

Two hundred and fifty years ago occurred an event known as the Great Cataclysm, which ravaged the world, annihilating continents, destroying civilization as we know it.

Thanks to the Eternity-Style Thermal Power Generation "Amaterasu" a new empire raised from the ashes of the old world to shelter the survivors, this empire is known as Tokyo; but the tragedy wouldn't end for a mysterious phenomenon started occurring short after the Spontaneous Human Combustion which transformed humans into immortal burning beings of death and destruction known as Infernals, but hope wasn't lost for if a human could adapt to flames of SHC they would gain instead a Pyrokinetic Ability and become resistant to flames. To confront this situation the Special Fire Force was created with two objectives: investigate the SHC and purify the souls of Infernals.

You will enter the day a boy named Shinra Kusakabe meets the 8th brigade of the SFF in a particular train station.

Here are the 1000 cp for the world, good luck.

Origin:

Now how will you enter this world, your age will be 11+d10, or pay 50 to choose it and you can choose your gender for free.

- **Drop In** You are no one, appearing from thin air, the wildcard in this strange world, without a history, enemies, or allies, what will you do?
- **Civilian** You are a normal human being with a normal life, maybe you have family or friends, you have not a lot at stake in this world plot.
- **Fire Soldier (100)** You are one of the new recruits assigned to one of the eight brigades, remember there is a lot more to SHC that meets the eye.

- **White Clad (100)** Welcome to the ranks of the illuminati of this world, you are under the orders of the Evangelist to collect the pillars to save the world through fire, pyrophilia is optional.

Sub Origin (Optional):

So, you want to advance quickly in this world, then these bonuses are for you, add +5 years to your age.

- **Lieutenant (50)** Apart from receiving an accordant rank in the organization you are part of, your level of competence with all the purchases will increase to the skill level of a normal lieutenant.
- **Captain (100)** You want to be even higher, then you will be in a head position in your organization and your skill rises to match a normal captain.

Location:

Where will you appear, roll a d3 and a d8, or pay 50 to choose.

1. Chinese Peninsula, the second continent of the world, a place full of Infernals but in its insides lies an important clue to this world's mysteries.
    1. Wastes
    2. New Qingdao
    3. Tear in Space
    4. Oasis
    5. Tabernacle
    6. Adolla
    7. Ocean
    8. Free Choice
2. Tokyo, the safest place on earth and where most of humanity resides but is infested by a fanatical cult up to the highest places; you can enter the Netherworld in the territory.
        1. SFF 1st Territory
        2. SFF 2nd Territory
        3. SFF 3rd Territory
        4. SFF 4th Territory
        5. SFF 5th Territory
        6. SFF 6th Territory
        7. SFF 7th Territory
        8. SFF 8th Territory
3. Free Choice

Perks:

Perks are discounted for matched origin by 50%, and 100 perks are free to origin.

General:

Fire Combat (Free/100/200/300) A general combat skill in a style of your choosing or creation; for free version you are in the level of Shinra using his abilities at the start, with the 100 version you are on the level of Arthur at the start, with 200 you are on the level of

Maki, and Hinawa, with 300 you are on the level of the likes of Leonard Burns, Hague, Obi or Benimura in terms of skill. Fire Soldiers and White Clad obtain the 100 version free, Lieutenants obtain the 200, and Captains the 300, can be purchased more than once for a different style with a discount regardless of any other condition.

Blazing Body (50) All the people here look fantastic. It would be pretty heated of us not to offer the same looks to you, no matter how you dress you will look great, a minimum of 7/10, a hot body for sure.

Ashes of your Past (100) Well it seems that people you know are always coming back no matter how much you believed them gone and dead. A Sister of the church which burned down? Don´t worry, the girl you saw as a sister is now in the same profession as you. A sibling you believed long dead? They are in front of you now part of the White Clad. Parents that left you in ruins? They come to offer the materials for your new sword.

Hand Signs (100) There are some signs in this world that can control the flow of energy inside you, this can modify how your ignition ability works, making it far stronger and you know them and are decent in their use.

