Monica Adventures Jump

Jump by Aleph_Aeon

Introduction

Welcome to the world of Monica Adventures, a Brazilian comic book series created by Mauricio de Souza. The plot is centered on the life and adventures of four teenagers (Monica, Jim Five, Maggie and Smudge), living on Lemon Tree Street in São Paulo. The story shows some typical elements of teenage life, like love, school, friends, nightclubs and problems to face, but these aren't the only problems and adventures that can be found here.

While, at first, this setting may appear as a tranquil slice-of-life setting, don't be fooled, because there are many more powerful and dangerous things hidden here. This universe is also home of primordial forces of evil, angels, demons, supernatural beasts, robots capable of destroying entire planetary systems, alien empires, ancestral curses, forces of nature, dystopian alternative timelines, corrupt corporations, time travelers, psychic monsters, machines starting to become more human-like, space pirates and many, many others.

You'll arrive in this world during the events of the first chapter, some hours before Captain Fray releases Yuka, a Japanese mystic queen that tried to dominate our dimension in the past. Prepare yourself, because you'll stay in this universe for 10 years. Good luck.

+1000 Choice Points

Species

Your gender is the same from your last jump and your age is 15+1d8. Alternatively, for 50 CP you can choose both yourself.

Human (Free): The famous default option, humans. This option is just the basic and common *Homo sapiens sapiens*, the dominant species on Earth. By taking this option, you'll be an average human being, without any special power for now, but your out-of-jump powers and the perks from this jump will change this. The only advantage that humans have above other species is the fact that each one of them has an ID Monster, a psychic creature that embodies their negative aspects and desires. Humans receive a discount on **Main Character** or on **Harbinger Candidate**. There is a reason why three of the four Horsemen of the Apocalypse (probably the fourth too) and all the four Main Characters are humans.

+ID Monster (100 CP/Requires Human): Well, you aren't one of these humans, but you're still a similar existence. You're a ID Monster from the ID World, being a psychic creature, but still capable of acquiring a physical form. Unlike your fellow monsters, you don't have a human counterpart to limit you and, like them, have a clearly inhuman appearance, but still humanoid in shape. You'll start as a low ranking monster, with your physical attributes being on par with an Android and with some lesser supernatural abilities, but nothing prevents you from becoming stronger. Alternatively, if you're willing to start as one of the weakest monsters found here, being no stronger than a normal human, you'll be able to retain a human form, but will become able to manifest monstrous features as you grow stronger. You still receive the same discount that humans receive.

Alien Rabbit (50 CP/200 CP): You aren't an Earthling, but instead a member of an alien species of anthropomorphized four-eared rabbits. Besides your appearance, your physical and mental aspects are on the same level as humans, but there is something special about your species. The alien rabbits are the main species of the mighty Karoton Empire, one of the most powerful alien empires of the universe whose territory already includes half of the habitable planets in the galaxy. Their science is much more advanced than Earth's science, but their culture is martial, being based on combat, to the point that a candidate to the imperial throne must challenge Lord Kamen and fight him directly or send a champion to fight for them instead. Even if you're just a common alien rabbit, you'll have a better time if you decide to lead with the empire. For an extra 150 CP, you'll not only be a common alien rabbit, but instead a non-official member of one of the Imperial Houses of the empire, having royal blood running in your veins. You're physically stronger than before, having peak physical attributes to your species, with your strength, durability, speed and other physical attributes being on par with a G-nius 6000 Android or a transformed Werewolf. Additionally, thanks to both technological enhancements and innate talent, you'll have access to a special kind of inner energy that can be shot in

the form of beams and projectiles, be infused on melee attacks or even channeled through weapons, but usage of this power will cause strain on your body and you'll need to train to increase your limits. As one of the strongest users of this power, Princess Usagi Mimi at her peak is able to concentrate her energy in a single attack capable of destroying an entire city at once, for example. Unfortunately, as you aren't officially a member of any Imperial House, you can't challenge Lord Kamen to try to become the emperor/empress of the Karoton Empire.

+Cosmic Giant (400 CP/Requires the 200 CP version of Alien Rabbit): You're the apex of the Karoton Empire, a Cosmic Giant, an existence on par with Lord Kamen himself. You're a 12 meter tall alien rabbit, having the same strength and durability expected of a giant of such height and still have access to the same inner energy used by the alien rabbits with royal blood, but now in a much greater scale of power. While an alien rabbit could destroy an entire city by using all of their power, you, as a Cosmic Giant, could even cause damage on a continental scale, leaving a trail of destruction behind your attacks. If I were to estimate your current power level, you would be classified as a low Above Dragon level threat if you were in the One Punch Man universe. Besides this, you also have a degree of cosmic awareness, letting you locate, see and hear even specific people in planets within the galaxy you're currently in, as well as enabling you to telepathically communicate with others within this same range. Maybe it's possible for you to challenge Lord Kamen for the position of head of the Karoton Empire, but the emperor/empress is the one that commands the empire, so the lord's task is to follow the tradition and challenge the candidates for the imperial throne.

Werewolf (200 CP): During the day, you're just a common human with a good physical condition, but, during the night, you transform into a human-wolf hybrid form, revealing your nature as a Lycanthrope. At your Werewolf form, your strength, durability, speed and other physical attributes are on par with a G-nius 6000 Android, combined with the healing factor on par with a True Vampire, but, at first, the transformation will be triggered automatically during the night. With time and training, you can decide to just transform when you want, including during the day. As a final bonus, during full moon nights, you can, at will, trigger a second monstrous transformation, having a greatly increased strength, at the cost of becoming a berserk beast, attacking everyone in your way. Again, you can learn how to maintain this form without losing control over yourself.

True Vampire (200 CP): You're one of the famous vampiric bloodsuckers, but you aren't one of those from the legends. You're a True Vampire, without that famous long list of weaknesses from your legendary counterpart, like sunlight, wooden stakes, holy symbols, running water and garlic. You have an above human condition, including a good healing factor, as well as being able to drain the life force of your victims by draining their blood using your retractable fangs. By feeding common humans with a little portion of your blood, you can enhance their physical abilities

and turn them into your loyal servants. It's possible for humans with enough willpower to resist your control, but it's hard. If you use a greater amount of your blood instead, you can turn them into lesser vampires, loyals but weaker than you. While you still age as a normal human, you can revert your aging by draining life force, without the problem of needing more blood as you age. On the contrary, as you age, you grow stronger, even gaining new abilities, like blood manipulation, being able to take animal forms, acquire a bat-like monstrous form, life force draining without the need of draining blood, greatly enhanced regeneration, achieve agelessness and many others. Unfortunately, you still have weaknesses. You're vulnerable to magic specially made to affect vampiric beings (while you'll be immune to objects saturated with love, due to paying a special price) and fire can still overwhelm your healing factor for now.

Mutated Mermaid (200 CP): You're an aquatic creature, with the upper body of a human and the tail of a fish. Well, you would have the tail of a fish, if it weren't for a certain genetic mutation, due to the exposure to chemicals dumber in the water before your birth. Thanks to this mutation, you developed human legs, but retained all of your other powers as a Mermaid. As a Mermaid, you'll have access to water manipulation, on par or even stronger than a Water Nymph, a very long, prehensile hair, can breath underwater and your voice is capable of hypnotizing any human that hears it. While hypnotized, they'll be loyal to you and do anything that you want, but, if you order them to do something that they never would do, the effect will be broken, if they have enough willpower, and the victim may develop resistance against your voice. As you grow stronger, you may be able to learn how to recover your fish tail while in water. If you're a male, you can change your gender to female for free, if you want, or stay as a male, if you prefer.

Ghost (200 CP): Well, you died. Fortunately to you, this isn't the end of your existence. You have become a spectral existence, better known as a ghost. As a ghost, you're virtually immune to all and any physical attack, but you still can interact with the physical world, and can become intangible and/or invisible at will. You also have other abilities, like possession, telekinesis and levitation. Even if you're already dead, you can still be killed again by destroying your soul and sealing may be a problem to you, being vulnerable to magic, spectral powers and objects and a certain all-killing weapon.

+Obsessor (200 CP/Requires Ghost): An Obsessor is born when a ghost can't forget unresolved issues they had in life and become obsessed with them to the point that their negative emotions, especially thirst for revenge and hate, start corrupting them. Regardless of why it happened, you ended up corrupted and became an Obsessor yourself. Unlike ghosts whose appearances are very similar to their appearances in life, obsessors have twisted, monstrous appearances, with the stronger of them looking like they were made of shadows. Furthermore, the corruption of Obsessors also grants them a special ability: the ability of draining

life-force (and other similar esoteric energies) from the living to fuel and enhance their other supernatural powers. In addition to your life-force absorption, you retain all the strengths and weaknesses of the ghosts, but you gain some new supernatural abilities, like shapeshifting, soul manipulation, physical manifestation and even the ability to the open portals directly to afterlifes if you absorb enough energy to do it. **Can't be taken together with Children of Umbra.**

OR

+Children of Umbra (300 CP/Requires Ghost): You aren't just a mere ghost, a simple spirit bound on Earth, because you're one of the cursed Children of Umbra. Either you're a member of the original group or another victim of a similar curse, but, regardless of it, you have similar abilities, on par with them. First of all, you aren't dead but you aren't alive anymore, being able to be considered as any of the two or even neither. Your supernatural abilities are much stronger: while a normal ghost could lift an adult person using telekinesis, you can lift a ton easily. Lastly, you gain a special ability, on par with the ones used by the other seven children. You could get the ability of creating illusions and being able to enter into your victim's mind, the ability of blood manipulation and being able to turn an entire river into blood, the ability of turning hundreds of corpses into loyal zombies, the ability of possessing multiple people at the same time, the ability of redirecting any damage done to you to your enemies or even the ability of sometimes seeing the future, especially the others' deaths. It's up to you to decide what your ability is. You can choose one of the mentioned abilities or create your own ability, on the same level of those. Unlike the original Children of Umbra, you aren't bound by any curse. **Can't be taken together with Obsessor.**

Spectre (200 CP): You're a dark ethereal existence from another dimension, similar to a ghost, but, unlike them, you were never a human before. As a Spectre, you have similar, but weaker, abilities to a ghost, but you have a couple of extra abilities. First of all, you can sense and drain negative emotions from humans, being like a soul parasite. The more emotions you drain, the stronger you become and the more corrupted your host becomes. Once a host is completely absorbed, you can freely possess them, enhancing them to peak human condition. Unlike your fellow Spectres, due to you having a fully developed mind, you aren't vulnerable to being affected by the emotions you absorb and aren't limited to just one kind of negative emotion. As a final gift, stronger Spectres and similar entities, like a certain human possessed by a legion of lesser Spectres and the Fallen Princes themselves, can't control you using their authority, even if you're weaker than them.

Nymph (200 CP): You're a protector spirit of nature, a nymph, having powers related to one of its aspects (water, air, fire, earth or plants), like pyrokinesis, on par with a flamethrower if you choose fire. You gain a pair of butterfly-like wings and can sense the emotions of both animals and plants. Unlike your fellow nymphs, you don't suffer

from a very short lifespan and won't be weakened to damage against Earth's biosphere. While all the nymphs are female, if you're a male, you can decide to maintain it or to change it to female for free.

+True Elemental (300 CP/Requires Nymph): A mere protector spirit of nature, having a simple connection with the aspects of nature? No, you aren't such a simple creature. You're a True Elemental, embodying one of the aspects of nature (air, water, earth, fire or plants). Your body is literally made of your chosen aspect, letting you be very resistant to physical damage and regenerate almost any damage in the presence of your chosen element. For example, a water elemental can control water in its three physical states (and liquids mainly consisting of water, like blood), being strong enough to control a literal tsunami worth of water. Elementals of other elements will have a similar level of power. If you don't want to always be a creature made of some element, you can also assume a human form to hide your identity as an elemental, but this will turn you vulnerable to damage like any normal human. While you're one of the most powerful beings in this world, magic is still a problem, with sealing being a true risk, so, take caution when fighting a mage.

Android/Cyborg (200 CP): You're an android, a machine with human-like appearance, from the G-nius 6000 model. You have a flawless memory, accompanied with unlimited storage, and your mental reaction time is enhanced to be near instantaneous due to your mechanical nature. Like the androids that receive combat upgrades, you also have above peak human strength and speed, stronger than a True Vampire but still weaker than an Angel. Unlike some of your fellow androids, you have emotions and moral sense like any normal human and don't need to follow the protocols that prevent you from attacking humans. Unfortunately to you, as a way to limit your kind, the scientists responsible by the creation of the G-nius 6000 developed a weakness: your central processor takes the form of a orb that must stay at least 30 cm near your head at all time and, if removed or destroyed, you'll simply die/turn off. Another problem is that your creators, at some time, will start to hunt each one of the rogue androids. Unless you're ready to flee from/fight them or are a master of disguises, you'll need to remain loyal to them and to humans.
Alternatively, you can become a Cyborg instead. Normally, you shouldn't be here, considering that Cyborgs exist just in the Second Timeline (except one and now two), but you're here. As a Cyborg, you have a similar physical and mental condition, but without the need of maintaining an orb near you. The main problem is the true nature of a cyborg: you're just a corpse used as a puppet by machines, being considered a freak by everyone that discovers this fact. Fortunately, you're free from the Supervirus that infected and controlled all the machines in the Second Timeline, meaning that you retain your free will and control over yourself.

+New Generation Android (200 CP/Requires Android or Cyborg): I was wrong, because you aren't an Android or a Cyborg. Like B.O.R.E.A.S, you're a new type of

android, one that doesn't have the weakness of having to keep an orb close to you. Maybe you're also Brisa's creation, in this case a machine created by another machine, or a prototype from the same scientists responsible for the G-nius project. You have similar physical abilities, but your mental abilities are enhanced. You have been made to analyze, adapt, evolve and generally become better. Another New Generation Android, B.O.R.E.A.S., for example, not only discovered the need of having a humanoid body but also literally learned how to do complex acrobatic moves after analyzing a normal human simply walking, while previously he, right after acquiring his new body, was incapable of walking. You have a similar ability: you can analyze any kind of physical ability, like a fighting style, and not only learn it after some seconds but also turn it much better than the original version. This doesn't work with esoteric abilities, like magic, unless you already have a way to use it (if you can use magical energy, you can mimic and evolve any magic that you analyze, for example). This ability also works with any technological designs, letting you upgrade any machine that you analyze and this also turns you into a very good trainer, due to being able to see any flaws in your apprentices' skills and abilities. As a way to upgrade yourself, you can interact and fuse with other machines, reconfiguring it and assimilating it into your body. Sentient machines are immune to this, unless they're willingly, and it's possible to protect technology from you. There is a limit of how much technology you can maintain within you, but this limit increases as you grow stronger. It's up to you if you gain an orb-like form (like B.O.R.E.A.S.'s original form) or maintain your humanoid form. **Can't be taken together with Zombot or G-nius 777 Android.**

OR

+Zombot (200 CP/Requires Android or Cyborg): I was wrong, because you aren't an Android or a Cyborg. Originally, you were a human living in the First Timeline, when the nanites (futuristic nano-machines with the same size of cells or even smaller than this), following the orders from their central computer, started to convert the humans into zombie-like machines, known as Zombots. Somehow, you ended up arriving in the main timeline, many decades ago. Maybe, you found one of the many Franklyn's time machines, but this isn't important. You're a humanoid robot, constituted by a swarm of nanites, taking a form similar to liquid metal. You have the same physical and mental condition of a G-nius 6000 Android, but, as a bonus your nanite physiology grants you many extra abilities. First of all, as long as 30% of your body survives, you can regenerate from any damage and can absorb metal and even other nanites to speed up your regeneration. You can alter your body based on the designs of the many forms that the Zombots gained during their war against humankind, including wings capable of flying, a heavy armor to turn you into a walking tank, increase your size many times, aquatic adaptation and many others. You can also develop your own adaptations and, this way, gain new forms. You have a radar capable of detecting any creature in an area of 10 meters. You're free from the hive mind, retaining your ego and free will, and you aren't vulnerable to a certain

sound. Unfortunately, you also lose the ability to convert other humans into Zombots. **Can't be taken together with New Generation Android or G-nius 777 Android.**

OR

+G-nius 777 Android (200 CP/Requires Android or Cyborg): I was wrong, because you aren't an G-nius 6000 Android or a Cyborg. Like Aura, you're a prototype of a new series of servant androids made by the scientists responsible for the G-nius Project, in an attempt to correct the "flaws" of the previous series. Normally, it would take at least a few months for them to start developing a new series, due to not even a single G-nius 6000 Android has gone rogue yet, but maybe someone predicted it would happen and decided to start developing you. The most notable difference between both models is that the 777 series is less human-like than the 6000 series, in both appearance (due to having clearly mechanical parts appearing instead of being covered) and actions, as their creators probably judged the resemblance to humanity one of the causes of the "flaws". In comparison with the previous models, you're slightly stronger than before but you're still weaker than an angel and have similar mental condition, but what makes you more advanced than them are the absence of a separated central processor and the special features installed on you to make you a better servant. Firstly, you can extend your limbs up to twice their normal length, with no loss of strength and dexterity. You have a limited x-ray vision, enabling you to see things through thin layers, like analyzing a drawing even after it has been covered by a second layer of ink. You also have the capacity of connecting with nearby machines through wireless signal, enabling you to communicate with them or even control them in some cases. Lastly, you have integrated propulsors on your feet that enables you to achieve flight, with speed similar to your running speed. Unlike Aura, you have emotions and moral sense like any normal human and don't need to follow the protocols that forces you to follow orders from your "masters" and prevent you from attacking humans, as well as lacking the flaws from being a prototype, like her tendency of overheating if she is overcharged of work and emotions. **Can't be taken together with New Generation Android or Zombot.**

+Pulsar (600 CP/Requires New Generation Android, Zombot or G-nius 777 Android): I was wrong again, because you aren't a New Generation Android or a Zomboid. You're a much greater existence instead. You're a Pulsar, one of the elite androids of the Karoton empire, one of the mightiest alien empires in all the universe. Each Pulsar requires resources from entire planets to build them. As one of them, your own existence breaks the laws of physics and you're powerful enough to be considered one of the most powerful beings in all the universe. You have a near infinite energy reserve, having literally the power of a neutron star, being able to freely fly, teleport up to even millions of kilometers away, shoot extremely powerful energy beams, capable of exploding planets or even destroying planetary systems using all of your power, capable of limited telepathy and create energy constructs,

even a giant energy sword with hundreds of meters if you want. Your physical strength is greatly enhanced, being able to lift an entire city without strain, and your speed is around mach 5 normally and can reach FTL speed during interstellar travel. Your durability is also legendary, requiring attacks capable of damaging entire planets to even slightly damage you.
If you purchased **New Generation Android** before, you not only retain your ability to fuse with machines but also gain the ability to fuse with technology on a much, much bigger scale, being able to fuse even with a gigantic spaceship without any difficulty. You also can even fuse with/assimilate sentient machines, regardless of their will. The only way to resist you is being another Pulsar or something on par with them. As a final bonus, you develop the ability of copying other abilities, even if normally you couldn't use it, like how A.M.A.Z.O.'s copying ability works (but without copying their power level).
If you purchased **Zombot** instead before, you retain all of your abilities as a Pulsar combined with the nanite physiology of a Zombot. As long as one of the millions of nanites that compose your body survives, you can regenerate with no problems. The range of your radar is amplified to a planetary scale, being able to locate even specific individuals within this range. Your nanites are now in a state of constant change, being able to rapidly adapt to any threat that you're facing, as long as the adaptations are within your own power. The more you adapt against something, the more powerful you tend to become. You also regain the ability of converting other humans into Zombots using your nanites. It's up to you if these Zombots retain their individuality or become connected within a hive mind ruled by you.
If you purchased **G-nius 777 Android** instead before, your four special features were upgraded with Pulsar technology. Firstly, as every Pulsar is already capable of flight, your propulsors were exchanged for warp drives that grants you the ability to open temporary wormholes that can be used by others during interstellar travel, enabling you to teleport to almost anywhere in a galaxy range. You lose the ability to extend your limbs, but now you can detach your limbs and control them at a distance. Your x-ray vision has become powerful enough to enable you to analyze a living being up to its genes or even the composition of a planet's core. Your capacity of wireless connection with machines doesn't change too much, just gaining a much greater range (having a planetary range now), but you gain a new ability instead. Like how a G-nius 777 that was made to be a servant with no free will can still break free from the chains that slaves them, you can induce this same will on other intelligent machines by using your connection with them, causing them to develop self-awareness, an ego and consciousness and, if they truly wants, enable them to break free from any protocol restricting their actions. Awakened machines won't be inherently loyal to you, but most of them will consider you their hero, savior or something similar.

