
BLAZBLUE

INTRODUCTION

Accept these **+1000 AZURE POINTS**, as well as an additional **+400 AP** stipend to split between the **ARS ARMAGUS**, **GRIMOIRE**, and **ASSETS** sections of this Jump.

Almost exactly a century ago, an unstoppable monstrosity known as the Black Beast appeared in our world, wiping out more than half of the Earth's population, until it was vanquished by six heroes. However, the Beast's body was composed of a miasma-like substance known as Seithr. After its demise, the Seithr dispersed, flooding the world and forcing humanity to retreat to hierarchical cities suspended above the Seithr.

The most notable innovation of the Dark War was the blending of magic and science to birth a new technology known as Ars Magus. This allowed non-mages to utilize magic-like abilities through a device known as a Grimoire. What's more, this new technology was designed to run on Seithr. Meaning in the very poison smothering the planet provided a functionally limitless fuel source. Naturally, Ars Magus quickly became the global standard, almost completely replacing technology in modern society.

Additionally, hidden throughout the world are structures known as Cauldrons, that serve as portals to a mysterious dimension known as the Boundary. The Boundary is the crossroad of all things. All of space, time, souls, order, chaos, knowledge, power, and more can be found within. At the deepest recesses of the Boundary is an omnipotent power known by many names: the **BLUE**, the **AZURE**, the **AZURE FLAMED GRIMOIRE**, or simply the **BLAZBLUE**. Its exact nature is a mystery, but should one manage to tap into this force, their power would be no less than the very gods of this world.

In the fallout of the Dark War, an organization known as the Novus Orbus Librarium rose to become the central governing body of the world. When an alliance of Hierarchical Cities known as the Ikaruga Federation attempted to attain independence from the NOL, what followed was a needlessly brutal war that cost thousands of lives and forced many Ikarugans to flee their homeland as refugees.

However, this is only the history known to the public. In truth the appearance of the Black Beast was just one slip-up in a conspiracy that predates this entire universe and across space and time. Said conspiracy is starting to enter its final stages, all centering on one mysterious outlaw known as Ragna the Bloodedge. Ragna has been systematically destroying the NOL's Cauldrons for unknown reasons, accumulating the largest bounty in history. What's more, it's said that his arm is the strongest Grimoire in existence: The Azure Grimoire.

You arrive on 12/31/2199 AD, the same day that Ragna Appears in the 13th Hierarchical City of Kagutsuchi. You will remain in this world for at least one year.

STARTING LOCATION

Choose one starting location at no cost.

0TH HIERARCHICAL CITY OF IZANAGI / MAGIC CITY OF ISHANA

A Hierarchical City with very little information available. There is evidence to suggest it was built on the ruins of the former Magic City of Ishana. Before the dark war, the island city of Ishana was the home of almost all the world's magic users and was once considered the safest city on the planet until the scheming of a handful of mages desperate for glory during the Dark War brought the Black Beast right to Ishana's gates.

IKARUGA FEDERATION

The battle-scarred lands of the united Hierarchical Cities that once attempted to declare independence against the NOL. The composite cities were the 5th City of Ibukido, 6th City of Yabiko, 7th City of Kazamotsu, 8th Hierarchical City of Wadatsumi, 9th Hierarchical City of Akitsu-Kō, and 10th Hierarchical City of Akitsu-Otsu

13TH HIERARCHICAL CITY OF KAGUTSUCHI

A lively city built on top of the village of the strange but friendly Kaka clan. The city bears a mix of cultures, including numerous Ikarugan refugees. Whether by design or happenstance, this city sits at the turning point of an elaborate time loop centering on the quest of Ragna the Bloodedge to destroy the Cauldron within.

OTHER HIERARCHICAL CITIES

Feel free to choose any of the remaining Hierarchical cities of less significance to this world's narrative. This includes the 1st City of Ōkoto, 2nd City of Iwatsuchi, 3rd City of Iwasu, 4th City of Naobi, 11th City of Shinatsu, 12th City of Kukunochi, 14th City of Nozuchi, 15th City of Torifune, 16th City of Ōgetsu, 17th City of Yamatsumi, 18th City of Kanayama-Yamabiko, 19th City of Kanayama-Yamabime, 20th City of Haniyasu-Yasubiko, 21st City of Haniyasu-Yasubime, 22nd City of Mizuha, and the 23rd City of Wakumusubi.

CASTLE ALUCARD

A strange mansion locked in eternal night. The lord of this castle is the mysterious but deceptively powerful vampire Rachel Alucard, and her lycanthropic butler Valkenhayn R. Hellsing. This is a kind of liminal pocket dimension that can be reached from seemingly anywhere in the world, for those who know the way. It's hardly unprecedented for outsiders to wander in, whether by intent or accident, but don't be surprised if you are forcibly escorted out lady Rachel is in no mood for unexpected guests.

PHYSIOLOGY

Choose one species. You may choose age and gender freely, as appropriate for your biology.

HUMAN [0 AP]
The dominant and by far the most common species on this planet. For centuries it was assumed that humans were the only intelligent species on this planet.

BESTIAL [Variable Price]
A variety of races have been born or simply revealed since the Dark War. Their exact nature varies, but they are all some blend of human being with some kind of animal.

DEMI-HUMANS [0 AP] – A species that was artificially created during the Dark War to help battle the Black Beast. They resemble human beings with various animalistic traits like ears or a tail. They often have exceptional physical abilities and senses, but a below-average affinity for Ars Magus. Demi-Humans are often targets of discrimination by humans.

KAKA CLAN [50 AP] – A type of feline Demi-Human directly cloned from the genes of Jubei of the Six Heroes. They are a primarily female tribe that possess exceptional strength, Ars Magus aptitude, and Seithr resistance. They primarily reside in their village below the 13th Hierarchical City of Kagutsuchi. To keep their power in check, they were expressly engineered such that their population can never grow any larger than 100.

BEASTKIN [50 AP] – An ancient race of intelligent bipedal animals. Notable examples are the two-tailed feline hero Jubei and his late brother Tomonori. It's unknown if there are any non-feline beastkin running around. Beastkin are known to possess superhuman physical strength and agility, a lifespan measured in centuries, and a low affinity for Ars Magus.

HALF-BEASTKIN [100 AP] – The result of procreation between a Beastkin and a human, combining the best traits of both. With long lives, great physical abilities, and high Ars Magus affinity. Outwardly, you don't look any different from any other Demi-human.

LYCANTHROPE [200 AP] – A creature created through sorcery. You normally resemble a regular human, albeit one with superhuman strength and speed, but what sets you apart is your ability to transform into a wolf at-will. You can transform fully or partially in a split second, and your physical abilities are substantially higher in this form, but it is quite taxing to maintain this form for extended periods. As an unnatural creation, you exist "outside of reason" akin to the Black Beast itself. Meaning you cannot be harmed by any force not backed by magic, Ars Magus, or some other supernatural power.

CONSTRUCT [Variable Price]
An umbrella term for the various types of lifeforms that have been created or heavily modified through mystical or scientific means.

PUPPET [50 AP / +200 AP] – You are a kind of weaponized automaton akin to Nirvana or Minerva. You possess inhuman strength and are loaded to the gills with countless built-in weapons. By taking this, you may even import your own body into the ARS ARMAGUS builder for no cost. You may choose to bind yourself to a specific master or remain completely free. You may take this option for +200 AP to start the Jump already bound to a cruel master who you cannot disobey in any way. They prioritize their own goals well above your own comfort and will not hesitate to turn you against your former loved ones when convenient.

LIVING GRIMOIRE [50 AP, requires any (GRIMOIRE)] – You are an anomalous being, a Grimoire that, by design or happenstance, acquired human intelligence. You could be a kind of homunculus akin to Hazama or Kazuma Kval, a spiritual guardian like the Will Finding Grimoire, a spirit possessing a formerly inert Grimoire like the Aedsqui Grimoire, etc. The exact abilities you demonstrate depend on the traits of the Grimoire central to your being. If you have a physical form then your raw stats are naturally higher than a regular human.

CYBORG [100 AP, exclusive (SECTOR 7)] – You underwent a similar transformation to Iron Tager. Your body has been heavily modified through a mix of cybernetics and the injection of demon DNA. You now just barely look human, but in turn have been transformed into a living weapon. Your physical strength is unmatched, and a variety of weapons and programs have been built into your body to functionally turn you into a fast-moving living tank. Whether it's missiles, thrusters, electric discharges, magnetokinesis, a wireless communicator, an expansive internal database, numerous different sensors, etc.

PRIME FIELD DEVICE (PFD) [100 AP / 200 AP] – A type of synthetic humanoid created initially to explore the Boundary but has since been repurposed for myriad different purposes. You look indistinguishable from a regular human, but you naturally possess significantly greater physical abilities, not to mention a total immunity to Seithr exposure.

For 200 AP you are a Murakumo Unit, a Prime Field Device specialized for combat. You receive a large device resembling a giant sword. This can break apart and merge with you to become a suit of armor and eight smaller blades that you can telekinetically control. This also seems to grant the ability to levitate and conjure energy projectiles in the form of swords. You can import this giant sword as your weapon base in the ARS ARMAGUS section.

Should you also purchase the EYES OF THE AZURE, then you are instead a Kusanagi Unit. This is essentially a stronger version of the basic Murakumo Unit. In fact, it's said that the Kusanagi Unit is even stronger than the Black Beast itself.

SPIRIT [Variable Price]
Entities of pure soul. Intangible, and only visible to those whom the spirit desires, or simply those with an exceptionally strong sixth sense.

GHOST [0 AP] – The soul of one who has already died but proven unable or unwilling to abandon the world of the living. For the most part, there is little you can do to influence the world. You can possess compatible vessels (dolls, magical weapons, people, etc.) but if said vessel already has a will of its own, it takes substantial effort to seize direct control of that vessel for more than a few minutes. Leaving you as little more than a passenger.

DEITY [600 AP] – You are an anomaly among anomalies. You are a fragment of one of the three gods of this world who somehow gained self-awareness. You could be the very soul of such a being like Terumi, or perhaps an intelligent Drive like Hades: Izanami. You have unfathomable spiritual power and unmatched knowledge of the Boundary. You are also a far stronger Observer than almost any mortal.

