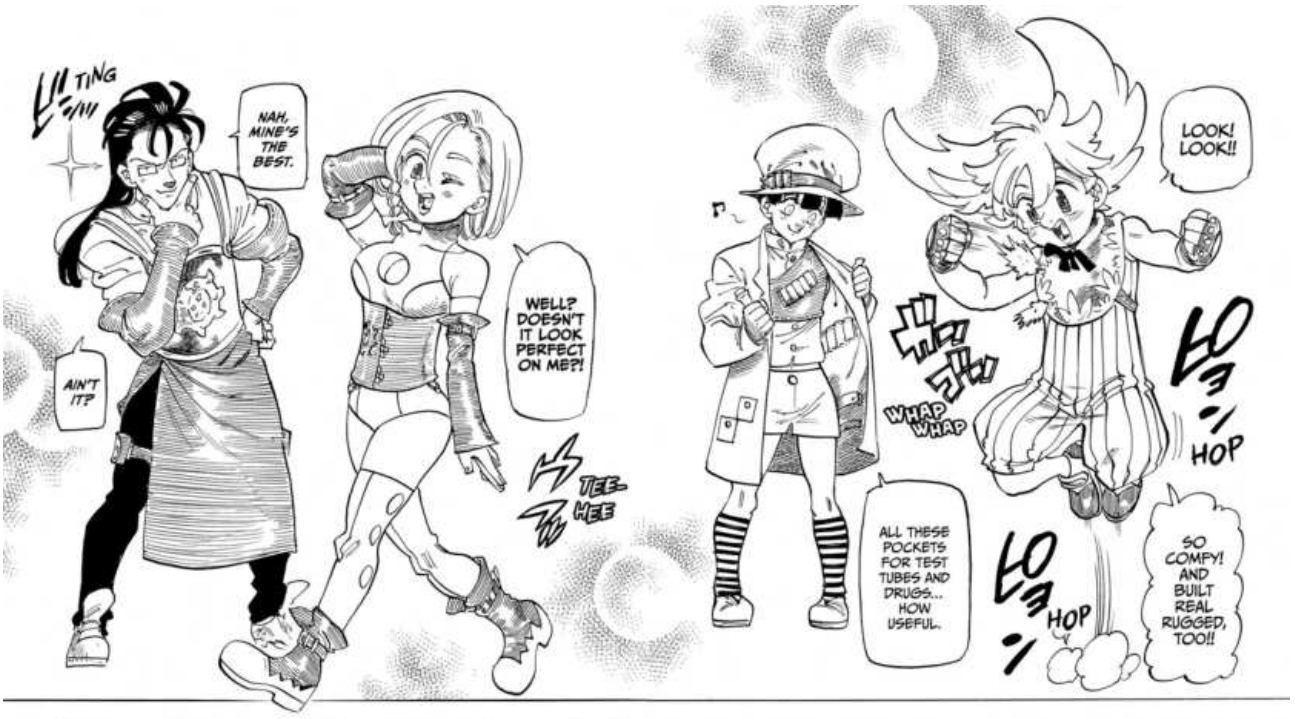
By purchasing this option here, you acquire your own version of the **Perfect Time**, but as a non-divine power instead, meaning you won't need to worry about its serious side effects in exchange for this ability being incredibly energy intensive.

--=Companions=--

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Jumper Platoon (200 CP): In the same way as both Tristan and Percival have their own squads of friends fighting alongside them, you also have yours. You can import up to three Companions, each one of them receiving a free origin and 1000 CP to spend in **Races**, **Perks** and **Items**.



--=Special Companions=--

Some of the canon characters are special, some of them being worthy of more than just 50 CP or maybe having their own special traits or requirements. These companions follow the same rules of the ones from the purchase of **Canon Companions**.



Purest Embodiment of Malice, Cath Palug (100 CP): After it was sealed, Chaos gave birth to several different monsters, like the Vampire Clan. Among all of these spawns of Chaos, one was special, being a manifestation of its obsessive desire for power and destructive nihility. This is the cat-like monster known as Cath Palug, the one who attempted to devour King Arthur and become the new vessel of Chaos eighteen years ago. Normally, he would've been defeated and completely devoured by Arthur instead, but things happened differently in this world. While Arthur managed to devour Cath and recover the fragment of Chaos that was inside him, the monster managed to clone himself before it, allowing this copy to escape to a safe place where he slowly recovered his forces.

He hoped to one day restart his quest to unify with Chaos and consume everything, unaware of the original Cath Palug's current condition, but his plans changed as he met you and learned about your nature as a Jumper. Thanks to it, he became convinced you're the true King/Queen of this world and decided to follow you along your Chain and protect you in order to one day devour you himself, but he'll wait until you're at your strongest to do so.

Unsurprisingly, you're a Jumper and your potential is pretty much limitless, so, as you'll keep getting stronger and stronger, Cath will always keep waiting for a chance that will never happen and will stay being your loyal Companion. While he lost his fragment of Chaos, this "tamed" Cath Palug is still an incredibly dangerous monster, capable of easily changing between his cute disguise and his gigantic bobcat-like true form, having telekinetic and telepathic abilities as well as a power that probably matches the members of the Ten Commandments. Additionally, Cath is also the one who knows the most about Chaos and its capabilities.