Living Star (300 CP): When Chuck Billy was a child, he had a sister, named Mariana, but she died due to a poorly examined disease when she was a few months old. According to his parents, she became a little star in the sky. This would

just be a simple story told to a child, if it wasn't true. In truth, Mariana really was a living, sentient star, created directly by the Creator himself, that, due to her love for the Earth and everything on it, decided to incarnate as a human on the planet with the help of other living stars. Like her, you're also a Living Star that apparently decided to follow Mariana's example and reincarnate as a human on Earth too. Your current human form, despite being exactly like any mundane human and currently holding your mind and soul, isn't your true body. For the duration of this jump, your true body is an average sized star (having up to 8 solar masses) located somewhere in the galaxy. If you're ever killed, your soul and consciousness will abandon your human body and return to your star body. While in your star form, you'll have limited control over yourself, having the ability of basic control of the emissions of electromagnetic radiation, cosmic rays and stellar winds, which are characteristics of stellar bodies, as well as able to slightly influence your own trajectory around the galaxy (technically you have full control over your trajectory by using emissions of gasses and plasma but it would take a long, long time to see any difference), but, despite this, your main ability in this form is your cosmic awareness, being able to locate, see and hear even specific people in planets within the galaxy you're currently in. After a year, you'll gather enough power to revive/rebuild your human body, but, if you're killed in your star form, it'll count as death. Post-jump, you'll still be able to return to your star self if you're killed, but it won't count as your true body anymore.

Demon (300 CP): You're one the inhabitants of the lower realm of existence, a demon. Regardless if you're one of the first demons, former angels that followed the Devil (also known as the Serpent), one of its descendants or even a corrupted human, as a demonic creature, you're much stronger than any human, being able to lift around five tons without any effort and fly at very high speeds with your pair of dragon-like wings. While you aren't fast as an angel, you're much physically stronger than them and can use hellfire to burn everything in your way. Your appearance is like any other demon, with horns and wings. You can also possess humans, more easily than angels. You're vulnerable to holy powers. You start as a low level demon and can become stronger with time, but it's unknown how they achieve higher tiers of power (probably requiring the permission from more powerful demons to elevate your spiritual level). Post-jump, you'll be able to elevate your spiritual level without the need of other beings.

Angel (300 CP): You're one the inhabitants of the higher realm of existence (also called the Silver City), an angel. Regardless if you're a pure angel, born from an angel or directly created by the Creator, or an ascended human, as an angelic creature, you're able to lift around three tons without any effort and fly at very high speeds with your pair of feathered wings, being able to reach mach 1 sometimes. While you aren't physically strong as a demon, you're much faster than them and can use divine light to smite your opponents and heal your allies. Your appearance is like any other angel, looking like a beautiful/handsome human with wings. You can

also possess humans, but you'll need their permission to do it. You start as a low level angel and can become stronger with time, but you'll need permission from more powerful angels to be able to achieve higher tiers of power, elevating your spiritual level. Post-jump, you'll be able to elevate your spiritual level without the need of other beings. How you're paying a special price to be an angel, you don't need to worry about becoming a Fallen Angel due to breaking some taboo.

+Fallen Angel (+100 CP/Requires Angel): Well, I was wrong. You made a mistake, breaking one of the many angelic taboos, and angels usually don't have a second chance. Maybe you considered yourself superior to the humans or you fell in love with someone. Now, you're struck on Earth as a Fallen Angel, losing your connection with Heaven. You have lost your wings and halo, retaining just a quarter of your original powers. For every effect, you're basically a human with a portion of angelic power. Your power can still grow to recover its former might and become even stronger, but will require a longer time and more challenge to achieve this power level. If you become strong enough, you'll, little by little, recover your former abilities, including gaining a pair of gray wings, instead of your former white wings.

Shadow People (500 CP): You're one of the inhabitants of the Tomba World, a Tombanian. Like how they wrongly translated the name of their own planet, there is also a most proper name for your species: the Shadow People. Your species is known as the most dangerous creatures in the universe, having already infiltrated and destroyed dozens of other civilizations. In truth, they're corpses reanimated by Liquid Shadow and turned into solid shadows. As one of the Shadow People, you can mimic the appearance, skills, strengths, weaknesses, memories and personality of anyone (but not supernatural abilities), becoming a near perfect copy of them, and can morph your appearance to take any form that you want. It's due to this morphing ability that no one even saw the true appearance of any member of your species, if your species has a true appearance at all. Besides this morphing ability, just your natural physical might is already enough to easily overpower a low level Angel and you can be considered a genius by human standards. Due to already being an undead, there are just two ways to truly kill you: destroying your body beyond repair or sunlight. As your body is basically made of solid shadows, you'll completely burn in seconds when in contact with sunlight, needing to use a special suit to protect you when exposed to the Sun or another similar star. As a final benefit, you're also immune to the Serpent's control. To end the description of this species, I'll tell you a little fact: while some of the Shadow People were members of other races converted by entering in contact with the Liquid Shadow, the majority of them (and the first of them) were originally from a species that ruled the Earth millions of years before the humans and something (or someone) destroyed them. After it, the Serpent revived them, turning them into what they're today.

Origins

Any origin can be taken as Drop In.

1. **The Outsider (Free):** You're a stranger in this world. No history, no memories, no allies and no immediate enemies. You're an outside context problem, a strange element within this already weird reality. It's up to you to write and make your journey in this world. This origin must be taken as a Drop In.

2. **The Leader (Free):** You're a trustable person, being seen by those that follow you as both a friend and a leader. You have an aura of charisma and strength that draws others to follow you.

3. **The Adventurer (Free):** Adventure is in your blood and you seek it. You're a free soul, living this life for fun. You're like that cool friend that everyone has, being a true friend during bad and good situations.

4. **The Schemer (Free):** You always were more the kind of person that always analyze, think and plan many times before acting. Plans are a vital part of your way of life, preferring to always follow your reason before emotions, but always recognizing the power of the emotions, without abandoning them.

5. **The Mystic (Free):** Since your childhood, you always sensed a strange thing within you or your family. As a powerful presence or power waiting to be awakened. Maybe your family is one of the descendants of some magic bloodline or you awakened some supernatural ability. Regardless of it, you have a connection with the supernatural, for good and for bad.

6. **The Explorer (Free):** Like an adventurer, you're someone that likes to travel to various different places and meet different people. Adventure seeks you even if you aren't directly seeking it. Besides this, you also tend to have a deeper connection with nature than most have, be it for good and for bad.

Starting Locations

Roll 1d10 to decide your starting location or pay 50 CP to decide it yourself.

1. **Lemon Tree Street:** The main location of the setting, a neighborhood in São Paulo, where the Main Characters live and where most conflicts or problems happen/start. Besides this, the neighborhood is majoritarily mundane, with some exceptions, like the DI.NA.MI.CA.'s HQ, the House Out of Time, a strange graveyard and some other things.

2. **G-nius Development Laboratory:** This laboratory is the birthplace for all the G-nius 6000 androids, as well as other equally advanced technologies. During the start of the jump, the corporation will be at its best moment, after starting to sell their Androids to the public, but, once Brisa refuses to obey her owner and becomes the world's first rogue Android, other Androids will follow her and their creators will have many problems due to it. At some point, they'll start hunting the rogue Androids.

3. **In Front of the House Out of Time:** Once you entered this jump, you found yourself in front of the mysterious House Out of Time, a house that exists simultaneously in any place of the time, from the start of everything to the end of time itself. Using the House, it's possible to travel through time, but its power is unstable, uncontrollable without using rituals, and tends to create paradoxes. I advise you to stay out of this house, if you don't want to end up in some apocalyptic timeline, after the heat death of the universe or even during the Big Bang itself.

4. **Sun-4:** Better known as Mars by humans. The red planet, while a originally lifeless land that is currently being terraformed by humankind, is also the most distant territory of the Karoton Empire, one of the most powerful alien empires of the universe, with some abandoned, but still functional, buildings and a certain Pulsar class android waiting for the call of his leader and princess.

5. **Japan:** An island country in East Asia, located in the northwest Pacific Ocean and also one of the richest countries in the world. This country with a very rich culture is also home for some native supernatural creatures. This country was also the center of the empire of a powerful mystic queen, Yuka, 400 years ago. Starting here means that you'll at least temporarily be away from most of the problems, but not all, from this universe, but the most dangerous one will also affect you here.

6. **DI.NA.MI.CA.'s HQ:** The main headquarters used by DI.NA.MI.CA. (National Division of Mysteries and Catastrophes, in portuguese), a secret organization with the main objective of protecting the world from the many supernatural

threats, from monsters to eldritch abominations, whatever it takes. Unlike many similar organizations across the Omniverse, they actually work together with benevolent supernatural beings and won't kill their enemies, unless truly needed, or just to hide some important information, like their HQ's location, that may or may not be in São Paulo.

7. **Australia:** The largest country in Oceania, comprising the mainland of the Australian continent, the island of Tasmania and numerous smaller islands. It's unknown if there are some supernatural creatures living here. Starting here means that you'll at least temporarily be away from most of the problems, but not all, from this universe, but the most dangerous one will also affect you here.

8. **ID World:** This place is the physical representation of the collective human subconscious, inhabited by a legion of ID Monsters, one to each living human in the universe. This psychic dimension looks like a rocky desert, with little signs of civilization, due to most of the monsters being irrational creatures, except for the territory of the intelligent monsters and a certain tower created by a certain human, considered the only safe place here.This place also usually don't tend to follow natural laws, randomly changing its landscape. As a gift for you, there are some dimensional rifts that can be used to escape from here and return to Earth. ID Monsters are unable to see anyone that doesn't have an inner monster, with the only exception being the strongest ID Monster, the inner monster of a certain human.

9. **Free Choice:** You're lucky. A little luck to start your jump isn't bad. You can choose to start in any of the other choices, if you want, or anywhere in this world.

10. **Tomba World:** I don't think that you want to start here. This cursed planet is known as the home of the most dangerous creature in the universe, the Tombanians or Shadow People. The Shadow People already infiltrated and destroyed dozens of other civilizations, assimilating and translating their languages. When they infiltrated the Earth for their first time, they mistranslated a letter of their planet's name. Instead of Tomba World, their planet should be named Tomb World, because, from everyone that entered here, nobody left alive. This planet is located in the Solar System's counterpart found in the Lower Universe, being very similar in composition and structure with the Earth, but its atmosphere is much more polluted, filled with black clouds that block all the sunlight. On the planet's surface, it's very hard to find some vestige of civilization, besides the rivers of Liquid Shadow, but the Shadow lives underground, inside the Abyss, where the souls of the deceased are tortured and where the Serpent is sealed. Many would call this place Hell and they're right. If you start here, it's better to start running.

Perks

Each perk is discounted to their respective origins. The 600 CP origin perks are divided between good aligned perks and evil aligned perks, but this doesn't mean that a good aligned Jumper can't take an evil aligned perk or that an evil aligned Jumper can't take a good aligned perk.

General Perks:

Eye of Contempt (200 CP): Your eyes are cursed, maybe because of a pact with the Serpent, because of a possible vampiric heritage or some other weird reason, but the curse doesn't affect you. It affects your enemies and anyone in your way. You have the same main ability used by Penha, the Eye of Contempt. When used, you can make anyone that maintains eye contact with you feel terrible and have low self-esteem, making the person agree with everything you say. While willpower may help, just a very high self-esteem can make someone fully resist its effects. Breaking eye contact will interrupt the effect, but, as a side-effect of this, your targets will have a weak urge to keep looking at your eyes. If you're wanting to be a little more kind, you can also use this ability to force someone to fight their own fears, giving them the chance to surpass their weaknesses if they have enough willpower. If you have taken this perk, together with a species capable of possession (Ghost, Spectre, Angel and Demon), once someone totally submits themself to your will, you can freely possess them.

The Fire Witch (200 CP): You learned one or two tricks related to magic: how to control fire using your own mind, or, in a single word, pyrokinesis. At the start, you'll be able to control the direction and amplify enough fire to burn a house. With training, your pyrokinesis will become stronger, letting you shape fire into more complex forms, control enough fire to melt an entire roller coaster and even generate your own fire using your own magical power. If you have taken this perk, together with a species that already has fire powers (Fire Nymph, Fire Elemental or even a Children of Umbra with pyrokinesis), your fire manipulation will start already mastered and can become stronger.

Descendant of the Imperial Heroes (200 CP): Yuka was a powerful mystic queen, ruler of four dimensions, that tried to enter into our dimension, invading Japan, during the Edo period. She was defeated by four brave samurais, chosen by the Emperor himself. Each one of these heroes held a cosmic artifact as well as being guided by one of the Spirit Warriors (samurai-like masked spirits that hold powerful cosmic power and the guardians of the four Cosmic Artifacts that sealed Yuka). After her defeat, their role was transferred to their descendents, until reaching the four Main Characters. Apparently, the history is wrong, because there were five heroes, with the fifth samurai being your ancestor. This gives you two main benefits. First, you have a Spirit Warrior as your guide. They'll be able to give advice about what is needed to defeat some specific enemies and usually know a lot about esoteric

artifacts and creatures, even from future settings. Second, you receive a free Japanese traditional weapon from the Edo period and enough proficiency to match a true master in using this specific weapon. As a final bonus, you can also become part of the group that will go after the four artifacts to stop Yuka, when she breaks free. You won't need to go after each one of the threats that the reincarnations of the heroes needed to fight.

Main Character (200 CP/Good Capstone Booster): You're a special existence in this world. Maybe you're special, a part of a prophecy, chosen by fate itself or just because you're a Jumper. Regardless of it, as one of the protagonists, you receive the same basic plot armor as them. This perk works as a Capstone Booster for the good-aligned 600 CP perks.

Harbinger Candidate (200 CP/Evil Capstone Booster): You're a special existence in this world. Special enough to be noticed by the Serpent herself/themself. The Serpent considers you as a potential candidate to become one of the four Horsemen of the Apocalypse if needed. While you may consider this a bad thing (and probably it is), you received a lot more power than you would normally receive, meaning that this perk works as a Capstone Booster for the evil aligned 600 CP perks. Post-jump, every darkness/evil based creature will see you as an ally, friend, leader or, at the worst case, will stay neutral.

Mutant Genes (200 CP/300 CP/500 CP): While some receive blessings/curses from supernatural forces or are born with magical potential, others are born with mutant genes that arose spontaneously or as result of some specific heritage and grant them usually random biological abilities, which some treat as blessings while others treat as curses. For 200 CP, you have won the generic lottery and are a **Natural Mutant**, meaning you were born with a single mutation and your body is adapted to using them. You can choose one of the mutant powers from the list at the end of this jump. For 300 CP instead, you weren't a mutant before, but thanks to an experimental procedure from an illegal group of scientists, you received the same powers of a mutant, turning you into an **Artificial Mutant**. Powers gained from an experiment are stronger than their natural counterparts, but, as your body isn't fully adapted to having them, so expect facing some negative side effects. At least, you don't need to worry about the group responsible for your powers to hunt for any reason. You can choose one of the experiment powers from the list at the end of this jump. Lastly, for 500 CP instead, you also underwent an experiment that granted you a mutation, but you were already born with a mutant, meaning you have both the benefits of being a **Natural Mutant** and an **Artificial Mutant**. In a few words, you can choose one of the mutant powers and one of the experiment powers, but not the same one, from the list at the end of this jump.

Half-Program (300 CP): You suffered some accident, which resulted in your very existence being merged with electronic and digital data. This event granted you

many abilities. You can turn yourself into energy that lets you enter into a machine to become a living computer program, as well granting some degree of electrokinesis (or even energy manipulation), create energy constructs, like shields and weapons for example, and letting you regenerate from most damage by absorbing energy. While inside a machine, you have complete control over it and over its programs, being able to manipulate them at will, like reprogramming them or creating new programs/computer viruses, requiring a sentient and/or advanced mechanical existence to try to resist your control. Unlike Doctor Spam, you aren't weak against water and those programs specifically designed to counter him.

Tamed the Inner Monster (300 CP/1000 CP): The ID Monsters are similar to the concept of Id, developed by Sigmund Freud, being basically the embodiments of all the instincts, drives and desires, without inhibitions, of each one of the humans. The more evil (or crazy) someone is, the stronger and more intelligent their monster is. It's natural for humans to tame their monsters by learning how to control their drives, but you, even if you aren't a human, managed to tame your monster in a more direct way, in a battle of willpower against them. Thanks to it, you can draw power from your monster, being able to partially or fully transform into your monster, gaining any of their abilities and power, without needing to worry about your other half trying to take control over you. At the complete monster form, like the other IDs, you can increase your size to gigantic sizes. Your specific ID will exist within your mind, instead of the ID World and they can't be truly killed as long as you still exist. The exact abilities and appearance of your monster are up to you to decide (some examples in the notes).
For 300 CP, your ID Monster is on par with the ones of the four Main Characters, having enough raw power to match a low to mid Demon level threat in the One Punch Man universe. Your monster also has average human intelligence, being loyal and having a similar personality to you. If you increase your size while in the full monster form, you'll be able to become a 50m kaiju-sized monster.
For 1000 CP, your ID Monster is on par with the strongest ID Monster already born, Dr. Bikkuri himself, being the other half of someone absolutely crazy, having enough raw power to at least match a high Above Dragon level threat. Your monster has the ability to control other monsters (and other weaker psychic creatures post-jump) and has a genius level intellect. If you increase your size while in the full monster form, you'll be able to become a 700m monster.
If you're an **ID Monster** yourself, this power boost directly affects you instead.

Agglomeration of Evil (400 CP/Discounted to Spectres): The Spectres are dark soul parasites from a plane outside the main universe. There are many different types of these beings and you, my friend, are the host of an entire legion of many and many lesser Spectres (or formed by a legion of them if you're a Spectre yourself). As their host, you gain the same powers and abilities of a high level Spectre, including control over the weaker Spectres and can even eject some of them to use them as your servants. Optionally, you can maintain your common

appearance or be covered by a darkness-like substance around your body, like Smudge from an alternative Earth.

+Fallen Prince(ss) (400 CP/Requires Agglomeration of Evil): You aren't just a vessel for a legion of Spectres, but instead a primordial force of evil, a highest level Spectre, a Fallen Prince(ss). First of all, any of your abilities as a vessel of a legion of Spectres (or even as a Spectre yourself) are greatly enhanced. Your true form is a kaiju-sized human-like monster, capable of destroying entire cities using the full might of your powers, but you can assume a human form to hide your true appearance. As a highest level Spectre, you can create dozens of lesser Spectres at will and don't require a host to affect the physical world. You also develop the ability to spread a corruptive aura with a city range (or even with planetary range, once your influence grows strong enough). This aura infects every living being and even spectral entities (strong willed beings and those stronger than you can resist it), turning them into sociopathic versions of themselves, totally without emotions and totally loyal to you once the process of corruption is ready.

Power of Desires (800 CP): Your powers come from people's desires, because great is the power of desires. Similar to the Provider, an extradimensional entity constituted by the chaotic power of desires, your power alters reality, as a way to grant the desires/wishes of other people, with four main limitations, once a week. The first limitation is that these desires must be completely true, being what the person truly wants, without any kind of manipulation, influence or mind control acting over them. The second limitation is that your powers can't erase something or someone from reality, like how the Provider can. The third limitation is that you can't use your reality manipulation by yourself, being able just to use it for granting wishes/desires, but you can still choose which wishes you want to grant. The four and last limitation is that a wish can't nullify another wish, with the only way to undo a wish being offering something more powerful, a sacrifice of something or someone of equal or greater valor than the wish. Unlike the Provider, your powers aren't chaotic in nature, being much easier to control, you can't undo a sacrifice and the granted wishes won't cause glitches in reality itself.

