

Teigu Builder Supplement

Made by Aleph_Aeon

Introduction!

So you've decided to acquire your own Teigu, or some other Teigu-like weapon, customized to your own needs and/or preferences. Maybe the pre-existing ones didn't fit your taste or maybe you wanted something more unique, but no matter the exact reason, we're here to guide you.

This supplement works to help Jumpers to create their own customized Teigu. You'll be able to use this supplement every time you purchase a customizable Teigu/Meihou/Shingu from any jump, but, If said jump already has a customization section, you may use it instead of this document.

+ 0 Teigu Points (TP)

Model!

The options on the following sections can be purchased using your **Teigu Points**, or just **TP** for short. The amount of TP you receive to start with varies according to what model of weapon you're customizing here and you can acquire more by taking Flaws or by converting CP from the main jump to TP, but not TP to CP, on a basis of 1:1. Choose the model that better fits the category of the item you purchased in the main jump, however, keep in mind that, every time the options in the other sections mention Teigu, it'll also be valid for Meihou and Shingu.

1. **Teigu (+1000 TP - Mandatory for Custom Teigu):** The Teigu, or also called Imperial Arms, are extremely powerful relics that were created by the Empire around of a millennia ago using legendary materials, such as the body parts of some the body parts of the most dangerous Special and Super Class Danger Beasts and the legendary metal Orichalcum. From the three types of models of weapons you make in this supplement, the Teigu are the strongest and generally have no limitations of options you can select.

2. **Shingu (+800 TP - Mandatory for Custom Shingu):** Six centuries after the creation of the Teigu, another Emperor attempted to create his own Teigu that surpassed the original set using his own resources, but this venture ended in failure, due to the fact that, despite being powerful in their own right, the newly-created weapons weren't a match to the Teigu in terms of power, as well as possessing other flaws, and were thus then named Shingu. While they're as varied in form and function as the Teigu, so you still won't have limitations of the options you can pick, they lack in power and put far more strain on their users' bodies than the original set of 48 Teigu.

3. **High Grade Meihou (+800 TP - Mandatory for Custom High Grade Model Meihou):** The Meihou are the powerful weapons created in the island nations of Wakoku from the various materials gathered from the Danger Beasts native to their nations, using the age-old art mastered by the island's numerous smiths and sword forgers. Usually forged and created for the Elite Military Leaders in each of the 22 nations, the Meihou are unique weapons that share many similarities with the Teigu despite being considerably weaker and more limited in form, as their strength and capabilities are determined by the quality of the raw materials used on their production. Your specific custom Meihou is of the High Grade Model, which retains the unique abilities and properties of the Danger Beast used in their creation. However, due to the Meihou's creation techniques being simpler than the ones used on the Teigu, your Meihou must be of the ranged weapon or melee weapon types.

Type!

Now, let's start making your own customized Teigu.
Firstly, you need to decide which will be its basic type and its default form.



Armor (Free): Your Teigu takes the form of a suit of full-body armor, providing a great deal of protection and having greater durability compared to other types of Teigu, to the point of being only able to be harmed or penetrated by weapons or attacks at least on par with another Teigu. Additionally, beyond enhancing your defenses, such a Teigu will also excel at affecting your body as whole, enhancing you to that you will be faster and stronger while wearing the armor at a minimum, regardless of its weight.



Melee Weapon (Free): Your Teigu is highly specialized for battle and thus has much higher offensive capabilities, taking the form of a melee weapon of any kind, be it a sword, a spear, a trident, a mace, an axe, a scythe, a giant pair of scissors or any other kind of weapon whose focus is on its ability at close range, however, it doesn't need to be a typical melee weapons, as something like a pair of gauntlets or even an actual shield are fine too. Regardless of your choice, this Teigu will always be a top grade weapon of its type and, with time and repeated attacks, it's able to eventually pierce an Armor Type Teigu even without using any special abilities.



Ranged Weapon (Free): Your Teigu is highly specialized towards offense, however, instead of focusing on sheer power at close range, it sacrifices some power to gain more range, taking the form of a ranged weapon, such a bow, a gun, a rifle, a set of throwing balls, a slingshot, a flamethrower or even a throwing sword is actually fine, as it can any kind of weapon that is based around a ranged attack. While its range will be great and your Teigu will still be a top grade weapon of its type, due to having less power than its close range counterparts, while it's still possible to break through an Armor Type Teigu, it would take much more effort than with a Melee Weapon Type Teigu.



Organism (Free): Instead of being a weapon or some other type of object, your Teigu takes the form of a living organism, essentially capable of functioning as a separate being of which can be controlled by its user through some means, with the most probably being spoken orders. The Organism/Biological types Teigu such as yours can mimic different kinds of beings, being able to appear as monsters, dogs, people, statues or whatever else, as long as they aren't larger than a mammoth or smaller than a small dog, but, regardless of its form, If you want your Teigu to have a cute miniature form and still be effective, you can have it transform into a more battle appropriate form at will in a similar way to Hekatonkheires. Additionally, this type of Teigu will be able to keep regenerating as long as their core is intact and usually have a combat ability on their own equal to the generals of the empire, as well as also being the type that also puts the least burden on their users.



Object (Free): Instead of being a weapon, armor or even an organism, your Teigu takes the form of a relatively mundane object on its own and instead grants its power to its user while they're wielding it. This object can be a ring, a pendant, a mask, a microphone, a flute, a crown, a pair of gloves, a book or even something like a makeup kit, but it can't be any kind of practical weapon or armor. However, while this type of Teigu lacks direct offensive and defensive capacities, it excels when it comes to their special abilities, making them easier to utilize rapidly and/or continuously.



Extract (Free): Your Teigu is of a special type among all the others, having been created from the power of a Special/Super Class Danger Beast that has been extracted and formed into a liquid, usually in the form of the beast's lifeblood. This liquid has the capacity of granting its power to the one that consumes at least one glass of it, essentially binding itself to its user directly. Unlike all other Teigu, this type of Teigu makes its power an innate trait of the user instead of being bound to an external object. In addition to it not being an item that can be taken from you, the greatest benefit of an Extract type Teigu is how natural the ability will be for its user to use as it'll a literal part of them, with no other type being wielded and manipulated as easily or with such a wide array of applications, many of which the Danger Beast the power comes from could never have imagined to use (mostly due to such beasts are rarely intelligent enough to come with clever usages of their own abilities). Furthermore, your Teigu will come within an urn (or another similar recipient) that contains enough of the liquid to grant its power to a dozen people.



Supreme (1200 TP - Exclusive for Teigu and must be taken with another Type): Your Teigu isn't a regular one, but far away from this, as it was made to be the pinnacle of all Teigu, one made to be a rival to Shikoutazer itself in terms of offensive and defensive power, range and utility, with no resources having been spared on its creation that resulted in a power that many would consider godlike.

As your Teigu's nature as a Supreme Teigu, you'll also need to choose a second type to design its form, however, the limits of the forms are clearly increased and you can basically go crazy about it if you want to.

For example, while a Melee Weapon type can still be just a stupidly powerful sword and a Ranged Weapon type might be an extremely destructive hand cannon, an Armor type might be a literal mecha, an Object type might be an entire building, an Organism type might be a colossal beast or an Ranged Weapon type might even be a literal orbital weapon system controlled remotely.