Ignition (100) You have adapted to the SHC, you now have a pyrokinetic ability, go to the Ignition Ability section and build it for yourself, Fire Soldier and White Clad receive this perk for free.

Incarnation of Ideas(100) As the protagonist of this story and his brother you weren't a simple birth no you are the incarnation of a belief of the old world, one with a lot of power behind it, it won't give you any abilities characteristic of them but it will influence you and how others see you by your actions, this isn't an absolute for humanity is fickle and can change of opinions if given enough "evidence".

Obsessed of an Ideal(200) You have an obsession, and like a certain idiot it gives you strength, but to contrary to him it doesn't weaken you if you deviate of it, but this has another effect if used in worlds governed by ideas it lets you become that ideal firmly, your belief so strong that it changes the world around you going from not being able of harming slightly someone to being capable of defeating them; or influencing the world through a simple action as playing a game with the caveat that you must believe in it with all your being.

Crazy Body (200) You are as physically strong as Obi or Charon; your body is full of muscles.

Demon Instructor (200) You can teach anyone anything you know; including perks, techniques, etc. Even forms of conduct: teach those unruly kids some discipline! This has also the effect of bettering your teaching technique when instilling the fear of god into your students.

Hope(200) The ability to never surrender and always believe in a better tomorrow, this isn't willpower it won't make it so you continue fighting even when you are broken this is the ability to make it so you won't break ever, not even armageddon would make a dent to your hope.

Flame Incarnate (300) You are as powerful as the likes of Benimaru, Leonard Burns or Dragon.

Adolla Bursted: You are even far beyond them in fighting capability; only the Evangelist and other Grace users could present a challenge.

Adolla Burst (Take Hunted (White Clad) for points) (300) (Capstone Booster) You have awakened the original flame. This has various effects; the most prominent is having an Adolla Link, which allows you to connect with everything connected with adolla, receive the Grace (and while normally you could be affected with hallucinations or influenced by others, those downsides are ignored), and your Pyrokinetic Ability also grows in strength and gains the capability for great destruction or great creation.

Drop In:

From Another Place (100) You are a strange existence coming from a place different from Adolla or This World, so different in fact that its natural laws seem to slide off you; you will carry this effect in future worlds ignoring most universal laws that don't exist in your original world.

Flame Retardant (200) You are a fortunate bastard for having this; it doesn't matter how much or how intensely you use your Ignition Ability, you will never Overheat, and this carries to all your future powers too, you will never suffer drawbacks for overusing an ability.

Preparing the Bonfire (400) Like a certain figure in white, you can make crazy plans and rituals to complete an objective; this ritual cannot do anything more powerful than unite two different dimension into one, you also will have the ability to make them a reality and you will be extremely lucky towards that objective, you need a certain type of people?, they seem to fall in your lap.

Another Evangelion (600) Well, time to drop the pretenses, you are another Evangelist and can do the things she has demonstrated in the series. Examples include the ability to ignore phenomenons like the Tear in Space, cause continental wide earthquakes, and granting Grace to anyone with an Adolla Link and contact with them.

Capstone Boosted: You are better now; you can not only grant Grace to those with pyrokinetic abilities without the need of an Adolla Link, but you can also give it to other systems for a similar boost. For a reference for how powerful the boost is, the protagonist can travel fast thanks to his power, and the grace boosted it to beyond light speed.

Civilian:

Face In The Crowd (100) “Normal” is the only description any other person could say about you. You will not stand out no matter your actual appearance, and with disguises you could infiltrate anywhere, because it's normal for you to be there.

Fire Defense Agency (200) You once were part of the FDA, or other similar organization like the Armed Forces, and received the accordant training to excel in them, in future jumps you will receive a similar training and history.

Fire Stealer (400) Like a certain adrenaline junkie, you can perceive the path of heat with one of your five senses. In other words, if she could detect it, so could you. In future worlds, you can decide to maintain it as perception of heat, or another energy present, including supernatural ones.

Hajime Engineering (600) Like Hajime Industries, you are an expert in the construction and invention of equipment to use and support the Ignition Abilities of this world, and in future worlds you can create similar technology for their respective powers.