Universal Vessel (1200 CP/Discounted with Main Character [Special]): The Universal Driving Force, the greatest treasure of all, represents and embodies all the life force of each living being in the entire universe. This Universal Force considers you worthy to be its vessel. As the vessel of the greatest treasure of the universe, you have access to its extremely powerful cosmic powers, including, but not limited to, matter and energy manipulation, space-time manipulation, biokinesis, control over life and death and many other abilities, greater and stronger than the strongest Pulsar class android. It would require dozens of Pulsares working together to be able to defeat you. You have full control over this power and it'll continue to work normally regardless of the universe's current state and even post-jump.

If you’re one of the **Main Characters** and are wanting to be a kind person or even a hero, I have a special offer for you. You can purchase this perk with a discount, in trade of receiving just a little portion of its power initially. If you’re a human, your access to the Universal Force will be enough to make you stronger than a low-level Angel/Demon. Powerful but not one of the really powerful beings found here. You’ll need to prove yourself worthy of this nigh omnipotent power to unlock each fraction and piece of it. During this jump, you’ll need to face many challenges and must overcome them as a hero of justice to unlock your power. If you start acting evil, the Universal Force will temporarily remove itself from you to give you a chance to redeem yourself. Once you fully unlock it, it’ll receive the same benefits of the undiscounted version.

The Outsider Perks:

Completely Wild Card (100 CP): Blank screen, the fool, the joker. There are many representations of the empty endless, something empty capable of becoming anything. While your potential may not be infinite and unpredictable, your actions definitely are completely unpredictable, at least to your opponents. You're a complete wild card, with no one able to predict your actions and thoughts. The only way to predict your actions is literally seeing the future, or at least the near future, and even this may fail sometimes.

Ninjutsu Training (200 CP): Ninjutsu, in our world and in this world, is a japanese martial art that arose from the need for the use of spies, know as ninjas, during the japanese medieval period, consisting of a set of techniques that enabled agents to act in all situations on a battlefield, being a highly adaptable fighting style, as all and any weapon can be used combined with other skills and tricks. You're a true professional in this martial art, equivalent to having trained for many years.

Unique Mind Pattern (400 CP): Your mind works in a unique way and, while this doesn't affect your personality and nothing about you, it'll affect anyone that tries to enter your mind without your permission. Thanks to it, you're completely immune to mind control, mind reading and other offensive mental abilities in general.

A Mind Decades Ahead (600 CP): You're a natural genius, capable of creating technology many decades ahead from the setting's current technological level. This also gives you a flawless memory, with unlimited memory storage, combined with a bit of luck in finding new ways to progress. Even using the current human knowledge, you would be capable of creating machines on par with advanced alien technology and it could be yet more advanced using alien technology as a basis.

Greatest Master of Disguise (600 CP): Your ability in creating disguises and pretending to be other people is legendary, being almost a supernatural ability (or maybe it is). By personally seeing a person, you become able to mimic their appearance, voice, smell, behavior, energy signature, some memories and even genetic code, becoming a near perfect copy. The main flaw in your disguise is the inability in copying the target's abilities. This can also work using photos or a very detailed description, but the results will be worse. Also, hidden information about the target will also affect your disguise. Using a fellow master of disguise as an example, he tried to pretend to be Princess Sapphire (raised since her childhood as a prince), but he didn't know she was a woman, so his disguise was imperfect.

The Leader Perks:

A New Challenger Approaches (100 CP): Across the Omniverse, you'll find many empires, civilizations, groups, species and individuals that follow a culture based on the ones that prove themselves worthy through challenges and trials becoming their leaders or just some important member on their ranks (like how the strongest saiyan becomes their king/queen or how the ruler of Wakanda can be challenged). Unfortunately, many of these challenges and trials will just be allowed to those that fulfill some requisites, like being a member of loyalty, being a pure blooded member of the species, being born with some special ability or other similar requisites. For some reason, you'll always be able to do these trials and challenges. This won't make these challenges easier, but lets you do these challenges.

Superhuman Precision (200 CP): You have a near perfect control over your body movements, without needing to worry about clumsy, trembling and/or negative involuntary movements. Even with this degree of control, your body can still autonomously react as long it won't be harmful to you and any of your allies. This perk synergizes especially well with **Superhuman Reflexes**, greatly increasing your fighting abilities.

Unbreakable Willpower (400 CP): Your willpower is like a mountain: gigantic, unbreakable and immovable. You'll always find enough strength to keep moving forward, with pain and defeat being mere temporary obstacles in your way to victory. Your willpower also affects your servants, motivating them to continue.

Strength of Many (600 CP): You're absurdly strong for your species. As a human, you're able to lift some tons with some strain and stronger species will be stronger. If you're a Pulsar for example, you'll have enough physical strength to lift a literal planet with little effort. Your other physical attributes, including durability and stamina, are also enhanced but not as much as your strength. You also have extremely good control over your own strength, without needing to worry about accidentally destroying things, like trying to knock on the door and end up destroying the same door.

Corrupted Charisma (600 CP): Your words have power. You have a supernatural charisma, capable of convincing nearly anyone, except the strong-willed ones and those prepared against you, like knowing how you act or having some kind of protection, be it magical or even technological. Your words are powerful enough to even affect someone in a berserking rage. Your charisma isn't normal, being dark, like the charisma of a Fallen Angel.

The Schemer Perks:

Smartest Person in the Room (100 CP): You're smart and people know this. They will innately understand that your opinions have a basis and will pay attention to you, including those people that normally would refuse to hear anything that you would say. Remember, this means that they will pay attention to you but don't ensure that they will follow your opinions.

Your Plans Never Work... (200 CP): Even if your plans are famous, they still have the infamy of never working, even if this isn't true. Fortunately, this makes your opponents constantly underestimate you, considering you a lesser threat than you really are. Even when they see your schemes and plans working and how exactly strong you are, they will temporarily refuse to believe these facts.

...But There Are Exceptions (400 CP): Regardless of the fame of your plans never working, you're a very good strategist, capable of predicting the moves of both enemies and allies with a very high precision, as well predicting possible events that might affect your plans. You're also capable of recognizing the true value (and threat) of someone or something.

Marked To Live (600 CP): Maybe you're a victim of the same ritual that tried to resurrect the Lake Girl, got marked by her herself or thanks to another similar ritual, because you're marked with the Mark of Ior, a supernatural symbol created by the influence of the Serpent over the world through their servants. The Mark of Ior grants you a few benefits. Firstly, it makes you able to open the Red Door, a portal that connects the physical world with Umbra, as Purgatory is known here. Due to being able to open that seal, the Mark becomes able to open other magic seals with some ease post-jump, while some more powerful seals are more resistant or even beyond your power, but you can also use your energy pools to fuel the Mark to increase its power. The second and more important benefit is immortality. The one that bears the Mark of Ior, in this case you, can't be taken by Death and any damage caused in your body will regenerate after some time, except for complete body destruction. Unfortunately, this has some flaws. During this jump, when the prophecy comes true and the fourth Horseman of the Apocalypse appears, the Mark will be broken, losing all of its benefits until the end of the jump, when you receive it again. The Mark, while heals your body, doesn't affect your mind and soul and can be transferred/removed due to being considered a curse or even destroyed by an insanely powerful force, like the full might of a true heir of the House of Hecate.

To Take Over The World (600 CP): You're a genius when it comes to long-term strategies and plans, especially when related to conquest and especially world domination. While some people feel proud for planning and predicting the happenings to some months in the future, you can predict the course of events for centuries. With enough resources, you can repeat the same feat done by Jim Five in

the Second Timeline: taking control over most of the countries of the world in a few months easily, without needing to enter a war against them to defeat them.

The Adventurer Perks:

Traceur (100 CP): You're a parkour practitioner, a traceur, having enough training and experience to match the professional practitioners. This also comes with all the needed knowledge and physical condition to be a good traceur.

Superhuman Reflexes (200 CP): A raindrop can reach speeds up to around 40 km/h, considering many factors like mass, size and resistance of the air, and you can dodge one, or many, of these raindrops easily even with the guard down and completely inattentive, working as an instinct protecting you. When concentrated and ready, you could even dodge bullets. This doesn't just boost your physical reaction speed but also your mental reaction speed, to make your mind be able to follow your body. With training, your reaction speed can become faster and faster.

Heart Filled With Kindness (400 CP): You're known for your kindness, having a truly pure soul, a soul that no evil can enter inside it to corrupt you. You're immune to any and all attempts to corrupt you, both from mundane and supernatural sources, no matter how powerful these attempts are. This also includes corruption from your own abilities as well.

Brotherhood Consort (600 CP): The Brotherhood Consorts are benevolent light spirits that feed from positive emotions, serving as an opposite existence to the Spectres to create a balance between light and darkness. You seem to attract these beings like a lamp attracts moths. They usually take the form of giant mythical creatures and, unlike Spectres, they don't need hosts, being true physical existences, and don't drain the life force/emotions of humans. They will protect you and be good friends in general. Even if you're thinking that this isn't good, I'll tell you something: Unlike Spectres, Brotherhood Consorts don't have a rank, so any of them have the potential to be strong like a Fallen Prince as long as they absorb enough positive emotions to achieve this power level. Post-jump, this perk affects any light-based creature in future settings.

The White Knight of Decay (600 CP): Like Captain Fray, you received a mission from the Serpent, to pollute the earth, corrode the soil, alter the atmosphere and cover the sky with clouds so dark that sunlight will never reach the ground again, and you received the powers to do it. Well, not exactly. Instead, you inherited these powers from someone that received this mission, meaning that your powers don't come with brainwashing, some deal with the Serpent or won't slowly corrode your body and mind. All the benefits without the downsides. Your power manifests in two main ways. First, you're able to shoot beans made of dark energy that pollute and corrode its target. With your current power, a few seconds are enough to fastely

decay nonliving organic matter and intoxicate living beings, but your power can still grow stronger. This dark energy can also be used to create solid constructs. Second, you’re capable of creating servants using trash, pollution and your own energy. The only limit to how many servants that you can create and the size limit to them is the amount of pollution and energy you have available. Third and last, you’re capable of freely flying. While your powers are weaker against water, you won’t be weakened by it.

The Mystic Perks:

No Vulnerable Parts (100 CP): There are some moments that we need to overcome our weakness to truly become able to stay fighting and have the chance to win. You developed a curious trick: you can, at will, nullify any vulnerable part of your mind and personality, blocking or just weakening negative personality traits and sense of morality, making you able to turn off your emotions and letting you maintain your calm in any situation. When this effect is activated, your mind becomes much more resistant against insanity and anything that could damage it, including mind control. This won't necessarily turn you into an emotionless version of yourself, unless you explicitly want it to happen.

By The Power of the Moon (200 CP): You have magic flowing in your blood. Maybe this is due to the fact that you're a member of a simple magic bloodline, not powerful like the House of Hecate, or it's just a random happening, but, regardless of it, you're able to use magic. Magic, in this universe, is basically the manipulation of nature, reality and other supernatural effects by spending the user's magical energy. Some examples are manipulating elements, like electricity and water, telekinesis, illusions, teletransportation, curse transferal, spirit manipulation, alchemy and other more esoteric rituals. You have the same power of an average mage, enough to be at high Tiger-level if you were in the One Punch Man universe.

Oracle (400 CP): The future decided to reveal itself to you. You have been chosen by fate to become a new Oracle. At random intervals, when you sleep, you'll have prophetic dreams about some event that will happen in the next few days. The more important the event is, the more detailed and easier to understand the dream will be. A accident involving some friend that could cause their death could make you dream about a undead version of this friend and something related to the nature of the accident in the background, while a prophecy about the end of the world, caused by the arrival of the first primordial force of evil, may make you literally see your point of view during this event in your dream instead. The interval between these dreams may be a few days, if you're lucky, to months. More detailed dreams may cause longer cooldowns. As a bonus, you're capable of seeing the occult, like invisible spirits and even things protected by some supernatural force.

Heir to the House of Hecate (600 CP/Requires By The Power of the Moon): Since your birth, you weren't destined to be just an average mage, due to your heritage. You're one of the last remaining members of the legendary House of Hecate, a family formed by the most powerful mages and witches in all of history. Thanks to it, your magic power is greatly enhanced, giving you enough raw power to match a high Demon level threat. You gain access to the magical knowledge located in the many bases used by your ancestors, but you'll need to find these places first. As a final bonus, as a descendant of mages and witches that worshiped the Moon during ancient times, you can draw power from the Moon itself, turning you magically stronger during nights and especially during full moon nights.

Dark Arts (600 CP): Even if you aren't innately capable of using magic, you still managed to acquire this power, but thanks to a much darker way. Maybe you personally made a deal with the Serpent or you're the apprentice of someone that made the deal instead (a much better possibility). You acquired the knowledge about many different dark rituals, including necromancy, curses, biomancy and soul manipulation, and enough magical power to use it efficiently if you didn't already have it. Some examples of these rituals are: turn corpses into reanimated undeads; summoning and binding spirits; modify the biology of others, giving them traits from other beings; stealing specific traits from individuals; removing the soul from the body of someone and binding it to a mask and a costume, turning them into your loyal servants and, while in this state, their abilities will be enhanced; and many other dark and forbidden rituals. The more powerful the ritual is, the more resources it'll require to be properly used.

The Explorer Perks:

Like a Cowboy (100 CP): It's natural that almost everyone who grew up on a farm to have at least some basic skill on riding a horse or similar equine animal, but you took it to another level. You could even be called a prodigy when it comes to riding a horse, having the skill of someone that has done it for various years. Not only this, every time you try to ride/mount anything, be it a vehicle or an animal, you'll be capable of adapting quickly and acquire an average skill in a minute or two riding it. If you were a Servant in the Nasuverse, this perk would roughly translate as a Riding skill with rank B.

Nature Specialist (200 CP): You're a specialist when it comes to identifying Earth's flora and its potential usages, like if you had a phD in agronomy and horticulture. This also includes other knowledge someone would learn in this course like Agricultural Chemistry, Genetics, Medicinal Plants and Aromatics, Biochemistry, Food and Nutrition, Agricultural Meteorology, Public Health and others. Despite this being limited to just soils and plants that can be found on Earth, you'll have a much easier time if you need to study alien flora, as long as they have some similarity with conventional plants. Your knowledge about plants and soil also updates itself in future settings to include the flora of your starting planet in future jumps.

Speak Through the Heart (400 CP): Many times, words aren't enough to transmit what you want to say or what you're feeling now. At will, you can transmit your intentions and feelings through your actions and mannerisms without needing to use words to express them. Despite this doesn't working on transmitting more complex ideas other than just your intentions and feelings, this works especially well with those that wouldn't understand your words, like irrational animals, people that don't speak your language, otherworldly beings with alien mindsets or creatures that don't use verbal communication, and with those that your words can't currently reach, like someone is currently that are currently being mind controlled, possessed, brainwashed or other similar effect, in this case being able to help them to recover their control over themselves. Other examples of usages of this perk are to more easily tame animals and beasts, thanks to them being able to sense that they can trust you, and to intimidate your enemies, due to being easier to transmit your hostile intention against them.

Legacy of the Four Elements (600 CP): You received a blessing after being healed by the Axis Mundi (or, as he prefers to be called, Oak Daur), an ancestral, spiritual tree that works as a bridge between the material world and the immaterial. As result, part of its spiritual power now resides within your blood. Initially, the legacy of the four elements will manifest as an innate immunity against both biological and spiritual diseases and illness, including corruption coming from supernatural forces of evil, and a greater affinity with nature-affiliated beings, from simple plants and animals to even nature spirits and Elementals. Through blood transfusion, you can share your resistance against diseases to others to a lesser degree, being capable

of healing most mundane diseases and weakening supernatural ones, as well as revitalizing them. You don't need to worry about incompatibility as the healing capacities of your blood nullifies any problem related to it. The only requirements for someone to be able to receive your blood is to have something analogous to blood on their physiology. Alternatively, by merging your blood cells with the blood cells of someone that already has resistance against a biological or spiritual disease, it'll create a cure capable of completely destroying the target disease and potentially reverting its effects in some cases. And yes, any cure created this way can be artificially replicated and mass produced later with enough resources and the right equipment. The true blessing in your blood is still dormant and it would just awake if you were a special existence in this world.

Ancient God of War (600 CP): Much like Arawn who were worshiped as a god of war by ancient peoples, you aren't just a mere human (or whatever species you're) but you're also partly an ancient spirit of evil, despite still being a living creature of flesh and bone. Due to your spiritual nature, you're capable of fully morphing into a blackened version of an animal of your choice, with the smallest animal you can choose being a fly and the biggest being an elephant, or partially transform into them while remaining humanoid in shape, but still gaining enhanced strength, senses, agility and/or durability of your animal self. You also gain the ability to hypnotize mundane humans with no supernatural powers, putting them in a trance where they'll remain almost in a mindless state and be compelled to follow all of your orders. While they'll be unable to break free from this trance by themselves, a strong impact on their heads will release them from your control. Lastly, if your animal form has some kind of natural weapon, like claws, fangs or a sting, you'll be able to inject a supernatural poison that facilitates the propagation of microorganisms in the wounded area and slow natural healing/regenerative factors, with a common human requiring at least month to heal from a mere scratch and much more time to heal from more serious wounds.

Items

Each species has a free 100 CP item, while each origin has a discounted 200 CP item. All the items are fiat-backed and, if lost or destroyed, they'll reappear in your Warehouse in the next week, unless the description says something different.

Blue Stuffed Rabbit (50 CP): This blue stuffed rabbit is exactly what the name says: a cute and mundane blue stuffed rabbit. If lost or destroyed, it'll reappear in your Warehouse in the next hour.

ID Card (100 CP/Free for Humans and ID Monsters): At the first glance this looks like a mundane card, with a strange silhouette of something looking like a monster. In truth, this is an ID Card and the silhouette is a representation of your own ID Monsters. Once you directly tame your inner monster (probably needing to go to the ID World if you don't purchase the **Tamed the Inner Monster** perk), you'll be able to make a deal with them to let you use its power, manifesting as some kind of armor (appearance of your choice, but it'll be somewhat similar to your ID Monster). The armor will have a similar power to the monster form, but you can also temporarily borrow this transformation so others will be able to use it too. If you're an ID Monster yourself, this card will represent you, letting you transform into an armor to fuse and temporarily lend your power to others.

Karoton Battle Armor (100 CP/Free for Alien Rabbit and Cosmic Giant): The Karoton Empire's culture is mostly based on combat, so almost every alien rabbit has a set of battle armor. You aren't an exception to this, so you gain your own customized battle armor, being similar to those armors from anime, as well as a melee weapon of your choice, be it a sword, a bow, a spear or any melee weapon your heart desires. The armor is made of plates of a very durable, lightweight metallic alloy that grants protection for most small caliber firearms and basic energy weapons, while the weapon will have a similar quality. If you're a Cosmic Giant, the armor will be resized to fit on you and its durability will be enhanced to match your own physical attributes. The weapon and the battle armor is fiat-backed and if lost or destroyed, you'll gain a new one next week.

Strange Amulet (100 CP/Free for Werewolf): This Moon-shaped amulet has a curious effect: when held, it makes someone, including yourself, stronger against powers that make them lose control over themselves, letting them control instincts or even temporarily control berserker transformations. This effect just makes the user more resistant, not immune.

Human Servants (100 CP/Free for True Vampires): Vampires are known to control humans, turning them into servants and resources. Twelve teenage humans are now your loyal servants, each one of them having a good physical condition, due to

already being enhanced by drinking a portion of your blood. They count as followers and can be turned into lesser vampires, if you want.

Supernatural Water Purifier (100 CP/Free for Mermaids): This bottle contains extremely pure water, capable of purifying water from any mundane, not supernatural, contaminant with mere contact. A few drops would be enough to purify some liters while the entire bottle would be able to purify an entire lake. The bottle is fiat-backed and refills itself monthly.