Of course, there are still limits, as no Supreme Teigu can surpass Shikoutazer in the aspects of form and size, so a Supreme Armor type Teigu can't be a mecha bigger or more technologically advanced than it for example.

Special Features!

Each one of these features counts as innate abilities of your Teigu.
Some of these features may be taken multiple times in order to grant your Teigu different abilities.

Compatibility Control (Free): To someone be able to wield a Teigu, one must be compatible with it, as, even if a user is strong enough to wield it, it can still reject them and cause some degree of harm, physical and/or mental, to them if they're incompatible with it. Normally, a user's first impression of it affects their compatibility, with some Teigu also have special requirements it "seek" on their users, but, for your custom Teigu, in addition to always being guaranteed that you and your Companions will have enough compatibility to properly wield it, you'll be able to set it to be compatible or not with whoever you want, as well as being capable of setting special personality requirements it'll seek on other potential users, such as Heavy Pressure that have a preference for users with an energetic, quirky personality and a penchant for bunny ears.

Import Option (200 TP): If you already have another weapon or artifact from another setting, you can purchase this option in order to import it as the Teigu you're currently making in this supplement, allowing you to customize it instead of creating an entirely new weapon. Remember, you can only use this supplement once for each Teigu you have. As a bonus, if you import an item to become an Object type Teigu, the item may actually be any type of weapon or armor, but it'll still count as an object so it won't gain any new physical abilities like weapon/armor type Teigu, though it'll still to acquire increased durability if lacking it compared to the average Imperial Arms.

Trump Card (400 TP): While it isn't all of them, several Teigu have a hidden, special ability, often referred to as its "Trump Card" or "Ace in the Hole", with this hidden trick usually being a massively effective ability, but that also comes with a drastically increased cost in spiritual strength, many times serving as the weapon's most powerful, last resort ones.
Of course, it isn't needed for you to consider something, like a specific technique or move, a Trump Card, but, by applying this option to any other in this section, you'll enhance it to a level worthy to be called your Teigu's Trump Card, either by making the enhanced ability all around stronger or by granting it a more powerful singular extension/use if one is mentioned. Lastly, you can purchase this option multiple in order to grant multiple Trump Cards for your Teigu.

Trump Card Synthesis (50 TP - Requires at least two Trump Cards): If you want more diverse options for your Teigu's Ace in the Hole, I think this might be the option for you. If you have multiple different Trump Cards, by purchasing this option, you'll be able to mix some or all of them into a singular, more powerful Trump Card that combines traits from its components. For example, if your Teigu's Trump Cards are being applied to **Projected Attacks** and **Cutting Power**, you could mix both to give your Teigu a special ability of ranged slash attack that will be able to cut through anything, even space-time itself as if it were integrated with the arts of a now-lost nation of manipulating space. Another option would be mixing **Super Mode/Purge Mode** with **Situational Enhancement**, so the enhanced mode(s) could be automatically activated for no cost when under the condition you chose for your Teigu to be enhanced. Of course, if you mix multiple Trump Cards, your Teigu will lose the effects of the individual components and will only retain the effect of the new combined Trump Card.



Ominous Aura (50 TP - Free with One Hit Sure Kill or Corpse Control): Your Teigu is truly a terrifying weapon, being accursed enough to even have a dark aura surrounding it. Unfortunately, such an aura will have little to no utility in combat, but any individual that isn't compatible with your Teigu will innately sense the weapon as "creepy" and most weak-willed people will avoid touching it as much as they can. Meanwhile, those compatible with your Teigu will perceive it as "exquisite" instead. However, this is a different case if this ominous aura itself is your Teigu's **Trump Card**, as now the aura will be powerful enough to actually intimidate warriors in combat when released, making it useful in combat but keep in mind that strong-willed people will usually be unaffected by this effect.

Extra-Dimensional Storage (100 TP - Discounted for Armor or Organism Types): As a result of being integrated with the arts of a now-lost nation of manipulating space, your Teigu can be stored, partially or completely, in another dimension or within another smaller object, with the most common application for this being for armor-type Teigu being summoned by a seemingly mundane object (or weapon) that acts as its key/container. This key object technically is still a part of the main Teigu, so it'll be as resilient as it, as well as vanishing into the dimensional storage when the main Teigu is summoned and reappearing when the weapon/armor is dismissed. Alternatively, your Teigu might have been enhanced by the Empire's science, giving it the ability to store large amounts of material, such as other weapons and tools, inside it, either being stored within a pocket dimension of sorts or through some opening like its mouth if it's an Organism type for example.

Enhanced Striking Power (100 TP - Discounted for Melee Weapon or Organism): Your Teigu's main fighting style is to hit as strong as possible, being effectively capable of hitting hard, far harder than it looks like it should be capable of, or instead directly enhancing your physical strength if it's an object, like bracelets for example. Maybe your Teigu is far heavier than an object its size should be or its striking power is due to your own spiritual strength enhancing its attacks. Its enhanced strength can also be due to some built-in mechanical function that physically increases the kinetic energy each attack carries, such as blades bursting out and spinning or thrusters that enhances its speed. Regardless of the exact reason, the important thing is that it makes your Teigu's physical attacks hit harder or at least more potent than an object of its class or type should be able to.

Unlimited Ammo (100 TP - Discounted for Ranged Weapon or Extract - Free for Organism): Your Teigu has the unlimited ammo, or at least the ability to produce more and more of its ammo. This ammo doesn't necessarily need to be a conventional one, such as bullets and arrows, but can also be of an atypical type, like sharp feathers, flowers, energy projectiles, some elemental projectile or even less defined things such as concentrated shockwaves. Regardless of its type, by default, its power will be more or less the same, but, depending on your choice of ammo, it might make things more interesting as well as also modifying its function and utility when compared to regular ammo. While this feature is more useful for Ranged Weapons, it's still useful for other types, as it can be used to affect other kinds of limited resources that aren't classified as ammo, like an Object-type Teigu made of threads can be altered in order for its wires to be nearly limitless in length so that its user could spread traps out for miles.
Despite this, the doubt still remains: why does a sword, a loyal servant or even an innate power need to have unlimited ammo? As all Teigu use spiritual energy and stamina, for these types of Teigu that have no way to produce projectiles, you can alternatively use this option to lessen its energy consumption and decrease the physical/mental burden it puts on its users, in the same way as Organism types innately consume less energy from their users. Instead of unlimited ammo, you can also choose to apply this reduced energy cost for Ranged Weapons and other Teigu that normally have projectiles or you can purchase this feature a second time in order to grant both unlimited ammo and reduced energy cost for your Teigu.

Enhanced Durability (100 TP - Discounted for Melee Weapon or Ranged Weapon - Can't be taken by Extract): In the same way as Extase, your Teigu was made out of a special Orichalcum alloy, one far more resilient and durable than the regular one, granting far more durability to your Teigu than others of the same class. While it's still possible for other Teigu to damage yours by striking it repeatedly, it's far more likely that they'll come out worse than yours. Furthermore, despite this enhancement, the durability ranking between different types of Teigu will still be valid, with Melee Weapons being always more durable than almost any other type, being followed by Armor, then by Ranged Weapons and lastly Objects, Organisms'

durability varies, as they're typically no more durable than its basis creature should be, however, this option will still enhance their defensive power.