You are bound to a certain concept, whether that be the domain of your parents or the specific aspect of them you represent (death, destruction, protection, creation, etc.). The more of this concept and any related emotions exist in the world, the stronger you become. You'll naturally possess abilities relevant to this domain, such as Susano'o's absolute destruction or Tsukuyomi's absolute protection. However, you'll struggle to manifest the bulk of this power without a compatible vessel, and no vessel you could find or construct will come close to your original Sankishin body. Something that you begin this Jump already separated from. If you choose Amaterasu as your progenitor, then if you want to claim the Master Unit for your body you'll need to somehow release it from The Original's control first.

ABOMINATION [100 AP / 0 AP with (FORBIDDEN KNOWLEDGE)]
The unfortunate result of careless research into the Boundary. You have somehow been transformed into a mass of liquid Seithr. You are amorphous, able to rapidly shift your liquid form or even spawn complex organs and bone-like structures. Your entire body is one big digestive organ, allowing you to swallow any living being into your mass to "digest" them for their bioenergy. The Seithr in your body can demonstrate various strange properties, like levitation, brief invisibility, short-range warping, or being able to store impossibly large organisms within your mass, even if you spread yourself as thin as a puddle.

VAMPIRE [300 AP / 400 AP]

A mysterious race of mighty humanoids. They resemble humans with red eyes and sharp fangs. Traditionally, vampires have numerous weaknesses to sunlight, crosses, holy water, etc. but virtually all of the vampires who made it to the modern day are strong enough to ignore all of those weaknesses. This naturally includes you. Such vampires don't even need to drink blood if they don't want to. Vampires can turn mortals into lesser vampires by drinking their blood, reviving them from the brink of death if need–be. Vampires naturally possess inhuman physical might and magical talent. They have a particular affinity for magic relating to the manipulation of blood, minds, or shadows.

Vampires tend to live many thousands of years and can regenerate from even dismemberment in seconds. They also exist outside of reason, meaning they cannot be harmed by any attack not backed by some kind of supernatural power like sorcery or Ars Magus. In spite of all of this, they are not truly immortal. Enough damage can kill them, and even if that never happens, they will eventually die of old age. If you pay an additional 100 AP, then like Rachel your body was modified to be truly immortal, at least to injury. Even if you are chopped into small pieces, your body simply "resets" to peak condition instantly. Though this doesn't prevent aging and you can still be killed from less physical harm, such as being drained of your vitality, absorbed into another being, thrown into the Cauldron, erased from existence, etc.

BACKGROUND

You may combine any two backgrounds for their combined base prices. For no additional cost, this mainly affects your history and gives you access to any purchases that would be exclusive to either, but you still only get the discounts for one. Such as if you were a Sector 7 spy serving as an NOL operative, or a resident of Ishana who went on to become one of the Six Heroes. For an additional 50 AP, the total number of discounts you receive is unchanged, but you may freely distribute them between the two backgrounds. Any background can be Drop-In.

OUTSIDER [0 AP]

You are someone who doesn't quite fit the mold of society. Perhaps you're an outlaw on the run, a visitor from a distant time, a masterless automaton, etc. You may have connections in this world, but your circumstances tend to make your relationships strained.

VIGILANTE [0 AP]

Someone who fights for those who can't fight themselves (or just for profit). The term "Vigilante" usually refers to bounty hunters who bring in criminals the NOL can't be bothered with. This origin can also refer to other kinds of hired muscle like mercenaries.

SECTOR 7 [0 AP]

A decentralized global organization that, on paper, exists to push back against the NOL and eventually purify the world of all Seithr (and by extension Ars Magus). To this end, they are the only faction that focuses their research almost exclusively on pure technology, which they have refined to a point that rivals and at times surpasses the applications of Ars Magus.

NOVUS ORBIS LIBRARIUM (NOL) [0 AP]

The NOL serves as the world's government. Ostensibly their goal is to regulate the use of Grimoires and Ars Magus, to the point they are often called the "Library". While some soldiers sincerely believe in maintaining order, to those on the outside it's abundantly clear that the organization is rotten to its core and only cares about amassing power for itself.

IMPERATOR [0 AP]

The highest authority of the NOL is the Imperator. However, what few realize is that the Imperator's true identity is Hades: Izanami, the embodiment of death itself and the instigator of numerous tragedies. You are one of her direct subordinates. Whether you are a co-conspirator or a brainwashed sycophant. You'll gain an extensive amount of authority within the NOL, but you'll be expected to play a direct role in the Imperator's omnicidal goals.

CASTLE ALUCARD [50 AP / 0 AP for (LYCANTHROPES / VAMPIRES)]

Within a gothic mansion in an extradimensional space of eternal moonlight resides the noble Alucard family. Originally the master of this manor was the vampire Clavis Alucard. However, he has since passed away and left his daughter Rachel as sole survivor of his family. Both father and daughter served as Bystanders, gaining omniscience over countless timelines, but the inability to directly intervene with the world. However, both have a long history of indirectly guiding humanity from the shadows in spite of that. Madam Rachel is tended to by her butler Valkenhayn R Hellsing and her familiars Nago and Gii. You now can count yourself as a resident of this estate. Whether as another of Rachel's Servants, or perhaps a fellow member of the Alucard bloodline (if you happen to be a vampire yourself).

ISHANA [100 AP]

Before the Dark War and the invention of Ars Magus, all magic knowledge was centralized on the island of Ishana. In the decades since, the nobility of Ishana has been assimilated into the NOL and Duodecim, leaving few able or willing to pass down their teachings. You are either a former resident of Ishana who somehow survived to the modern day, or the apprentice of a forgotten mage who never abandoned Ishana's teachings. Either way, you are one of the few with the natural genetic potential to wield magic. While the applications of Ars Magus and Magic are quite similar superficially, magic is a personal ability that draws power from the user's own will, unlike Ars Magus which requires an external Grimoire and Seithr to power it. Additionally, abilities meant to counter or imitate Ars Magus often have no effect on Magic.

SIX HEROES [100 AP]

You are no mere warrior. It appears you were one of the frontlines during the Dark War. Perhaps you were a fellow hero like Bloodedge or Celica, who for whatever reason was deliberately concealed from history. Alternatively, you could have just as much fame as your fellow compatriots, and you simply find yourself in a timeline where they're called the Seven Heroes instead. As one of history's greatest warriors, this comes with a substantial boost to your physical and/or magical capabilities. However, despite their reputation, major organizations like the NOL and Sector 7 are prone to treat you as a threat. While they won't openly try to vilify or attack you, they'll constantly look for any opening to get rid of you behind closed doors. Don't worry if you should have died in the time between the present and the Dark War. All the other Six Heroes managed to find their way to the modern day in one way or another (even if only as a spirit or Chronophantasma).

GENERAL PERKS

Gag Reel perks (GR) can only be utilized in the context of a GAG REEL, if the appropriate perk is taken. Post Jump they can be used freely in any context.

CHUUNI CHARM [0 AP]

This land has a particular style to it that pervades every corner of the world, and you can take part in it as well. You can effortlessly maintain even the most impractical fashion. Whether it's styling your hair into giant spikes or running around in high heels 24/7. Even if you've been camping in the woods for two weeks, you'll always wake up looking like you just showered and spent hours getting your hair and makeup just right (though you'll probably still reek). You can make your hair and clothes constantly shift and blow in the wind, even if you're just standing still and there's not actually any wind at the moment, togglable.

There's a social element to this as well. Even if you look and sound like something that crawled out of a delusional middle-schooler's sketchbook, you'll never attract any more attention or derision than you intend. You'll be taken seriously even if anyone else who dressed and talked like you would make everyone nearby want to die from second-hand embarrassment. This doesn't prevent people from mocking or avoiding you for reasons other than your style and attitude, like being a wanted criminal, regularly getting humiliated, or being a general moron.

Finally, you have no trouble inserting all these dramatic flourishes into combat with no loss in effectiveness. You can scream attack names at the top of your lungs, squeeze in pointless poses and taunts between attacks, go into battle with revealing clothes that should logically impede your movement or be torn to shreds with one good hit, or bookend a duel to the death with a drawn-out monologue that all but the most arrogant, shameless, or desperate opponents will patiently wait for you to finish.

COMBAT TRAINING [0 AP]

Despite all the political conspiracy, intersecting timelines, and the interference of literal gods, the vast majority of conflicts in this world are resolved through 1-on-1 duels. This grants you exceptional physical capabilities and a fighting style perfectly suited to your own personality, weapons, and abilities. You're hardly a one-man army, but strong enough to fend off a dozen regular human attackers and put up a reasonable fight against the vast majority of the fighters that will get embroiled in the conflicts to follow.

BLUE BEATS [0 AP]

You may choose to apply the soundtrack or artstyle of the BlazBlue games onto your perception in this or future Jumps. Both effects are separately togglable.

GAG REEL [0 AP]

Occasionally, through an unpredictable sequence of events, you will find yourself on a timeline that deviates into a "Gag Reel". These are short scenarios built around humor and overall silliness. These scenarios range from plausible to completely nonsensical and seemingly completely disconnected to the timeline this ostensibly branched from. Familiar characters will show up even if it makes no chronological sense, sometimes they'll just be exaggerated version of their normal personality, other times they'll be inserted into relationships or backgrounds that clearly contradict the character's actual past, and sometimes they'll regularly break the fourth wall, as if they were just actors playing a role. However, these Gag Reels are ultimately just brief diversions. As soon as the scenario wraps up you'll be sent back in time to the moment before you made the decision that caused the branch.

PALETTE SWAP [0 AP / 50 AP]

For no cost, you can give your body a total one-time redesign, within reason. This is a purely aesthetic change, providing no substantial physical advantage or disadvantage. But within those limits you can freely alter your body's build, colors, and other superficial traits like scars or tattoos. You can give yourself traits that should be absurdly rare or outright impossible from a biological standpoint, like bright-green hair or heart-shaped pupils.

For 50 AP you have a large collection of "palettes" you can switch between outside of battle, altering the color scheme of your body, clothes, powers, weapons, familiars, etc. If you find yourself up against some kind of clone/impersonator/reflection of yourself, they'll default to a different color palette. Nobody else seems to take note of this perk's effects, nor does this make it any harder for others to identify you or easier to identify impersonators.

TRUE END [0 AP this Jump / 100 AP to keep]

This world is a messy tangle of timelines, time travel, and time loops. This perk is simply to assuage concerns over the preservation of the self. Whenever one timeline is abandoned, you aren't wiped from existence or abandoned in a doomed timeline as the universe constructs a new Jumper in the new timeline, Ship of Theseus style. It really is you on a metaphysical level. Your memories will be overwritten to suit your new timeline, unless you have some other perk/ability to preserve your memory from such influences. From your perspective it'll be as if you were always on the most true/final/prolonged/etc. timeline.