Capstone Boosted: You can do better! Like the Ancestor´s of Vulcan, you can design and create machines powerful enough to power an entire country or amplify enormously the special capacity of a person, and that is only the tip of the iceberg.

Fire Soldier:

Specialization (100) The SFF has several specialized roles, scientifics, engineers and sisters, choose one of the three, can be purchased multiple times, discounted for Fire Soldiers after the first.

Wearing the Emblem (200) You have Willpower! So much, in fact, that while having the source of your determination in your mind, body, or spirit you will not die, even if your body is broken and your mind slipping away. This does not give you any healing ability.

The Heroes Always Fall From The Sky (400) And always on time. Like a certain boy dreaming of becoming a hero, you have the propensity of always being in the right place at the right time. That isn't the only heroic trait you have obtained, as you can also redeem and connect with almost anyone, by battle or talk. Additionally, you grow in power and other characteristics ten times faster than before.

Go Beyond Your Limits (600) ...is not only a rookie thing. Now, when a situation is beyond you, your power will grow to the point of being able to handle the situation at hand. However, this boost is temporary, and you need to train to obtain it in a more permanent fashion.

Capstone Boosted: Training? Limits? Costs? They are only words for you, all your power can grow infinitely, passively, and have no drawbacks for you no matter if they are external or internal powers; those boosts in power will be greater and come easily to you when in danger, let nothing stop you now.

White Clad:

Discretion (100) The White Clad have infiltrated society on all levels, and most people don't even know they exist! In fact, they are so good that one of them fooled the audience into thinking they were a good guy. Now you have this capacity for deceit and secrecy.

Salvation Through Flame (200) Is the belief of the White Clad, and most people of the cult believe fanatically and loyally. Now any organizations you are part of or lead will have the same zeal for their objectives.

Blazing Society (400) The society of Tokyo was built by the White Clad and formed in their desired one designed specifically for their objectives. Now you can shape society

through the shadows too with none the wiser. Build your own Orwellian society if you want.

Burst In An Inferno (600) Is what will happen when you are done, a glorious affair for sure. From now on, your plans will be backed by fate, the world, or simply you are that good. What this means is that your plans will ignore the intrusion of pesky heroes, Heroes find your objective first? They are somehow obligated to put it into your hands.

Capstone Boosted: You know most villains plots actually go through and the heroes are saved in the last moment? This is known as “plot armor” or “deus ex machina”. Well, why don't we balance the scale? You now have the power of diabolus ex machina in your favor. What this does is twofold: first, it nullifies any plot protection so your enemies can be dealt with (this includes prophecies, technicalities, etc), and second, bad luck will follow your enemies in any action they take.

Pyrokinetic Ability:

Also known as Ignition Ability, they are divided into four generations. The first are Infernals, beings with black hard bodies and can generate and control flames, coming in mindless and sapient variants. The second generation can control existing flames, including those generated by third and first generation; they can use tools or the fire itself. The third generation can generate fire from their bodies in one way or another. The fourth generation are the so-called Graces of the Evangelist.

You can fanwank how the options interact between themselves, but remember it has to have heat as an explanation behind its functionality, receive 300 cp extra for only this section.

General:

Aesthetics (50) You can make aesthetic changes to your flames.

Stronger Flames (100/200/300) The flames you produce or/and control are stronger, with 100 it can melt through most metals, with 200 it will melt all metals, with 300 is equal to the hysterical strength technique at all moments, including turning the flames blue. This also applies to any Exoteric purchase.

Exoteric (100) You now control or/and produce something more strange; it can be the Smoke of Kuro, the Electricity of Haumea or the Plasma of Arthur; the only limit is it has to be something related to fire, heat or theories revolving around it. Can be purchased multiple times, each one for a new element with the same restrictions.

Conversion (100) You can transform one energy into another, it can be Heat to Sound, Sound to Ice, Kinetic to Heat, Heat to Kinetic, etc. Can be purchased more than once, but if not related to a previous Conversion purchase, increase price by 100 per purchase.