Flight (100 TP - Discounted for Object and Armor): Your Teigu grants you the power of flight and levitation, either through actual wings, through some system of jet propulsion or by having its flight powered through any other similar means. Of course, while you may be able to approximate this effect with other options, like flying by standing on a stone you're levitating using earth manipulation for example,, by buying this option, it'll almost certainly ensure your flight capacity will be superior to any other form of improvised flight other Teigu are able to use, due to it being far more natural and easier to use.

Awareness (100 TP - Discounted for Object or Extract): Your Teigu grants its users the ability to be aware of it, its current location and current state regardless of distance, allowing them to know if something interacts with your Teigu (or with the things directly produced by it) for example. This also allows them to always the location and movement of any projectiles produced, giving it greater control over its ranged attacks if it has any. Of course, without some other effect to enhance it, this awareness isn't that great by itself but it's good enough to make it easier to keep track of the Teigu when away from it or to keep track of any trap produced by it.

Auxiliary Equipment (100 TP): Do you need some item to modify your Teigu's function and better adjust it for your current need? Such as a scope for a gun, a bayonet, a set of barrels for different shooting modes, another chamber for a gun so you could fire a different type of ammo or even something not directly related to combat like a pair of gloves that can't be damaged by a sword's blade so cleaning it will become a far safer task.
Then this is the option for you, my friend. It won't be nothing incredible or exceptional, but you can use this option to acquire parts, attachments and other external devices that slightly improve the handling of your Teigu or that can be used to modify it to be better at one thing it does at the cost of another aspect of it, like an attachment in the form of a different model of barrel that decreases a gun's range in order to increase its destructive power for example. By purchasing this option, you'll receive one of these attachments and you can purchase this multiple times to acquire more of them if you want to.

Auxiliary Armament (200 TP - Discounted for Armor) If you're in need of some extra offensive (or even defensive) power due to being restricted to just a weapon or suit of armor or maybe due to you wanting a sword for your Organism Type Teigu? Then I have the right option for you. With each purchase of this, you'll receive another ranged or melee weapon of a type of your choice.
The auxiliary weapon itself, as being technically part of your Teigu, will be crafted to be close to the level of an actual Teigu of that weapon type, but it'll lack any special ability of its own. Regardless of your choice of weapon, the user will be able to

summon at will through your Teigu once they acquire enough mastery over it, and, as your Teigu can also be of the Extract type, the one that consumes it will also acquire the innate ability to summon the weapon at will, allowing for multiple instances of the auxiliary weapon to be created as Extracts can have multiple users at once.

Lasting Effect (200 TP - Discounted for Melee Weapon): Your Teigu has the ability to apply some kind of effect that lasts for an undefined period of time and that can ignore external or internal influences that normally would end said effect. Some possible effects include wounds that don't heal, mental effects like illusions that negate outside influence, poisons that can’t be healed naturally, or an elemental Teigu could emit flames that can't be put out.
While this effect will be nearly impervious to any mundane action that might end it early, more powerful effects, like the fire and the mental effects, will eventually go out/wear off on their own, as well as other Teigu’s abilities (and other supernatural abilities) might be able to end them early.
Alternatively, if you prefer, this can be applied to only lengthen an effect’s duration without necessarily making it able to resist attempts to negate it, thus making it last far longer than it would otherwise.

Projectile Control (200 TP - Discounted for Ranged Weapon): This is a weirdly common trait, as a Teigu (L'Arc Qui Ne Faut), a Shingu (Prometheus) and a Meihou (Mizuchi’s bow) also possess different versions of it. Your teigu gives its user the ability to mentally control the trajectories of its projectiles, which can be done in two different ways. First, by directly controlling the projectiles’ trajectories and movement with ninety degree angle curves being the limit for this manipulation, which is considerably strenuous, both mentally and spiritually, to maintain this control at all times, making far more efficient to only cause the projectiles to twist and turn rather than directly and constantly guide their movements.
Second, instead of directly controlling their movement, this can be used to add a homing mechanism for the projectiles, giving them the capacity to follow after a specific target that they were thrown at or that the Teigu’s user marked in some way, such as saying the target’s name for example.
Regardless of your choice, this effect will end if the projectile is physically stopped.
Lastly, if your Teigu isn’t a Ranged Weapon and has no way of producing projectiles, this mental control will instead affect the Teigu, allowing you to give a homing ability to a spear or mentally move an Object type around for example. If your Teigu is an Extract type that has no form of projectile by default, then this option will grant its user the ability to shoot their own blood as ranged attacks.



Living (200 TP - Free for Organism): It's alive, it's alive, it's alive, IT'S ALIVE! Your Teigu, or at least its internal organic part, is actually living, regardless if your Teigu was purposely made to be alive in the first place, like the Organism types, or if the beast's life force was so powerful that it managed to linger on the weapon even after its body's death. The main benefit of this is that your Teigu, as a "living being" will have the capacity to repair/heal itself, including its non-organic parts.
The speed of this healing factor of your Teigu varies, as it can be fast enough to heal entire limbs in seconds but only as long as a specific part, like a core, is still intact, or, alternatively, this regeneration can be slower, taking several minutes to heal the equivalent to an entire limb but being able to heal it as long as a considerate portion of the Teigu is still remaining.
Furthermore, your Teigu, despite lacking an actual mind of its own, still has some degree of sentience, so it'll even sometimes act on its own in ways that will be beneficial to its user, such as moving to block an unseen attack for example.

+Sapient (100 TP - Requires Living): Your Teigu is more than merely alive, as it has now a mind and personality of its own, possessing sapience/intelligence on par with an actual human being despite its nature as a living weapon. While intelligent and having an unique personality that matches its nature, your Teigu will still be a loyal servant of its user, as well as still not having enough autonomy to be able to move without having a synchronized user to consume their energy to fuel its movement.



Utility (200 TP - Discounted for Object): Some Teigu sacrifices a bit of their combat ability in order to gain some more utility and quality of life effects, with your Teigu being one of them. This extra utility may be anything as long as it's unrelated to combat and it isn't a new supernatural ability your Teigu would lack normally.
At its most simple, it can be an Organism type that is innately excellent at housework, an item or weapon being an effective piece of medical equipment, an Object that grants regeneration to its user may acquire the ability to heal others, a fire elemental Teigu may gain the ability to generate heat in cold environments for example.

Precision (200 TP - Discounted for Extract): Your Teigu drastically improves its user's precision in combat to incredible degrees when wielding it to a point of it being nearly flawless, essentially making possible mistakes due to lack of fine control and other related problems far more improbable to happen. The control over your Teigu's abilities is also similarly refined, allowing for feats considerably more precise and complex than before, such as easily controlling hundreds of threads with ease, creating complex constructs made of some element or mentally controlling multiple projectiles at once for example.