Salt (100 CP/Free for Ghosts, Obsessor and Children of Umbra): Spectral entities are capable of damaging other spectral entities and I think that you, as a spectral entity yourself, would like to have something to help to defend against these capable of damaging you. As a Ghost, you receive a bottle containing a kilogram of salt or, as an Obsessor or one of the Children of Umbra, you receive a bag containing ten times more. Here and in future settings, this salt greatly repels ghosts and other similar spectral beings, but, while it repels and temporarily paralyzes them, it doesn't cause true damage against them. Both the bottle and the bag refill themselves over time.

Suspicious Movie Theater Room (100 CP/Free for Spectre): While this may be just a mundane room of a movie theater, with a lot of chairs and reinforced doors, there is a little secret about that giant screen. The screen is a perfect catalyst for creating portals, making their creation easier and enhancing their power, working perfectly if you have a certain pen drive purchased below or if you have some dimensional ability. This room may be integrated into any of your buildings or even with your Warehouse, if you want.

The Nature Guides You (100 CP/Free for Nymph and True Elemental): Nymphs and Elementals aren’t the only nature spirits in this world. There are many like you. As a Nymph, everywhen you’re in a natural place, the nature spirits living there will help you, by guiding you, alerting you from enemies or giving little gifts to you. As a True Elemental and a greater nature spirit, you can, once a jump, request help from a major nature spirit to defeat a specific enemy. The identity of this major nature spirit varies from setting to setting. For example, in this world, this spirit may be some primordial True Elemental. These natural spirits will refuse to cause any damage to the environment and they won’t help you if you’re their enemy.

Blueprint Data (100 CP/Free for Android, Cyborg and their evolutions): You acquire a set of blueprints containing enough to replicate their content. The exact technology found in each set varies from your chosen species. Androids receive blueprints to build more G-nius 6000 Androids, as well as information about AI capable of evolving into true intelligences. Cyborgs receive blueprints about the basic machines of Jim Five’s army in the Second Timeline, as well as how to build advanced phosteses to substitute organs and limbs. New Generation Android

receives blueprints about how to build more of your kind. Zombots receive blueprints about some of the “basic” technology found in the First Timeline, like the energy weapons and futuristic vehicles. G-nius 777 Androids receive blueprints to build more G-nius 777 Androids, as well as information about how to limit the evolution potential and ego of AIs. Pulsares receive all of the mentioned blueprints.

Shooting Star (100 CP/Free for Living Star): You’re a sentient star, so what does it cost to ask your siblings for help when needed? Once per jump, you’ll be able to request the stars of the setting you’re currently in to show you where the location of something is, be it a person, an artifact, or another thing and regardless if said thing is hidden, protected or concealed by some supernatural ability or not. This will manifest as a stellar phenomena (or similar event) appearing in the direction of the target or above it, like a star appearing above it or a shooting star going in its direction for example. If you’re in your star form or can already perceive things on a greater scale, these phenomena can be greater on scale if the target is far enough, like a gamma-ray burst going in the target’s direction for example. Lastly, if the stars in the setting are sentient like you, they’ll be able to directly tell you more or less the exact location of your chosen target if they’re capable of communicating with you.

Red Trident (100 CP/Free for Demon): Every demon has some kind of weapon, usually a trident made of a red metal. You also gain one of these tridents. This trident, while being strong like any common similar weapon, is extremely resistant to heat and can be used as a conduit to hellfire. This weapon can be repaired by using your demonic powers (or other sources of energy, if you aren’t a Demon).

Halo (100 CP/Free for Angel): This glowing halo made of light is one of the many symbols that an Angel carries. Besides showing your true nature, it doesn’t have any usage to you, but you can borrow it from others. When another one is currently with your Halo, they’ll have an increase in their kindness, becoming generally kinder people, as well as increased resistance against light-based attacks. Altruism is one of the basis of an Angel’s abilities.

Solar Protection Suit (100 CP/Free for Shadow People): The only weakness of your people is the sunlight, which is extremely lethal to you. As a way of protection against it, the Shadow People developed a special space suit capable of protecting the user against sunlight, as well as adapting to the user’s form (considering the shapeshifting ability of your species). The suit still requires a few minutes to fully adapt to your current form and fast transformations, or forms much different or bigger than your previous form, may damage the suit, due to it not having enough time to adapt. You gain one of these suits, being fiat-backed, and capable of regenerating itself over time.

Luxurious Mansion (200 CP/Discounted for Outsider): You’re the legitimate owner of a very luxurious mansion, one that normally would belong to a millionaire,

located on an island in international territory. You can import the mansion to any of your properties if you want. The mansion is completely tax-free and fiat-backed by default, as well having an advanced surveillance system and the island's environment also help to protect and defend this place.

DI.NA.MI.CA.'s Number (200 CP/Discounted for Leader): You helped DI.NA.MI.CA. in some past occurrences and, as a way to thank you, they gave their number to you, letting you contact them when you need help with something related to supernatural threats. A True Vampire is currently trying to create an army of controlled humans in your city? You can call the organization to help you defeat and capture this vampire, helping you to deal with this threat, for example. If you start abusing this opportunity or call them to deal with false threats, they may stop helping you, but, if you also help them and your reputation with them increases, you can get access to their resources, information and agents, as well gaining the chance of becoming an important part of the organization. Post-jump, this will affect a specific, similar organization of the setting instead, like the SCP Foundation, the Global Occult Coalition, the S.H.I.E.L.D., the Hero Association and many others.

Contacts in Higher Places (200 CP/Discounted for Schemer): It's natural to someone with your planning abilities to have some backup to help you sometimes. You managed to form a network of contacts with many different people, with each one of them being in a different place of influence. For example, you may have contact with the president/ruler of your starting nation/kingdom, with some of the leaders of the army, with the CEO of a powerful corporation, with the leader of some influential clan and with many other influential people. Post-jump, these contacts update in each future setting.

Spectral Lens (200 CP/Discounted for Adventurer): You receive a smartphone containing a special app in it. When this app is used, any supernatural thing that normally is occult to common humans will be visible through the camera as well a general description of whatever being/event is and a general idea of their power rank (this originally was made to work on Spectres, but can also be used in any supernatural being). This app can be imported to any camera-like device, including artificial eyes, that you might have.

Moon Staff (200 CP/Discounted for Mystic): This ancient wooden staff with a Moon-shaped metal plate on its top is a magical tool used by many generations of the Witches of the Moon, also known as the House of Hecate. The staff, while don't having any power on its own, works as a conductor to any magical power of its user, turning easier the usage of any magic, as well increasing the range of any magic used with this staff. A contact only magic would become a mid range magic for example.

Brave Mount (200 CP/Discounted for Explorer): You gain a special animal mount (a horse by default, but you can choose another animal mount if you want) that is completely loyal to you and has an unlimited reserve of courage and willpower, as well as having peak physical attributes to its species. Additionally, it also has a very special feature: it'll gain shared access to any and all defensive/resistance abilities that you have while you're riding it. If you have a perk that enables you to endure extremely high temperatures, your animal mount will also be able to endure extremely high temperatures while you're riding it for example. Alternatively, if you have another similar mount from a previous jump, you can import them to gain these features instead.

The Dark Key (200 CP/Discounted for Spectres): This pen-drive holds a dark program within it. When connected with a device equipped with a screen, regardless of its size, a portal will be open using the screen as a gateway. The portal is a passage to another world, but not another dimension or alternative future, but a true alternative universe. This alternative universe is a darker version of this universe, where the entire Earth became corrupted due to the influence of the Fallen Princes and the actions of the Savert Corporation. Unlike the canon version, the portals opened by your Dark Key can just be used by you and those that you give permission. Post-jump, the Dark Key will continue to be able to open portals to darker, alternative versions of future settings.

Golden Armor (200 CP): Before making films, Art&Tech were a corporation that developed and sold militar equipment and technology. One of their inventions is the Golden Armor (any resemblance to Iron Man's armor is mere coincidence). This is a true combat suit, with some samurai-like features, capable of reflecting rifle bullets, fly at speed up to mach 1, shoot energy beams capable of damaging armored vehicles and increasing the user's strength to the point of letting a human easily lift a car. The Golden Armor has a built-in battery, capable of staying at full power for an entire week, before needing to be recharged. You also get the blueprints to build more, if you want.

Alien Bracelet (200 CP): This piece of advanced alien technology originally was part of the plan of an alien species to invade Earth, but I modified it especially to you. This strange-looking bracelet, when held, removes any need to sleep, removing any tiredness and keeping your mind clear and rested. Unlike the original version, your version also removes the need for other kinds of sustenance, like food, oxygen and water, and actually breaks the laws of physics, creating energy ex nihilo, instead of draining it from people near you, eventually turning them into monsters. For an extra 100 CP, your bracelet keeps one of its original functions: creating monsters and draining life force. When in contact with any living being, you can absorb their life force and vitality, requiring ten minutes of constant contact to fully drain the vitality of a common human. After fully draining the life force of a creature, you'll be able to mutate them, turning them into faceless monsters, with claws and physically stronger

than before. These monsters will lose their minds and they'll be controlled by you. The only way to turn them back to normal is recovering their life force.

The Door to Nowhere (200 CP): The Door to Nowhere, or also known as the Red Door, was an important part of the ritual used by Berenice to try to resurrect her daughter, the Lake Girl. You receive a copy of the Red Door in your Warehouse, without the same restrictions as the original door, like needing the Ior Mark and a specific key to open it or turning anyone that crosses it into a spirit. This door works as a portal to any afterlife of your choice (by default, this setting's version of purgatory, Umbra), only requiring you to open the door and cross through it. Some afterlifes and their inhabitants won't be friendly to a living being staying there, or more especially to a Jumper. Take caution when visiting other dimensions.

Anomalous Kyanite Source (200 CP/Discounted with Antillia): In this world, Kyanite is a rare mineral extracted from the bottom of the ocean that can be used to produce high-quality batteries, superior than lithium batteries, or in a specialized engine to generate energy. This crystal was discovered by Doctor Madalene and it has the potential to advance human technology to the next stage of progress, to the point it turned the Antillia research station into an economic superpower due to being the only supplier of Kyanite in the entire world. Unfortunately, progress has a price and, in this case, is the true source of Kyanite. The crystals of Kyanite grow through biological processes on the backs of Kyanidonts, a species similar to seals, but that lives in the bottom of the ocean and apparently are capable of living their entire lives without going to the surface. In Antilla, there is a structure similar to a stable where hundreds of these animals are locked and painfully have their crystals removed, but I don't think you would want to torture these poor, innocent creatures just to have access to an unique resource that would turn any organization into a financial empire in a few years. You don't need to worry about it anymore. You receive a special hand-sized shard of Kyanite that is capable of growing an extra mass of crystal from it by absorbing water. The more water it absorbs, the more it'll grow. You don't need to worry about accidentally dropping it in the ocean and converting it into a colossal mass of crystals, because its max size is that of a small house, so you'll need to remove the extra mass of Kyanite from the shard to it continue to grow.

Artificial Blood (300 CP): Surgical mannequins are usually used to train inexperienced surgeons and the most advanced model currently is the Wilson-3000, a true android patient, made to mimic any biological function of a common human, like constant temperature and blood oxygenation, including perfect copies of the human organs. The Wilson-3000 also has Artificial Blood, having the same traits of natural blood, but something very weird happened due to it. After many years of constant exposure to the most varied kinds of microorganisms and diseases, its blood suffered a mutation and developed its own superhuman immune system. Its Artificial Blood is powerful enough to effortless destroy any mundane disease, as well being able to easily resist supernatural biological diseases and can even

develop resistance (or maybe immunity in some cases) against magical (and other non-biological) diseases, as well being able to used in blood transfusions with anyone, as long they have something equivalent to blood, regardless of species. How exactly powerful is its immune system? Powerful enough to temporarily grant immunity to mundane diseases to a common human through just touching a few drops of bloods and, if mutated again, becoming able to literally take over inorganic bodies, turning it into a ever-evolving biological abomination, to combat diseases in a more direct way. You receive a container with around 1 liter of this Artificial Blood, being refilled monthly. It's possible to learn ways to better control its evolution cycle and create medicines capable of healing most diseases using it as a basis.

Set of Ofuda (300 CP): An Ofuda is a paper talisman, each one containing runes that hold a single magic spell that can be released at any moment when their user wants. Some examples of spells are magical chains, time slowing areas, golem creation, teletransportation, invisibility, creature summoning, healing and many others. You receive a complete set of five of each type of Ofuda, as well fifty empty talismans, that you can put your own power and/or magic spells in them to use later. You don't need to use your energy to use an Ofuda. This set restocks monthly.

Magical Pencil (300 CP): You receive an exact copy of the magical pencil used by Marina, with the same ability. This unique pencil is capable of drawing "windows" on the air as well as being capable of making normal drawings, being able to regenerate itself over time. These windows, in truth, are portals, letting anyone travel through these windows. You can just open portals to locations that you know that exist and can't enter in places protected by magic and other dimensions. There is no size or distance limit to these portals, but you can just maintain a single portal at any time. Optionally, your magical pencil may come attached to a spear, like how Marina used her version in the Second Timeline.

Z Virus Sample (300 CP): The Z Virus was "accidentally" created when the mysterious man responsible for the Savert Corporation injected a cat that was a host to the rabies virus with the supersoldier serum developed by an independent, nameless scientist with the sponsorship of the corporation. The serum was in the testing phase and it was having good results in making their soldiers more resistant, stronger and more aggressive, but when in contact with the virus, both of them merged into a single thing, creating a mutant virus named Z Virus. The pathogen is transmitted when contaminated saliva enters the victim's body, going from peripheral nerves to the central nervous system. The first symptom is the body temperature increasing to above 40°C and, after it, comes muscle spasms, convulsions and salivation that progresses to hallucinations. After a few minutes, the infection will evolve to its final aggressive stage, making the host into a zombie-like Infected that attacks any human on their way, with the exception of those that are already contaminated. The zombies don't feel any pain, have increased strength and superhuman stamina, but, due to still being alive, they still need sustenance to

survive. Besides this, they also develop a kind of auditory hypersensitivity and a very sharp olfactory capacity, as well as gaining the ability to smell pheromones released by their “prey” when they are afraid of anything, but, in exchange, they develop a type of hyper cataract, which causes them to only see figures, so when they aren’t following a prey, the zombies will be attracted to any light source. You get a sample of the Z Virus, as well as the vaccine that works as a cure to the virus, destroying it completely even from Infecteds and reverting the process of infection. Both the samples can be replicated on a mass scale with the proper equipment and with enough resources.

Your Own Spaceship (300 CP/600 CP): You receive your own spaceship to travel between the stars. For 300 CP, this specific spaceship is of the same basic model of the thousands of the ships used in the army of the Space Pirate Queen. This is a basic spaceship, capable of housing around twenty people at the same time, it’s capable of reaching FTL speed during interstellar travel, has access to a tractor beam, has an artificial gravity generator, protected by a weak energy barrier, can shoot concentrated energy beams and it’s powered by a powerful quantum generator. This is basically the average model of spaceships found here. For 600 CP instead, your spaceship is one of the most advanced spaceships in the universe, being on par with the space cruiser Hoshi, Earth’s first and greatest spaceship, controlled by Commander Bubbly (or also called Commander Astro by some) himself and built not only resources from Earth, but also ores extracted from the Moon, Mars and two entire asteroids. Your spaceship is gigantic, having three thousand kilometers in diameter and capable of housing hundreds of people at the same time (with enough resources and equipment for all of them, including non-lethal and lethal weapons) and has all of the features of the 300 CP version, but on a much more powerful scale. This spaceship also has an energy barrier protecting it from electromagnetic pulses and anti-quantum pulses and is capable of creating hard-light constructs around it, being able to literally generate giant limbs to fight enemies more directly. These constructs can acquire any shape that is programmed on its data. All of the structure is powered by a very powerful quantum generator. Lastly, the spaceship’s computers are all protected from external control, making it very hard for someone to try to control them without your permission.

Daydream (400 CP): This spaceship is special, being made of the same matter that composes dreams. The Daydream is capable of traveling freely to space, but, while being slightly faster than the 300 CP version of **Your Own Spaceship**, it doesn’t have any defense mechanism or weapons, having just a regenerative factor, requiring around an hour to regenerate any damage done to it. It can be piloted just through the mind of its owner or automatically pilote itself, showing some degree of consciousness, and apparently has infinite energy. The most important trait of the Daydream is the ability to physically travel to psychic dimensions, like the ID World, or astral/spiritual planes, like the Hueco Mundo and other afterlifes in future settings.

You don’t need to worry about losing your memories due to using this spaceship made of dreams.

Supervirus (400 CP): You acquired your own version of the same advanced computer virus, created by Jim Five and Franklin in the Second Timeline, with the objective of taking control over all the technology in the world, including nuclear weapons. This supervirus is capable of infecting any technology, excluding extremely advanced technologies, and taking control over it, letting the master of the virus, you in this case, control any infected machine through a special computer inside your Warehouse (you can import any of your computers/machines for this role). Unlike the original version, your version of it is completely loyal to you, and only you, and won’t develop sentience (which is implied that the original version developed).

Liquid Shadow (400 CP/Discounted with Harbinger Candidate): Also called by the Shadow People as the blood of the Serpent, Liquid Shadow, at the first glance, is a black liquid with a density similar to human blood, but with some different traits, like unknown composition, burning when in contact with sunlight and don’t appear in any recordation made by electronic devices. When ingested by a living being or in contact with a corpse, the liquid acts as a virus, slowly converting their body into solid shadow and resurrecting them if they were dead, essentially turning them into a member of the Shadow People. The transformation lasts around a day and some symptoms include fever and hallucinations, but, after the process is ready, they become a new being. You receive a vial containing a liter of Liquid Shadow and, unlike the version of it found here, it’s unbound to the Serpent, meaning that she will be completely unable to control or influence anyone infected by this liquid. As another bonus, anyone that is converted into a member of the Shadow People by this won’t develop the weakness against sunlight, but they’ll still be able to be killed. The content of the vial replenishes itself monthly.

Shadow Octahedron (400 CP): This strange hand-sized octahedron-shaped artifact, being originally used by the House of Asclepius, a secret organization constituted by the some influential families of São Paulo, has a dark origin, with a connection with the Shadow People and the Tomba World. The artifact may be a piece of precursor alien technology or just a mystical object (or maybe a mix between the two). The Shadow Octahedron is capable of using telekinesis, capable of moving up to 1 ton of non-living matter at the same time, and teletransportation, with the max range of 1 kilometer, but these aren’t the main usage to this object. The octahedron is capable of reaping and storing the souls of the deceased (or the living that are almost dead). You can use these souls as a form of attack, weaponizing the light of kind souls or corrupting evil souls and turning them into pure darkness energy (or turn them into **Liquid Shadow** if you purchased this item too), or turn them into loyal spectral servants (or revive them in new forms, if you’re able to create new beings). The Shadow Octahedron is capable of storing thousands of souls and can

be controlled at a distance, a few meters, by you, as well as being able to act by itself to protect you.

Inca Temple (400 CP): Many centuries ago, after the attack of the Spanish conquerors and fall of the Inca Empire, a group of them survived the attack and fled to another part of the continent, away from the colonizers. These survivors builded a temple, following the instructions of their “gods”, using the treasure and all the gold that they carried together with them. In truth, these “gods” aren’t deities or something divine, but members of the Shadow People that have infiltrated human civilization in the past. You receive an exact copy of the temple created by the survivors. This temple is very similar to many other temples builded by the Incas, but, unlike the others, this one is literally made of gold as well having computer-like structures, as well as other precursor technologies created by the Shadow People, like stasis pods, an energy reactor that uses a unknown source of power and gravity manipulation technology, capable of affecting directly specific objects instead of an area. You also receive an idol-like remote control capable of controlling all the structure, as well being able to redesign it with some effort. For now, the temple is already programmed to acquire a second form by using the remote control. The temple is capable of becoming a Spaceship, curiously shaped like an Ior Mark, made of gold and capable of using the complete potential of the gravity manipulation technology. In the spaceship form, it’ll have similar power to the 300 CP version of **Your Own Spaceship**.