Four Knights of the Apocalypse (500 CP): The Four Knights of the Apocalypse are a group of four Holy Knights (or five/six, depending on your choices) prophesized by Bartra to bring destruction to the world of the Eternal Kingdom of Camelot and lead the King of Chaos to his doom. By taking this option, even if you're not a Knight of Prophecy yourself, you'll be able to take all of the members of the group that are still alive by the end of your stay here along you in your Chain, with all of them becoming your Companions. This also includes their closest allies, like the Tristan and Percival Platoons (keep in mind that you're not forced to take Chion as a Companion if you don't want to). In future jumps, the Knights of Prophecy and their allies can be imported as individual Companions each or even imported collectively as a group, with them taking a single Companion Slot instead.

--=OC Companions=--

None of the following Companions exist in this jump unless taken here.

The Knight of Hell (200 CP): Born after the end of the Second Holy War from a human mother and a giant father who was a mutant like Drole, this four-armed, four-eyed Half-Giant grew up living a particularly lonely life as he was shunned due to his appearance and the fact he needed to consume his twin while they were still in their mother's womb in order to survive. In such harsh circumstances, he developed the mentality that "might make right" and started to follow a path filled with hedonistic destruction. In another world, he would become a living calamity but things went different to him here, because he found someone stronger than him.
During his solitary journey, he invaded the Fairy Realm, challenged the Giant Queen and obviously was defeated in a way that made him deeply respect her. After some time, the news about Bartra's prophecy reached the Fairy Realm, mentioning a fifth (or sixth) knight who "had four eyes and four hands", designated to represent the calamity of "Hell".
Following Diane's orders, the now "Knight of Hell" travelled to Liones to meet the other Knights of Prophecy, but, regardless if you're one of them or not, he decided to accompany you due to your power. Now, in terms of abilities, his Half-Mutated Giant physiology grants him several advantages over regular humans, starting with his extra eyes and arms. He also has superhuman levels of endurance, allowing him to go several days without the need to breath or to sleep.

He's also an extremely skilled fighter due to his own talent and to being trained personally by the Serpent's Sin of Envy and Giant Queen, Diane. He has access to two Magical Powers. His first magic gives him the ability to shift between a human size and his true size, having a height of around ten meters. This was the Magical Power possessed by his twin brother and he needed it to survive because he was growing too much inside their mother's womb.
His second magic allows him to create and manipulate a supernaturally hot fire for long-range attacks, such as fire walls and arrows. However, his preferred attack is concentrating the fire into powerful ranged slashing attacks and launching them against his foes. However, due to the Giant blood being diluted in his veins, he lacks the clan's signature Creation magic.

The Peacock's Sin of Vainglory (200 CP): A very beautiful and sexy Goddess with a dark purple medium long wavy hair, she was betrayed by a superior a long time ago and, after massacring a group of Goddesses, decided to join the Demon Clan during the First Holy War to get revenge. In another world, she would fail but here she managed to get her revenge by psychologically torturing and killing her superior who had an explosive magic, however she was left purposeless after the Demon Clan's sealing and the Goddess Clan's sacrifice.
Some decades ago, she joined forces with the Seven Deadly Sins during some missions and started to enjoy acting as a "Holy Knight" despite keeping her many femme fatale manners. Eventually, many even began to consider her an unofficial member of the group, giving her the title of "Peacock's Sin of Vainglory". Currently, she started to accompany you by judging you worthy of her presence.
While in battle, she isn't usually a direct fighter, preferring to use her angelic beauty, seductive body and calm alluring voice to take advantage from both enemies and allies as well as manipulate them to not attack her. She's a true expert when it comes to using the Breath of Bless spell, which turns her victims into fanatical zealots loyal specifically to her instead to the Goddess Clan in general.
However, her true inherent magic is far from gracious or beautiful, as it summons ethereal, grotesque worm-like parasites that borrow into her victims' bodies and puppet them while draining their vitality.

The Commandment of Diligence (200 CP): A bald, caped demon that only cared about combat but was forced to serve the Demon King after being imbued with a "Pseudo-Commandment", one which contained a curse but lacked the king's power. This curse, known as **Diligence**, affects anyone who willingly holds back their power (not counting transformations), greatly weakening them by draining almost all of their energy and leaving them barely alive depending on their power.
He always enjoyed the heat and adrenaline of battles, but, due to his curse's nature, he was forced to almost always finish battles too soon due to being unable to hold back his overwhelming physical might (as well as also having his own Assault Mode) that puts him on the same level as the clan's youngest prince. Due to it, he quickly got depressed and apathetic towards the entire conflict between the Demons and the Stigma, however, he still kept a heroic attitude while defending regular people from several different threats.
He was wandering around Brittania since the end of the Second Holy War without taking a side in the war of everyone against Camelot until he found you, the first one that made him feel the thrill of the battle in a long, long time, so he decided to accompany you since then.