Enhanced Senses (200 TP): Your Teigu has the capacity of enhancing its user's senses in some specific way. It can be a small degree of enhancement to all of their senses, a larger boost to a single sense, or any variation between these two extremes. Alternatively, it could grant access to an entirely new sense near the level of the enhancement focused on a single sense.
The enhancement focused on a single sense could be to the point that vision could be boosted to allow them to see through clothing and even armor, walls if they put enough energy into it, or hearing could be boosted to the point of acquiring the ability to hear all sounds in the area regardless of how loud they are with perfect clarity. Meanwhile, some examples of possible new senses include the ability to see light beyond the visible spectrum like infrared, the ability to sense magnetic fields or a sense that allows one to perceive a person's spiritual energy/lifeforce.
By applying a **Trump Card**, the user's senses could be enhanced even further or, if you prefer, your Teigu could give its user a more complex new sense such as something on par with a precognitive sight where you see the slightest movements and the Teigu shows you what will happen next or a remote viewing with a very large range.

Regeneration (300 TP): The Danger Beast used on the creation of your Teigu possessed a particularly powerful life force, despite still being far from the level of the Tyrant's life force. Thanks to it, your Teigu now grants its user a fairly rapid passive healing factor while being wielded, making them much harder to kill without needing to spend any extra energy other than needed to activate the Teigu itself. The exact limits of this regeneration are unclear, but it'll be capable of fully healing a removed eye while missing limbs will need to be reattached in order to be healed. Additionally,

the user can also force themself to heal faster by spending more energy to do something like force a severed limb to stop bleeding or quickly regenerate an eye.

Projected Attacks (300 TP): Your Teigu has the ability to project its melee attacks (be them blunting, piercing and/or slashing attacks) by manipulating the air currents via movement pressure, such as projecting pillars of pressurized air through gauntlets, creating strong gusts of wings from a hammer or creating razor-sharp air currents with each swing of a sword. The strength of these extended melee attacks will be the same as your Teigu's regular melee attacks, so **Cutting Power** would enhance the air currents generated by a sword for example. If this is taken for a Teigu that is of the Ranged Weapon type, due to its lack of actual melee attacks, these air attacks may instead serve to substitute its physical ammo if it normally uses it. By applying a **Trump Card** to this feature, instead of using air currents, these extended attacks will use an invisible force similar to the one used by the Blade of the Shadow Woman, making them far harder to detect for most warriors and even stronger than the ordinary melee attacks.

Poisonous Attacks (300 TP): Your Teigu has been enhanced to generate and apply a potent poison in one or more of its attacks, like having projectiles filled with it, having its blades or spikes coated with it, or even being capable of releasing it in a liquid or gaseous form. It's up to you to decide which will be its effects, like paralysis, general weakness, dizziness, temporary blindness, mild to severe pain, or even organ failure, but keep in mind that this isn't like the **One Hit Sure Kill** feature, so, the more lethal it is and/or the worse its other effects are, the greater the amount of poison needed for it to be effective.
Furthermore, the more effects it causes, the less lethal and/or effective it will be. You can also choose to have multiple poisons with different effects, at the cost of them being weaker if they were only a single toxin. Some possibilities of Teigu are a dagger that can cause severe weakness with a mere cut, a flamethrower whose fire emits toxic smoke that causes blindness on those exposed directly to it for more than a few minutes, or even a bow with poison-tipped arrows that can kill an adult human with only five arrows hitting them.
By applying a **Trump Card** to this feature, your Teigu might temporarily gain the ability to generate a far more lethal and effective variant of its usual poison(s), which make even have different effects from its regular variant, making this feature more similar to the **One Hit Sure Kill** feature, except for the fact that it's a Trump Card so it'll consume a considerable amount of energy.

Enhanced Body (400 TP - Discounted for Armor): While wearing your Teigu, its user will have their body enhanced, with all of their physical attributes, such as strength and speed, being greatly enhanced to the point of making a regular human as strong as an Apeman, or, alternatively, its effect can enhance only a single attribute of your choice while maintaining the others unaltered, but to a degree even further than a general physical enhancement, with the more focused the affected

attribute being, the more powerful the enhancement will be. For example, this focused enhancement to enhance strength to allow one to bend steel easily and to increase the speed and precision of the user's fingers by several hundredfold. Regardless if you chose a broader or a more focused enhancement, there is also an extra option for you. In order for your Teigu to have a greater level of enhancement, it'll put a severe strain on the user's body, as well as making it possible for it to severely damage them if this enhancement is used improperly. This will effectively limit how long your Teigu's users would be able to use it without worry, basically trading endurance for more power.

Energy Control (400 TP - Discounted for Melee Weapon): Your Teigu was infused with a Danger Beast's elemental power, granting it the ability to control one specific type of energy, with the most common options being heat, light, electricity or even gravitational energy. This isn't completely fixed due to how similar/related some forms of energy are, as both heat and light would have the control of infrared as part of their domains and both sound and heat can be extended to a more direct form of control over kinetic energy for example. You can decide how wide the applications for this energy control will be, with wider applications being considerably more difficult to utilize and may have reduced fine control, as using electricity for simple lightning attacks and feats involving basic control over magnetic fields are completely fine but using your control over it to manipulate thoughts by controlling electric pulses in a living being's brain and to manipulate machines will be far more difficult and will have issues.
Lastly, there is a special option of energy: by having been created using a modified version of the arts of a now-lost nation, your Teigu gained the ability to control time itself, albeit in a limited fashion. Your Teigu can slow down time up to a tenth of its original speed while leaving you unaffected for one or two minutes at best. Furthermore, such a terrifying power has a price, as it'll consume an absurd amount of energy (even more than energy than controlling/generating space itself) and thus can only be used once per day under normal conditions. By applying a **Trump Card**, you can use this to actually stop time instead of merely slowing it down.

Planting (400 TP - Discounted for Ranged Weapon): Despite this option's name, it isn't related to plants but instead with the ability to plant your Teigu's ability within a target that is hit by your Teigu (or its projectiles) or that is within its range, being very useful to make traps. A Teigu capable of shooting explosive bullets may be able to fire at the ground in order to effectively plant a mine there or a bow could plant arrows on the walls to be shot out from that spot later on. The user will also have a degree of control over this effect, allowing for feats such as using your Teigu ricochet off a surface by planting its projectiles within it and then shooting out from it again.

Energy Creation (400 TP - Discounted for Organism): Your Teigu was infused with a Danger Beast's elemental power, granting it the ability to create one specific type of energy by consuming the user's spiritual energy, with the most common options being heat, light, electricity or even gravitational energy. Similar to **Energy Control**, this isn't completely fixed due to how similar/related some forms of energy are, as both heat and light could be altered to generate infrared (however you can't choose for your Teigu to be able of generating ionizing radiation unless it's also a Supreme Teigu), both sound and heat could be altered to create explosive force and magnetic fields/radar waves are also options from light and electricity for example. However, keep in mind that the wider the range you can create, the less powerful the ability can be, so a Teigu capable of creating magnetic fields and electricity will be weaker than a Teigu only capable of creating pure electricity for example.

Element Control (400 TP - Discounted for Object): Your Teigu was infused with a Danger Beast's elemental power, granting it the ability to control one specific type of element, be it fire, water, wind, ice, earth, metal, acid, plasma or any other element you prefer, as long as it can be reasonably considered an element and has a reliable physical form (unlike the options granted by the **Energy Control** feature that lack this physical aspect). The more specific the element you control is, the more powerful your Teigu's elemental power will be, but the opposite is also true, with the wider the element you control is, the less effective the ability will be, such that you're free to choose most liquids composed mostly by water, from vinegar to blood, but the elemental control of your Teigu will be more potent if restricted.
Furthermore, regardless of which element you pick, you won't be able to use this ability to control things within living beings.
Lastly, there is a special option of element: by having been created using the arts of a now-lost nation, your Teigu gained the ability to control space itself, allowing for feats such as teleportation and even portal creation similar to the ones displayed by Shambhala. However, such a special element has a price, as using it will consume a lot of the user's energy and stamina, even without **High Energy Dependency**, which prevents most beings from using it in rapid succession.