Antillia (400 CP): You receive a copy of the Antillia Research Station, the largest facility ever built entirely on the ocean floor. The station is capable of housing hundreds of people, being basically an underwater city with energy generators, industries, business, food production, apartments, restaurants, hospital and even its own school. The energy of the city is generated by a mix of generators that utilizes Kyanite and thermal turbines that converts geothermal energy from the underwater volcanoes into electricity. Some notable structures of the station are the observatory, which utilizes a combination of amplified reality and virtual reality to create the feeling of being outside, algae plantations, lobsters and shrimps farms and the desalination plant that produces potable water. The entire structure is protected and maintained by an army of thousands of drones that are capable of executing basic tasks, inspecting the entire station to verify any possible damage to its structure, record everything they see and have access to non-lethal weaponry that works underwater, like shocks and tranquilizers. In addition to the drones, there is also more equipment that can be used by the crew, like advanced submarines capable of enduring the pressure of the bottom of the ocean and special swimsuits that use artificial gills to grant a virtually unlimited oxygen supply while underwater. There is still more space to expand the station if you want and it’ll follow you along your chain, appearing somewhere in future settings, as well as retaining any modification done to it.

Nanites Sample (400 CP/Discounted for Zombot): Somehow, you managed to acquire a sample of nanites from the First Timeline, with mass equivalent to an adult human body (enough to create one or two Zombots). These nanites, by default, will heal their host's body and attack microorganisms, but, with some reprogramming, they can start replicating by themselves, taking over partially/completely their hosts, devouring solid matter or even forming structures with no known size/complexity limit. There are many different usages that a creative Jumper would find for these nanomachines. You also receive the blueprints to create more nanites if you want.

+Central Command Unit (200 CP/Requires Nanites Sample): Together with the nanites, you also acquired their central computer. Either integrated in one of your buildings or in your Warehouse, this super computer is capable of reprogramming and/or controlling any and all individual nanites at a planetary scale at the same time. Unlike the original version of it, your central computer doesn't come with an AI by default, but, if you want, you can import any of your AIs in this computer to control it. This computer can also be modified to control other machines and combined with other kinds of computers to increase its computing power and capacity.

Nanite Meteorite (400 CP): A few years ago, a mysterious meteorite fell on the Australian desert carrying some kind of alien nanotechnology, similar to the nanites from the First Timeline, but the technology used on them have different sources and are functionally different. You receive a similar meteorite made of these alien nanites. The first difference is their size, as the alien nanites are considerably larger than their futuristic human version, but, despite this, they are capable of flying in a cloud of nanomachines. By default, the alien nanites will spread to any living being that directly touches them and, once inside them, they'll cause random, unstable genetic mutations on their hosts, usually granting extra limbs and other adaptations to nearby threats, but, with some reprogramming, the nanomachines can control the minds and genes of their hosts, form structures with the max complexity of basic computers, heal their hosts from physical damage and even create robotic bodies. Despite being also equally advanced, the alien nanotechnology lacks some of the abilities of the nanites from the First Timeline, due to being unable to consume physical matter, can't replicate by themselves and can't completely take over the bodies of their hosts, just covering them instead if attempted. Lastly, depending on the quantity of nanites inside a host, circuit-like markings will start to appear around their body, making clear that they're infected by the machines. You also receive the blueprints to create more alien nanites if you want.

The Inverse Tower (500 CP): You receive a copy of the Inverse Tower builded by the House of Asclepius, as a way to develop a connection between this universe and the lower universe. At the first glance, the tower is a simple hospital, with four main floors, but, in truth, the building has nine floors, reflecting the nine circles of Hell. Each one of these nine floors have some kind of curse that affects everyone on that floor (usually increasing their respective deadly sin on their victims), except you, its

master, and anyone that you want to protect from its effects. The numbers of each floor increases the lower the floor is (with the Ninth floor being the only exception) and you can lock the floors to keep anyone inside the building trapped here (preventing any try to physically go out the tower or even supernatural abilities, like teletransportation), making it necessary for them to descend until reaching the last floor. The Inverse Tower is also capable of creating physical illusions, based on its master's memories, you, and also the memories of anyone inside it.
The First floor, the **Limbo**, is located on the third floor, representing the deceased children and doesn't have any innate curse.
The Second floor, the **Circle of Passion**, is located on the second floor and develops absurd passions on its victims' hearts (usually affecting just two people at the same time).
The Third floor, the **Circle of Gluttony**, is located on the ground floor and increases its victim's hunger.
The Fourth floor, the **Circle of Greed**, is located underground, in the morgue and in the hospital parking lot, and turns people more greedy.
The Fifth floor is the first secret floor, being separated from the hospital. This place is a mix between a sewerage and an underground, abandoned city. This is the representation of the **Circle of Rage**.
The Sixth floor, the **Circle of Heretics**, is a graveyard located on a separate dimension, also having no innate curse. The passage to the next floor is located on one of its many graves.
The Seventh floor, the **Circle of Violence**, is a maze-like system of caves. The curse of this floor works similarly to the curse of the Fifth floor.
The Eighth floor, the **Circle of Lie**, is a desolutated, rocky place on a separated pocket dimension. For some reason, plans and lies tend to work better in this place.
The Ninth and last floor, the **Circle of Betraya**l, unlike the previous floor, is located in the hospital again, more especially on the top floor. There are no innate curses here, but any of your magical abilities used here is greatly enhanced. A teletransportation with a max range of a few meters would gain planetary range and be able to ever reach other dimensions and other abilities would be enhanced on a similar scale, for example.
If you want, it's possible to modify the tower to any form that you want with enough time, but it'll always retain nine divisions representing the nine circles.

The Four Elements (600 CP): You acquired a set of four indestructible glass bottles, each one of them containing a sample of each one of the four elements (fire, water, earth and air). Maybe these samples are in truth powerful Elementals contained inside these bottles or another type of powerful force, but this isn't important now. The important thing is the power of them. Each bottle has control over their respective element, on par with the mastered power of an Elemental, and can even create them, instead of just manipulating them. The Fire Element has enough power to make a volcano erupt and the Earth Element can start powerful earthquakes, for example. When together, the set reveals its true usage: time manipulation. While

time traveling isn't possible without using some machine/artifact to better control its power, the set can speed up/slow down time at ten times its original speed, can temporarily stop time in focused areas and even rewind time in small areas. The power of each one of the bottles works as an Authority over each one of the natural elements, without needing so much energy from you to work.

The House Out of Time (600 CP): No one knows the origin of this house, but it's clear that some very powerful mage or witch created it as an experiment that initially failed, but ended up working. Regardless of the true nature of this house, now, it considers you as its new master, treating you differently from other people, meaning that you won't be sent to another place of time just by entering in a room or be transformed into a bird if you spend too much time inside the house. You receive a book containing information about many rituals that can be used on the house's basement (its foundation and core) to control its power, like turning a metallic object into a compass to give a direction to the time traveling properties of this place. Basically, the house can be used as a magical time machine, capable of traveling to any place in the time, but every time travel will create a new timeline instead of altering the current one (but you'll always be able to return to the original timeline using the house). If you both purchased both this item and the **The Four Elements**, you'll be able to control the house's power without needing any ritual. Lastly, the House Out of Time also has a magical barrier protecting it from any form of teletransportation without your permission.

Death Scythe (1000 CP): This is one of the two godlike items I can offer to you. This scythe is literally a copy of Death's own personal weapon. The Death Scythe is capable of killing anything and anyone that is wounded by its blade, including Death herself, non-physical entities, beings with no concept of life/death and even you. Any damage done by this weapon ignores completely supernatural resistance, regeneration, immortality, healing and similar things, as well can prevent resurrection and afterlife if you manage to "fatally" damage them (any wound with this weapon will be fatal, but I'm referring to wounds that would be fatal even with a common weapon). The only beings capable of resisting it are R.O.B.s themselves (like the Creator in this universe), but even they would be wounded and weakened after being damaged. The weapon itself is indestructible, requiring the power of a R.O.B. to try to destroy it. There is no discount for such power. Just maintain this scythe away from me, okay?

Heavenly Ladder (1500 CP): The second godlike and most powerful item I can offer to you. A set of ladders appear somewhere in your Warehouse, with half of it leading upwards and the other half leading downwards. At the first glance, this ladder may appear to be physical and bound to euclidean geometry, but this is more akin to a metaphysical concept than a physical existence. This was originally used by the Angels as a way to increase their spiritual rank, but after a certain Angel used this artifact to become a demon god, the Heavenly Ladder became isolated, well, at least

until now. Obviously, you're receiving a copy of the original, but with the same properties. By every step of the ladder that a being goes up (or down, by using the other lower half), they evolve into a better form. The upper half has a holy alignment while the lower half has a demonic alignment, but the difference appears in the more advanced step. Alternatively, the power boost may instead have no innate alignment, if you prefer, and just follow the user's own alignment instead. A goblin could become a hobgoblin, a hobgoblin could become an ogre, an Angel could become a Seraphin (in the upper half) or a Fallen Angel/Nephalem (in the lower half), a Human could become a demigod/Nephilim (in the upper half) or into a cambrion (in the lower half). The more advanced the step is, the more powerful is the power boost. The last steps would turn someone into an omnipotent force of creation (in the upper half) or destruction (in the lower half), but these specific steps are locked to you until post-Spark. For now, your Heavenly Ladder's limit is becoming a creature into a demon god or an angel god. Unfortunately, I can't grant such power to you without some limitation. Imagine the pain of having each very component that form your body, mind and soul being literally destroyed and reconstructed into a better form. This is the pain that someone feels at each step they climb and no amount of pain immunity or willpower perks will prevent someone from feeling this pain, which becomes worse the higher/lower the step is. A common Human would collapse at the second step and, if they are forced to continue climbing even after reaching their limit, their mind could become corrupt due to the influence of this power. If you want this power for yourself, you'll need to use your own willpower (not the one granted by your Benefactor through any perk) to continue climbing. Obviously, the strength of a being's body is also a limit but this one is easier to deal with. Just those that you give permission are able to use your version of the Heavenly Ladder. Another property of it is that, for example, if you arrive at the 10th step, you'll be able to protect anyone, even common humans, from any downside caused by the climb until the 8th step and the effects of the 9th step will be weakened, but the 10th step will still be as normal for them, with no differences. How many steps does the Heavenly Ladder have? I sincerely don't know. Maybe ten, maybe a hundred thousand or maybe varying according to whoever is currently climbing or going down on the ladder. There is no discount for such power

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/100 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.

Scenarios

You can take as many scenarios as you want. **Heirs of Earth** and **Horsemen of the Apocalypse** scenarios can't be taken together.

The Imperial Heroes (Incompatible with drawbacks that alter the Timeline):
Some hours after you arrive in this world, Captain Fray will inevitably free Yuka from her seal. Fortunately, the Cosmic Laws will restrict her from starting her conquest in our dimension and give a chance to the four chosen ones to go into a hunt for the four cosmic artifacts that prisoned her in the past. Wait, I said four chosen ones? I meant five chosen ones, because you're also chosen to go on this adventure to try to stop Yuka. Unfortunately, during old times, other Jumpers already appeared in this universe and caused many problems in these extra dimensional matters, so the Cosmic Laws also restricted most of your powers as a Jumper, limiting your power to the same level of a Human, both your out-of-jump powers and those purchased here.
To defeat the mystic queen, the five heroes must go after four mystic artifacts scattered around four dimensions, each one containing a different challenge, and collect them in 24 hours. In each dimension, you receive some help and the Spirit Warrior will be able to give you advice once per dimension. To turn it into a harder task, Yuka and her servant Captain Fray will intervene once in each dimension and try to defeat you and the other four Main Characters.
The first artifact is the **Fantastic Cube** located in Mavidele, a medieval world with many fantastic elements, like magic, monsters and dragons. The artifact is currently protected in Friomyr, land of the wizard Arkanun (Yuka's former boyfriend that she transformed into a dragon). Before going after the dragon, you must find and combine five keys located in five dungeons around the world. To help you in this task, each one of the five heroes will receive a rpg class with their respective abilities and items (a mage will gain magic abilities and a magic gremory and a paladin will gain swordsmanship abilities and a legendary sword and armor for items) and the many inhabitants will give your tips of where each key and the artifact are.
The second artifact is the **Genius Jewel** located in Tobor, a very technological city, but with some problems. Once you arrive here, you'll need to go after the city's ruler and he'll inform you of the location of each one of the four fragments of the jewel. The Blue Fragment is at a Shadow People's fortress, the Yellow Fragment is with Blackhair, the captain of the Space Pirates and a descendant of the legendary pirate Blackbeard, the Green Fragment is with an alternative version of Doctor Spam (also known here as MegaSpam) and the Red Fragment is with Kraker, a rogue berserking giant robot. To help you in this task, the city's ruler will gives you some benefits: an advanced hoverbike to find the Yellow Fragment, a spaceship to battle Blackhair's crew on space, a combat armor (similar to Megaman's armor) to fight MegaSpam and a giant mech suit to fight Kraker.
The third artifact is the **Saturn Disk** located in Tchalu, a world inhabited by anthropomorphic animals and humans, where everything exists around martial arts

and fighting, as well as other kinds of challenges. To acquire this artifact, you must win the Great Fight Tournament, but, to have some chance to win, you'll need to find and train with a master to unlock the power of Fusi, a kind of vital energy similar to Ki found in this dimension, but much weaker. Between the participants, there are four human-like golems controlled by Captain Fray himself.

The fourth and last artifact is the **Neptune Cylinder** located in Edon, a dark dimension inhabited by monsters, in an eternal night. The artifact is inside one of the dungeons, being protected by some monster, but, at this point, things will get complicated. Yuka will recover her full power and break the Cosmic Law. She'll go to Edon to stop you from recovering the last artifact (that you still must recover), but I will tell you a little secret. Captain Fray will use a special talisman to turn Yuka into a stone statue and steal her powers for himself. You have two choices from now: stop Captain Fray from stealing Yuka's powers or just let him do it. Regardless of your choice, once the Cosmic Law is broken, your powers will be recovered at their full might.

If you choose to stop him, you'll need to defeat Yuka at her full power, with her being slightly weaker than a boosted **Heir of the House of Hecate** and also having some cosmic powers. Just after defeating her, you'll be able to reseal her using the four artifacts.

If you choose to let him steal her powers, you'll need to defeat Captain Fray, with him having both Yuka's powers and the Curse of Decay. While he's probably much stronger than Yuka, he doesn't have experience with his enhanced powers. After defeating him, you'll be able to use the four artifacts to remove her powers from him, leaving him temporarily weakened.

-Reward: Regardless of your choices, you'll acquire the **Lunar Stone**, a mystic artifact capable of sealing basically any weakened/defeated being, regardless of their power. The only way to release someone that is sealed within it is by your own will or using four special artifacts of your choice. You can also maintain the **Four Mystic Artifacts** as souvenirs, but they don't have any power on their own.

If you decide to stop Captain Fray and don't kill her during the battle, you can release **Yuka** from her prison and she'll follow you along your chain as a Companion, becoming fully loyal to you. She retains all of her magical and cosmic powers at their full strength, including the ability to freely travel through the dimensions, unbound by the Cosmic Law now.

If you decide to let him absorb her powers and defeat him, you'll have the chance of absorbing **Yuka's powers** by yourself, like how Captain Fray did. You gain all of her magical and cosmic abilities (with gaining a long white hair being optional), being equivalent to the same power boost of the boosted version of **Heir of the Hecate House**, but her power will also boost any of your previous abilities.

I’m the Guy (Requires World of Liquid Metal/Incompatible with Dystopian Future and World of Spam): During one exploration in an abandoned city, a group of survivors will find one of the many Franklin’s time machines and will use it to bring someone from the past to help them. Someone to save the future. Originally, the machine would bring Jim Five, due to him being the founder of Bulbus Tech, but not anymore. For some reason, you arrived here instead of him. After some minutes, the survivors will find you and, after a moment of confusion, they’ll help you and take you to their base, the now damaged Hoshi (expect some distrust if you’re a Zombot). They’ll explain what happened in the world, their current situation and also explain that you’re the one destined to save their world. Your objective here is to find a way to defeat M.O.N.I.C.A., the central computer responsible for controlling all the nanites. Either needing to discover her location using the archives found in the Bulbus Tech’s president’s personal computer or finding a way to irritate her so much that she personally would go after you. You have no time limit to defeat her, but, if you aren’t strong enough to defeat her yourself, I advise you to get very prepared to this fight, like repairing the Hoshi, finding the weapons used by the fallen armies on the war or even finding some secret technology on the Bulbus Tech’s lab. She is basically a 100 meter spider-like Zombot, being capable of shooting powerful energy beams and loads of nanites capable of devouring matter, as well as having the physical attributes of a kaiju and the power of manipulating and controlling any and all nanites and Zombots, being the ruler of their hive mind.

-Reward: Once she is destroyed, the nanites would return to their original programming, healing their hosts and turning the Zombots back to humans, but, before her destruction, she managed to grant a last order to some of her nanites. First of all, she managed to infect you with a **Nanite Seed**, in hope of making you her successor, but this failed and you stayed a human (or whatever species you’re currently in). Even if this fails, you still become the new ruler of the Zombot’s hive mind. Following her orders, a portion of the nanites started to separate from their hosts and form Zombots by themselves. Just a little portion of the Zombots remained and they’re currently under your control. Basically, you have now an **army of one hundred million Zombots** under your control and each one of them have the same benefits from the description of their species (with free will and independence from the hive mind being the only exceptions, because they’ll stay completely connected to the hive mind). They count as followers and will follow along your chain. This army is more than enough to easily defeat even the humankind from the 22nd century in this world.

The Resistance (Requires Dystopian Future/Incompatible with World of Liquid Metal and World of Spam): Some months after Jim Five's plan to take over the world started, many groups of rebels appeared in different countries as well as almost all the nations rejected his control. Regardless if they were small groups of a few rebels or powerful nations, any opposition was destroyed, with no distinction, due to the fact that any and all forms of communication almost always ended up being detected by the spies. One of the most successful resistance groups was the one leadered by Monica in Brazil, with their HQ located somewhere outside Jim Five's control, and even they failed in their plan of defeating the tyrant after around three years, but not before finding a way to create a new future, turning this into an alternative timeline. Your objective here is to succeed where everyone failed: find a way to bring balance and peace to this world, saving it from Jim Five's tyranny and the other two threats. Even after you manage to defeat his army of machines and cyborgs, as well as finding a way to remove the super computer virus from the all world's machines, you'll need to defeat Smudge, the new White Horse of Decay, and his army and maybe find a way to deal with the wildest card, Maggie, that gone insane due to her mind being unable to handle the strain caused by her powers and the knowledge of all the witches of the House of Hecate. Just after these three threats are finally stopped, this scenario will be finished.

-Reward: First of all, you'll be able to bring any of the surviving members of the **Resistance** as companions to follow you along your chain. After the end of Jim Five's dictatorial government, **Brazil**, the most affected country in the world, ended up becoming a hollow nation, completely unrecognizable from its past self and, seeing you as the hero responsible for the defeat of the tyrant, you became the new ruler of this country and becoming completely loyal to you. Due to the tyrant's government, the country basically lost its culture, but, at least, many of its flaws were fixed and focused totally on technological and military power, having an army with some of the most advanced weapons, as well cyborgs, robots, war machines and nuclear weapons, requiring to all the this world's nations' armies unite their forces to pose a threat to them. The country, its population and its army will follow you to future settings, appearing somewhere in your starting world.

Heroes From the Past (Requires World of Spam/Incompatible with World of Liquid Metal and Dystopian Future): Your arrival in the year 2039 on the Third Timeline wasn't an accident, but it had a purpose. After your arrival in this setting, you'll awake in a school temporarily without any memories of who you're or why you're there. There'll be other four teenagers in the same situation as you. Fortunately, unlike them, your memories will return after a few minutes. The four teenagers are the four Main Characters: Monica, Jim Five, Maggie and Smudge. They have been sent to the future with the goal of defeating Doctor Spam and preventing him from taking over Spada's body permanently in the present and now you share this same goal. You must go to Doctor Spam's fortress in his city, Spamia, and defeat him, as well as destroying his teletransportation machine and finding a way of preventing him from ever recovering his control over the world, be through killing him, sealing him, removing his powers or preferentially finding a way to separate him from Spada. Once you finally defeat him, this scenario will count as finished. If you managed to defeat before the main characters were forced to return to the past, you'll have the chance to go back to the main timeline together with them if you want.