True Sin of Lust (100 CP): Around 400 years ago, a cult emerged that worshiped the Mother of Chaos and planned to bring her back to her former glory. This chaotic cult was mainly formed by humans and Giants, leadered by seven bishops with special powers, but they disbanded and gave up their original goal and faith after being defeated by the Seven Deadly Sins. A few of these archbishops survived and one of them is a Fairy who represented the sin of lust within the cult and commanded an elite group of assassins.
As the cult's sin of lust, this title isn't due to some serious crime she committed in the past like Gowther, but because her personality and even abilities actually aligns with it. She's obsessed with the concept of love despite basically not caring about the feelings of everyone else in a sociopathic way, however she still finds brilliant and extraordinarily eccentric individuals interesting, with this being the reason why she decided to accompany you.
In terms of abilities, she has all the racial abilities displayed by Fairies, but what puts her apart from all others of her kind is her greatly enhanced ability of Transformation, allowing her to alter her physiology into various forms that grants her actual physical advantages, such as modifying her body parts by adding claws or bigger wings, turning her limbs into the heads of animals, copying other people's appearances, or even fully turning her body into a powerful dragon. Thanks to her self-transformation, she always keeps changing her appearance to fight and mock others, but her most common form is that of a petite girl with short golden hair and purple wings.
Furthermore, she also has her own inherent Magical Power that gives her the ability to convert her own blood into a purple ooze-like toxin that deforms living beings that enter in contact with it.

The Blue Knight (100 CP): A greedy human scientist that lived on Camelot since before the old kingdom's destruction and saw an opportunity to acquire further power by supporting King Arthur on his quest. He became one of the Chaos Knights and started to research about the effects of Chaos on living beings and organic matter but, in an accident on his laboratory, his arm ended up fusing with a Chaos Staff that altered his physiology in a way similar to what happened with the Four Evils, but without the mental lock or the (complete) loss of humanity.
Eventually, he acquired the position of the Fifth (or Sixth) Evil, thus gaining the title of the Blue Knight, thanks to his manipulations and personal power. In addition to being as powerful as the likes of Ironside, his true power comes from his mutated mechanical-looking arm, which grants him the ability to turn others into monstrous beings by merely touching into them, in a far more versatile and controllable way than it's possible with a regular Chaos Staff.

The Chaos Zealot (200 CP): She was once a regular human child who lived in Camelot until her family was killed during the Demon King's attack, causing her to share Arthur's hatred for the other four great clans. As she grew up with a burning need to make the other races pay for all the pain she went through, she became a fanatical zealot towards King Arthur and Chaos despite having her own agenda and personal goals. Initially, Arthur offered her a position among the Four Evils and even granted her a fragment of Chaos, but she proved to be too unstable and her abilities didn't match well with the other four knights, so she returned to act solo.
She's a wizard on par with Worreldane in skills and raw power, having mastered the abilities of her Chaos Staff to a degree no other knight ever achieved. By combining her Chaos Staff and her magic, she has access to several esoteric abilities that one could even call miracles.
At her best, she can transform, alter, or transmute any unprotected matter, energy, elements, objects, and beings into any non-living thing, as well as transmogrify people into different forms, like turning them into simple weapons, tools, structures, or even fuse and mutate multiple individuals into a single flesh monster. She's also a specialist with brainwashing magic to turn mundane beings into fanatical zealots. She can also use her magic to fly at high speeds by manifesting six wings made of light. Furthermore, the fragment of Chaos inside her turned her into an inhuman being that partially transcends life and death, allowing her to endlessly regenerate as long as she has remaining magical energy and her body isn't completely destroyed at once.

--=Drawbacks=--

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

Accursed Cook (+100 CP): You must be cursed, this is the only explanation. Your cooking skill is so horrible to the point of being comparable just to that of Meliodas himself, with any meal you prepare (or help others to prepare) being so bad that those who eat it can suffer symptoms like fever, rash, nausea, diarrhea, stomach cramps, hallucinations, among others. To make things worse, you don't seem to mind other people's feelings about your food, so you'll still have the urge to prepare meals for your friends and allies at least in special situations. At least, you could try to send your food as a "gift" for your enemies.

Are You a Vampire? (+100 CP): If not, why is blood falling out of your mouth? Actually, you just share a certain quirk with Nasiens. You always bite your lips and make them bleed when you're excited for anything. The more excited you are, the harder you'll bite down. It'll never cause serious harm, but it'll still weird out some people. I think you should try fixing that habit, but you won't be able to until the end of your stay here.

Not a Little Kid Like You (+100 CP): Are you sure you're not a small kid? It seems like you're more grown up than what you look like, because, regardless of your age, you'll keep being exceptionally short (having at most 153cm even as an adult, or an equivalent height if you're a Giant) and have a youthful look, causing most people to think you're far younger than you really are. I hope you don't have any complex about your height.

Androgynous Like a Fairy (+100 CP): You seem to be hiding a secret, or maybe you don't make any effort to hide it if it doesn't bother you. Actually, you're not a man but not a girl, either. In a similar way to what happens fairly often in the Fairy Clan, you've been born physically sexless even if you're not a Fairy yourself and will just assume your biological sex once you fall in love with someone (it doesn't count people you're already in love with). Unlike other Fairies and Half-Fairies like you, the biological sex you'll assume is the one you chose for this jump instead of being the opposite of the one that attracted you emotionally.

Not So Loyal Summons (+100 CP): Many animals tend to be smarter than human beings in at least one aspect, as they realize when they are in a battle they can't win and will often decide to stop taking orders if it helps them survive. This is especially true in the case of your summons and tamed animals, because, as long as they have a minimum of autonomy and self-preservation instinct, they'll tend to stop obeying or even betray you if possible once they realize you're weaker than your foes. Only truly mindless familiars will always be loyal towards you until the end of your stay here.