Hysterical Strength (150) HS is a technique used by 3rd generations to increase their power from 30% to 100% for a short time. By paying it here, you can use it no matter what generation you are and start out knowing how to access it.

Support (150) Your ability has some aspect not actually designed for direct combat; can be healing, illusions, control over something. Can be purchased multiple times for different effects. Necro Pyro, Haumera control, or Kayoko Healing are in this category.

Hybrid (150) You are like Benimaru, this means that you can buy options from the 2nd and 3rd generation section and use them at the same time; you now are a compound person.

1st Generation (needs the respective drawback):

Unfortunately you are no longer human; you are a semi immortal being, have a core that if destroyed you will die, and are possibly mindless.

Demon (100) A demon is a stronger variant of Infernal, they have horns, are sapient, and have harder skin. You are now one of them. If the perk Ignition was purchased, you receive this free and access to the section of respective generation.

Extra Core (50) You have more than one core, which gives you extra power and survivability. Can be purchased multiple times, each time increase the price by 100 and double the cores, 2/4/8/16/32...

Size (200/400) There are Giant and Titanic Infernals, variants that are several times bigger than the last. A giant is the size of a small skyscraper, and a Titanic is the size of a small Mountain; each purchase makes you one of these variants. Comes with one free purchase of Extra Core each.

2nd Generation (free):

You have control of preexisting flames, but how?

Tool (Free) You can use your ability with an object, like Hinawa and guns, or Karin and instruments.

Tooless (Free) You are more like Maki and Charon, controlling it directly.

Living (100) Like Maki, you can make flames sentient and form familiars.

3rd Generation (100):

You can create flames from a part of your body, and have different functions.

External (Incompatible with Internal)(Free) Your generated flames can be generated outside your body

Internal (Incompatible with External)(Free) Your generated flames can be generated inside your body

Both (50) Your flames can be generated outside and inside your body

Tool (+50) To use your ability, need some tool, like Arthur's hilt or Kishiri's gums.

Constructs (50) Your flames generate some kind of construct, can be specific or follow a theme, like Sho's feathers or Juggernaut's military equipment.

Automatic (100) Your flames have an automatic component to them, meaning that they can act for themselves in certain conditions, like the presence of humans. This can be purchased multiple times for different conditions each time.

Projection (100) Your flames can be generated far away from your body through a medium; it can be air, the floor, a broomstick, etc; can be purchased multiple times for different mediums each time. For example, look at Ogun's or Lisa's abilities.

Enhancement (100/200/300) Your flames enhance some characteristics of you like speed, agility, strength, durability, etc. For 100 is a general weak enhancement or a decent specific one, for 200 it can be a decent general or a strong specific one, and for 300 it can be a strong general one or a superb specific one. Can be purchased multiple times for different enhancements; can be made stronger with restrictions.

Full Body (150) Instead of a specific body part, your flames can be generated from all your body.

4th Generation (Requires Adolla Burst)(200)

You have something called Grace. This would require you to be connected with the Evangelist or someone with her Grace, but your connection with Jumpchan serves this role, so don't worry about losing this ability suddenly. You can only have one 4th generation ability,

Original (100) You can design your own power in line with the two known examples below.

Severed Universe (200) You steal the heat of the expansion of the universe, stopping time momentarily; overuse can lead to freeze your body.

Faster Than Light (200) You are faster than light. This does two things: separate you in the particle level and return time, so you don't really suffer the effects of being separated at the molecular level.

Items:

So there's a lot of interesting items in this world, why dont you buy some?; civilians and drop in recieve 200cp for this section alone.

Mini-Excaliburs Set (Free) you have in your possession an unlimited amount of mini excaliburs that can function as letter openers, butter knives, or some other trivial matter.

Your Own Organization(300) you have a been made head of a new group, depending on your origin it could be a new business, a new cult, a new sub group of the White Clad or the brigade number 9 of the SFF, without being that big, comparison is the same size as the eight at the start of the history, this gives you the captain suborigin for free and capstone boost the items of the origins.

Amaterasu(600) This is a work of art, a prison and a battery all together, so how it functions is simple really you imprison someone inside the heart and their strength and ability fuel it and is capable of great things like sustain live around it, keep running long

enough and even the strongest would die, after the jump you can put it anywhere in the new world or keep it in the warehouse.