Don't think too hard about the exact mechanics of how this works, just accept that it works in whatever fashion is the least existentially horrifying to your sensibilities. Though be aware that this is only applicable in situations brought about by time travel or similar phenomena. You can't arbitrarily jump ship to a new timeline if such retroactive manipulation had no hand in the creation or attempts to avert the future you're currently heading towards.

PEARLY WHITES [50 AP / 0 AP for (KAKA CLAN)]
It's not remotely understood how they do it, but all members of the Kaka Clan are somehow able to conceal their face under an impenetrable mask of darkness, revealing only a shining fanged grin and glowing dot eyes. As long as you are wearing some kind of hood, you can do the same, making it impossible to make out the details of your face.

SHOWER OF ROSES [50 AP]
You are able to modify the aesthetics of all your abilities or techniques, giving it an extra dramatic flair. Perhaps your teleportation is signaled with a flurry of rose petals, or your various mystical energies manifest in an eerily similar appearance to the Black Beast (regardless of their actual nature), or maybe you just want to accompany all your magic systems with floating magic circles, etc. You can also use this to steer all your abilities towards a specific theme, whether that be ninja, magical girl, sword, snakes, monstrous, etc. To reiterate, this is a purely aesthetic change that provides no tangible advantages.

DISASTER CHEF [50 AP]
Like Noel Vermillion, you have a "talent" for creating food so repulsive that it defies all reason. No matter how incredible the ingredients, you can create dishes so repulsive that few can bear to even look at them (you can optionally choose for them to be outright censored in the perception of others). The flavor is just as horrid as the look. Even master assassins with immunity to every toxin imaginable will struggle to get a spoonful down. They are so utterly grotesque that their metaphysical value is literally negative, for whatever that's worth. You don't have to worry about eating any of this yourself, as the act of cooking itself seems to somehow fill and nourish you directly. Unlike Ms. Vermillion, you can toggle this "skill".

GODDESS OF FORTUNE (GR) [50 AP]
You are able to demonstrate a level of luck in any games of chance with such consistency that it defies all laws of probability. You always pull whatever card or roll whatever number would be most impressive in the current context. This is purely a boon in most cases but can backfire in specific circumstances. This won't help with goals other than winning, like ending a game as fast as possible or deliberately throwing a match. This also won't prevent others from suffering as a result of your luck. This luck only applies to matters of chance. You're still subject to the consequences of deliberate actions taken by yourself or others.

ENCHANT: JUMPINOV [50 AP]
A series of tattoos stretching all over your body that function in a similar fashion to Azrael's Enchant: Dragunov. It is effectively a limiter, restricting the full extent of your power until you make a conscious effort to release the seal. Your modified version even limits the power of your various special abilities from other worlds in addition to your raw physical stats. You can restore the seal afterwards at-will, or even adjust what percentage of your power is restricted, whether it's a slight debuff or reducing you to a miniscule fraction of your full power.

BREAST PRESSURE (GR) [50 AP / 0 AP with (BREASTY VOICE / BREASTY MAGIC)]
You are able to detect a kind of invisible pressure from the presence of those with large breasts. Kind of like sensing an enemy's power level, but for breasts. Do with this what you will.

DRIVE [100 AP, one purchase only]
A Drive is a special ability manifested from one's own soul. Statistically speaking, individuals with Drives are extremely rare in the population. However, the odds of a Drive developing skyrocket for those who have achieved any proximity to the AZURE or played any noteworthy role in the Master Unit's narrative. A Drive is a reflection of the individual's power, personality, and nature, so the forms they can take are endless, but always perfectly suited to the user.

A Drive could let one manipulate an elemental/physical force, temporarily enhance their physical abilities, boost their overall offensive power for a time, detect living beings within a massive area, summon drills from one's environment, telekinetically manipulate their chosen weapon, cast curses, sense an opponent's weak points, create after-images, etc.

There are some Drives that appear to be far more powerful than others, but these often have elaborate conditions for use or come with a substantial cost. For instance, Ragna's Soul Eater allows him to absorb the vitality and souls of others on touch and use them to empower and heal himself. However, Soul Eater gradually eats away at the user's soul as well, shortening their lifespan. For another example, Susano'o's God of Military Arts allows them to utilize seven extremely powerful attacks, but only after unsealing them through an elaborate sequence of moves over the course of the battle.

META GAMING [100 AP]
By purchasing this, you can benefit from the more meta elements and mechanics of the main series. Health bars, Barrier/Burst/Heat gauges, Overdrives, Astral Heat, Astral Finishers, etc. This even includes mechanics unrelated to fighting itself, like the ability to pull up a mental transcript of any past discussions you had or were present for. You may choose to customize your personal UI to reflect any unique quirks in your powerset or fighting style. This will not make you more powerful than before, it just helps organize what power you already have.

BRILLIANCE BEYOND REASON [Variable Price]
Ars Magus don't just pop out of thin air. Each tier of this reflects your ability to produce and utilize more powerful or complex Ars Magus. You could choose to spread the effects of this perk thin over virtually all aspects and categories of Ars Magus, or focus it on a specific specialty such as attacks, weapons, puppet, healing, mental, vehicles, necromancy, wards, elements like fire or wind, matter transmutation, physical enhancement, and much more.

Those who chose either the ISHANA or CASTLE ALUCARD factions may additionally have this reflect their mastery of magic and/or alchemy. Functionally, magic and Ars Magus are very similar, but there are a few key differences. Magic can only be learned by those born with the innate genetic potential for it. Rather than Seithr, magic is fueled by mana, an internal spiritual energy tied to the wielder's own willpower. Almost all the greatest users of Ars Magus were also magic users at one point. It's unknown if this is due to some inherent superiority magic holds over Ars Magus, a result of magic's much longer history, or perhaps a grasp of magic just translates to a deeper understanding of the underlying principles of Ars Magus.

MAGE [100 AP / 0 AP (ISHANA)] – As far as Ars Magus technicians go, you either have a decent grasp of all manner of Ars Magus, or an above-average talent in one particular specialty. A talent of note, but you're unlikely to go down in history as a genius.

MAGICIAN [200 AP] – You either have an above-average master of almost all fields of Ars Magus, or you are a genius in a specific specialty. You may not go down in history as a legend, but you are treated as a prominent expert in the modern day.

SAGE [400 AP] – You are a genius in virtually all forms or aspects of Ars Magus. You might have certain areas where you excel and specialists may still have an edge in their respective field, but there are few in history who can match your brilliance.

SORCERER [600 AP] – You can count yourself among the greatest geniuses of the mystical arts to ever live, comparable to the Great Sage Nine. The power of your spells is on another level, and with enough time, materials, and spite, you can birth creations that rival the power of the gods, without the slightest exaggeration.

OBSERVER [Variable Price, 50%-off (EYES OF THE AZURE)]

An Observer is one with the ability to alter reality through an ability known as Phenomenon Intervention. In simple terms, it is the ability to manipulate reality and probability through similar principles to quantum mechanics, specifically the many-worlds interpretation and the Schrödinger's cat thought experiment.

If time is an infinitely branching series of possibilities, Phenomena Intervention allows an Observer to turn "possibilities" into "reality". In other words, they can steer causality towards the specific outcome they desire or overwrite parts of the present reality with aspects of another possible reality. Rarely, those affected will receive flashes of memories from these overwritten possibilities. Certain Observer-like or acausal beings can retain most or all of their memories through the process. This can also be used to stabilize the existence of beings whose existence is tenuous or paradoxical.

Interventions are increasingly difficult the more improbable the outcome. Intervening that you dodged left instead of right is much easier than Intervening that the moon crashed into the Earth. The majority of Observers will fail to manifest a miniscule fraction of this power.

Great magical power or machinery can enhance the capabilities of Observation, though inexperienced Observers must constantly Observe themselves to avoid accidentally erasing themselves from existence. While the term "Observer" implies visual perception, once you decide to start Observing something, you don't need to be anywhere near it. You just have to make sure a part of your mind is constantly focused on acknowledging its existence.

Your purchase here stacks with any other purchases in this Jump that enhance Observation.

NOVICE [100 AP] – You barely qualify as an Observer. You could stabilize the existence of yourself and one other being with significant difficulty, but you won't be capable of much else without external devices to enhance your Observer abilities.

ADVANCED [200 AP] – Can Observe several entities or induce subtle Phenomena Intervention in a localized area. Can incorporate your Observer abilities into magic or science, such as creating a protective ward with a "whitelist" that forbids anyone you aren't currently Observing. Failing to acknowledge your own existence is still a possibility, but not a likely one.

MASTER [400 AP] – Can induce noticeable Phenomena Intervention as over a large area. Significant interventions take a lot out of you and cannot be performed frequently. You no longer need to worry about acknowledging your own existence.

DEMIGOD [600 AP] – You are among the most powerful Observers in existence. You can induce significant interventions over a potentially global range with relative ease. Only literal gods could hope to surpass your Observer abilities.

BREASTY VOICE (GR) [150 AP]
When someone squeezes your large breasts, they will hear a voice, specifically the voice of one they hold dear, speaking the ideal words to give them peace of mind. Should they give in to the voice, their heart will be purified of any corrupting forces like mind control. This also cures any minor breast-related ailments (even if the link to breasts is tenuous or nonsensical) like stiff shoulders, migraines, cat allergies, etc. On that subject, if you let someone squeeze your breasts without intending to purify them, your breasts will just meow instead. Your Breasty Voice can also be muted entirely should you wish.

BREASTY MAGIC (GR) [300 AP]
A twisted magic that uses the power of big breasts for evil. You are able to use your breasts to brainwash others, making them obsessed with breasts and easy to bend to your will. At first they'll just become unusually passionate on the topic of big breasts, but as the curse progresses, they will be reduced to a zombie-like state until they collapse from exhaustion and die. While obviously most effective on men, this can also be used to brainwash other well-endowed women into your mindless pawns. Sufficiently powerful beings can resist this magic, but otherwise the only demographics unaffected are flat-chested females and those who naturally prefer or identify with flat-chested females.

OUTSIDE OF REASON [300 AP / 100 AP*]
"Reason" is the absolute fundamental principle of the world. You are a being who exists outside of reason. In effect, it is impossible to harm you in any way through any phenomenon that falls within Reason. Whether your enemy is fighting you with a large rock or a nuclear bomb, you will be completely unharmed. This does not protect you from any phenomenon that also exists outside of reason, such as magic, Ars Magus, or certain species like Vampires or Lycanthropes. Post-Jump you can think of "outside of reason" as synonymous with "supernatural".