Sequence of Errors (+200 CP): You're a magnet to misunderstandings. Every time you meet someone important, there is a considerable chance they'll mistake you for an enemy. For example, you might be carrying a relic that was supposedly in the hands of the Chaos Knights so the allies of Liones will end up thinking you're one of them, while the knights of Camelot might consider you an enemy of humankind just because they saw you helping other races. Regardless of which side you're on, you'll still need to work hard in order to solve each one of these misunderstandings.

World's Worst Archer (+200 CP): Your skill in the bow and arrow and with other ranged weapons is so absurdly horrible to the point it's comparable to Meliodas' cooking skill. To have an idea of how bad your archery skill is, somehow, you can even hit things that are behind you instead of the target in front of you. This also affects any other kind of ranged attack you have access to, but to a considerably lesser degree as you might even hit a target … at least once or twice per year.
I hope your melee fighting skills are good enough or that your attacks don't require precision.

Enemy of the Eternal Kingdom (+300 CP): Maybe you're a Knight of Prophecy, a powerful warrior who fought in the Second Holy War, or even someone whose future actions were predicted by Guinevere, but regardless of the exact reason, you proved your worth to King Arthur himself, but in the worst way possible as he now actually classified you as a threat to the New Kingdom of Camelot and humankind.
Due to this, you're now a priority target for all the forces of Camelot, meaning all Chaos Knights are after you and will hunt even if they need to send squads to other realms to hunt you down and exterminate you. If you prove to be a true threat by eliminating too many knights or allying with other dangerous beings like the Four Knights of the Apocalypse, King Arthur himself might one day descend from his throne to personally hunt you. Good luck, you'll need it.

Frail Like a Crystal Statue (+300 CP): After the Demon King was killed once for all by the Seven Deadly Sins, his decaying body started to shed a stinking poison that polluted the lands around it. This poison sickened the people that lived there, with you being one of its many victims. Regardless if you were poisoned while you were in your mother's womb or not, you managed to survive the poison after being treated but still were left with serious after-effects from it, resulting in you having a frail body considerably weaker physically than the average member of your race.
Your weak body also makes you have far too little stamina, as you can barely run for a few minutes before exhausting yourself. On the bright side, if you force yourself and torturously train for years, you'll be able to reach the physical level of a common person but even so you'll still be prone to falling ill if you force yourself too much in a single day.

Too Precious For This Cruel World (+300 CP): You're a naive and kind individual to the point of being waaay too innocent, kind and gullible for your own good.
In addition to failing to see the worst in almost everyone, including the ones that try to literally kill you, you'll be a pacifist who will refuse to kill others and even want to help your enemies. Even if someone seriously hurt your most loved ones, you would try to find a non-lethal way to defeat them. I'm afraid your excessive kindness might wind up spelling your doom someday or another if someone doesn't help you.

My Name is Tantris (+300 CP): Due to some serious accident, you lost all your memories, including the ones from before this world, and, as a result, you believe you're someone else. However, this amnesia isn't natural as a specific individual of a gender of your preference is using their magic to suppress your memories and manipulate you in order to use you to fulfill some personal goal of theirs. Fortunately, this individual isn't malevolent, but it'll be up to your Companions to go after you two and help you recover your memories. However, this individual can't be hurt or killed due to fate protecting them while they have control over you, so your Companions will need to convince them to release you. As a bonus, if you recover your memories and willingly help this individual, you'll be able to take them as a Companion for free.

The Worst Mentality (+300 CP): Either you suffered some serious trauma in your childhood or just have a screw loose, you'll always assume the worst case scenario when making any decision in an extremely paranoid way to the point it might even blind your common sense. This might cause you to try to eliminate potential allies simply because they might eventually become threats in the future, among other similarly dangerous mistakes. Fortunately, you still care about your friends and family and, unlike Chion, you don't overestimate your and your allies' power so you'll still realize you can't defeat a certain King of Chaos with just a single Knight of Prophecy. I hope your friends and Companions are able to keep you from making some very stupid decision.

Sealed Power (+400 CP): Something went wrong during your entrance into this universe, as if a power akin to Chaos attempted to prevent your arrival but ended up failing in the end. However, you've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing companions, restricting them to their original power. Fortunately, you still maintain anything purchased in this jump.

The Unarmed Knight (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

I Alone Shall Stand At The Top (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, even when there are so many powerful groups in this world, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.

Chaos Jumper (+500 CP): You've met with a terrible fate, haven't you? Regardless of exactly how you ended up in this situation, you were captured either by Merlin or Arthur in the past and eventually the King of Chaos used his powers to twist your mind to turn you into one of his loyal pawns.
While you weren't strengthened like Galand and Melascula, Arthur implanted false memories in your mind, making you believe you're an incredibly loyal servant of Chaos and urging you to destroy all the knights and races who defy the Eternal Kingdom. You also had your memories related to your time as a Jumper suppressed, keeping only the ones related to your backstory in this world.
In addition to the false memories and the mental lock, he also used a brainwashing spell on you, which fries your thoughts and forces you to attack others every single time you try to recall who you really are.
Fortunately, Arthur still didn't realize who you really are, but, if your allies don't manage to find a way to free you from Chaos's control until the end of your stay here, he'll discover it and will be able to usurp your position as a Jumper, gaining access to the greater Multiverse, with this counting as a Chain-Failure for you.
If you take this drawback, please, don't fail. Don't let a genocidal tyrant like him have the opportunity to spread his Eternal Kingdom across multiple universes.