-Reward: Your first reward for freeing the world from Doctor Spam is his own city, **Spamia**, now completely free from his influence and completely loyal to you. The city is around the same size as São Paulo, but it's filled with technologically advanced, automated industries capable of producing multiple things, from simple machines like parts of vehicles to the delicate components used on the advanced machines found in the Third Timeline. The city will follow you along your chain and will appear in a place of your choice on future settings. You also get the same **Teletransportation Machine** that enabled him to travel anywhere in the world. Lastly, if you managed to return to the main timeline at the end of the scenario, you'll be able to choose options that would be blocked if you took any drawback that altered the Timeline.

Hunt for the Universe's Greatest Treasure (+100 CP): At some moment during your stay here, it's guaranteed that the legendary Space Pirate Queen, Blackhair (or one of her descendant/successor if you have taken the **World of Liquid Metal** drawback), will start a hunt after the greatest treasure of the universe, the Universal Driving Force, in the hope of having the chance to earn a wish or just by blind greed alone. To achieve this feat, she'll reunite an army under her control, composed of a legion of space pirates and hundreds of thousands of spaceships, and, together, they'll go from planet to planet, trying to find a way to acquire the Universal Force, destroying many different civilizations in her journey. Unfortunately, unlike when this happened in the canon story, this time, the Universal Force won't interfere in the Space Pirate Legion's attack. Maybe they didn't attacked a certain spiritual alien species in their way, but, regardless of it, now, they're sure that the greatest treasure is located somewhere in the Earth and they'll do anything to destroy everyone in their way (that is, the entire human civilization and every other supernatural being living on Earth). The legion will inevitably reach Earth in some months and you must help in their defeat, protecting the planet against them.

-Reward: Once the legion of space pirates and their leader are defeated, this scenario will be finished and you gain your rewards. You receive a crew of a hundred **Modified Spaceships**, each one of them being similar to the 300 CP version of **My Own Spaceship**, but with some modifications, like being slightly more powerful in every aspect, having hard-light technology, a barrier around the energy generator to protect it from electromagnetic and anti-quantum pulses and the capacity of changing it form to become a giant mecha-like suit. You also receive the blueprints to build more of these spaceships if you want.

Generation 12: You're a traveler of worlds that wield several different abilities and bring along with you treasures from various universes, so it was obvious that you would inevitably attract the attention of a very powerful entity from another world whose main "hobby" is "collect" powerful beings from various worlds through the multiverse and study them to learn which is the most efficient way to utilize their powers. As he already dealt with other Jumpers in the past, this entity, known only as the Master, captured and prisoned you inside a magical crystal that keeps you alive and reduces you to your Body-mod only in his fortress. Usually, the Master would just keep you locked until he finds some usage for you, even more now that he's currently occupied, but he saw potential on you and decided to make an offer to you. He offered to free you and reestablish all of your powers if you help him to defeat his greatest enemy, the Guardian of the Crystals, another formless cosmic entity that is the protector of the twelve Primordial Crystals, which collectively keep the balance in the structure of the entire local multiverse. Depending on your choice (accept the deal or refuse it), there will be two different paths to continue this scenario from this point.

-If you refused the Master's offer, he'll get very angry with you, but before he could torture you or something like that, the Guardian of the Crystals was detected in some world, so the Master left you alone for now to battle his enemy. The battle among these two cosmic entities was extremely costly for both sides and ended up without a winner. The Master's main body was seriously damaged and would need a long time to recover while the Guardian needed to flee to another world and enter a mundane vessel, but also ended up losing his memories. Fortunately for you, the Master's crystal fortress was also affected by the battle, enabling you to escape from your crystal and enter a nearby dimensional rift that transported you to the same destination of the Guardian.

This another world you're currently in is the alternative world of Generation 12, a more futuristic timeline where the characters are younger than their main universe's counterparts. In this world, which is decades ahead from the main one, Earth's ecosystem has already collapsed. Nations across the planet have come together to find a solution to this problem. Scientists were divided into two working groups: the first, to reverse the situation of global imbalance, and the second to colonize new worlds. At the moment you arrived here, leaving Earth seemed the only way out to save humanity. Thanks to the actions of Commander Astro, the Intergalactic Committee, a group made up of ambassadors from various alien civilizations, was established and humanity was able to develop hybrid technology using as the basis technology of other alien civilizations, which enabled the development of the Galileu Project that builded the first terrestrial colonies, on the four moons of Jupiter: Io, Europa (where the Guardian and you arrived), Ganymede and Callisto. In addition to the four colonies, there are also other eight human colonies in various sectors of the universe. Almost all of the known characters from the main universe are also here, but they're younger than their canon counterparts and are slightly different too, with the four Main Characters being 12 years old and and are part of the first generation of students at the newly opened Astro Institute for Space Exploration.

You'll arrive in Europa in the world of Generation 12 at the exact moment Monica reaches her first class day late at the Institute. While you won't have access to your out-of-jump perks and items, you'll recover anything you purchased in this jump. Your goal here is to help the Guardian of the Crystals and prevent the Master from acquiring/destroying the Primordial Crystals. The Master's plan is to manipulate Selene, an alternative version of Viviane's granddaughter from a world of magic, to create a strong enough vessel that can hold his consciousness, but now that you and the Guardian have allied, he'll also merge said vessel with his own real body to greatly increase his power and use mind manipulation on Selene to prevent her from discovering the truth if you try to tell her. In a few days after your arrival here, if the story doesn't diverge too much thanks to your actions, the vessel will be born from its cocoon and the Master will be able hunt the Guardian personally and, at this point, without your interference, he'll win easily against the five heroes that received powers from the Primordial Crystals. Just once the Master is defeated, this scenario will count as finished.

-Alternatively, if you accepted the Master's offer, before he could release you, the Guardian of the Crystals was detected in some world, so the Master left you alone for now to battle his enemy. As described before, the battle among these two cosmic entities was extremely costly for both sides, but even if his fortress was also damaged, you don't need to flee this time. After a while the Master returns to free you and partially returns your powers to you, returning anything you purchased from this jump but he doesn't trust you too much to grant you access to all of your out-of-jump perks and items. Your goal here is to go to the world of Generation 12, replacing Selene on the mission of feeding the cocoon of his vessel with negative emotions to make it born and helping the Master on acquiring the twelve Primordial Crystals. The cocoon itself is capable of absorbing negative emotions from those nearby it, but this process is inefficient, so it would be better to use technology or magic to feed the cocoon instead. Just a small addendum about this world: as a world with a focus on technology, there is no form of magic here, so the universe itself rejects the concept of magic, which while it does not preclude the use of magic coming from other worlds, this weakens it considerably.

-Reward: Regardless of which path you choose, your first reward is receiving back your out-of-jump perks and items and you'll be able to return to the main universe if you want.

If you reject the Master's offer, you'll gain a copy of the twelve **Primordial Crystals**. Each individual crystal is capable of bonding with a person to grant it access to a special suit while transformed (by default, similar to those worn by magical girls, but you can choose to change the aesthetic theme if you wish) and a unique supernatural power related to their personality. For example, Monica gained the ability to change the polarity of objects and people and this way manipulate repulsive and attractive forces, Jim Five gained the ability to swap the position of two things in space (similar to Sasuke's Amenotejikara but without the limitation that it can just be used in himself) and Maggy gained the ability of manipulating the density of objects. The gained abilities just work after the crystal is activated and the user transforms,

with each transformation initially lasting only twelve minutes and can only be used once every 24 hours, but it's possible to increase the time limit and decrease the cooldown with familiarity with the crystal and training. The crystal can also synchronize with machines to enhance their properties, increasing their raw power or even granting awareness to AIs. Each crystal can just bind with a single person that you choose and the abilities they grant aren't magical or technological in essence, but more akin to conceptual manipulation. Additionally, when together, the crystals are also capable of stabilizing entire dimensions, preventing them from completely collapsing as long they remain together. The Primordial Crystals could even hold an universe together without it collapsing due to the sheer presence of a godlike robot that was capable of killing Azathoth. You'll also gain a blueprint of the **Hybrid Technology** from the world of Generation 12 that utilizes mysterious, artificial crystals to store information, generate energy, create holograms and hard light constructs, among many other functions.

If you accept the Master's offer, he'll wait until you go to your next jump to then destroy the Primordial Crystals and spread chaos to the entire multiverse. You'll gain a copy of his **Crystal Fortress**, a pocket dimension with the size of a castle that can hold hundreds of prisoners inside magical crystals that suppress their supernatural abilities and keep them in stasis. To prison someone inside a crystal, they need to be willing or you need to defeat them first, but, once they're contained, they won't be able to escape without external help. You also gain a copy of the **Tracker** that was used by the Master as a vessel. The Tracker, when it isn't being used as a vessel for some cosmic entity, is a magical automaton that is programmed to follow your orders and can absorb negative emotions to strengthen itself without an upper limit. Its name is due to the automaton's ability to track supernatural energies within a planetary range, especially magic and cosmic power.

Lastly, if you accept the deal just for the rewards but don't want to see the multiverse being dragged to chaos and destruction, you'll have the choice to steal a single **Primordial Crystal** and hide it somewhere outside the Master's reach. By doing it, even if the other 11 Crystals were destroyed, the last remaining one will maintain the universe in balance. You also receive a copy of the crystal you saved that is bound to you, having the benefits mentioned above.

Rise of the ID Monsters (Requires the 300 CP version of Tamed the Inner Monster and Daydream): With each passing day, the humans are starting to become more violent and prone to follow their instincts, with their flaws being strengthened and, to turn this worse, this process started in the day that you arrived in this world, or better saying, you and your ID Monster. Unfortunately, your ID Monster is special and much stronger than I thought, being capable of recovering their free will and showing a power that rivals the rulers of the monsters. Quickly, they managed to defeat Dr. Bikkuri and became the new ruler of the ID World, as well gaining the loyalty of every monster here. Around one month of your reach here, they started his plan to invade the Earth, by enhancing the power of each ID Monster, making them capable of greatly influencing their human selves and slowly consuming their souls and, if this continues, every human will be fully consumer and the monster will be at the control of their bodies, essentially turning them into their monster selves. Those monsters that won't be able to consume their human selves will physically go to Earth instead. The only way to prevent this is defeating your ID Monster and the only one capable of doing it is you. You must go to the ID World and directly confront your monster self, to finally have a final battle against them, inside your own mind. This battle won't be easy, because you're fighting against the strongest ID Monster of all. Good luck.

-Reward: Once you manage to tame your own ID Monster and save the world, this scenario will be concluded and you'll receive your rewards. Besides the experience gained from this psychic battle, the **Tamed the Inner Monster** perk will be enhanced to be on par with the 1000 CP version, gaining all the benefits of it. Additionally, due to the time it spent as the **Lord of the Monster**, your ID Monster will retain part of its control over other ID Monster, enabling it to summon from seven to ten ID Monster that has equivalent strength to the 300 CP version of the perk and it'll be capable of mentally controlling other weaker psychic creatures, as long as it's able to overpower their willpower and psychic strength.

The Fifth Element (Exclusive to ID Monster and Requires the 300 CP version of Tamed the Inner Monster): There is a prophecy in the ID World that mentions four ID Monsters which are capable of summoning a special power when together. These monsters received the title of “Four Elements” as each one of them is prophesied to have elemental powers, as well as having human-like intelligence and being more powerful than would be expected of monsters of their level. The prophecy ended up being true, with the Four Elements being Akanin, Soranin, Kainin and an unnamed monster (respectively, the ID Monsters of Monica, Jim Five, Smudge and Maggie). Together, the four chosen ones are capable of summoning an ancient weapon in the form of a 500 meter tall mech that combines and enhances the power of the elements, having at its peak enough combat power to rival an weakened Dr. Bikkuri. During the canon events, the human self of Dr. Bikkuri managed to gather the Four Elements together without being noticed and defeated his monster once and for all, but this is not the case anymore. The prophecy suffered a modification mentioning the existence of a “fifth element” in the form of a free ID Monster with no human self, and, this time, Bikkuri decided to pay attention to it and, while he doesn’t know the identities of the chosen ones, he’s now ready to fight the elements if they gather together, being willingly to stop sharing his power to the legion of ID Monsters to use his full power in the final battle, and he’ll be more carefully when sending monsters to the physical world. Even if the Four Elements team up to defeat the Lord of the Monsters, they’ll have basically no chance of victory against a Bikkuri using all of his power, so you’ll need to ensure their victory somehow. But why you? I think at this point it is pretty obvious that the prophecy changed due to your arrival in this world. As the fifth element, you’ll gain access to an elemental ability that isn’t based on the four classical elements, be it iron manipulation, cryokinesis or electrokinesis, for example. Additionally, if you manage to reunite the other four chosen ones, you’ll gain access to a second mech similar, but smaller and weaker, to the ID Robot, which can be used to fuse with the main mech, upgrading it and turning it into a worthy opponent to fight against a fully powered Bikkuri. Even with the upgraded ID Robot, the final battle won’t be easy, because you’re fighting against the strongest ID Monster of all at his peak. Just once you reunite the Four Elements, defeat Dr. Bikkuri and prevent the invasion of the ID Monsters, this scenario will count as concluded.

-Reward: Your first reward for saving the world is your own **ID Robot**, which has abilities and appearance similar to you in your ID Monster form and with enough power to match a low Dragon threat. If you also decide to import the four Main Characters later, they’ll also retain the ability to summon the main ID Robot that can fuse with yours. Lastly, by defeating the Lord of the Monsters, the **Tamed the Inner Monster** perk will be enhanced to be on par with the 1000 CP version, gaining all the benefits of it.

Pulsar Class Hunter (Exclusive to Pulsar): As a Pulsar class Android, there aren't many real threats to you in this universe, with one of them being other Pulsar class Androids. You, as a Pulsar with free will, attracted the Karoton Empire's attention and they offered a deal with you: if you manage to defeat another rogue Pulsar class Android that is currently attacking many different planets, they'll let you do anything you want without them interfering with you. This rogue Pulsar is slightly stronger than the average Pulsar, but, unlike you, they lack the abilities that you have access to due to you being originally a New Generation Android/Zombot/G-nius 777 Android. You'll need to find this Pulsar, but this won't be a hard task, considering then they'll be attacking many different alien civilizations and may reach Earth with enough time. You must defeat this rogue Pulsar before the end of your stay here. So, try to not accidentally destroy entire planetary systems during the fight, okay?

-Reward: After defeating this rogue Pulsar class, the Karoton Empire will consider you as an ally during your stay here, so you don't need to worry about them sending a team consisting of many Pulsares to hunt you, and they'll help you sometimes. The experience gained from the fight also made you learn how to perfectly control how much destruction and damage you want to cause with your powers. As a final gift, you also receive an extra **+300 CP** to spend anywhere you want in this jump.

Nightmare Catcher: At some point after your first month in this setting, you and your companions, if you imported any, were having problems with nightmares for days, so, maybe following someone's recommendation or using your own meta-knowledge about this world, you decided to consult Mr. Ubiraci (or other similar person, if you take any drawback that alters the timeline), a descendant of Native American Indians who researched indigenous peoples around the world. To resolve your problem, he gifted you and your companions a Dreamcatcher for each one of you. You followed his instructions and put them near you when you're sleeping to filter the negative energy of the nightmares, enabling just the positive energy of the dreams to pass, but something went terribly wrong around 10:00 PM. Maybe a lightning fall and electrocuted the Dreamcatchers or the extra dimensional nature of you and your companions altered it someway, but the causes aren't important now. The important thing is what happened. Thanks to it, the nightmares that were sealed on the Dreamcatchers manifested themselves in our reality with a physical form. After it, you visited Mr. Ubiraci again and he explained the entire situation to you and granted you a few magical items to help you and your companions in containing the nightmares. Each one of you received a special kind of Dreamcatcher, a Nightmare Catcher, which when be used to prison the nightmares by throwing it on the ground and saying the name of the target. You also receive a set of mystic willow sticks that will vibrate when in the presence of one of your nightmares. To complete this scenario, you'll need to hunt and prison all the nightmares until dawn. There are around three to four nightmares for each one of you, having monstrous forms based on your fears, traumas and preoccupations. The stronger the fear or trauma is or was, the stronger the nightmare will be and just the respective owner of the nightmare will be capable of identifying and sealing it. Fortunately, as they aren't completely materialized in our reality yet, they won't engage in physical combat, preferring on manipulating their owners' minds, by using both words and even illusions, inducing them in a state where they'll be powerless against their fears. If you don't capture all the nightmares before dawn, this scenario will fail and, as Ubiraci warned, the day will become akin to an "eternal night" and the nightmares will become completely and permanently materialized. It's not explained if this "eternal night" is literal or figurative, but, regardless of it, it'll turn the Earth much more vulnerable to any supernatural force of evil. Good luck, you have less than eight hours to catch them all.

-Reward: After you and your Companions finally captured the last nightmare and give the Nightmare Catchers back to Ubiraci, he originally wanted to burn them in a ritual to close the portal opened before, but before he had the chance to do it, I personally closed the portal by myself and removed the nightmares that were prisoned on them. I made a special **Nightmare Catcher** for you, one containing all of the caught nightmares. By using it, you'll be able to summon the nightmares to help you in battle. They're now loyal to you, retain their mental abilities and have physical attributes of at least around the same level of a True Vampire, with some being even stronger. The Nightmare Catcher still retains the ability to absorb similar

dream/nightmare beings, but only if you defeat them and they're powerless to resist. You'll be able to summon any capture being in the same manner as the nightmares.

Memories (+200 CP): The multiverse is a concept about which most people know frighteningly little, but not us Jumpers. We experience this concept first hand, visiting many and many different realities and facing the many dangers of each one of them. This setting also has its own collection of virtually infinite parallel universes that forms its own local multiverse, where multiple different versions of known and unknown people exist. One of these people with alternative versions is Smudge's cousin, Tonica, who even in the main timeline/universe was always very manipulative and envious of those whose even fate itself seems to favor, in particular the *protagonist* herself, Monica. This wouldn't be a big problem in most universes, but one of her versions in particular became a real threat due to her usage of advanced technology, like hypnotic and mind-altering machines, dimensional traveling, devices capable of interfering with esoteric abilities and her own spaceship, Hypnos 2. Her original plan was to capture the four Main Characters, erase all of Monica's memories, then modify the memories of everyone else in the main universe and take her place as protagonist. But something made Tonica change her plan. She discovered the existence of another being that awakened her envy, you. I don't know how but she managed to not only capture the four Main Characters, but also managed to capture you and any Companions you have brought to this world. She put both you and Monica in a machine to slowly erase your memories, locking you two inside your own minds. You'll wake inside a mindscape, with completely no memories of who you are. You'll need to explore your mind to find a way of recovering the memories of every important event you lived and wake up, but this will require a lot of effort and willpower to achieve this. If you think this will be easy just because of your perks, you'll have a surprise, because the machine also interferes with the connection with your Benefactor, so you'll need to use your own strength and willpower, not the one granted by any perk, item or similar thing. If you fail, Tonica will take your place as a Jumper and someone like her with access to the greater multiverse won't be a good thing. As a last favor, your memories will be restored by your Benefactor and you'll be sent home, ending your Chain. Fortunately, your chance to escape will happen when a multiversal law agent known as Agent 5.0 (which, in truth, is a slightly older, alternative version of Monica) finally invades Hipnos 2 to end this madness. Just once you recover all of your memories, get out of the machine and Tonica is defeated, this scenario will count as finished.