*There are certain options in this Jump that allow one to be or become a being outside of Reason, such as VAMPIRE, LYCANTHROPE, DEITY, BYSTANDER, or NASCANT BEAST. But these are all tied to a specific form or bestowed power. If you fall under one of these categories you must pay 100 AP to receive this as a perk that you can benefit from at all times.

ORDERLY CONSTITUTION [400 AP, incompatible (CHAOTIC CONSTITUTION)]
You have the same unique constitution as Celica A. Mercury, allowing you to purify Seithr within a large area of yourself, and by extension greatly weaken any beings who draw power from Seithr. In future Jumps, this extends to any similar corruptive or miasma-like energies and beings who draw power from such energies. Additionally, you possess an affinity for the manipulation of life energy, manifesting as a natural talent for healing magic.

CHAOTIC CONSTITUTION [400 AP, incompatible (ORDERLY CONSTITUTION)]
The ability that made Saya such an appealing vessel for Hades: Izanami. You have the ability to infinitely amplify any nearby Seithr. This naturally magnifies the potency of any beings or abilities fueled by Seithr. An Ars Magus that could produce a baseball-sized ball of fire could engulf an entire forest in flames if you aren't careful. In future Jumps, this extends to any similar corruptive or miasma-like energies and beings who draw power from such energies.

CENTRAL FICTION [600 AP]
Ragna the Bloodedge isn't just some guy who naturally attracts tragedy. He is literally the main character of the world. Much like him, the world refuses to let your story end. If you were to die, the power(s) that governs the world will create a universe-wide Phenomena Intervention and continue doing so as many times as it takes for you to survive. However, this won't protect against fates that technically aren't death, like being assimilated into another being.

BYSTANDER [1300 AP, requires (OUTSIDE ONLOOKER)]
At any point in time, the world will select a single individual to act as a "Bystander". This role is currently being filled by Rachel Alucard, but through some inconceivable paradox, you have arrived as a backup. As a Bystander, you are functionally omniscient, able to observe all things happening anywhere in the world across countless timelines simultaneously. Not only can you process all this information without going mad, it doesn't even seem to particularly bother you. There are certain things beyond even your eyes, such as the contents of sealed dimensions or the contents of an individual's heart and mind, but otherwise you see all. This naturally prevents your memories from being overwritten by Phenomenon Intervention and the like.

Not only that, being a Bystander grants a natural talent as both a Mage and an Observer that very few mortals could hope to rival. Teleportation magic in particular seems to come naturally to you. Paired with your omniscience you can remotely teleport others to you from anywhere in the world or allow yourself to enter isolated dimensions like Alucard Castle or the realm containing the Takamagahara System.

However, all this comes with a catch. A Bystander's role is to witness but never interfere. Every time you interfere in the course of history, the world itself will penalize you, making you lose a little bit of your power as a Bystander. After enough infractions, the world will completely rob you of your power and authority as a Bystanders and give it to someone else.

Normally, this would result in you being greatly weakened before eventually fading out of existence, but for some odd reason the process stops at just robbing you of your Bystander status. Even if that happens, they'll be returned to you in full at the start of the next Jump.

GATEKEEPER [1400 AP]

All the greatest powers in this world are fighting for the slightest hint of how to connect to the **AZURE**. But it appears in another world, a single organization managed to not only find the **AZURE** but focus its power through an artificial humanoid. You are that humanoid.

Identified by piercing blue eyes, you are able to directly draw upon the **AZURE** to demonstrate godlike power. You're not quite a match for the Master Unit or the Original, but far closer than anyone else in this universe. You can produce universe-wide Phenomenon Intervention, freely sort through the infinite information of the Boundary, demonstrate clairvoyance and teleportation that can reach seemingly any point in time or space (including the Boundary), create pocket dimensions, scan a warrior's data to create perfect clones of them, and more.

However, as you might expect, this comes at a cost. You wield a power that the material world could never hope to contain. Using Phenomenon Intervention or even just being physically present in the physical world for an extended period causes the world to destabilize. This almost always manifests as increasingly tragic and destructive futures, often at the particular expense of those you personally care about. This effectively renders your Phenomenon Intervention useless, as every attempt to create a better future almost always produces an even worse one, and the corruption just gets worse with each attempt. Once the corruption becomes too great, the result is almost always apocalyptic.

The only silver lining here is that the destabilization is negligible as long as you either remain in the Boundary indefinitely or limit the use of your power (and your time in the material world) to brief, localized effects. Post-Jump you can freely toggle on or off your connection to the **AZURE**, and the destabilization that comes with it.

HUMAN PERKS

All perks 50% off to HUMAN physiology.

EYE CANDY [100 AP / 50 AP (HUMAN)]
None of the major characters in this world are outright ugly, but there's definitely a disparity in how the locals fawn over their appearances. You are exceptionally attractive in a style of your choosing. As a result, people are predisposed to being far fonder of you (but also more likely to ogle your body in an unsavory fashion).

SHATTERED CHAINS [200 AP / 100 AP (HUMAN)]
Due to a combination of strength, skill, and pure dumb luck, it is absurdly difficult to keep you imprisoned. Whether due to a failing of the prison itself, the intervention of an accomplice, or some external factor that nobody could have foreseen. This even applies to more bizarre forms of imprisonment like curses, cryogenic freezing, pocket dimensions, etc. You always get out eventually, but there's no telling whether it will take a few hours or multiple years to happen.

STATISTICAL ANOMALY [400 AP / 200 AP (HUMAN)]
When one falls into a Cauldron, there's an infinite number of fates one could befall, but in 99% of cases, the result is complete annihilation. For anyone but you, that is. You'll almost never be killed or destroyed by unpredictable distortions in reality or spacetime. That's not to say nothing will happen, but the odds of the results being a net-neutral or outright benefit to you are far higher, and the odds of them being detrimental to you are so low you'd need to test your luck hundreds of times before you should realistically start worrying.

MAD DOG [600 AP / 300 AP (HUMAN)]
With the sole exception of Azrael, you are possibly the strongest being to ever live. Not in terms of mystical or reality-warping abilities, but pure physical might. You may never discover the full extent of your inhuman strength, speed, stamina, or durability, as you can effortlessly kill almost any foe with a flick. To this end you have learned Enchant: Dragunov, a particular Ars Magus in the form of tattoos all over your body that act as a limiter to your physical strength until you choose to release them. Your physical might is so great you are capable of numerous feats that call the laws of physics and biology into question. You can be frozen solid for years and wake up like nothing happened once you thaw, tear your way out of a dimensional prison with your bare hands, or flex your muscles to distort space and make teleportation impossible near you. Even curses, forceful teleportation, Phenomena Intervention, and the like are far less effective than they have any right to be, unless they manage to catch you while unconscious, unaware, or otherwise incapacitated. Oddly, you appear to feel nourished by conflict itself, akin to a delicious meal. The heartiness of the meal is proportional to the challenge itself.

CONSTRUCT PERKS

All perks 50% off to CONSTRUCT physiology.

KNOWING GLARE [100 AP / 50 AP (CONSTRUCT) / 0 AP (PUPPET)]
Similar to puppets like Nirvana, Minerva, and Ignis, you possess a kind of telepathy that allows you to "speak" to others simply by staring at them, even if you don't/can't say a word. This only works with those who have a natural bond or affinity with you, whether that be due to accepting them as your master, a close familial bond, having similar circumstances, etc.

INNER DIVISION [200 AP / 100 AP (CONSTRUCT)]
You possess the ability to subdivide your very being. Whether it's a memory, power, form, emotions, personality, emotions, instincts, morality, pain, etc. You can isolate these traits and seal them away until reawakened by an external stimulus of your choosing. Whether it be danger, a specific person, a key phrase, etc. Depending on the stimulus, these aspects can be awakened and re-sealed in a split second. With an extreme enough emotional stimulus, you can reject a part of yourself so thoroughly that it physically splits off into a separate being.

EMBRYO STORAGE [400 AP / 200 AP (CONSTRUCT)]
Whether due to a quirk of your biology or just your very nature, you are an ideal vessel for metaphysical forces or entities like souls or spirits. If you have a close enough spiritual connection to someone (like being a clone of the same person), you can forcibly absorb their soul into yourself by embracing them, even if they are a far stronger and otherwise immortal being. Somehow, this has almost no negative impact on your own mind or soul.

EYES OF THE AZURE [600 AP / 300 AP (CONSTRUCT)]
By some miraculous sequence of events, the Master Unit has chosen to let you serve as their eyes in the world. As a result, you have the potential to become the greatest Observer in the world, sans the Master Unit itself. Heights that most Observers could only hope to reach with centuries of practice or external technology, you can manage in a matter of days with even the most superficial guidance.

This enhances the ways in which you can observe other beings, allowing you to view things like their latent potential, their emotional scars, corruptive/possessing forces, and even their memories. However, this is only possible if you are able to get extremely close after weakening their mental barriers. Until you master this, there's a chance of this activating subconsciously, which could be a good or a bad thing depending on what you end up Observing in this time.

All purchases of OBSERVER are discounted half-off, and only reflect how much of your potential you've managed to tap into at the start of this Jump.

BESTIAL PERKS

All perks 50% off to BESTIAL physiology.

STRAY CAT [100 AP / 50 AP (BESTIAL)]
Much like a neighborhood cat, most people feel an irresistible urge to spoil you. You'll never have to worry about working because people will happily pay for your meals out of the goodness of their heart. You can spend all day playing, sleeping, eating, and generally doing whatever you feel like. As long as you're friendly and mostly harmless, most bystanders are more than happy to enable your impulsive lifestyle.

MIGHTY SOUL [200 AP / 100 AP (BESTIAL)]
Whether due to your own nature or some random mutation, the potency of your soul is outright freakish, which translates to similarly inhuman willpower. Any further gains in one will result in a proportional boost in the other. Additionally, the strength of your soul also correlates to your ability to resist spacetime anomalies or Phenomena Intervention. You're hardly immune, but the effects are never quite as potent as they should be.

ATAVISTIC REPLICA [400 AP / 200 AP (BESTIAL)]
You appear to be more in-touch with your species' natural strengths than most. Even without any training your strength, speed, stamina, durability, balance, etc. are well above average for your species. Your instincts are so sharp you can keep up with trained warriors while using a completely improvised fighting style. You have an exceptional talent for Ars Magus that lets you not only use simple Ars Magus by pure instinct with zero training, but with far greater Seithr efficiency. This can be applied to other simple mystical abilities you know how to use.