Prisoner of Hell (+500 CP): Something very wrong happened during your entrance into this universe. Maybe some higher entity attempted to seal you before you could enter this world, but, regardless of the exact reason, you became stuck alone inside the hellish realm of Purgatory. Your starting location is now the Purgatory and you must find a way to escape from there before the end of your stay here. If you stay here for 10 years (in Britannia's time as Purgatory's time dilation causes a single minute outside to be equal to an entire year in this hell), your chain ends here. Any form of dimensional travel from any perk or item you might have is now blocked until you return to the main universe. Fortunately, there are a few people in Britannia capable of opening portals to the Purgatory in order to summon beasts from there so you could take the opportunity to escape using such portals. Good luck escaping from this hell, you're going to need it.

--=Ending=--

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of the Four Knights of The Apocalypse, ending your chain.

Move On: Go to the next jump and continue your adventure.

--=Capstone Boosted Perks=--

The Savior of Demons: Even if you don't have the ability to turn other people's hopes into power, your nature as a prophesied hero granted you the ability to tap into the collective power of all the willing, nearby demons that consider you as their savior, effectively allowing you to strengthen yourself by syphoning a portion of the power and energy of each one of them.
How much of their power they grant to you varies according to how much they trust you, most demons that you never interacted with will grant you at most 1% of their total strength while those who trust you the most will grant you up to 10% of their power. Optionally, you can also temporarily acquire the unique traits associated with the demons while you're syphoning their power, such as their Power of Darkness in this world for example, but you might also end up temporarily acquiring demonic instincts and having your humanity weakened this way.
Lastly, there is no limit to how many demons can grant you their power through this ability.

The Embodiment of Life: At some point, you decided to give up your independent life and abandoned your body to join the rest of your siblings in the collective mass of Life Spirits. However, due to personal reasons, you returned to your body and became an independent being again, but, due to this experience, you managed to "remember" several useful pieces of information about your abilities and nature as a Life Spirit.
As a result, you gained a greater authority over the Life Spirits' true power, known as the **Endless Return**, the control over the cycle of life and death from which the Hope magic is derived from. All of your previous abilities related to Hope were greatly enhanced, to the point you can even use your magical aura with your own magical energy instead of relying just on hope power. Right now, even completely out of other people's hope, you're already as strong as some of the weaker Seven Deadly

Sins when it comes to raw power, like Diane and Gowther. Your other magical, physical, and sensory attributes are also similarly enhanced.
For example, your sensory ability became so refined and powerful that you're now able to sense all the Life Spirits within a continental range and communicate with them while completely focused and meditating, allowing you to become aware of many events that supposedly take place far away from you. Your sensory abilities make you able to identify people by their "soul color" as you can literally see their life essence.
Lastly, your ability to drain vital energy from others was also enhanced. You're now able to use it at will, not needing to enter a berserk state anymore. Not only this, as you have the capability to control how much vital energy you drain at once and you don't need to touch your targets to trigger this ability, as you can drain the life from any living being a few meters close to you.

The Master Wizard: More than three thousands years ago, a genius child was born in the Capital of the Wizards, Belialuin. This child was gifted with a prodigious talent to use magic and a stellar intellect, as well as an incredible magical power worthy of the gods. However, she ended up causing the complete destruction of her homeland due to angering the gods. Over the years, she acquired a vast knowledge of magic and spells and eventually became Britannia's greatest mage of all.
This so-called "Daughter of Belialuin" is the one known as Merlin, the Boar's Sin of Gluttony, a prodigy whose talent has no equal among all the clans, even after more than three thousands years. However, this changed when you were born (or more precisely when you arrived in this world) and decided to follow the path of magic.
You've become a magician on par with Merlin herself when it comes to intellect, vast magical knowledge, and skill with spells. Your repertoire of spells is also comparable to hers, as you also have access to extremely powerful spells like the Chrono Coffin, a forbidden art that stops time in a certain area.
Furthermore, while you obviously won't have the Infinity magic, in an attempt to compensate for this, you trained your fine control over your own inner magical energy that you now have perfect control over it. This not only allows you to cast spells without wasting the minimum amount of energy but you're also capable of turning off any magic you're using, even spells that theoretically can't be deactivated like the Sunshine or the Chrono Coffin.

The Master Craftsman: As both a master craftsman and a Knight of Prophecy, you've surpassed Dubs by managing to replicate the feats of the original Gowther and supposedly of Merlin, which are the creation of dolls and the replication of Magical Powers respectively.
First, you acquired all the knowledge related to the creation of artificial beings in the form of dolls like the Goat's Sin of Lust. Your dolls will have all the traits mentioned in the **Doll** race option, all of them having true sapience and even their own souls, but it takes time until they emotionally mature. It takes a considerable time and effort to build a perfect doll body that is basically indistinguishable from actual living beings,

but you're also not limited to granting sapience to your dolls as you can make even weapons and other artifacts you personally created sapient. To make things even better, dolls you create are effectively artificial forms of life and thus devoid of true life, so they lack any Life Spirit inside them and are completely immune to any life-stealing ability.
Second, in addition to merely analyzing people's magic to create equipment to support them, you're now able to actually replicate their Magical Powers in a the same way to how Merlin hypothetically created the Dawn magic by replicating the Sunshine. In order to replicate someone's magical abilities and grant it to another being or one of your creations, you'll need to extensively study said abilities, as well as several samples of the individual's body and magic, with stronger abilities requiring far more effort to properly replicate. For example, Merlin spent years studying a Grace like Sunshine but even her just managed to create a pale imitation of it in the form of the Dawn magic and gave it to Gawain. Of course, it'll be far easier to replicate your own Magical Powers.
Lastly, you can combine both techniques in order to grant replicated Magical Powers to your dolls, like how the original Gowther gave his Invasion magic to his doll.