Drop In

Mysterious Robe(100) A white robe that covers your body except your mouth, it does not do much else but if you have good acting skills maybe this could come in handy.

Loyal Fanatic(200) As the evangelist found Tempe after coming to this world, so shall you find a person that will be loyal and fanatical about you, and a new one in each world, try to treat them better than the evangelist.

Tear in Space(400) Your own door to another world, this is better called a permeable barrier because only you, those you grant access too and otherworldly beings can cross it all other things will be rejected, each jump you can choose to open one such tear in a location in the world with a fixed size with the maximum of a house, their destinations can be changed at will.

Adolla(600) A dimension connected to the subconscious of humanity and it holds immense potential for it fueled the Great Cataclysm with the negativity of humanity, and now you have a permanent connection to this dimension bringing it to any new world you travel to with all that it implies.

Capstone Boosted How to better such a massive thing?, making it bigger and giving you control of it, now it would create a new Adolla each time you traveled but now it will connect them becoming stronger each time, and you will have control over it and you can influence humanity with this or give Adolla bursts to people.

Civilian

House & Job(100) You have a job in the private sector to pay for your new normal house.

Connections(200) In this world to advance you need one of three things, Talent, Influence or Connections, you may not have the first two but you have the third, a network of people related in some way, criminals, businessmen, actors and directors, choose, they will help you as long as you help them.

Investigation Materials(400) For what is a scientist to do without anything to investigate or with tools for it, you have equipment to analyze and study abilities and receive a small sample that contains the mystery of the setting, depending on their nature they could be easier or harder to study.

Hajime Industries(600) You become the owner of one of the biggest companies of this world that constitutes the conglomerate of Hajime Industries, choose one, food, clothes, military equipment or any industry you can think of, following you to other words.

Capstone Boosted you not only control one of the companies, you are the head of the conglomerate and you have all of its influence in your favor, sufficiently to have 70% of a country as big as Tokyo working for you.

Fire Soldier

Support Equipment(100) A piece of equipment that compliments your pyrokinetic ability in some way, these can be a reusable object.

Fire Fighting Weapons Cache(200) A cache to arm a brigade, from a pilebunker to extinguishing grenades, you have it.

Headquarter(400) A building big enough to house a brigade and serve as an HQ for your purposes, any additions you gave it are kept in the future jumps.

9th Brigade(600) You are the newest captain of a new brigade with a territory as big as the 8th to patrol and protect, this brigade will accompany you to future worlds but if you don't Import the members as companions they will be replaced by copies with a history and memories according to that world.

Capstone Boosted you are now the Commander of all the SFF you have control of the organization through the 1st to 9th and all their resources and connections, try not to abuse this for the humans aren't blindly loyal to you they can still think.

White Clad

Bug(100) An interesting thing if used on a human it would transform them into an Infernal with only their head transformed or give them pyrokinetic abilities if they have compatibility, but that isn't your version yours gives always pyrokinetic and you have the blueprints to create bugs that give abilities of Otherworlds.

Holy Sol´s Shadows and Spies(200) You now have in your control a few assassins and spies appropriate for your origin, these will do your bidding and can infiltrate any organization don't hope to have them in high positions or highly selective group without doing a lot of work.

Netherworld(400) A red of tunnels used to move around without being seen and hide, thats what the old metro lines of Tokyo are being used for, and now you have something similar here and in future worlds, having the same protection of the Netherworld of being a forbidden zone but you may need to protect it from brave and stupid people after all there's a lot of secrets in the dark.

White Clad Command(600)

You have the command of one of the branches of the white clad one of the cannon ones or a new one, these are powerful and versatile doing different set of specialized jobs if needed be, like the butchers and assassination, this branch will follow you through the worlds you visit and be as capable.

Capstone Boosted you have become second only to the evangelist, which gives you control of all the branches including the newest one if you created it, this follow the rules of the uncapstoned version.

Companions:

Import/Create (50-200) So you have some companion from another land that you want to bring, they recieve 700 cp to buy origins, perks or items.