Element Creation (400 TP - Discounted for Extract): Your Teigu was infused with a Danger Beast's elemental power, granting it the considered divine ability to create one specific type of element out of nothing by consuming the user's spiritual energy, be it fire, water, wind, ice, earth, metal, acid, plasma or any other element you prefer, as long as it can be reasonably considered an element and has a reliable physical form. The more specific the element you choose is, the less you'll be able to create, so you'll be able to generate more earth than metal and the more corrosive the acid you can create, the less of it you'll be able to make. Additionally, when it comes to variations of your chosen element, you'll also be restricted to make only a few types, with fire maybe extending into a magma blast or plasma balls, but not both, and choosing only one type will make the elemental ability stronger. This also grants you some limited control over it, but nowhere on the same level as the one granted by the **Element Control** feature, only allowing you to shape and launch the element in a direction or hold it in place.
Lastly, there is a special option of element: by having been created using the arts of a now-lost nation, your Teigu gained the ability to literally create space itself. This is a complex ability, as it allows to "add" space between the Teigu and other things, essentially slowing down or even completely stopping objects from approaching it. In addition to this defensive usage, it's also possible to use it offensively, by using this "spatial pressure" caused by the generated space to crush targets. Like **Element Control**, using it will also consume a lot of the user's energy and stamina, even more when used offensively.

Reflective Defense (600 TP - Discounted for Armor): Your Teigu possess a powerful defensive ability, allowing it to produce a directional shield, either formed by some ethereal substance or from some part of itself, that has the unique property of reflecting attacks (while it doesn't actually send these attacks directly back at the

attackers, as you'd need something else to be able to do this). Of course, while powerful, this ability has some limitations, starting with the obvious one: this is an active ability with a notable energy cost, so you'll only be able to tank and reflect attacks for as long as you still have remaining spiritual energy. Furthermore, attacks that are larger than the shield might be too large to be properly reflected by this ability and it's still possible for very powerful abilities to overpower it, but it would take around the same power that would take to destroy your Teigu itself.

Cutting Power (600 TP - Discounted for Melee Weapon): Either your Teigu was made out of a special Orichalcum alloy or it has some built-in special mechanisms to enhance its cutting power, such as some parts capable of generating high-frequency vibrations, your Teigu's cutting power allows it to cut clean through most things, with even most Teigu only offering some resistance. It'll require walls or incredibly durable materials to stop your Teigu's blade(s), so, among the Teigu, only another one made with the same special Orichalcum alloy such as Extase would be able to resist several hits from yours.

Emotional Empowerment (600 TP - Discounted for Ranged Weapon): Most Teigu are solely powered by their users' spiritual energy, however, yours is a bit special on this aspect, as it can be powered by your own emotions as well, with the stronger your emotions gets, the more power your Teigu will have access to. Being slightly annoyed by something will give a minor boost to it, while being pissed off beyond comprehension will temporarily give it a power to match that of a Supreme Teigu. Fortunately, unlike Pumpkin, your Teigu won't keep draining the user's spiritual energy until consuming each remaining bit of their energy, so, while it'll still be tiring and straining to have their spiritual and emotional energy consumed, its user doesn't need to worry about the worst side effects.

Transformation (600 TP - Discounted for Organism): In the same way as Lionel, the Secret Arts used by the Gravekeepers' ancestors were adapted by ancient alchemist to create your Teigu, giving it the ability to transform its user, either by physically fusing with them or by only modifying their body, enhancing their condition and possibly your Teigu's abilities. There are two different types of transformation your Teigu can have access to.
The first type is a combat-oriented transformation, which can be used to enhance the user's physical condition by giving them monstrous traits of a Danger Beast of your choice (except the Tyrant), such as enhanced muscles and natural weapons. This transformation may switch between different degrees of bodily modification, from just gaining a few monstrous features to a full beast/human hybrid, but, if you instead have a single dedicated form instead, its enhancement effect will be stronger and energy cost will be decreased.
The second type is a cosmetic transformation, which only modifies the user's body to take on traits and even the complete appearance of other creatures and people with the main utility of serving as disguises. In theory, while it can't copy supernatural

abilities that you don’t already have a basis for, the user can utilize the natural abilities of the form they assume, but the cost for doing this will be massive and transforming into something stronger than themself will drain their energy more than a proportional amount to how much stronger it is. Just to give you an idea of the energy consumption, simply mimicking a mundane bird and flying for several minutes will be extremely exhausting even for experienced users. It also doesn't allow the user to copy inanimate objects, so clothes and any weapon they’re carrying won’t be copied for example.
Lastly, by making this transformation your Teigu’s **Trump Card**, the effects will vary depending on which type it is. For the first type, the most simple enhancement is to only enhance the boost granted by it or, if you prefer a more complex trump card, it could be enhanced to allow it to take on traits of other kinds of beasts by consuming some of their body parts instead of being limited to a single Danger Beast.
For the second type, you’ll acquire the ability to perfectly transform into any natural creature or person, including clothing this time with your own clothes temporarily being hidden behind the transformation, as long as they aren’t too different in size than you (as a regular sized human, you’ll be able to copy a small cat’s appearance by using your Teigu for example).
Objects like weapons or even other Teigu the user is currently carrying could instead freely transform themselves into other weapons or items with no loss of ability, gaining mundane or mechanical functions with their form. Similarly to the cost of copying a being’s natural abilities, increasing the size of Weapons or other Teigu will be far more strenuous if shifted well above the size of a human.

Emotional Manipulation (600 TP - Discounted for Object): Your Teigu has the effect of manipulating the emotions and/or mental state of other people through some physical effect such as playing music, producing smoke, emitting light or generating vibrations for example. This effect can be used both to support allies and weaken enemies, but it can be resisted either through willpower, while it’ll probably still affect even the strongest willed people to some extent, and it can be countered by experiencing severe pain. This emotional manipulation itself can be used in many ways, like raising morale on the battlefield, enhancing someone’s spiritual energy, decreasing willpower to make all people who hear it lose energy, cause people to fall asleep or even make people kill themselves if it’s powerful enough.
Lastly, the range for this emotional manipulation may vary, ranging from dozens of meters and capable of affecting entire crowds to requiring direct contact with the target to work, with the smaller its range is, the more powerful and lasting its effect will be.

Energy Storage (600 TP - Discounted for Extract): Instead of relying only on the energy it has on a given moment, your Teigu can be charged by letting it inactive but still consuming the energy that would be needed for its activation, allowing it to store up power for later use in either some enhanced attack that will use the stored energy or to temporarily enhance its abilities in combat later. The longer your Teigu charge,

the more energy it'll store, however, it can't store more than double of your current spiritual energy this way.