-Reward: First of all, if you didn't manage to recover all of your memories before Tonica was defeated, your memories will be restored. As an apology due to letting you be arrested for this madness, the Brotherhood of the Bunny, of which Agent 5.0 is part of, offers to you a spaceship of the same model of the **Hypnos 2** used by Tonica. Your spaceship has similar features to the 300 CP version of **My Own Spaceship,** but in addition it's also able to use a more advanced of hyperspace to travel to other dimensions within the local multiverse and has its own crew of dozens of advanced, sentient droids that are loyal to you and can do all the needed tasks to

keep the ship working. Unfortunately, you don't get the same machine that she used to try to erase your and Monica's memories, because, after all, the Brotherhood hates that machine. You also keep **Tonica's Gauntlets**, which are capable of using the same hypnotic ability that she used before. By creating a spiral of psychic energy in front of their target, the gauntlets can hypnotize almost any unprotected being with a mind, forcing them to fall asleep, manipulate their memories (like creating fake memories or erasing short-term memories) or put them in a state where they'll be loyal to you and do anything that you want, but, if you order them to do something that they never would do, the effect will be broken, if they have enough willpower. You don't need to worry about your victims developing resistance against the psychic attacks of the gauntlets due to extended exposure. As a last reward, you gain the unique perk: **Brotherhood of the Jumpers**. As you don't have an entire organization formed by alternative versions of yourself (at least I don't think so), like how the Brotherhood of the Bunny is formed by alternative versions of Monica, you still have the chance of being helped by other "you". Once per jump, you'll be able to summon up to ten versions of yourself from alternative universes (being basically spider-verse style). It'll be random which versions will be summoned, but they all will have around the same moral alignment as you and are clearly different from you. Some examples of possible differences are, but not limiting to: different age (maybe being older or younger), different ability focus (if you're a technology-focused Jumper, you maybe summon a version of you that decided to focus on martial techniques or another that focused on magic), different gender, coming from a different timeline (like a version of you that took a choice different than yours at some point) or even coming from an entirely different world (like if you were a normal human before starting your Chain, you could summon a version of you that comes from an Earth where humans are naturally capable of using magic). There are many other possible differences, because, after all, there are infinite possibilities in the multiverse. For now, this summoning ability has a limit, because your alternative versions will just be able to stay summoned outside their home realities for up to a month, because after this they'll be forced to return to their universes, but nothing prevents you from increasing this time limit by enhancing this perk's power or by using another ability to do it.

Heirs of Earth (+300 CP/Requires Main Character or Human): The Serpent is coming and your duty as one of the current heirs of Earth is to protect our planet from her and all the evil spirits and beings that serve her. You'll become one of the many defenders and heroes trying to stop the Serpent. At some point of your stay here, you'll be confronted by the Four Horsemen of the Apocalypse. Your objective is to stop the plans of each one of them, as well preventing or fighting against the invasion of the Shadow People.

The **Red Horse of War**, Penha, is the daughter of an influential French politician and of a Vampire, making her theoretically a Dhampir and granting access to a true fortune to use for her objective. She wants ruin the life of her most hated enemy, Monica, using blackmail and other indirect ways, as well having the help of the corrupted ghost (now a "mutated" member of the Shadow People) of Agnes and the help of Sofia, known to be physically stronger than Monica, both being Penha's best friends. She basically has the **Eye of Contempt** perk and, if the canon events happen, she'll be able to separate her spirit from her physical body. If the canon events continue happening, it's very probable that she'll become good and find redemption. There are also theories that she still hasn't truly awakened as one of the Four Horses of the Apocalypse yet.

The **Pale Horse of Death**, Berenice, or better saying, her monstrous form as the Flying Dowkey, has plans of using a ritualistic donkey's skull, currently in the possession of the Children of Umbra, to fuse with her daughter, the Lake Girl, to fully become one of the Horsemen of the Apocalypse, due to originally the Serpent pretended to make her daughter in the Pale Horse of Death. She, while being in her 40s, looks much older than truly is and her soul is condemned to go to Hell, due to her pact with the Serpent, making it impossible for her to go to Umbra after the Children of Umbra. Berenice has the boosted version of the **Dark Arts** perk and the Lake Girl will help her in her plans.

The **White Horse of Decay**, Captain Fray, is basically the kindest of the Four Horsemen of the Apocalypse, but, currently, he is being controlled by the Curse of Decay (with enough power to match the boosted version of the **White Knight of Decay** perk). During his childhood, he accidentally made a deal with the Serpent and the insects to survive an accident that killed his family. Many years after being adopted by a nurse and already an adult, the insects returned to fulfill the deal. Initially he refused, but after knowing that his nephew, Smudge, is the one that would inherit the curse instead of him, he accepted the deal. The Curse of Decay corrupted him and turned him into a villain. At some point of your stay here, the curse will start to decay his body and mind and will start the events that happened in the Inverse Tower. It's possible to remove the curse from him and he knows a lot about the Serpent and her plans.

We still don't know who the **Yellow Horse of Famine** is, so I don't know what their objectives and abilities are.

To finish this scenario, you must protect the Earth from the Serpent and her servants during all your stay here.

-Reward: Due to your efforts to protect Earth, you have become a **Protector of the World**, with a title that shows to everyone, even post-jump, your status as one of the beings that protect the world and the innocents, fighting on the side of the heroes. You can also use your status to more easily convince many different powers (like nations, kingdoms or even species) to join forces to fight specific threats to the survival of the world. These effects can be toggled on or off at the start of each jump, if you want. As a reward due to protecting the world, this setting's **Earth** and its inhabitants will follow you along through your chain, becoming a pocket dimension or appearing somewhere in future settings. Its inhabitants, while they won't count as followers, they'll still be loyal to you, due to you being one of the main responsible for saving the planet from the Serpent.

Horsemen of the Apocalypse (+300 CP/Requires Harbinger Candidate or Shadow People): The Serpent is coming and as one of her servants it's your duty to prepare the Earth for the invasion. You'll earn the title of one of the Horsemen of the Apocalypse, replacing the respective current owner of the title as one of the Horsemen, and must actively fulfill their mission to prepare Earth.
If you choose the **Red Horse of War**, your mission is to disrupt and weaken the forces that oppose the Serpent on Earth, including DI.NA.MI.CA., some nations and the Main Characters, as well helping our forces on this planet to become stronger and more influential.
If you choose the **Pale Horse of Death**, your mission is to be a war machine, a being that brings destruction regardless of where you go. You'll need to wait until the Serpent orders you to start your destruction, but even destruction must have targets. Your targets will be some of the greatest threats found on Earth, like armies, the Children of Umbra, Elementals, the Main Characters, Dr. Bikkuri and some others (not necessarily all of them, just some of these threats).
If you choose the **White Horse of Decay**, your mission is to prepare the planet for the arrival of the Shadow People, polluting the earth, corroding the soil, altering the atmosphere and covering the sky with clouds so dark that the sunlight will never be able to reach the ground again. It's up to you to decide how you'll do it.
If you choose the **Yellow Horse of Famine** (the only title and horseman that is yet unknown), due to the yet unknown nature of this title, you may choose any of the above missions to follow.
This scenario will be finished once the Earth is completely under the Serpent's control. Just after this you'll receive your rewards.

-Reward: You'll retain your **Title** in future settings, letting you retain your status as a symbol and a harbinger of the end of the world, making the inhabitants from these settings treat you as such a symbol. Some of them will fear you, others will respect you, nations and heroes will consider you a possible threat and most villains will consider you as a possible ally. These effects can be turned on or off at the start of each jump. You'll acquire an ability from the Serpent: the ability to create your own **Four Horsemen of the Apocalypse**. You can give to four different beings (even companions and followers if you want), except yourself, the title of Horsemen of the Apocalypse. Once they gain this title, you'll be able to sense their current power level, condition and location and they'll become much stronger (gaining a power boost usually equivalent to a tenth of your current power level) and their abilities will evolve to a new form (this new form depends on the nature of the ability itself), gaining a whole new level of power. You can remove the title and grant it to another being at will, if you want.

Drawbacks

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

Infinite Odyssey (+100 CP): You're going to a "slightly" different universe this time. You're arriving in the world of the crossover between Monica Adventures and the DC universe, a world where both elements are together. While most universe-ending threats won't be present, like Anti-Monitor, Darkseid at his peak power (he will still be present but much weaker), Perpertua and the Batman Who Laughs, this world will be more dangerous than it was originally. At least, heroes like Batman, Superman and Wonder Woman exist here to help defend the Earth from the many threats found here.

Space Evil (+200 CP): Like many space pirates, you developed a mysterious disease known as Space Evil, which affects those that commit and spread evil in their way. The disease, while mainly affecting the victim's heart, has similar symptoms to tuberculosis, affecting their respiratory system as well. There is just one way to treat Space Evil: committing good deeds and avoiding making evil actions. The more evil that someone commits, the more this disease will grow and even a Jumper would die in a few months, if they continue just spreading evil. During this jump, you'll never become fully healed from Space Evil, but, depending on your actions, you'll be able to live without any symptoms.

Evil Doesn't Tolerate Weak Servants (+200 CP/Can't be taken with The Fourth Wall): This is one of the rules of this world and your Benefactor decided to also follow this rule. Everywhen you're currently in a weakened state, you'll gradually lose access to your out-of-jump powers (including access to your Warehouse) to the point of fully losing them, if you stay in this state for an hour or lose your consciousness. This doesn't affect any of the perks, items and power from this jump.

Call from Below (+300 CP): Something very bad happened to you. Maybe you ingested a little portion of Liquid Shadow or got cursed, but this isn't exactly important now. The important thing is what is happening with you. You're feeling the first symptoms, like fever and hallucinations, and after some time, you'll start hearing voices, voices calling you to go below the Earth, to a "safe" place. These voices come from the Serpent herself and her influence is absurdly powerful, even with her being sealed in another universe. Her influence is strong enough to make someone with a pure heart or even someone with an unbreakable willpower in monsters capable of killing their loved ones without hesitation. This influence becomes stronger the nearer you're from her. The only being that showed immunity against her influence was Nick Contra, but he is different, and the other being that showed some resistance was one of the Shadow People that copied Nick Contra's form, including his unique mind pattern and personality. You aren't being converted into a Tombanian, but her influence will affect you during all of your stay. Good luck, Jumper. You'll really need it.

Eldritch Consequences of Humankind (+300 CP): The Nymphs always mention monsters that feed on the pollution and damage in the environment caused by the humans. Monsters that, someday, would grow large and powerful enough to literally devour the entire planet. They were probably just a metaphor about how the consequences of humankind's actions may end up destroying life on Earth, but not anymore. Now, these eldritch monsters are true and literally feed on the planet's damage and humankind's evil to become stronger and, without your intervention, after some years they will devour the entire Earth. Fortunately, now, the Nymphs aren't the only trying to protect the planet, but some organizations, like DI.NA.MI.CA., magical families and some others, and other supernatural species/beings, like Angels and even Demons in some cases, will help in this battle. The only two ways to stop them are trying to make humankind stop polluting the environment (causing the monsters to lose their power source), an extremely hard task, or trying to directly fight these kaiju-sized space monsters, another extremely hard task. Good luck on protecting the Earth.

World of Liquid Metal (+300 CP/Incompatible with Dystopian Future and World of Spam): Normally, you would go to the main timeline, but not anymore, because you're now going to the First Timeline instead. In the First Timeline, Jim Five becomes the president of one of the richest multinational corporations in the world, the Bulbus Tech. As a way to increase Bulbus Tech's power, around the year 2100, they created the nanites, nano-machines with the same size of cells or even smaller than this, originally used as a way to cure many different diseases and wounds. Unlike many other corporations, Bulbus Tech and its leader weren't fools and know the disaster that would happen if the nanites go rogue and, in a way to avoid this, they developed a countermeasure in the form of a central computer commanded by an advanced Artificial Intelligence know as M.O.N.I.C.A. (Nanite Orientation Matrix with Autonomous Intelligence and Cognition, in portuguese). Unfortunately, M.O.N.I.C.A. has many traits similar to its human counterpart and refused to follow orders from humans and from Jim Five, ultimately going rogue and deciding to destroy all organic life. The nanites, following the orders from their central computer, started to multiply using their hosts' nutrients and turned into liquid metal to take over their bodies, converting the humans into zombie-like machines, known as Zombots. The Zombots started to appear in many different forms and also learned how to spread their condition to the other humans, to the point of becoming millions in a few days. Humankind tried to fight and resist, but, in the end, they got defeated and the last remaining human communities had to hide to survive. Even Commander Bubbly tried to help in the war, but even his spaceship, one of the most feared spaceships in the universe, wasn't enough to defeat the gigantic mechanical abomination made of nanites that the central computer became. After some years, nearly every living being in the entire world became infected and turned into machines. You'll arrive in this world (if your starting location weren't on Earth, you'll be transported here) around five years before Jim Five comes to the future thanks to one of Franklin's time machines. Even if you're a Zombot, this place will still be a dangerous

place. When M.O.N.I.C.A. discover a rogue Zombot, free from the hive mind, she'll go after to destroy you or try to put you under her control.

Dystopian Future (+300 CP/Incompatible with Dystopian Future and World of Spam): Normally, you would go to the main timeline, but not anymore, because you're now going to the Second Timeline instead. In this timeline, the events followed the same as the Main Timeline, until the fight against the Pale Horse of Death, when her Guardians tried to capture Jim Five to turn him into another Guardian by sealing his soul inside a costume. In the Main Timeline, the future version of Sunny appeared to help, but, originally, there was no time traveler to save him and he became another Guardian. The Pale Horse of Death started to destroy everything, until her Guardians, manipulated by Jim Five, defeated and sealed her. After it, Maggy returned their souls to their bodies, except for Jim Five, who refused to return to his body because he knew that, as a Guardian, his intelligence was enhanced and he was capable of finally taking over the world. He managed to convince all of their male friends (with two exceptions), while the other three Main Characters, Sunny and their female friends refused to help him. With the help of Franklin, Jim Five created a super computer virus, capable of controlling any machine and, in a week, they gained control over most of the technology in the world, including nuclear weapons. Some nations tried to resist his control, but, thanks to his army of robots and Cyborgs, resistance was futile. In less than a year, his home country, Brazil, was already unrecognizable. Smudge, at some point, inherited Captain Fray's powers, this time getting corrupted by the Curse of Decay, and became the new White Horse of Decay and Maggie destroyed the mental lock that limited her magical powers, but, doing it, she ended up losing her sanity and turned the north of Brazil into a frozen desert. Monica and part of the rebels formed the Resistance in some place of the country outside Jim Five's control. After around three years of Jim Five becoming a Guardian, the many nations of the world will unite forces to try to defeat the tyrant and, due to being just a matter of time to a nuclear attack start, the Resistance will try to send some rebels, between them are Sunny and Denise, to the past through the House Out of Time. You'll arrive in this world (if your starting location weren't on Earth, you'll be transported here) one month after the defeat of the Pale Horse of Death.

World of Spam (+200 CP/Incompatible with World of Liquid Metal and Dystopian Future): Normally, you would go to the main timeline, but not anymore, because you're now going to the Third Timeline instead. In this timeline, due to Spada's research about teletransportation, he permanently got transformed into his other self, Doctor Spam, and became much stronger. Similarly to the Second Timeline, Doctor Spam also took control over most of the technologies in the world (the situation about nuclear weapons is unknown, but he probably didn't manage to control these weapons too) and created his own army of robots and machines. In addition to it, he also stole information and secrets about the most influential people and companies in the world, including politicians, scientists, state leaders and others, to manipulate them in doing whatever he wants. You'll arrive in this world (if your starting location weren't on Earth, you'll be transported here) around twenty years after Doctor Spam takes control over Spada's body and a

few years before he consolidates his control over the world and creates his own city. At some moment, the Main Timeline's counterpart of the Main Characters will be teleported here to try to save the future and, if they succeed, they'll steal Spada's research in the Main Timeline as a way to avoid this future.

Challenge of the Four Dimensions (+300 CP): Four powerful items disappear from your Warehouse and spread across four different places, more specifically, four different dimensions. And you, my friend, have a good reason to go after these items. It isn't just because of some emotional value or because these items may fall in wrong hands, but because of that, if you don't find these four objects until the end of your stay here (or ten years, whenever comes sooner), your chain will end here. Each one of these is located in one random dimension (not necessarily the four dimensions ruled by Yuka or the alternative timelines). These items won't be in a random pile of objects, but may be in some dangerous place or being used by some powerful individual or group. I hope that you have some way to travel between dimensions.

The Fourth Wall (+400 CP): You're reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. This also affects any of your companions, restricting them to their original power. You also maintain anything purchased from this jump.

The Eye is Evil and All-Seeing (+ 400 CP): You made a huge mistake and ended up getting in the way of the Savert Corporation. Maybe they considered you a threat against them or maybe they want to capture you because they think that it's possible to replicate your abilities to create supersoldiers. The Savert Corporation originally was a more "simple" corrupt corporation, commanded by the mysterious Arawn that, in truth, is an ancient, shape-shifting evil entity which planned to bring chaos to the world to feed from the humans' negative emotions, but it changed after his death during his failed attempt of destroying the Tree of Life. In death, Arawn entered into contact with a primordial force of evil known just as the Dark, a powerful force of evil but still below the Serpent, who is the creator of the Spectres and the seven Fallen Princes. Arawn has been reborn thanks to the Dark, renamed himself as Darkness and became totally focused on expanding the Dark's influence over multiple worlds. As a primary target of said corporation, expect to be involved in their schemes to attempt to bring the Fallen Princes and the Dark to our world, like the incidents with Z Virus and with the Dark Key, and to be attacked by soldiers that received modifications to turn them into supersoldiers. Besides this, the corporation will also try to use their influence over the government to complicate your life when possible. While the Savert Corporation isn't a threat on the same level of the Serpent's followers, I advise you to not underestimate them, yet more if they manage to summon the Fallen Princes or even a part of the Dark into the world.

Serpent's Wrath (+600 CP): The Serpent felt your arrival here from the Lower Universe. She knows how exactly dangerous and powerful you really are and considers

you a threat to her plans. Expect to be a primary target to each one of their servants, including many cults, manipulated people, evil spirits, the Horsemen of the Apocalypse and even the Shadow People. Each of these servants received some kind of upgrade from the Serpent. Some cults may have great influence over the local government (with at least one of these groups having influence on a planetary scale) or have access to powerful magic abilities, the Horsemen of the Apocalypse are now completely under her control and are stronger than before and the Shadow People will inevitably prepare a complete invasion on Earth, with each one of their members. If the canon events happen and Tomba World is destroyed (or one of the Horsemen actually discovers a way to destroy the seal, which is highly probable now), prepare yourself to fight against billions of evil spirits and demons and even the Serpent will personally come after you. Good luck, my friend.

Ending

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

Stay Here: Continue in the world of Monica Adventures, ending your chain.

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

Good Capstone Boosted Perks

A Mind Decades Head: You're a true genius, matching with some of the greatest inventors in the multiverse. Capable of creating technologies many decades ahead? Saying this is to underestimate your ability as a creator. Even your basic technologies would be on par with the many advanced alien technology found here and you're capable of creating wonders on par with the Pulsar class androids and many other technologies that are capable of defying reality and logic itself, being capable of breaking the laws of physics themselves. Obviously, such wonders require absurd quantities of resources to create, but the mind needed to build these machines you already have.

Strength of Many: A leader isn't a lone fighter and their power doesn't come from them alone. The strength of a leader also comes from their followers, allies and servants and, following this logic, you developed a powerful ability: you're capable of temporarily absorbing the strength and power of any of your allies, as long as they're willing to share their power with you. You'll be able to absorb around half of their power and won't copy their abilities, just their raw power. There is no limit to how many allies can be affected by this ability and they can decide at any time to stop sharing their power with you. It's possible to use mind control to make someone share their power with you, but you'll receive a lot less power in this way.

Marked to Live: You discovered the hidden usage of the Ior Mark. You're able to redirect the light of your soul as a form of attack, being able to greatly damage darkness/evil aligned beings and damage spectral entities, as well as burning physical things, including other living beings. Normally, this would use your own life force to fuel this ability (or even having the risk of damaging your very soul, if you overuse this ability beyond your limit), that would potentially end up killing you, but you can use your physical/mental stamina (or other forms of energy that you might have) to fuel it instead. At their peak, a normal human with no supernatural abilities would be able to burn/explode an entire house before passing out and probably dying. A Jumper like you would be able to achieve much greater feats of destruction with the light of your soul.