BEAST GENES [600 AP / 300 AP (BESTIAL)]
You possess genes as potent as those of Jubei of the Six Heroes, whose daughter was one of history's greatest minds and whose clones became the mighty Kaka Clan. For starters, those of the opposite sex have a tendency to find you irresistible, even if they're a completely different species (must have human-level intelligence) or actively despise all other members of your gender. You also have no problem reproducing with other roughly humanoid species.

Anyone descended from your genes will possess inhuman natural talent comparable to your own, though not necessarily in the same area as you. If the other parent is equally incredible, then their greatest strengths will also be considered in determining the child's natural abilities. Even if you aren't biologically related to someone, you have an exceptional ability to bring out the latent talents of those you take under your wing.

SPIRIT PERKS

All perks 50% off to SPIRIT physiology.

THE LONG-CON [100 AP / 50 AP (SPIRIT)]
You have a pacifying charm to you. Whether it's the charm of a smooth-talking devil or a benevolent angel. Either way, you have an unnatural talent for getting people to go along with plans they should find inherently alarming. Such as letting your spirit squat in their body or cooperating in a scheme to sabotage their own nation's defenses. This is only really effective if you can convince the other person that playing along will also further their own goals.

PERFECT COMPATIBILITY [200 AP / 100 AP (SPIRIT)]
It's only natural that a tool meant for you can only show its full potential in your hands. Anyone else who gets their hand on any weapon, artifact, vessel, spell, etc. made specifically for your use would be able to bring out at most 20% of its full power. Any intrinsic abilities or attributes are either greatly reduced or transformed into much weaker abilities. For instance, if you had a blade that could erase those it cuts from time itself, for anyone else it would simply allow them to kill otherwise timeless beings with substantial effort.

COUNTERCURSE [400 AP / 200 AP (SPIRIT)]
For any curse, binding, or similar effect you're burdened with, you can reverse-engineer to uncover any weaknesses or loopholes in the effect, and eventually learn how to cast the same curse on others. Similarly, you can take a weapon with a curse-like enchantment into your soul to slowly "digest" its abilities, until you can utilize its effects freely like a spell. You can only "digest" one artifact at a time and attempting to absorb curses/artifacts that surpass your own power can result in the damage or destruction of your own soul.

LIVING RENT FREE [600 AP / 300 AP (SPIRIT)]
You have somehow managed to achieve a kind of self-perpetuating Observation. As long as enough people hold strong enough negative feelings towards you, it has the same effect as being constantly Observed, allowing you to stabilize your existence in reality. Not only that, the more suffering and misery caused by and directed at you in the whole universe greatly nourishes, heals, and empowers you in all areas. This even allows you to resist supernatural effects explicitly designed to cause certain death or kill immortal beings. However, this boost is diminished by any positive emotions directed at you. Even if your physical body is killed, you can persist as just a soul and even manifest a powerful physical avatar, though damage to this body is reflected on your very soul. If you wish, you can invert the effects of this perk, instead being empowered by positive emotions and weakened by negative ones.

ABOMINATION PERKS

All perks 50% off to ABOMINATION physiology.

REMNANTS OF SANITY [100 AP / 50 AP (ABOMINATION)]
People can't seem to separate who you are now from who they once believed you to be. If someone once loved you, they won't see the remorseless, soul-eating monster you are now, just the kind man they once knew, even if that itself was a lie. If their affection for you was deep enough, they'll even go to great lengths to protect you from others. There is a limit to this, past a certain point they may conclude that death really is the only way to save you.

INFESTED FLESH [200 AP / 100 AP (ABOMINATION)]
You seem to have a symbiotic relationship with countless poisonous Seithr-mutated insects and other vermin you are able to mentally command. These range in size from that of a regular gnat to that of a full-sized human. You can summon these from your own body or immediate surroundings, able to "swim" through either as if it were liquid. Not only are you effectively immune to poison, you can even expel gaseous poison from your own body.

LIVING GRAVEYARD [400 AP / 200 AP (ABOMINATION)]
When you eat a living being or even a mystical artifact, you don't just digest its mass, but its internal energy. Devouring exceptionally powerful artifacts or beings can serve as a catalyst to permanent increases in your overall raw power. However, attempting to digest far more than you can handle will force you to regurgitate everything you've recently consumed, greatly weakening you. Additionally, you now possess the ability to see the brightness and color of a being's soul, telling you both the quantity and nature of the energies within them.

NASCANT BEAST [600 AP / 300 AP (ABOMINATION)]
You are something that should not be. For starters, your body possesses an ability similar to the Drive Soul Eater, allowing you to consume the vitality and souls of others that you take into your body. With practice, you can even "digest" specific aspects of a person's souls like their memories or "dreams". You can use this energy to heal and empower yourself. However, if you continue to gorge yourself, you will eventually complete your metamorphosis into a full Black Beast. A Black Beast is a nearly invulnerable creature with immense strength and numerous abilities ranging from phasing through matter, spawning countless Seithr-beasts, perceiving through any Seithr its body emits, phasing through mater, teleporting through Cauldrons, instinctively terrifying any beings that gaze upon it, and much more. Unlike other options in this Jump that allow such a transformation, this perk allows you to retain your mind and soul, effectively turning the Black Beast into just another altform.

VAMPIRE PERKS

All perks 50% off to VAMPIRE physiology.

THAT'S OUR PRINCESS [100 AP / 50 AP (VAMPIRE)]
The servants of Castle Alucard appear to truly love Madam Rachel, despite her doing everything in her power to abuse them both physically and verbally at every opportunity. Similarly, you find that you can be as rude, spoiled, or outright abusive as you please, and as long as you don't cause any permanent harm and occasionally remember to express gratitude, your sworn servants will be unshaken in their loyalty and admiration towards you.

FAILURE TO CHANGE [200 AP / 100 AP (VAMPIRE)]
At one time, Rachel Alucard attempted to turn Ragna the Bloodedge into a Vampire. This saved his life, but by all appearances failed to actually change him. Should you possess the ability to transform someone into a different species like a vampire, zombie, werewolf, etc. you can choose to let the process intentionally fail. Those you attempt to turn will be physically restored to full health, even if their body was torn to pieces, but they won't acquire any of the strengths, weaknesses, or even superficial features of whatever you were attempting to change them into. Naturally, you can only do this once per person.

RISE AND SHINE [400 AP / 200 AP (VAMPIRE)]
For a "creature of the night" the Alucards are notably unharmed by sunlight, running water, crosses, etc. They don't even need blood, able to subsist entirely on human food without issue. Similarly, you'll find that any natural racial weaknesses you should be subject to are completely eliminated. They may still cause you mild discomfort, but that's the extent of it. This can only help so much if the "weakness" in question involves depriving you of something you need to survive. An aquatic species will still suffocate if trapped on dry land, just as a Seithr beast will wither away if all the Seithr in their body is purified.

TSUKUYOMI [600 AP / 300 AP (VAMPIRE)]
Impossibly enough, you and Rachel appear to share your unique contract with the Sankishin Unit known as Tsukuyomi. The Tsukuyomi Unit was designed to protect the Amaterasu Unit from all external threats. It is a massive magic shield that, by all accounts, can defend against absolutely any threat, even attacks that can destroy cities. You can summon this shield at–will. You can even use it to cast an invisible barrier on another individual that can protect them from more abstract threats like paradoxes or the turbulent spacetime of the Boundary, but in this state it can do very little against more conventional attacks.

OUTSIDER PERKS

100 AP perks free and all other perks 50% off to OUTSIDER background.

BITTER LOVE [100 AP / 0 AP (OUTSIDER)]
You seem to effortlessly attract the affection of others. Whether that love is familial, platonic, romantic, etc. such bonds come to you naturally, and with great intensity. However, this doesn't necessarily mean they're nice to you. In fact, the odds of this affection manifesting as constant harassment, verbal abuse, or a psychotic possessiveness, are arguably even higher than more platonic displays. This can be toggled on a per-Jump basis.

BLOOD IN THE AIR [100 AP / 0 AP (OUTSIDER)]
After surviving so many fights and surviving so long on the run, you've developed a potent sixth sense for danger. You can sense the danger and bloodlust that emits off of someone as if it were a literal scent. Those who excel in stealth or deception barely release any such aura, but for an amateur or someone with no intent to hide their malice, you can tell when such a person is hiding nearby and how much of a threat they pose to your life.

UNDYING SOUL [200 AP / 100 AP (OUTSIDER)]
Ragna is surprisingly healthy for someone whose Drive is constantly eating away at his soul, lifespan, and sanity. Similarly, as long as you don't pass the point of no return in one go or repeatedly subject yourself to such forces without giving yourself time to recover, your body is somehow able to quickly and passively fend off any such corruption or degradation to your mind, soul, or vital energy. This even applies if this degradation is the result of your own powers or would be permanent in any other context.

FAITH IN THE SELF [200 AP / 100 AP (OUTSIDER)]
You know exactly who you are, and you refuse to let anyone or anything take that from you. Amnesia or depowerment rarely lasts more than a few days, regardless of cause. If an entity attempts to absorb or possess you, as long as you continue fighting them from within they'll never be able to fully subsume you. You won't even allow yourself to compromise your identity, as you subconsciously restrict your own full power whenever you're straying down a path that you know on some level you will come to greatly regret. That last part is togglable.

FAIR TRADE [400 AP / 200 AP (OUTSIDER)]
You have a knack for pulling nonsensical miracles out of your ass. Whether it's using the power to eat souls to eat memories, or merging with a monster to force it into dormancy for a year, or sacrificing your arm to break a god's mind control on an ally, etc. Any time you refuse to give in when faced with a seemingly hopeless situation, you will be blessed with an epiphany on the exact course of action you need to pull off the necessary miracle. It doesn't matter whether you've never been able to pull off such a feat in any other context (or even had any reason to assume such a thing was possible). As long as it isn't too much of a stretch from what you might be theoretically capable of, you'll instantly know what to do once disaster is within sight. Though you may find that some situations really are as hopeless as they seem.