The Demonic Knight: Well, I was wrong. In truth, you aren't a true Demon Reactor but you were a victim of one of Arthur's knights who used their Chaos Staff to fuse you with the corpses of five different demons, transforming you into a grotesque beast of gigantic height that combined all of their features. Fortunately, once you were freed from the Chaos Knight's brainwashing spell, you recovered your mind and human form but the demons, now completely mindless and soulless, and their power still remained fused within your body, essentially turning you into an entity fundamentally equal to a Demon Reactor but superior.
In addition to acquiring the traits and unique abilities of three extra families of Demons, that doesn't necessarily need to be Lesser Demons as you can choose higher ranked species like a Demonic Snake, your power was massively enhanced, increasing your Power Level to at least 30,000 and thus putting you on par with the weaker Seven Deadly Sins like Gowther.
Additionally, while you can still activate your demonic appearance at will, your true full demon form has changed thanks to you still keeping a small portion of chaotic power within your body, causing your form to become that of your grotesque fused state as a Chaos Being, who grants you an absurd power capable of rivaling even an entity like the Testament Beast, the creature born from the fusion of the Six Knights of Darkness. Furthermore, the chaotic power that is essentially the basis of this form grants you an extreme level of resistance to both darkness and light, despite light magic being the demons' greatest weakness.
Lastly, as your mastery over this fused form increases, you'll be able to combine your other Alt-forms with this transformation. That same chaotic power will also mutate such forms to eliminate their racial weaknesses, like how adding a Vampire Alt-form won't include their vulnerability against sunlight for example.

The Master of Spirits: You've mastered the Forbidden Spell beyond the level of all other Spirit Casters, gaining the ability to properly summon and control disembodied Life Spirits in the same way as you can do with all the other elementals without needing to sacrifice your vitality but still at a fair increased energy cost due to them being more so powerful. The Life Spirits you summon will manifest in a shifting mass of green magical aura and their power of **Endless Return** allow them to heal and drain life in the same way as an **Embodiment of Life** can, but they'll lack the **Hope** magic due to not being independent.
A single Life Spirit is already an existence as dangerous as a High-Ranking Spirit, but, due to their nature as parts of a greater being, you're able to fuse multiple Life Spirits into a single, more powerful entity controlled by you. Keep in mind that a too powerful Life Spirit can only be kept contained inside a durable enough vessel like a Amber of the Four Archangels, as most regular gemstones will simply break if you attempt to contain it. Unsummoning fused Life Spirits will also cause them to split apart, requiring you to waste even more energy to fuse them again.
Considering how much magical energy you currently have, enough to put you on par with Ironside, the strongest fused Life Spirit you can sustain for a few minutes (without using any other magic) will be at most as powerful as Diane herself.

The Knight of the Lake: By using his photographic reflexes and mind-reading magic, Lancelot is able to reproduce basically their complete styles of physical combat, but even he's unable to replicate other people's magic despite his immense magical force. Fortunately, you surpass him in this aspect, as you gained such control over your own magical energy that you acquired the ability to copy other magical techniques and spells after you were hit by it at least once. This is done by brute forcing your magical energy into a certain purpose until you replicate the effect of said magic.
The main downside for your copying ability is that the replicated spells will consume a substantially higher amount of magical energy than the original magic does, so trying to replicate a magic as powerful and complex like Sunshine, Infinity, Invincible, the Ruler, or even Meliodas's original magic will essentially burn your immense stock of energy in a minute or so.
Additionally, if said magic is completely related to a race's physiology, like the Demon Clan's Power of Darkness (but not Hellblaze), then you may not be able to copy it properly, managing to use only a pale imitation that is at best about half as powerful as the original. For example, you could create a malleable mass of raw energy in order to emulate the traits of the Power of Darkness.
Lastly, as a bonus, as your magical energy output also increases due to your ability to replicate spells through brute force, you're able to discharge it in the form of a large-scale blast wave, which is visually similar to Lancelot's Hazy Moon but it's not the same magic, so you won't be able to control the blast wave's direction.

The Mighty Monarch: You're the descendent of a mighty royal lineage and defying you is like trying to defy heaven itself. Even if you aren't a blood relative to Arthur and have no connection with Chaos, as someone with the qualities to be a mighty monarch, you awakened the magic known as the **King's Authority**. This Authority gives you the ability to project your own will in the form of an imposing, invisible aura in order to dominate others that are weaker than your aura, intimidating or even potentially paralyzing them as if their own bodies refused to fight you.
The power and range of your Authority's aura isn't related to your own personal fighting power and can't be increased directly, but rather it's powered by your own authority and power as a ruler. As the leader of a small squad of a few people, your Authority will be able to affect a few powerless humans that are in the same room as you, but, if you were to be the ruler of a kingdom as big and powerful as Camelot, your aura would be so strong and imposing that you could paralyze an army of average Holy Knights in the range of an entire town.