Mind Control (600 TP): Your Teigu was infused with the ability to dominate Danger Beasts and other monsters. Once a Danger Beast (or a similarly irrational creature) is weakened and subjugated, your Teigu will be able to form a mental link with it and effectively control its mind, allowing its user to issue commands and force them to obey their will, even at a distance. Even Super Class Danger Beasts can be controlled through this power, however, the more creatures the user controls at once and the more powerful they are, the more energy will be consumed by the Teigu in order to keep the control. Furthermore, it also prevents others from manipulating the creatures that are being controlled by your Teigu through other similar supernatural abilities as long as they're weaker than it.
However, there is another possibility for this power, as the ability to dominate the minds of monsters can be extended for other darker usages. Instead of being able to control irrational creatures, your Teigu may have the ability to control the minds of sapient beings, such as humans, and make them slaves to the user's will, under the same rules and conditions that were explained above. Even other Teigu users aren't immune from this effect, but, keep in mind that controlling a sapient mind will be far more demanding and energy consuming than controlling the mind of an irrational beast, with the more willpower, mental strength and/or spiritual energy someone has, the harder will be to keep them dominated.

Evolution (800 TP - Discounted for Armor): In a manner similar to Incursio, Your Teigu was forged or infused with the still living flesh of the most dangerous Super Class Danger Beast, the Tyrant, resulting with the beast's lifeforce remaining active within it. This grants your Teigu the ability to grow, develop, adapt and evolve in response to threats and to the user's emotions, allowing it to grow stronger on its own and to even develop new abilities.
This adaptation will usually be slow, but your Teigu can be forced to evolve faster through the user's strong emotions or through more extreme conditions. Unlike the actual Incursio, your Teigu only contains a portion of the Tyrant's lifeforce, not its soul, so you won't need to worry about it attempting to fuse with its user in order to possess them. Lastly, by making this adaptation ability a **Trump Card**, it'll be up to choose if it'll be able to evolve faster in general or if it'll be able to adapt and evolve very quickly when faced with extreme situations in order to counter them.

One Hit Sure Kill (800 TP - Discounted for Melee Weapon): Through advanced techniques known by legendary blacksmiths that hail from Wakoku, your Teigu was imbued with a terrifying deadly curse, giving it the power to kill a person with a single cut, even if it's just the smallest scratch, that will implant the curse within them, causing black markings to spread from the wound until reaching the heart (or another vital organ of your choice that isn't the brain, like the lungs or even blood itself) and kill them in seconds for human-sized targets.

Despite being so deadly, this curse has limitations, with the first one being that it's possible for someone to survive it by quickly cutting off the affected body part before it could spread to the rest of the body.
Furthermore, it'll only be capable of affecting its victims as long as they have the targeted organ (as someone with an artificial heart or that doesn't have a heart at all won't be phased by it for example) and the wound was caused by the Teigu itself, due to any projectile created by it won't have this effect.
As its last limitation, this poisonous curse also has a mystic aspect that brings a flaw, as, if there are two or more souls (or life forces) inhabiting one body, only one soul can be killed at a time, however, you'll be able to choose which soul to kill with each cut. Additionally, if your Teigu is of the Extract type, this curse will be infused in one of your natural weapons, such as nails, claws or fangs you might have.
Lastly, if you apply a **Trump Card** to this feature, there are three options for you: First, it may work through solid projectiles, such as arrows or bullets, though at a great energy cost; Second, you may choose for the curse to affect multiple vital organs or body parts at once; Or, third, you may decide for the curse to be able to affect directly the victim's brain.

Situational Enhancement (800 TP - Discounted for Ranged Weapon): Your Teigu's power is pretty volatile, being heavily influenced by a certain specific condition of your choice, working at its best under said condition. This condition could be related to the environment, period of time, presence of some influence or even the user's current situation, such as at noon, during a full moon, during rain, when exposed to sunlight or even when in danger, or pretty much anything else. The less often this specific condition is and the more detrimental/dangerous it's for you, the greater the effect it has over your Teigu will be.
For example, if you pick midnight, then you'll probably see a nice but basic benefit where your Teigu gets easier to use and the power you put in is amplified, but, if you pick under a full moon, this enhancement effect will be amplified more than triple, reaching the point of possibly unlocking techniques that couldn't be used under normal conditions. Alternatively, choosing a condition that isn't a regular situation, such as danger for yourself, will cause the effect to grow far beyond what you could with a regular situation such as a full moon, but it may end up causing a much greater strain on the Teigu itself due to the extent of the enhancement.
By applying a **Trump Card** to this feature, if you don't only want a greater boost to the effect of the enhancement when under the chosen condition, there are two alternatives for you. This can grant the ability to use a massive enhancement that will be used all at once and thus consuming all of the power your Teigu would normally gain from the situation, such that with a new moon being the condition you picked earlier that the user would've to wait for the next new moon for the enhancement to apply again, or your Teigu could also receive a boost when under similar situations to your chosen condition (For example, if you pick the new moon, your Teigu would still have no enhancement when on a full moon, but it would receive half of the total boost on first and last quarter)



Super Mode (800 TP - Discounted for Organism): Your Teigu now has a sort of a secondary mode, a Super Mode, that, when active, will enhance all of your Teigu's abilities, as well as making even special abilities that are normally difficult to manage could be done with relative ease and/or far greater effect, being similar to applying a Trump Card to all of your Teigu's other abilities. How powerful this enhancement granted by your Teigu's Super Mode will be proportional to its cost and it'll be up to you to decide the mechanism of how this cost will be paid.
By default, the Super Mode will costs a great deal of energy (or even life force as a substitute for spiritual energy) to keep activated or, if you prefer, your Teigu could have a "free" Super Mode that instead comes with a notable cooldown length (where the Teigu's functions will work at a reduced rate or even stay completely unusable for this period), with this cooldown lasting for weeks or even months depending on how long this mode was active and how much powerful its enhancement was.
Lastly, by applying a **Trump Card** to this feature, you'll be able to either make your Teigu's Super Mode much more powerful without increasing its cooldown or energy cost, or instead have it to work at a greatly reduced cost such in order to allow its user to activate it far more often and/or for longer periods of time.

Corpse Control (800 TP - Discounted for Object): Your Teigu was infused with the power of a necromantic curse, possibly thanks to the techniques used by Wakoku's blacksmiths. With this curse, your Teigu acquired the power to control other beings, but only as long as they fulfill two pretty specific requirements: they must be dead and need to have been killed by the Teigu itself.
Essentially, this grants your Teigu the accursed ability to reanimate and control up to eight corpses as mindless and soulless puppets. The reanimated puppets will still possess all the skills and abilities they had in life, with reanimated Teigu users even being still able to use their former Teigu, as well as retaining pale fragments of their habits, desires and traces of personality, however, due to being dead and thus unable to progress or evolve, they'll remain in the state they were upon their deaths

no matter how much time passes and they can't learn new things nor improve their physical capabilities beyond those achieved during their life.
At least, you may be able to replace damaged parts using body parts from other beings or using artificial prosthesis.
Additionally, the user won't need to walk carrying the corpses, as the reanimated puppets will technically remain "stored" within your Teigu, being able to be summoned from the ground/shadows whenever they're needed and coming back to the ground when dismissed.
Furthermore, this accursed power also has a price, as, for each puppet the user actively controls, they become weaker, with stronger puppets requiring even more strength from the user to be controlled, but if a puppet is destroyed or temporarily unsummoned, it causes the user to regain some of their strength back. This also causes the user to be unable to feasibly control beings that are considerably more powerful than themself due to them taking more power to function than they currently have.
Lastly, by applying a **Trump Card** to this feature, the basic option is to expand the number of puppets that can be controlled at once. Alternatively, you can instead decrease the energy requirement to keep the puppets active and thus allowing the user to control stronger beings or to keep more of their strength when using the reanimated corpses.