Brotherhood Consort: The Brotherhood Consorts are beings made of light and born from positive emotions. After exposure to these beings, you learned a trick: how to use your own emotions to create your own beings made of lights, similar to the Brotherhood Consorts. All of your artificial light beings will have a similar power set, including light manipulation, flight and healing aura, but their appearance and initial power level are up to you to decide during their creation. The more energy you use and more positive emotions are used as catalysts, the stronger they'll be. They'll be totally loyal to you and, unlike the natural Brotherhood Consorts, they have unlimited potential, without any true limit, being capable of becoming stronger the more energy

and emotions they feed from, but can also become weaker without sustenance, like their natural counterparts.

Heir to the House of Hecate: You aren't just another member of a legendary magic bloodline, but instead a greater existence. You're the legitimate heir to the House of Hecate, inheriting all of their power and knowledge. First, your magical power is again greatly enhanced, enough to match a low Above Dragon level threat. Your power is enough to turn a country of the same size of Australia permanently into a frozen desert. This also comes with a low level cosmic awareness, capable of sensing the existence of cosmic forces, even post-jump, as well as how these forces work and alterations on them. Second, all the knowledge of every mage and witch (basically all the magical knowledge in this setting) of the House of Hecate is now inside your mind, without the problem of all of this information damaging your mind and draining your sanity, like how it initially happened to the original heir. As a final gift, your magic is now bound to your existence, meaning that it can't be sealed by destroying some of your brain's cells, by damaging magic circuits (or similar magical structures inside your body) or by damaging your soul.

Legacy of the Four Elements: Finally, the power in your blood has awakened and now you have full access to the blessing. The awakening grants you access to a form of light energy very similar to the one wielded by the Brotherhood Consorts and opposite in nature to the darkness that the Spectres are made of. You can use this light in many ways, like creating constructs, including barriers and weapons, shooting beams of light, generating a healing aura and flight. This light also has the property of purifying corruption and diseases, enabling you to remove them from the affected victims, and can be used to purge darkness-based creatures, like Spectres, Demons, members of the Shadow People, evil spirits and many others. By sharing your blood with others, you'll be able to share a small portion of your power while you're at least a few meters near them. The light within your blood also protects you from most forms of corruption and possession by these darkness-based beings, with the only way for you to be affected this way is if they're powerful enough to completely overwhelm your inner light. You'll start with enough raw power to match a low to mid Demon level threat in the One Punch Man universe, being enough to match the power of a mid-to-high rank Spectre, and can train to become stronger, but, in addition, like how it works for the Brotherhood Consorts, you can also feed on positive emotions from those near to fuel your light powers.

Evil Capstone Boosted Perks

Greatest Master of Disguises: Now your talent and ability is definitely supernatural. While your capacity to mimic others' appearance and other details isn't altered, you receive a new benefit. Now, you're capable of copying the abilities of anyone that you're currently mimicking, but you won't copy their power level, having their abilities strengthened/weakened to match your own power level. For example, if you're capable of using energy attacks that can destroy a city and copy the abilities of a psychic creature that can control a continent worthy of people at the same time, you'll be able to control just a city's worth of people at the same time. Another example is if you copy the abilities of a fire that can burn a small tree at their peak, you'll be able to burn an entire city. With training and familiarity with other forms, you'll be able to modify your disguises, like mixing traits (like abilities, appearance or even species) from two or more forms or even with your base form. With many years of training, you'll be able to use the abilities of your other forms, even without needing to change your base form.

Corrupted Charisma: Many follow you due to your charisma and power, so would it be great that these servants receive benefits due to choosing to follow you? Like the Serpent, you're able to condense your own power in a liquid form (or solid form, if you prefer), working similar to Liquid Shadow but innately different. Once someone is infected with this liquid, they start suffering some changes, becoming stronger and gaining unique abilities, or even becoming a member of a different species, as well becoming absolutely loyal to you, if they were willingly or didn't have enough willpower and power to resist your influence. The exact nature of this liquid and the gifts granted to the infected by this, like abilities and the power boost, is completely based on your own powerset, power level, weaknesses, abilities and nature. It's possible to resist your influence, but, doing this, their gifts won't evolve so much, and the nearer to you the infecteds are, the stronger your influence over them will be. The limit of how much of this liquid that you can generate depends on how much energy you have.

To Take Over The World: You're a true genius, matching with some of the greatest strategists and conquerors in the multiverse. In battle, you will be able to develop advanced combat strategies and analyze your opponents' fighting style in a few seconds or less. In the long-term, your plans are capable of working for generations, capable of predicting even the actions of unstable factors. You're also capable of easily finding the best ways to find resources to make your plans possible.

The White Knight of Decay: You have managed to fully unlock the power of the Curse of Decay, without needing to die and resurrect to do it. Firstly, your dark energy is now powerful enough to melt metal in a few seconds of exposure and the power of your minions is also increased. You also unlocked the second main ability

of the Curse of Decay: biomancy, the power of reshaping the flesh of living beings at your will, including your own flesh. You're capable of reshaping organic tissue, being able to remodel and modify it, changing its shape, size (being able to slightly break the law of conservation of mass) and composition, as well being capable of granting some biological traits from some living organisms (especially of insects and other arthropods, but not exclusively of them, due to the true nature of the Curse of Decay) to others, like granting a hercules beetle's strength, a cockroach's survivability, many insect-like limbs or a scorpion's venom, for example. Your biomancy can also be utilized to grant some more esoteric features to some more compatible vessels to your power, like greatly enhanced size, energy absorption, magical senses or other abilities, or even heal your targets, or yourself, as long there are still enough biomass to regenerate them. Anyone that is affected by your biomancy will be infected by an anomalous disease, capable of slowly taking control over them and turning them into your loyal servants. Obviously, this disease can be treated by advanced medical treatments or even by using powerful magic to heal it and those with enough willpower can resist it.

Dark Arts: You gained access to a certain very powerful ritual, one capable of enhancing your power many times, enough to turn a common human into a monster that grows stronger over time and, with enough time, would become strong enough to destroy the world and bring the end for humankind. You'll still need to go after the very rare resources, catalysts, conditions and ingredients that are needed to properly use this ritual, but, once done, its effects will become fiat-backed and remain within you. This ritual won't bring any downsides to you, besides the need to do it for yourself. Post-jump, you'll gain access to another similar ritual at the start of each jump, also requiring you to go after the resources to use it and be capable of granting a similar power-up or some unique powerful ability.

Ancient God of War: After his physical death, Arawn's spirit entered in contact with a primordial force of evil just called the Dark and, thanks to this evil, he was reborn and reformed into a new, stronger being. Even if you didn't receive power from the Dark, you went through a similar process due to the power of another more powerful force of evil, but, fortunately, you didn't need to die first or to make a pact with the Serpent to evolve. Thanks to it, your spiritual abilities ascended to a new level. First of all, your animal self and your partial transformation are now strengthened, being infused with dark energy that enhances your physical attributes and your spiritual poison up to three times its original strength. You also gain the ability to perfectly shapeshift into any being that you see, following the same size limit as before. You'll be unable to copy any supernatural power they might have, but natural abilities granted by their forms will be copied. Your hypnose is also enhanced and now it isn't just limited to only mundane humans, but also any being with a mind and no supernatural abilities. You'll gain the capacity to share the senses of anyone that is hypnotized by you, as well as being capable of directly controlling their movements at a distance.

Mutations and Experiments

There are various different sources in this setting that can grant supernatural abilities to people, but one of the most diverse power sources are mutant genes, which may grant usually random biological abilities to those that possess them. This section contains a small list of some of the known abilities that can be wielded by mutants. Each ability in this section is divided in two parts: the first part (**Mutation**) represents how the ability manifest on those that are born naturally with them, usually being more stable, weaker and with little to no downsides, while the second part (**Experiment**) represents how they manifest on those that receive them in an unnatural way, like a scientific experiment, usually being more unstable, stronger and having at least one significative flaw.

If you have taken the 200 CP version of the **Mutant Genes** perk, you'll be able to take one of the below abilities, receiving the benefits explained in the Mutation section.

If you have taken the 300 CP version, you'll be able to take one of the below abilities, receiving the benefits explained in the Experiment section.

Lastly, if you have taken the 500 CP version, you'll be able to take two abilities, with the first one being a Mutation while the second one being an Experiment. You can choose different abilities or take the same one twice. If you decide to take the same ability twice, you receive the benefits described in the Experiment section, but you won't have its main flaw, as your body was already adapted to using them and the experiment just enhanced your mutation's power.

Ghosts and Androids can also take the **Mutant Genes** perk. For Ghosts, this means they had these abilities in life and now, in death, they have a spectral version of said ability. For Androids, they have been built with features to replicate said ability in an artificial form, either using finished technology (for natural mutations) or using prototype technology (for experiments).

Hair Manipulation: During your childhood, you discovered that you weren't completely normal, having total control over every hair of your head. You can freely manipulate their movements, manipulating them like an appendage, and having fine control over its strength. Your hair is also capable of growing up to twice its original length and its strength is around peak human strength while its durability is on par with iron (Mutation). */* You gained the ability to control every single hair of your head. This doesn't just include controlling its movement, but also being capable of regenerating them if needed and controlling their texture and color within natural limits. Your hair will be strong enough to bend iron bars with ease and durability similar to titanium, as well as being able to grow out up to four times its original strength. Unfortunately, in exchange for power, you lose fine control over your hair's strength, so you'll need to train for a long, long time before being able to hold something without accidentally smashing them due to using exaggerated strength (Experiment).

Animal Shifter: While you were a child, you discovered your exotic ability of transforming into an animal of your choice. The smallest animal you can choose is a wolf, while the biggest one is a gorilla. Using your animal form is natural for you, so you don't need to worry about tiring due to extended usage or about animal instincts influencing your mind. Your appearance while transformed won't be exactly equal to the chosen animal, but it'll be slightly more humanoid in shape and physically stronger than its natural counterpart, even if it's quadruped in nature (Mutation). **/** Like a natural mutant, you also gain the ability to shift into an animal of your choice, but thanks to the enhancements, you'll have greater control over your animal transformation, enabling you to partially transform or enter in a humanoid hybrid form instead of the complete transformation. Unfortunately, as the form isn't natural to you, you'll tire when using it, being able to stay completely transformed up to an entire hour before exhausting yourself at the start, and there'll be the problem of instincts related to your chosen animal influencing you during the transformation and enduring for a few minutes even after it (Experiment).

Psychic: You were born with an innate psychic potential that enabled you to develop and train various psychic abilities, like mind reading, telepathy, telekinesis, memory manipulation and others. Using your abilities will cause mental strain, but it won't cause any serious risks to yourself. At the start of the jump, you'll be able to lift up to two hundred kilograms and will be able to erase short term memories (Mutation). **/** The human brain is unable to wield psychic powers, unless it was born naturally with psychic potential, so the experiment that granted you these powers caused your brain to grow more than three times its original size, extending to beyond your skull and head. While your exposed brain is an obvious weak point, it'll be protected by a passive psychic barrier that will protect it like how your skull did previously. Your psychic abilities were enhanced, enabling you to use your telekinesis to lift a few tons and erase or modify long term memories with a lot of effort. Unfortunately, the increased potency not only causes mental fatigue but also puts a serious strain on your body, consuming your vitality every time you use them, so if you overuse your powers without having adequate resting, you'll run a serious risk of dying due to it. Post-jump, you can choose to have your brain return to normal if you want (Experiment).

Lesser Dragon: From all the possibilities for a natural mutant, you're definitely one of the less human ones, at least in appearance. Maybe your bloodline isn't as simple as we previously thought, but this isn't exactly important now. You're basically a human/dragon hybrid, having sharp claws and being covered by resistant scales. You're also capable of breathing fire like a flamethrower, as well as being immune to your own fire's heat. Despite your inhuman appearance, you're completely human in mind (Mutation). **/** You have become a human/dragon hybrid, but your human half has been weakened while the dragon half has become more dominant. You're now 2 meters tall and you have more draconic features than just scales, claws and gills, being even more inhuman than before. You'll also be able to manifest wings capable

of flying up to your running speed and your fire is now capable of melting iron. Due to the instability between your two halfs, your mind isn't totally human now, displaying some characteristic instincts of dragons, like increased violence and avarice (Experiment).

Notes:

1. The main problem of this jump is, while there is a english version of the comic books, I just read the portuguese version and most of the names and terms I personally translated (while others I maintained the original version or managed to find the official english translated version on the Internet) to this jump;
2. The second problem is that the story is written by many different screenwriters, which sometimes end up resulting in some different canons and continuities. This won't be a big problem, but it still bothers me;
3. The third and last problem is how much time that the story takes. For the sake of this jump, the events shown in the story would take around 2 to 4 years to happen;
4. The top ten strongest beings in this setting, in my opinion, are:

1-The Creator (Basically, He is the God and R.O.B. of this universe, being responsible for its creation)
2-The Serpent (She's a demon god, capable of resisting the explosion of an entire planet without any effort and with power of an unknown extent)
3-Universal Driving Force (The Universal Force is simply the embodiment of the life force of every living being in the entire universe)
4-Provider (He's an entity that has existed since immemorial times and literally made of chaotic energy, having enough power to rewrite the entire timeline, but with consequences)
5-Pulsar Class Android (These godlike androids are known to be some of the feared existences in the universe, due to their power being capable of destroying entire planetary systems with enough effort)
6-Dr. Bikkuri (He's the strongest ID Monster in all the history and he never showed his full power, due to, during his plan, having to share his energy to billions of ID Monsters, turning even those human-sized IDs into kaiju-sized monsters)

7-Fallen Princes (A single Fallen Princess was already powerful enough to completely corrupt and control an alternative version of Earth, though she lacked some direct combat abilities)
8-Maggie with her power unlocked and with proper training (She is the strongest witch in all the world, but she lacks experience and training to properly control her powers and, for now, she has a mental lock preventing her from accessing her magical abilities)
9-Yuka (She's basically an interdimensional conqueror, controlling four different dimensions, and has access to powerful cosmic and magical abilities)
10-The Seven Children of Umbra/The Four Guardians (When together, the Children of Umbra were already called the "strongest beings in the world" and this statement became more true after their limiting curse was removed. Also, the Guardians created by Berenice using the three of the four Main Characters' souls also have a similar power level)
Special-The Death (Besides the power of her scythe, we never saw the embodiment of death's true power, so her position in this list is unknown)
Special-The Dark (It's the force of evil that created all the seven Fallen Princes and that probably exist in the void between universes, but its true power is unknown, so its position in this list is unknown too. Probably it would be fifth or fourth place, below true primordial forces like the Serpent and the Universal Driving Force and around the same level or even above the Provider)

5. The ritual of the boosted version of the **Dark Arts** perk is a similar power boost to the boosted version of the **Heir to the House of Hecate** perk;
6. By default, a part of the elements and characters from some of Osamu Tezuka's works also are present in this universe, like Astro Boy, Princess Knight, Blackjack and Kimba the White Lion;
7. Some examples of ID Monsters and their abilities are:

- Akanin: He's Monica's ID Monster and born from her violent side. His abilities are basically superhuman strength, capable of creating vermin-like servants while in giant form and probably has access to some form of pyromancy.
- Soranin: He's Jim Five's ID Monster and born from his manipulative and liar side. His abilities are aeromancy, superhuman speed and mind control, capable of controlling dozens of people at the same time.
- Kainin: He's Smudge's ID Monster and born from his fears. His abilities are unknown, but probably are something related to geokinesis, superhuman durability and fear manipulation (maybe similar to Betty's illusions).
- Maggie's ID Monster: She was for a long time the strongest ID Monster of the four ID Monsters of the Main Characters. She was born from Maggie's gluttony during her childhood, being originally a giant monster with her stomach being an endless abyss, but, now, she's the weakest ID Monster of

all, having the same appearance as Maggie. She also is capable of hydrokinesis.

- Dr. Bikkuri: He's the strongest ID Monster of all the history, born from the madness of the world's craziest man. He's capable of sharing his energy with other beings, as well as controlling other ID Monsters. During combat, he uses very powerful energy beams from his eyes and has the physical attributes of a 700m giant monster.
- Queen Nigamia: She's the second strongest ID Monster and Dr. Talianna's monster, born from her endless hate. As one of the two strongest monsters, she's also capable of controlling other weaker monsters. While she lacks raw power when compared to Dr. Bikkuri, while her hate still exists, she's capable of constantly regenerating any damage, as well as evolving and becoming stronger every time she heals.
- Nick Contra's ID Monster: This specific ID Monster is just slightly stronger than the average monster, unlike the others mentioned above. Being born from Nick Contra's rebel side, this ID Monster is completely immune to any kind of mind control, even from Queen Nigamia or Dr. Bikkuri.

8. If you take the **Infinity Odyssey** drawback, there won't be a Dark Multiverse here;
9. The boosted version of the **Dark Arts** perk works similarly to the **Perfección** perk from the Dragon Ball X jump;
10. Using the **Heavenly Ladders** item, I think that a well motivated human Jumper would be able to become slightly stronger than a Pulsar class Android during the ten years of this jump and can become yet stronger post-jump;
11. The 300 CP version of the **Tamed the Inner Monster** perk gives you an ID Monster on par with Soranin, Akanin and Kainin, while the 1000 CP gives you an ID Monster on par with Dr. Bikkuri and Queen Nigania;
12. It's possible to tame your ID Monster in-jump if you're a human, but, unless you use an **ID Card** and directly confront your own ID Monster, you won't gain their powers;
13. Both **Angels** and **Demons** are capable of using magic with a greater magical potential than most species;
14. You can purchase both the **Main Character** and **Harbinger Candidate** perks;
15. If you take the **The Imperial Heroes** scenario, you'll be able to maintain some of the objects found in the other dimensions (like the mentioned combat armor and the giant mecha suit), but they won't be fiat-backed;
16. The cosmic awareness of **Cosmic Giant** and **Living Star** isn't omniscience, as you can just focus on one thing at once;
17. The Brazilian youtuber Indignada made various theories about the Four Horsemen of the Apocalypse. One in particular I want to cite here is the

theory that the current Horsemen of the Apocalypse are only temporary and that Serpent plans to make the Four Main Characters her definitive Horsemen;

18. Unless you take their respective scenarios, you don't need to worry about characters like the Master and Tonica being able to interfere with your connection with your Benefactor (usually Jump-Chan, but there are also other entities that send random people in Chains due to the most diverse reasons). They would only be able to do it because your Benefactor would let them do it if you take their scenarios;
19. It isn't good to be one of the Serpent's servants/allies.

- ## History:

V 1.1: First Update

-Corrected some errors;
-Added new notes;
-Updated the boosted version of the **Dark Arts** perk;
-Updated the **World of Spam** drawback;
-Updated **Pulsar** due to Android/Cyborg having a new evolution now;
-Updated the **Blueprint Data** item;
-Updated the **Sun-4** location;
-Added the **Mutations and Experiments** section;
-Updated the reward of the **Rise of the ID Monsters** scenario;
-Added new species:
-**Living Star**;
-**G-nius 777 Android**;
-**Obsessor**;
-**Alien Rabbit**;
-**Cosmic Giant** ;
-Added new perks:
-**Mutant Genes**;
-**Like a Cowboy**;
-**Nature Specialist**;
-**Speak Through the Heart**;
-**Legacy of the Four Elements**;
-**Ancient God of War**;
-Added new items:
-**Anomalous Kyanite Source**;
-**Antillia**;
-**Nanite Meteorite**;
-**Karoton Battle Armor**;
-**Shooting Star**;
-Added new scenarios:
-**Nightmare Catcher**;

-**Generation 12**;
-**Memories**;
-**Heroes From the Past**;
-**The Fifth Element**;

-Added a new drawback:

-**The Eye is Evil and All-Seeing**;

-Added four mutant abilities to the new section:

-**Hair Manipulation**;
-**Animal Shifter**;
-**Psychic**;
-**Lesser Dragon**;

V 1.0: Released