MAN OF THE AZURE [400 AP / 200 AP (OUTSIDER)]
For lack of a better explanation, you are the main character of the world in a very literal sense. Fate appears to build itself around you. Whenever a matter involving the fate of the world is taking place, and it is even remotely possible for you to play a major role in it, causality will twist and turn to make it a certainty. Similarly, you'll often find some of the greatest power, artifacts, allies, and mentors falling into your lap. However, this isn't a free lunch. You are destined to be faced with constant conflict that will invariably result in unspeakable tragedy if you fail to avert them. No matter how hard you try to stay out of trouble, fate will ensure that trouble finds you all the same. As such, this perk can be toggled on a per-Jump basis.

As a bonus, you may alter your backstory in any given Jump into something far more edgy and convoluted. Whether that's witnessing the death of your family, receiving training from a legendary hero, being some kind of weird bootstrap paradox, or all of the above. This will not provide you with skills, abilities, or resources you wouldn't otherwise have.

CHRONOPHANTASMA [600 AP / 300 AP (OUTSIDER)]
You are a being outside of time, one that fundamentally shouldn't exist in this world. Though, thankfully you don't have to worry about the instability that dooms most Chronophantasms to a brief existence. As an impossible being, you are essentially a blind spot in the natural order. You cannot be affected by Phenomena Intervention or similar abilities. In fact, you cannot be Observed at all or perceived through clairvoyance or similar supernatural means. Not even the gods can see you unless they take physical form and witness your existence in person. Oddly, these qualities also extend to any individuals you regularly interact with, only fading after either your death or slowly fading after spending an extended period away from you

VIGILANTE PERKS

100 AP perks free and all other perks 50% off to VIGILANTE background.

FORGED BODY [100 AP / 0 AP (VIGILANTE)]
You must have undergone training that most men would fear to imagine. As such, you have absolutely absurd endurance, able to fight for days with hardly any rest, brave the harshest of environments with barely any precautions, and shrug off blows that would be fatal for lesser men (though you're still far from invincible). This doesn't extend to your clothes, so don't be surprised if you end up naked after tanking a powerful attack.

COMIC RELIEF [100 AP / 0 AP (VIGILANTE)]
People you meet are inclined to see you as completely harmless, if not an outright joke. As a result, friends and strangers alike find it bizarrely easy to lower their walls around you. Enemies are prone to underestimate you and show you far more mercy than they really should. There is a limit to this. If there is unambiguous proof that you are to be feared or taken seriously, at least in the current moment, this won't prevent you from being treated as such.

NINJA TRAINING [200 AP / 100 AP (VIGILANTE)]
It seems someone has been trained in the secret Ikarugan techniques of ninjitsu. A mix of stealth, martial arts, and magic–like skills. Regardless of your actual build, you can manifest inhuman mobility, able to seemingly jump off the air itself, float like a kite with a makeshift cloth glider, and even seemingly clone yourself through the use of after–images. You are especially skilled in the use of throwing weapons like knives, shuriken, or nails. You can throw them with pinpoint accuracy, ricochet them off surfaces, or even mystically suspend them mid–air as bumpers to increase your mobility even further.

MAN OF THE PEOPLE [200 AP / 100 AP (VIGILANTE)]
To say you have a way with people doesn't even scratch the surface. You will often find yourself loved and respected by your entire community, and those who pledge their loyalty to you will be exceptionally receptive to your training and may happily die if it means furthering your goals. Regardless of whether you often act like a complete buffoon and consistently get your ass handed to you, rather than inciting doubt in your abilities, those who look up to you only find you more endearing for it. Even former enemies may begin to reevaluate, or at least doubt, their entire worldview after a few days in your care.

BURIED SEED [400 AP / 200 AP (VIGILANTE)]
You have royal blood flowing through your veins. In fact, you have about as much claim to the seat of Imperator as the young Homura Amanohokosaka. Perhaps you're even a fellow child of Lord Tenjo. In future Jumps, through some convoluted sequence of blood ties, adoptions, and similar convolution, you will have a reasonable claim to the highest inheritable position of power in the land. Now, this doesn't mean you are officially recognized as the heir and there may even be powerful parties actively working to ensure you can never claim your birthright. However, if you can fend off these malicious parties long enough for the current holder of this power to vacate their position for one reason or another, revealing your right to inheritance and claiming that seat for yourself is trivially easy.

QUALIFIED [400 AP / 200 AP (VIGILANTE)]
After the creation of the Embryo, much of the world's Seithr was drained, leaving most Ars Magus unusable. However, there were a number of warriors who, for unknown reasons, were able to use their Ars Magus and similar abilities without issue. You are one of these people. Even if all the Seithr around you is used up or negated, you'll somehow be able to continue using your Ars Magus as if there is still plenty to go around, making it a functionally infinite resource (on a personal level). This principle also applies to any other supernatural powers, spells, weapons, artifacts, etc. from other Jumps that depend on external energies as fuel.

DANCE WITH DESTINY [600 AP / 300 AP (VIGILANTE)]
You appear to occupy a special place in the currents of fate, even if you have no clue what that place is. Perhaps you are a reincarnation of a god yourself. Even if that's not the case, you're close enough that gods and beings of godlike power intuitively recognize you as someone important and worthy of notice (though not necessarily respect).

As long as you don't show any intent to work against the interests of the powers that be, you're almost always first in line whenever a position of divinity or metaphysical authority is up for grabs. You seem to have a subconscious feel for the flow of fate. You can hardly see the future, but you can feel a pull towards locations or people that are about to play a major role in some significant event. You have an intuition for how to swim along the currents of fate. Whether to slip by unharmed by major catastrophes in your presence or to try and subtly avert disaster without going so far as to oppose destiny itself.

SECTOR 7 PERKS

100 AP perks free and all other perks 50% off to SECTOR 7 background.

HEALING HANDS [100 AP / 0 AP (SECTOR 7)]
Your hands were made to help people. You have an extensive mastery of medicine, whether it's prescribing medication, basic first-aid, or in-depth surgeries. Naturally you can work at your best when given the proper tools and drugs, but even traditional medicines and tools you built, purchased, or scrounged up yourself are still absurdly effective. Though I wouldn't advise performing invasive surgery without any means to sterilize your tools or environment.

UNDER COVER [100 AP / 0 AP (SECTOR 7)]
Sector 7 can't compete with the NOL in terms of power or authority, so they have to rely on more underhanded methods. You have the makings of an excellent spy. Not only can you easily fabricate false identities to infiltrate organizations, but maintain these identities for years if needed, without attracting any suspicion. Of course, this only works as long as your appearance isn't publicly associated with your actual allegiances.

FINDERS KEEPERS [200 AP / 100 AP (SECTOR 7)]
One loyal accomplice is easily worth 100 mediocre pawns. You have an uncanny talent (or perhaps just luck) for coming across individuals with immense power or untapped potential in a bind that only you can bail them out of. Whether it's a general with ambitions of rebellion, a mercenary on death's door, a PFD that was abandoned as a failure, a hero trapped in a magic seal, etc. The exceptionally stubborn will only begrudgingly assist you when convenient, but the vast majority that you save in this way will pledge their loyalty to you on the spot.

KEEP THEM SEPARATE [200 AP / 100 AP (SECTOR 7)]
What makes Sector 7 truly eccentric is that they are essentially the soul preservers of pure science in the modern age. Similarly, you find that as long as you fully commit solely to science over magic, your overall competence in it will skyrocket. However, this boost is relative to your own commitment. Any doubt in the potential of science or dabbling in magic will cause this boost to plummet into the ground until you reaffirm your dedication. Minor use of magitech is fine, but you won't find it any easier to craft and use than pure technology.

If you desire, upon taking this you can sacrifice all your competence in magic (even those from other Jumps) and have it transferred entirely into a proportional boost to your competence with science. In other words, everything you know about magic will be lost in return for making your technological mastery even greater.

UNBOUND [400 AP / 200 AP (SECTOR 7)]
Through some manner of dubiously ethical experimentation, you have formed a link between yourself and the Boundary. You can draw power from it, boosting your physical and mystical abilities, but placing immense strain on your mind, body, and soul. You can continue drawing from this, but this is one-way. Think of yourself like a bucket. Filling the bucket from a faucet is easy but making it go backwards into the faucet is impossible. If you fill the bucket too quickly, or use it too carelessly, or simply fill it beyond its maximum capacity, it will spill. Which is to say that you'll die. If your body isn't much stronger than a regular human by default, you may barely reach the level of peak human before reaching your limit. But if your vessel was already quite mighty, your potential will be much greater. At the start of each Jump your body will be drained of any absorbed power and the burden that comes with it.

THE BORING PARTS [400 AP / 200 AP (SECTOR 7)]
When most people think about mad scientists, they think of the strange inventions they create, but rarely spare a thought for how much time was spent on creating the final product. Luckily, you don't have to worry much about that. All the boring parts of inventing like gathering resources, setting up a lab, manufacturing the parts, running tests, building prototypes, etc. seem to go by in a flash. Inventions that would normally take weeks between conceiving of the idea and completion, you'd have in-hand in a matter of hours. This even extends to in-depth renovations like upgrading a facility's power supply or turning a bedroom into a high-tech lab. Of course, this is all a moot point if you lack the power, funds, or knowledge to make all this happen, none of which this perk provides on its own.

GRIMALKIN [600 AP / 300 AP (SECTOR 7)]
It is not the slightest exaggeration to call Professor Kokonoe one of the greatest minds to ever live, and easily THE greatest in terms of pure science. Well, it appears that now she has a rival. Your mastery of all fields of science and technology are now equal to Kokonoe herself. You are able to create all manner of sci-fi nonsense that are practically indistinguishable from magic. Everything from giant mechs, teleportation and anti-gravity technology, devices to enhance an Observer's powers, telepathic communicators, cybernetics, gene splicing, artificial Nox Nyctores, and much, much, MUCH more. Now you just need to get your hands on the raw resources you'll need to actually take advantage of this brilliance.

NOL PERKS

100 AP perks free and all other perks 50% off to NOL background.

IN THE NAME OF JUSTICE [100 AP / 0 AP (NOL)]

The NOL are not the good guys, and the only people who don't seem to realize this are the NOL themselves. You have an absurd ability to use abstract ideals like "justice", "order", or "progress" to justify blatant acts of evil. This only applies to those in the same organization or faction as you, but you can pretty easily convince your otherwise good-natured trainees that pulling a gun on civilians who accidentally insult you is a completely legitimate act of self-defense.

IT'S STILL YOU [100 AP / 0 AP (NOL)]

To true friends, one's identity is so much more than flesh. It doesn't matter if it turns out you're a different gender than they thought, or that you're a spy for an enemy nation, or that your life goal is to murder your brother, or even if you aren't human. None of that matters. As long as your friends and family still have faith in your character, they won't show the slightest hesitation or discomfort treating you the same way they always have.