Canon (100-200) wants to bring someone from this world with you well then it will be 100 for any normal person and 200 for persons with pyrokinetic abilities, except the pillars.

Pillars (300) So you want these special bunch, the thing that makes them special is their adolla burst and the potential it carries, so if you want to bring/import/create you need to purchase this per companion.

Friendly Doppelganger (Incompatible with Free Doppelganger) (200) It seems that your Doppelganger of Adolla has crossed to this world and is actually a person you can get along with. They have the same potential as you but not necessarily the same skills; the Iris to your Amaterasu. This doppelganger is subjective to the perception of your person.

Drawbacks:

Continuity Toggle (0) Anime or manga?, this way you can take the version you prefer.

250 years ago.. (0) You were there, don´t worry; you arrive after the Great Calamity in your rolled location but before they found Amaterasu. All the drawbacks you choose are active one way or another.

Stigma (+100) You had an Adolla Link without an Adolla Burst and paid the price; now you have a permanent injury that will burst into flame when you use your ignition ability and lost and eye as a result.

Adrenaline Junkie (+100) Like a certain someone, you only feel alive when in danger and you search it in any way you can.

Idiot (+100) You are as stupid as Arthur, but hey, at least you aren't delusional.

1st Generation (+100) Congratulations! You have ignition abilities. The bad news? You are an infernal and the SFF will hunt you to purify your soul, be careful. You can become a demon titan with the correct conditions.

Annoying Crazy Witch (+100) For some reason, you have attained Amaterasu's interest and a connection to her; don't worry she cannot control you, only whisper, "Burn It All" every second of your stay.

Lucky Lecher Lure (+100) Have you crossed a certain unlucky cat recently?, Because now it seems you now share her curse. For the next ten years, all your clothes will randomly fly off your body and leave you in indecent situations; I hope you can fight in underwear.

Pyrophilia (+200) Like the captain of the 4th Brigade, now flames and especially Adolla´s Burst ones excite you to no end, even receiving attacks to experience them.

Adolla Link (+200) You have an Adolla Link, without generating a stigma, this means you can develop an Adolla Burst, but now you are connected and can be influenced by things of Adolla and those connected, like the Evangelist, the Lady In Black, and any Adolla Burst users.

Fu Chu Prison (+200) This overrides your location to the Fu Chu prison of Tokyo, where the worst criminals are kept. Don't worry, the plot will go your way sooner rather than later.

Arthur-lite (+200) So there is now another one, you have a delusion: knight, samurai, king, hero... Choose a role. Now your powers and attitude are tied to that role, decreasing and raising with how immersed you are in the delusion, at least you aren't an idiot.

Pyrophobia (+200) You fear all the fire, even your own; this means that you cannot fight at 100% until you deal with this.

Devil Reputation (+200) Some action in your past has given you a reputation you hate. It's so strong that it has affected your doppelganger in accordance with it. You can choose it, but I would be careful, because it will be equally as bad as Shinra's own.

Past Trauma (+300) Your past wasn't exactly a happy one for a reason or another, and it scarred you. Your attitude for the rest of this jump will be defined from the kind of trauma, developing tics, patterns; this can be reduced with time and effort but will never be really gone.

No Ignition (+300) You are like the captain of the 8th brigade Akitaru Obi: without any potential for a pyrokinetic ability. I would recommend practice using the Fire Fighting weapons available.

Free Doppelganger (+300) Your doppelganger is in this world and it is the contrary to you. It hates your guts and you hate theirs, every interaction between you will be one with deadly possibilities, so if I was you I would maintain an eye open. Roll its location.

Non Human(+300) You not a human but an Doppelgänger and are trapped in the Adolla dimension wanting to be free, your only way out is for someone to bring you out or become an Infernal; and I hope your human has a good reputation for you are influenced by the world view on him.

Only Ignition(+400) You lose access to all your out of Jump perks and items only having your Bodymod and the things you purchase.

Hunted (+400) One of the factions holds you in interest and is searching for you; it could be the White Clads, one of the SFF, or Tokyo itself. Can be taken up to 3 times.