Power Theft (800 TP - Discounted for Extract): Your Teigu is a weapon worthy of being wielded by a monstrous individual, as it possesses the ability to steal power from other people and beasts through some physical means, such as drinking their blood, devouring their flesh or absorbing their lifeforce through physical contact. In most targets, it'll only serve to take their physical and spiritual energy to restore and enhance the user's own strength and to recover from their wounds, but when attacking the right targets, more things can be taken from them by your Teigu, in this case, the supernatural abilities they have as part of their bodies, such as enhanced regeneration, enhanced physical condition or even actually magical powers.
However, any stolen ability will eventually fade away completely after some time, faster as it's used, with the amount of time the user will be able to maintain them being proportional to how much of their target they consumed.
By making this ability one of your Teigu's **Trump Cards**, there are four possible options for you to choose:
First, the enhancements acquired by consuming others are more powerful; Second, the stolen abilities will be able to last far longer than normally; Third, instead of being limited to stealing abilities related to the victim's body, the Teigu will also be able to steal their skills like swordsmanship; Or, fourth and last, it'll be possible to permanently take someone's abilities if they're completely consumed.



Purge Mode (800 TP - Discounted for Supreme Teigu): Apparently, a world class alchemist on the same level as Dorothea puts their hands on your Teigu and utilized their knowledge to turn it into the perfect synthesis of alchemy and Teigu, granting it the ability to temporarily enter in the Purge Mode on a similar way to Shikoutazer's own Purge Mode.
When activated, the Teigu will be combined with the monstrous flesh of alchemical beasts, causing its traits to be enhanced and some of its flaws in design/limitations to be temporarily corrected, as well as giving it a self-healing ability by repairing damage on it using that fleshy tissue.
This mode enhances your Teigu and consumes a great deal of energy in a manner similar to **Super Mode** (or will have a similarly long cooldown after usage in exchange of a "free" activation"). Optionally, by allowing the monstrous flesh to influence the Teigu's user by making them more violent, the cost for the activation of the Purge Mode might be reduced.
Lastly, by applying a **Trump Card** to this feature, your Teigu's Purge Mode will cause it to develop entirely new abilities depending on how its original nature interacts with that twisted alchemy, but it'll be up to decide how they'll manifest. A sword might gain the ability to form new blades, a flamethrower might gain draconic traits to enhance its fire power, a ring with the ability to project slashing attacks might gain a new form of attack infused with eldritch energy, a shield might gain mouths to attack enemies and many more other possibilities.

Flaws!

This section has the flaws that negatively affect your Teigu. Unlike drawbacks, which are limited just to the duration of a specific jump (or during your entire Chain in the case of the chain drawbacks from the Universal Drawback Supplement), these flaws are inherent negative characteristics of your Teigu, so they'll always affect it unless you manage to find a way to overcome them, which is very improbable to happen.

Design Flaw (+100 TP): Accidentally or on purpose, the creators of your Teigu ended up leaving an actual flaw on a specific part of its design, which acts essentially as an exposed weak point of your Teigu's structure. There are many possibilities, such as a specific plate of an Armor type being weaker than the rest of the suit, this exposed weak point being actually the power source of an Elemental Teigu or maybe an Extract type causing a body part of its user to become more fragile and sensitive. Regardless of its exact nature, it'll be something that might grant advantage for opponents that manage to discover this design flaw of your Teigu.

Imperial Fame (+100 TP - Exclusive for Teigu and Shingu): By default, your Teigu or Shingu would be unknown for the rest of the world, having the background of either being a mysterious 49° Teigu or being a Shingu that was kept hidden in the Empire's secret storage until now, however, by taking this flaw, your Teigu will be known in the world of Akame ga Kill (and other related settings that are technically the same kind of universe) with a fame on par with Incursio, meaning that most well-informed mercenaries, soldiers and even assassins will have a general idea of its nature and basic abilities.

Double-Edged Feature (+100 TP - Can be taken multiple times): Choose one of your Teigu's features. Now, it'll also have a double edged effect that will potentially harm the wielder in some way when used or at least inconvenient to use. The stronger the ability, the worse its side effect will be. Maybe summoning an **Auxiliary Equipment** now requires a specific pose that is inconvenient in the middle of a battle or maybe **Evolution** now will cause your Teigu attempt to consume the wielder's flesh every time it's activated for example. This flaw can be taken once for each feature your Teigu has.

Beastly Will (+100 TP/+300 TP): The will of the Danger Beast whose body was used as the basis material of your Teigu is still alive until current days, granting it some degree of influence over its user. For **+100 TP**, this influence will be minor but always present, affecting some of the user's personality traits and making them more animalistic depending on your Teigu's nature, in the same way as Lionel alters Leone's personality to make her more "lion/cat-like". These changes in personality, while harmless, can still be resisted by a skilled user through sheer willpower if they don't want to be affected by them.

Alternatively, for **+300 TP** instead, this influence will be major but it'll affect its users the first time they use the Teigu, as it will induce of them immense, insanity inducing destructive urges, voices and whispers capable of easily corrupting or even possessing most people and reduce them to rampaging berserkers, requiring someone with a strong willpower or equally powerful mental strength to be able to resist this influence. However, as mentioned before, this effect will only happen the first time someone wields the Teigu, so, if they manage to overcome it once, they'll be able to use it safely without the worry of being corrupted.

Infectious Teigu (+100 TP): A Teigu is a weapon that gives its wielder the power of a thousand warriors. In exchange for such power, only the strongest of warriors are somewhat able to wield it, but, in most cases, even such powerful warriors aren't the most suitable to wield most Teigu.
Apparently, your Teigu has a sort of "will" that wishes to turn whoever wields it into its most suitable wielder possible. Or maybe it's a built-in feature that its creator added specifically to create stronger wielders over time. Regardless of the exact reason, as a result, each use of your Teigu causes… adverse effects on its wielder, as the Teigu slightly twists their body to turn it closer to an optimal form for its usage. Initially, the changes will be small and temporary, vanishing after a few hours, but this gets worse and worse with each successive use.
A Teigu formed by multiple swords might cause the user to eventually grow new arms to wield them all at once, a flamethrower Teigu may cause them to grow fireproof scales all over their body, an Organism type may cause its user to develop a similar physiology to its own, a whip-like weapon may cause the user's arms to grow unnaturally long with extra joints, and a Teigu that gives the ability to copy other's appearance will cause the user to gradually lose their own physical traits until they're reduced to a featureless humanoid being.
While such bodily alterations will severely impact the wielder's ability to function as a regular person, these same alterations will also make using the Teigu to get far easier and/or more effective, with this being the reason why this flaw grants a little amount of points despite its serious effect. In theory, a wielder who has been fully transformed into the optimal form to use a Teigu will be able to use it far beyond its previous limits, but it'll be hard to call them "human" at this point.