PLAYING NICE [200 AP / 100 AP (NOL)]

There's something oddly eerie about a powerful enemy that immediately gives into your demands. Powerful enemies you come up against show a bizarre kind of sportsmanship, where they will be bizarrely cooperative with any favors you ask of them. An evil god may give up their control of the government if they plan to destroy the world soon anyway, just as a deranged witch will happily take the time to reveal the secrets of the world in order to explain their master plan. This is only effective if the enemy in question is unshakably confident that granting you this favor will have a negligible impact on their true objective.

DUODECIM [200 AP / 100 AP (NOL)]

You belong to one of the 12 noble families that stand as the foundation for the NOL's power. Each family has their own traditions, specialties, and culture, but I really can't be bothered to get into all of them one-by-one. If you have a preference for one specific family, feel free to choose that one. Regardless of that choice, you will receive the best education and training available, not to mention obscenely blatant favoritism from the NOL themselves. For instance, any member of the Duodecim who graduates from the military academy is guaranteed to immediately receive the rank of First Lieutenant. Somehow, this preferential treatment extends to any military organizations you join in future Jumps.

HIGH ARS AFFINITY [400 AP / 200 AP (NOL)]

In theory, almost anyone can pick up and use an Ars Magus, but every individual has a different level of affinity for Ars Magus. Like Noel Vermillion, you have an unprecedentedly high Ars Magus Affinity. This means you find the use of Ars Magus more intuitive, and that they consume less than half as much Seithr as anyone else would require to produce the same results. This affinity even extends to other magic systems, abilities, or weapons you wield.

MARTIAL MASTER [400 AP / 200 AP (NOL)]

Even in this age of Ars Magus, there is no excuse for neglecting one's physical fitness. You are a monster on the battlefield, practically a one-man army in terms of sheer strength and martial arts skill. You're nowhere near as strong as a force of nature like Arael, but with your superior technique you could possibly fend them off for a time or even squeeze out a victory if you can take advantage of their own arrogance. You are able to release an aura so intimidating it might as well be a Drive, able to bring weaker foes to their knees with a glare.

VISION [600 AP / 300 AP (NOL)]

A legendary technique feared far and wide. As the name implies, Vision allows one to perfectly copy any technique instantly upon seeing it once. This applies both to conventional martial arts, mystical techniques, or even more abstract skills like one's intimidating aura. You still need to have a body strong enough to perform these techniques. You also cannot copy abilities you fundamentally lack the ability to replicate. For instance, if an ability is an inherent quality of its user like a Drive, an inborn potential like magic, or the result of a complex/powerful external object or power like a Nox Nyctores. What's more, Vision itself is technically a skill that can, in theory, be taught to others. Though whether they can actually learn in any reasonable timeframe depends entirely on their own natural talent.

IMPERATOR PERKS

100 AP perks free and all other perks 50% off to IMPERATOR background.

VENOMOUS FANGS [100 AP / 0 AP (IMPERATOR)]
Your words have a power that goes beyond mere "charisma". Your every word is pure poison. Even mild taunting from you can send all but the wisest opponents into a blind rage. You can easily intuit someone's emotional insecurities with a glance and use them to add to the emotional damage you inflict. If someone was close enough to the edge already, you could break down their ego or push them to commit murder with a single conversation.

PAINKILLER [100 AP / 0 AP (IMPERATOR)]
Due to some anomaly with your body, you are incapable of feeling pain, with the sole exception of wounds that directly damage your soul. You can recognize when your body is in danger, but the sensation is far more abstract. Whether this is a blessing or a curse depends on the individual. Additionally, you receive a substantial boost to your body's overall durability, allowing you to block attacks with your bare hands that would kill a normal human.

TWO-FACED [200 AP / 100 AP (IMPERATOR)]
You are not alone in your body. You appear to possess a second soul within you. They have their own personality but share all your values and are content generally letting you do whatever you want. What makes this truly useful is that whenever they are in control you are metaphysically a different person. Meaning that if one were to apply some kind of mystical contract or curse onto one of these souls, then the other soul would be exempt from its effects as long as they're in control of the body. You can choose at the start of each Jump whether this other soul will be joining you for that particular adventure.

PART-TIMER [200 AP / 100 AP (IMPERATOR)]
You have that kind of energy that makes people assume that you're supposed to be there. You can just waltz into a top-secret lab and as long as you look like you know what you're doing, people will just assume you work there too, even if you otherwise stick out like a sore thumb. This also helps you with extricating yourself from such commitments. As long as you don't cause too much trouble in the process, leaving even an extremely ruthless organization is as simple as announcing your departure and walking out the door. They won't try to drag you back, silence you, or retaliate for the display of disloyalty as long as you don't show any obvious signs of planning to get in their way down the line.

MIND EATER [400 AP / 200 AP (IMPERATOR) / 200 AP, additional purchases]
You are privy to one of three spells sharing the name Mind Eater. Each one enslaves the mind in one way or another. This can be purchased multiple times, with each purchase after the first being discounted half-off. The origin discount only applies to the first purchase..

Mind Eater (Memory Taker) – Allows you to "eat" an opponent's memories, taking them from the original owner's mind and letting you view them yourself. You can also use this to force your victim to re-experience these memories with great detail and recreated sensation.

Mind Eater (Cursed Order) – Allows you to implant a shadow of your own consciousness into the mind of another. This shadow will subtly sculpt their personality, values, and priorities, overwriting them with ones more suitable to your purposes.

Mind Eater (Forced Restraint) – An enslavement curse. The individual's mind and personality are unchanged, but their own body will be forced to obey any commands of the caster, regardless of their own will. It is impossible for the slave in question to break the spell on their own, requiring either the original caster or another mage to dispel it.

SNAKE BASTARD [400 AP / 200 AP (IMPERATOR)]
Your ability to pull off absurdly convoluted schemes is no less than that of Terumi himself. You can arrange ludicrous schemes that span centuries, involve countless time loops, depend on the most obscenely improbable sequences of events, and require you to outsmart functionally omniscient gods, and somehow actually manage to pull it off. Even when your enemies appear to have seized victory through a completely unprecedented miracle, it turns out that was also another part of your plan. As long as you're patient enough and fate itself isn't actively conspiring to thwart you, your victory is just a matter of time.

LIFELINK [600 AP / 300 AP (IMPERATOR)]
A mysterious magic that often manifests between a Murakumo Unit and the wielder of an Azure Grimoire. Although, you're free to cast this on whoever you please. As the name implies, this connects the life-force of two individuals. Not only does this make both individuals stronger, but as long as the two don't die at the exact same time, they are both functionally immortal. They'll be able to rapidly regenerate from even fatal injuries in a matter of minutes, with no known limit. There are only two proven ways to kill an individual with a Life Link. The first is to kill both linked individuals within seconds of each other. The second is to somehow alter one of the individual's fundamental nature so they no longer metaphysically qualify as the same individual that the Life Link was applied to. While you can apply this spell to whoever you please, including yourself, at most two individuals can be linked in this way. So you can't create a daisy-chain of hundreds of Life Linked companions.

CASTLE ALUCARD PERKS

100 AP perks free and all other perks 50% off to CASTLE ALUCARD background.

LIVING HISTORY [100 AP / 0 AP (CASTLE ALUCARD)]
It should come as no surprise that living for thousands of years helps you pick up a few tricks. Whether or not you are actually that old, you appear to possess the equivalent of centuries of wisdom. This is especially pronounced in military exploits, as you have a mastery of both strategy, training, and logistics equal to most of history's greatest generals combined. Though, this can only do so much against an enemy that dwarfs the power of your own forces.

A GENTLE NUDGE [100 AP / 0 AP (CASTLE ALUCARD)]
As long as you can get your words into the right ear, you have an uncanny ability to indirectly influence the behavior of others. Whether it's leaking intel about an enemy army's ambush, using implication to help a researcher realize their experiment is destined for disaster, or convincing a stubborn hero that helping you is the best way to achieve their own goals. You always know how to reveal the bare minimum amount of information and generally avoid ever giving a straight answer with barely any loss in persuasiveness.

TOUGH LOVE [200 AP / 100 AP (CASTLE ALUCARD)]
A rather brutal technique that allows one to temporarily alter an individual's skills or abilities in the hopes of bringing out their dormant potential. The specifics are unknown; other than the fact you can do it with your bare hands and the experience is agonizing for the recipient. This usually involves applying some restriction or handicap to the recipient, like being unable to use a certain technique or restricting their ability to use their primary weapon. This lasts for a couple days at most. If during this time, the individual is able to achieve a sufficient epiphany regarding the sealed ability, then once this wears off they will become its true master, able to utilize its full potential with any side-effects being greatly reduced or completely negated. Of course, if they don't achieve the appropriate revelation, this will have all been for nothing.

SKIRTING THE RULES [200 AP / 100 AP (CASTLE ALUCARD)]
For a family of Bystanders, the Alucards certainly have a track record of directly intervening in the world. It's freakish it took as long as it did for either of them to face retribution. You'll similarly find you have an obscene amount of leeway with any consequences or taboos tied to your abilities. For instance, if your power was tied to a certain god, you'd be able to get away with 10x as many infractions against the god's tenants before they even consider punishing you or relieving you of their power. Though eventually they will run out of patience.

SPACETIME MAGIC [400 AP / 200 AP (CASTLE ALUCARD) / 0 AP (BYSTANDER)]
The iconic magic of the Alucard family. It allows one to open portals to any location they're aware of or have previously been to, regardless of distance. They can even sense the energy of any object, power, or energy they're personally familiar with to teleport to them, even if they have no idea where exactly they are. One can even travel to other dimensions as long as it meets one of the previously mentioned criteria and it isn't sealed off by an even greater power. While this is space*time* magic, it can't actually let you time-travel. At most it can help you guide someone through a dimension like Boundary so they wind up in a specific point in the timeline, rather than being flung somewhere random or completely annihilated. It is possible to teach this ability to others, as long as they have the basic potential to wield magic.

LOCKSMITH [400 AP / 200 AP (CASTLE ALUCARD)]
The Alucards have always had a knack for magic wards. You have mastered the use of ward and barrier magic to a similar extreme. With the right materials you can create a magic prison that even a god would struggle to escape on their own. Alternatively, you can use this expertise to effortlessly dispel some of the greatest magic bindings and wards that can be mustered by mortal minds. However, it isn't outright impossible to create a binding spell you can't break, especially one that forces agonizing pain onto you, as this does require concentration.