Electro Control (+400) The second pillar ability is an insidious thing, and now you are her most recent toy; the only way for you to have independence is to always be near a source of plasma (including self generated).

Zealot (+400) Now you are a zealot of any ideology in setting and will do anything to follow it to perfection, even be one of the biggest monsters.

Grace (Not Fire Soldiers) (+600) Your powers have a direct link with the evangelist. This boosts them, but remember that a given gift can be taken away.

Controlling Crazy Witch (Needs to pick ACW) (+600) Amaterasu now can influence you, and if you let her go unimpeded, she will control you. This can be fought with willpower and anticorruption perks, but never stopped.

Amaterasu-Jumper (+600) Remember the Power Generator "Amaterasu"? As you can imagine, it functions using a person that possesses an Adolla Burst as its energy source. Now you are trapped in one of them: the Amaterasu or the Tabernacle, and nothing you can

do can change it. Your companions will need to search for a way to get you out, and the person you replace is now free to do as it desires.

Overheated (+600) I´m sorry but I have bad news for you: you apparently suffered Overheat and developed Tephrosis, which causes you great pain and impedes you in the use of any of your powers, as you generally end up bedridden almost immediately after using them. This doesn't apply to purely physical prowess, only supernatural abilities.

Dragon(+600) In a land consumed by the cataclysm, a land called "Iraq" in earlier times, and called "Babylonia" in times long before that a lone boy appeared he walked unscathed leaving only ashes in his wake, this boy was a walking disaster they named him Dragon and he is coming for you, his equal.

Scenarios:

You can choose a maximum of two scenarios, failure at them will retire the boons gained from them but is not a chain failure, unless you died during them.

The Truth (+500)

You need to discover the truth behind the mystery of the series, the Spontaneous Human Combustion and discover a cure if possible.

Reward:

You can solve life's mysteries in any world from now on. Need to discover how to make a webway in 40k? You can. Need to become god? Also doable. If it's a question or mystery, you can solve it. And, if you cured the SHC, you can carry it with you to other settings and determine how it works and cure any "incurable" disease.

The End (+1000):

The world is ending and, depending on your origin you will need to either stop it or make it happen (Drop-Ins and Civilians choose sides). During your stay the plans of the Evangelist will be coming to an end, one way or the other.

As a Fire Soldier, you will need to protect the eight pillars (cannon) and their Adolla Burst to impede the merging of both worlds. If the merge fails and causes another Great Cataclysm, you need to make sure that at least a city is left before the ten years are up, killing the Evangelist is optional.

As a White Clad, you must collect the eight pillars (cannon), and use them to merge the worlds. The ritual must succeed, or you will fail the scenario.

Rewards:

Fire Soldier, saving the world will net you the world itself and all its beauty, the eight pillars as companions, and enhance your ignite ability beyond an Adolla Burst. If you kill the Evangelist, you receive all Ignite Abilities and the same boost in them.

White Clad, you are now fire; all ignition abilities are under your control and are as strong as an Adolla Burst. You also receive a personal plane equal as the one you helped create.

End Choice:

Your ten years are up, so what will you do?

Return Home Has this world left you with burnout?

Stay or do you feel the need to keep the flame going strong the rest of your existence?

Next World Or maybe you will carry the torch to new lands.

Notes:

- No Ignition, you cannot use Bug to bypass it or any other means like it.
- Thanks to Noelle Willton for the grammatical corrections
- The optional The Truth reward , means you can give out first, second and third generation pyrokinetic abilities at will, you define these abilities.
- Overheated affects anything classified as supernatural, this means Schizo Tech, Psionics, Magic, Superpowers, Chi, Etc. The only ones that work are those that are natural, this means, alt forms, body mod, etc.

Change log:

V 0.1-made the document.

V 0.2-Added, General Perks, perks of Drop in, civilian, Fire Soldier, and White Clad Origin, nerfed the Sub Origin, Continuity Toggle and 250 years ago… drawbacks.

V 0.3-Modification of Perks and Ignition Ability Section created.

V.1-New perks, some text changes and jumpable version of the jump