Future Anomaly: You're a true anomaly, being immune to the courses of fate but at the same time being a Knight of Prophecy. Regardless if you're an enemy or ally of the other four Knights of Prophecy, your nature as such an anomaly causes you to be an antithesis to other "Chosen Ones" of prophecies and fate.
Thanks to it, your attacks and defenses are many times more effective against those that have some degree of plot armor, "Contractual Boss Immunity", or any other type of narrative advantage or protection received by fate, in addition to said plot armor also completely falling apart when they're fighting you.
Lastly, despite you technically being immune to fate and being the antithesis of Chosen Ones, this doesn't prevent you from having such plot armor.

The Fifth Evil: Regardless if he noticed you're a Knight of Prophecy or not, King Arthur saw your potential and decided to grant you a greater fragment of Chaos instead, giving you a power beyond that of the other elite knights. Thanks to this fragment, you have gained the ability to deploy a personal pocket dimension either by summoning it in the regular world or opening a portal to it, allowing you to teleport yourself and/or others to inside it.
This pocket dimension will take the form of a twisting terrain with a grotesque aesthetic of your preference as well as having a size equivalent to a large mansion. While inside this pocket dimension made from Chaos, dimension travelling ability will be greatly weakened, making it far harder for your foes to escape it, and you'll have control over its environment, allowing you to reshape any structure inside it in order to protect yourself or attack your foes.
As a bonus, the fragment of Chaos inside you grants you an actual healing factor, allowing you to heal entire limbs in minutes and return from a misshapen mass of flesh to perfect condition in an entire day if you're half-human. Other races like Demons will have an even better regeneration, but you're still far behind the near absolute immortality displayed by Cath and Arthur.

--=Notes=--

1. There are some things I decided to not add in this first version of this jump, like a list of all canon magics and possibly scenarios as well as a way to gain the power of Chaos, but I'll add them in the next updates;
2. The inspirations for the OC Companions are:

-The Knight of Hell: He's basically a half-giant version of young Sukuna (from Jujutsu Kaisen) who followed the different path he mentioned after his death due to finding someone stronger than him. He's also inspired by Sir Kay, mainly by his ability to grow as "tall as the tallest tree in the forest if he pleases" and his ability to radiate supernatural heat from his hands. His Power Level is around the level of Tristan, considering his demon powers and Annihilation.

-The Peacock's Sin of Vainglory: She's basically a goddess version of Gayeon Sin (from Jungle Juice) that managed to get her revenge and, after enough time, she "redeemed" herself by unofficially joining the Seven Deadly Sins. She's also inspired by Sanddef due to her "Angel Form" and the fact she uses her great beauty to manipulate people by not attacking her directly. Her Power Level is on par with Diane's, that is, over 50,000, but she's more focused on Magic while still having considerable physical attributes.

-The Commandment of Diligence: He's essentially a demon version of Saitama (from One Punch Man), one who isn't too powerful but still got depressed due to his Commandment's nature causing him to finish battles too soon. He's also neutral as he isn't affiliated with either side of the war between Camelot and everyone else, but he still keeps a heroic attitude. His Power Level is more or less the same as Zeldris while he was the Commandment of Piety, standing around 61,000 but almost everything on his physical strength, but being far stronger while using his Assault Mode (which is essentially his Serious Mode).

-True Sin of Lust: She's essentially a fairy version of Capella (from Re: Zero) who is a bishop of a cult that worshiped the Mother of Chaos in the place of the Witch of Envy. Her Transformation is enhanced enough to replicate her Witch Factor's shapeshifting ability, but she can't modify other people's bodies. She isn't inspired by any knight from the Arthurian legend. She's the weakest OC Companion, with her Power Level of around 30,000 (more or less between Galand and Gowther's Power Levels).

-The Blue Knight: He's a version of Van Kleiss (from Generator Rex) who is a human Chaos Knight and acquired his ability to turn others into "EVOs" by fusing his arm with a Chaos Staff. Unlike the original Van Kleiss, this one is less prone to betray others. He isn't inspired by any knight from the Arthurian legend. His Power Level is more or less on the same level as Ironside before he received a piece of Chaos.

-The Chaos Zealot: She's a version of Hana Baek (From The Warrior has Returned) who is an inhuman Chaos Knight who became fanatic towards

King Arthur instead of Minsu Kim. Her magic as a wizard and Chaos Staff are used to replicate her Faith Warrior's abilities. She isn't inspired by any knight from the Arthurian legend. Her Power Level is more or less on the same level as Worreldane, being able to hold her own in a fight against someone like King despite the difference in raw power thanks to her esoteric abilities.