Demonic Arms (+200 TP - Mandatory for no Points to Shingu): Either as a result of the flesh of the beast used on the creation of your Teigu being still alive within it or due to some inherent flaw such as the one possessed by the Shingu, your Teigu possess much more severe drawbacks and dangers in their usage than most other Teigu do, placing an immense strain on its user's body that can seriously and irreversibly injure them if used carelessly or even kill them if their body isn't minimally strong/durable enough to handle the strain in the first place, in the same way as Incursio that ended up being known as the Demon Armor exactly due to its infamy of killing some of its potential users. Fortunately, this problem can be overcome, as it's possible for its user to undergo specialized training to use your Teigu (and it's also

possible for the user being already powerful enough), allowing them to eventually become capable of wielding it as easily as any other regular Teigu.

High Energy Dependency (+200 TP): Your Teigu goes to the opposite direction of the Organism types, as it has the negative characteristic of possessing a worsened energy consumption when compared to other regular Imperial Arms, with its usage and special abilities draining its user's energy and stamina far faster than it should normally. The average captain, who could spend hours wielding a Teigu before becoming exhausted, would have all of their energy drained after a few dozens of minutes using it.

The Work of an Enemy Teigu (+200 TP): It turns out that your Teigu was made as an experimental prototype and, after its creation, a second Teigu was created as the finished, advanced version, in the same way as Grand Chariot is the advanced version of Incursio. However, this second weapon ended up falling in the hands of one of your worst enemies. This second Teigu has a greater raw power than yours, while it might not have all of its special abilities, as well as not having any of your Teigu's flaws. Furthermore, in addition to being currently owned by your current worst enemy, this Teigu is guaranteed to be completely incompatible with you or with any of your Companions/followers and you can't make it a fiat-backed item, so you can't bring it with you. Unlike the other flaws, this one is much more similar to a drawback instead, as this enemy Teigu will only be present in this jump (unless its user somehow manages to follow you to other worlds).

Conditional Activation (+200 TP): One of your Teigu's main abilities can't simply be used at any given time, it requires a specific action (or sequence of actions) in order to be usable. You'll be free to choose which one of its abilities will be affected by this flaw, but it must be one of its more useful/powerful abilities, preferentially its Trump Card if it has one. You must also decide which will be the condition to activate said ability, but the more powerful and/or useful the ability, the more specific and/or hard the condition must be. For example, if you use this flaw with the **One Hit Sure Kill**, it could be only activated if you attack your target 3 times within a few minutes. Furthermore, if you want to, you'll be able to apply conditions for any other ability your Teigu has access to, but you won't gain any extra points by doing this.

Situational Weakening (+300 TP - Incompatible with Situational Enhancement): Your Teigu's power is pretty volatile, being heavily influenced by a certain specific condition of your choice, however, instead of being enhanced by it, your Teigu actually requires it to be on its proper, original power level.
The further away from this condition your Teigu is, the weaker it will get, to the point of potentially becoming unusable. This condition could be related to the environment, period of time, presence of some influence or even the user's current situation, such as at noon, during a full moon, during rain, when exposed to sunlight or even when in danger, or pretty much anything else.

The less often this specific condition is and the more detrimental/dangerous it's for you, the lesser the effect it has over your Teigu will be and the less weakened it will be when not exposed to it. For example, if you pick a situation as common as the day as the chosen condition, your Teigu will begin to get weaker as the Sun begins to set and will lose all of its power during the night or during solar eclipses.

Double-Edged Trump Card (+300 TP - Requires at least one Trump Card): Your Teigu also possesses its own special ability, its Trump Card, however, in order to be used, it demands a serious price, something on par with the sacrifice and consequences caused by the usage of Murasame's Trump Card ability. While this won't sacrifice your life immediately, its price must be something on the level of permanently weakening you and marking you with scars that will keep hurting you. or even demand something such as the sacrifice of another person.
Fortunately, there are ways to suppress and even cure the normally permanent weakening effects and other similar forms of backlash, but these ways will always be something extremely difficult to acquire and will require great effort and/or resources, like how Murasame's curse can be suppressed by consuming special medicinal pills or even fully healed through unknown means.

Self-Harm Penance (+300 TP/-200 TP): The weapon that hurts others is the same one that hurts whoever wields it. This is the perfect definition of your Teigu.
For **+300 CP**, your Teigu has an extremely serious design flaw that causes it to considerably harm whoever wields it in a very painful way. The exact nature of the damage and how serious it is depends on your Teigu's properties and capabilities, but it'll never be something that kills quickly, albeit the damage will still lead to death if the Teigu is overused.
A sword with poisonous attacks might have a concealed length of poisoned barbed wire around its handler that will painfully poison anyone that get a hold of it, an extract that grants fire generation might end up generating too much heat that it actually burns the user's body, an armor might have countless small spikes covering its insides, and a blood-draining weapon will drink the user's blood too.
Alternatively, for **-200 TP** instead, this flaw will be modified to actually count as a Special Feature. Now, instead of your Teigu indiscriminately harming whoever wields it, it'll only hurt those who wield it or simply hold it without your permission.
For example, the aforementioned sword will keep the barbed wire around its handler retracted normally, but if one of your enemies steals it and holds it, the barbed wire will be extended again.

Notes!

1. This supplement can just be used once for each custom Teigu-like weapon you purchase;
2. As you may have already realized by this point, you're not forced to be the wielder of your Teigu, as you can give it to one of your Companions, followers, or anyone else you wish;
3. While this wasn't the planned usage, if your Teigu is an Extract, it's possible for a single person to drink the whole content of the urn in order to acquire more of your power than it should be supposed to acquire;
4. **Trump Cards** can be purchased multiple times for a singular ability, as long as each Trump Card has different effects, so you can't stack multiple Trump Cards with the same effect;
5. You don't need to mandatorily take **Trump Card Synthesis** in order for your Teigu's abilities to interact with each other, but it depends on how much these powers interact with each other. For example, you can apply a feature's effect on another power like applying **Lasting Effect** on **Element Creation (Ice)** to create ice that won't melt by itself. But if what you want is to fuse these powers into something greater, then you'll need to obligatorily use a **Trump Card** with them and then use the **Trump Card Synthesis**;
6. At their worst case, the side effects of **Double-Edged Feature** are still less severe than the sacrifice demanded by **Double-Edged Trump Card**;
7. If you're an **Autonomous Teigu**, then the flaws will affect you (or more precisely your Teigu Alt-form) directly as you'll never have an user;
8. The **Infectious Teigu** flaw has a horrible synergy with the 100 CP version of the **Beastly Will** flaw;
9. Thanks to DocereGray and Lurking_Darkness for your suggestions.

History!

V 1.2: Second Update

-Added a new note;

-Added new images;

Added a new special feature: **Poisonous Attacks**;

-Added new flaws:

-**Infectious Teigu**;

-**Self-Harm Penance**;

-Updated the **Double-Edged Trump Card**'s description to mention it's possible to suppress or even cure the weakening effect, as suggested by Lurking_Darkness;

V 1.1: First Update

-Added new flaws:

-**Conditional Activation**;

-**Double-Edged Feature**;

-**Situational Weakening**;

-Added new notes;

-Added the option to use Space in both **Element Creation** and **Control**;

-Added the option to use Time in **Energy Control**;

V 1.0: Released