3. In this world, everyone that has some capacity of using magic can sense any source of magic whether in objects or people;
4. While the power of both Demons and Vampires is said to double at night, it's almost certain this is an exaggeration, as, while there is a clear power boost, no Demon or Vampire actually became significantly stronger during nighttime;
5. Both **Holy Knights** and **Chaos Knights** receive a basic armor for free;
6. If you're a **Fairy**, depending on your age, you'll start in your non-adult stage so you'll need to wait more time until your wings fully grow and you unlock your full power;
7. Again, if you're a **Fairy**, you're free to pick any particular flower to be your "signature scent";
8. If you're a **Demon**, you'll still be able to speak normally even if you're of a breed of Lesser Demon that can't speak anything other than the demonic tongue like the Red and Grey Demons;
9. Demons also have a degree of innate magic resistance in addition to their natural durability;
10. Despite the name, there are male and female Goddesses;
11. Curiously, Britannia has a single moon, the Demon Realm has two moons, and Camelot's dimension has three moons;
12. If you take the **Mixed Race** perk to be a hybrid of Doll with some other race, you can choose if you're a Doll made to mimic the traits of your second race or if you're something else that was turned into a living doll (or received similar prosthesis);
13. If you take the **Mixed Race** perk, then you get the discounts of your two races;
14. A Demon/Goddess Hybrid like Tristan is known as **Nephilim** in this series. But, even ignoring the problem about this name, Tristan definitely isn't a Demon/Goddess Hybrid. He's biologically a Demon/Human Hybrid who inherited the Goddesses' power due to Elizabeth keeping her original power despite having been reincarnated as a human;
15. About the **Fifth Knight of the Apocalypse** perk, you'll be the **Knight of Conquest** by default because Death, War, Famine, and Pestilence are already occupied by Percival, Lancelot, Gawain, and Tristan respectively. However, if you want, you may instead also represent one of the other Four Calamities, sharing your title with one of the other four Knights of Prophecy;
16. About the **Show Them an Act of Kindness** perk, it's inspired by how Percival could technically "redeem" people like Pellegarde and Rosebank, but his acts of kindness had completely no effect on the Dark Talismans due to them being basically psychopaths and the evilest Chaos Knights;

17. If you have the **Embodiment of Life** perk, you'll be able to create your own "Zarura N'Du" if you gather enough hope power, but yours won't be an independent Life Spirit, being just a life-sized duplicate of you far more powerful than your "mini-clones";
18. About the the boosted version of **Embodiment of Life**'s sensory ability, it's far from omniscience within your range, as Percival could theoretically communicate with Life Spirits from all across Britannia but he's only passively aware of things happening nearby him;
19. The **Capstone Boosted Perks** are definitely a bit overpowered, but they need to be, after all, you're meant to be one of the knights fated to battle King Arthur (or then someone fated to battle such knights);
20. The **Adopted Jumper** perk basically makes it more probable for people to want to adopt you the younger you are. If you're literally a baby, then it's pretty easy for you to be adopted by those you want to;
21. While it doesn't affect beings that are currently possessing you, the **Perfect Vessel** perk also affects beings you completely absorb/assimilate;
22. **Goddesses** can become Demon Reactors in the same way as **Demons** can become "Goddess Reactors" by taking **The Demonic Knight** perk, but it's up to you to decide how exactly this will work;
23. A Demon Reactor is similar to a Demon Hybrid, but a Demon Hybrid will be restricted to a single type of demon and have full access to their race's abilities, while a Demon Reactor will still count as a member of their original race (and thus won't have a weakness against light magic if their abilities are turned off) with access to two types of demons' abilities;
24. The Testament Beast's Power Level is probably something between 40,000 and 70,000, as its raw power surpass that of Melagaland and Tristan;
25. The magical energy boost granted by **The Master of Spirits** perk can be used for any other magic you have access to and stacks with other boosts;
26. About the Capstone Boosted version of the **Future Anomaly** perk, pure luck doesn't count as a "narrative advantage" in most cases. For example, King (from One Punch Man) has supernatural luck but it isn't derived from fate making him a "Chosen One" or from him being a protagonist (which he is not);
27. If you take both the **Mixed Race** perk and the **Your Own Kingdom** item, you'll be able to precisely decide the percentage of how much of your population is formed by non-humans. For example, if you're a Demon/Giant Hybrid, your kingdom's population may be composed by 5% Giants, 15% Demons, and mandatorily 80% humans;
28. I'm not sure how many people live in Liones but I'd guess at least 100,000 of people;
29. Supposedly, the Demon Realm has a diameter of 211.767 kilometers, more than 16 times bigger than Earth's diameter;
30. If you take the **Island of Avalon** item, as a ruler of a territory within Camelot, you'll technically be a duke hierarchically below King Arthur;

31. Keep in mind that the **Island of Avalon** counts as an extension of Camelot for the duration of this jump (as they're literally in the same dimension), so King Arthur's reality manipulation will be at its full power there despite it being your domain;
32. If you take both the **My Name is Tantris** and the **Chaos Jumper** drawbacks, then the individual with control over you is King Arthur himself;
33. As you might already know, Gawain being unable to feel attraction to men is actually the result of a curse Merlin put on her. Normally, I'd add a drawback related to this curse, but I think this is such a horrible plot that I refuse to add anything related to this curse. At least, Gawain's attraction to women is apparently still natural and not a result of Merlin's curse (as Merlin apparently forgot bissexual women exist and left her daughter's attraction to women unaffected);
34. You can purchase multiple **Magical Powers** if you want to;
35. The **Invincible** magic can only nullify magical or physical damage, with more esoteric forms of damage (like psychic damage) being unaffected by this;
36. Thanks to NewAtmosphere6282, Nervous-Money-5457, and Apart_Rock_3586 for your suggestions;
37. Unless mentioned otherwise, if any of your items are lost, destroyed, stolen, or depleted, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
38. **Drawbacks** are removed after the end of the jump;
39. The series is still ongoing, so I'll probably update this jump to add new content at some point.

--=History=--

V 1.1: First Update

-Corrected some errors;
-Added new notes;
-Modified some descriptions to add the new lore;
-Renamed the **Cath Palug** companion option to **Purest Embodiment of Malice, Cath Palug** and updated its description;
-Added the **Canon Magical Powers**;

V 1.0: Released