CURATED ESOTERICA [600 AP / 300 AP (CASTLE ALUCARD)]
If the world knew the things kept in the basement of Castle Alucard, the resulting war would probably destroy the planet. You'll find that the artifacts with uniqueness, importance, and power that threaten the balance of the entire world tend to fall into your lap. The abandoned body of a god? Sure. A sword and prosthetic eye that can slay any spiritual being? Why not? A machine designed to invade and dominate entire universes? Don't let me stop you. You find it bizarrely easy to convince powerful organizations that any artifacts or inventions that they don't know how to control are much safer if left in your hands than their's, and all records of the exchange will quickly vanish into the either.

ISHANA PERKS

100 AP perks free and all other perks 50% off to ISHANA background.

CLOSED MARKET [100 AP / 0 AP (ISHANA)]
Arguably Ishana's greatest accomplishment was managing to keep the existence of magic a secret from the rest of the world for centuries. You similarly will find that you have a similar ability to prevent any of your knowledge from spreading outside your realm of influence. Unless someone you let in on the secret makes a major slip-up, or some external circumstance makes continued secrecy impossible, you can keep all your magic, technology, and other techniques from spreading to the wider public.

PEACE AND PROSPERITY [100 AP / 0 AP (ISHANA)]
Ishana was once considered the safest place in the world, even in the midst of the Black Beast's rampage. You have an uncanny ability to maintain an illusion of normalcy around you that makes even the most hardened warriors warm up to you. Just hanging out with someone and making an effort to pretend that everything is alright can gradually thaw all but the most fundamentally rotten souls to your affection.

GREAT SAGE [200 AP / 100 AP (ISHANA)]
Among the mages of Ishana, those who have achieved the greatest results (in theory) are granted the title of "Sage". You are one such individual. Unlike those who mainly earned the title through nepotism and political maneuvering, you have the talent to back up the title. You receive a sizable boost to your all-around competence in all magical matters. You also have an air of authority that gives you a degree of sway in magical organizations, even in future Jumps, somehow. This also comes with the traditional purple robe and large pointed hat.

FALL THROUGH THE CRACKS [200 AP / 100 AP (ISHANA)]
The scheming of the Sage Seven was not only comically evil but indirectly led to thousands of lives and the fall of Ishana. Not only did he get away scot-free, he was given a Nox Nyctores by the very woman he betrayed and became the founder of one of the great families of the Duodecim. Similarly, not only are you a master of bending political corruption to your will, but an infuriating tendency to actively be rewarded for it, as long as you're too powerful/useful to get rid of by those you've directly wronged. Of course, this won't stop you from getting back-stabbed by the similarly shady individuals you'll come to associate with.

THE NEW STANDARD [400 AP / 200 AP (ISHANA)]
Nine's creation of Ars Magus was miraculous in more ways than one. Not only did nobody know it was even possible to combine magic, alchemy, and science so seamlessly, but logically it should have taken decades to create a final product. You have a similar ability to combine different forms of magic and science, even those from other worlds, into one combined principle. This research will still take time to complete, but at most 10% as much time as it would take anyone else to achieve, assuming it was ever possible for anyone else.

GEPPETTO [400 AP / 200 AP (ISHANA)]
A morally dubious but seemingly common branch of mystical study. You are a master in the creation of artificial humans. Whether it's creating inorganic marionettes to directly control, simple-minded automatons, empty vessels for spirits to inhabit, or even homunculi with their own consciousness and souls. You can even get quite creative with your engineering, like splicing together the genes of different organisms or even incorporating magic artifacts into the construction of your dolls to grant them its properties. With enough research it wouldn't even be that hard to start constructing your own Prime Field Devices.

PUPPETMASTER'S EYES [600 AP / 300 AP (ISHANA)]
You gazed deeply into the Boundary. It broke you, but not in the same way it does most. This has enhanced your eyes into unmatched observational tools. You are able to understand anything in your line of sight. You can see into someone's heart, mind, and soul, and manipulate them like any other raw material. Most people only take note of the most significant information that their eyes take in, but you have no such luxury. Your eyes are always gathering, analyzing, and archiving every piece of data before them at all times. Considering you're able to observe reality on a much deeper level than others, just looking at something lets you understand it on a level that others would struggle to with a fully equipped lab and weeks of study. While this opens the gate for you to achieve unmatched levels of brilliance, this is a double-edged sword. By losing the inherent ambiguity of the human condition, it becomes easy to see other people as just another resource.

Ironically, on closer inspection, your physical eyes are completely blind as far as any medical examination can tell. And yet you see all the same. Not even blocking your physical eyes with a mask or blindfold can restrict your perception.

SIX HEROES PERKS

100 AP perks free and all other perks 50% off to SIX HEROES background.

WOODLAND GOURMAND [100 AP / 0 AP (SIX HEROES)]
If you're going to spend plenty of time away from society, you might as well learn to make the most of it. Not only are you an expert on surviving in the wild (even if said wild is filled with poison and flesh-eating monsters) but can use the limited ingredients you can scavenge from nature to create dishes equivalent in quality to 5-star restaurants.

HERO IN HIDING [100 AP / 0 AP (SIX HEROES)]
It's almost comical how Jyubei and Hakumen manage to keep a low-profile despite their fame and appearances. You have an absurd ability to sneak around and avoid observation from even the most powerful organizations on the planet, without really making any significant effort to conceal your actions or appearance. Even if you make a major scene in public, somehow word doesn't spread until it's far too late for anyone to do anything about it.

GLIMMER OF HOPE [200 AP / 100 AP (SIX HEROES)]
It takes more than brains or brawn to make a hero. You need a whole lot of luck too. You have ridiculous luck for stumbling into people, places, or resources that will help you in your fight against some great enemy. Whether it's a child with the potential to become a great hero themselves, the research into a magic-negating superweapon, the discovery of a mine full of crystals with the power to nullify Seithr, etc. These won't trivialize your struggles, but they'll go a long way in ensuring that there is always at least a small chance of victory.

NOBLE AURA [200 AP / 100 AP (SIX HEROES)]
Despite the NOL's best efforts, the feats of the Six Heroes has made it practically impossible to damage the public's adoration of them. You'll find that, somehow, legends of your heroic (or villainous, if you'd prefer) exploits somehow follow you between worlds (though modified just enough to make sense in that world. When you choose to reveal that those legends are about you, others intuitively recognize that you are telling the truth. The respect this can engender renders you functionally immune to even the most thorough smear campaigns or character assassinations. This also helps greatly with your ability to intimidate your enemies.

GRAND DESTINY [400 AP / 200 AP (SIX HEROES)]
What an odd coincidence that all of the Six Heroes managed to linger in this world for a full century, regardless of their natural lifespan. Like them, destiny itself seems to make a concentrated effort to keep you alive. It will refuse to let you die in any way that isn't sufficiently dramatic (like sacrificing yourself to destroy a great evil or a duel to the death with your arch nemesis). So you won't have to worry about unceremoniously dying of old age. Though destiny may have to get a bit creative with how exactly it spares you from these fates. Paradoxically, if you insist on avoiding all conflict and refusing to play a proactive role in the world around you, then the world will lift this protection until you stop being boring.

ITERATION BLEED [400 AP / 200 AP (SIX HEROES)]
When Nine was developing Ars Magus technology, it felt less like she "discovered" the principles, and more like she had already done this before and simply needed to "remember" the results. Similarly, in moments of great stress, you can subconsciously tap into "memories" relating to whatever challenge or threat you face. The solutions to whatever problem you were trying to solve or project you were trying to finish will simply appear in your mind fully formed. If applied you can create the perfect strategy to thwart an unstoppable enemy or complete a project in months that should take years.

POWER OF ORDER [600 AP / 300 AP (SIX HEROES)]
The Power of Order is an abstract phenomenon. Whenever some power appears in the world that threatens the current status quo, the world infuses a certain being with the Power of Order to act as an antibody. The more powerful these chaotic elements grow, the greater the Power of Order swells to match. The exact limitations of this power are unknown, but in the simplest terms it is the ability to force your will upon anything, even the world itself.

You can resist supernatural forces like Phenomenon Intervention or death curses. In extreme cases, you can even use your will to preserve the world around you as it is being torn apart on a metaphysical level. If your will is strong enough, you can survive for years in the Boundary without losing your body or mind. You can even manifest Observer-like abilities to stabilize the existence of an unstable being through your will. In general, this power greatly increases your offensive abilities, especially against forces of chaos.

This also allows you to sense objects, beings, or locations that are somehow tied to forces of chaos or destruction. Whether because they directly draw power from such forces or because it was previously scarred by some great disaster.

Little-known fact, you can even focus the Power of Order through others to modify their abilities. For instance, if someone had a Drive for detecting nearby life-forms, you could enhance it to specifically single-out the most dangerous individuals within a crowd.

ARS ARMAGUS

The term “Ars Armagus” is an umbrella term for any Ars Magus designed for combat. Any prices marked by “per” can be purchased multiple times.

ARMAGUS BASE [50 AP per / 0 AP, first purchase / +100 AP]

The base form of your weapon. You can purchase multiple weapons through this, but upgrades must be purchased individually for each weapon. You can choose just about anything as your weapon base. A sword, a gun, a humanoid automaton, a giant nail, a metal chair, etc. you can also choose to import a weapon you already own as your base for no additional cost. You can instead receive 100 AP to receive no weapon and bar yourself from this entire section.

CONSTRUCTION [0 AP, optional]

By default, your weapon is the result of Ars Magus. But by taking this you can instead choose to have it be built entirely through pure technology, pure magic, or something else entirely. This has no impact on the weapon’s functionality and is primarily an aesthetic choice.

MINOR CONVENIENCE [0 AP, optional]

A miscellaneous purchase for any minor abilities or modifications that don’t majorly impact the weapon’s functionality but make it slightly more convenient or versatile to use. Like an excessively long blade that phases through the sheath instead of needing to unsheathe it, or a latch that lets you combine a twin pair of blades at the handle, a very short-ranged telepathic link to allow you to “speak” with your intelligent weapon, etc.

SOUL IMPORT [50 AP]

You may choose to imbue consciousness into your Ars Armagus. You can even import the consciousness of one of your Companions into it. They may treat this as an Altform post Jump, unless you’d prefer to leave them eternally trapped within for some twisted reason.

SOUL BOUND [50 AP]

Due to some kind of enchantment or biometric authentication, it is impossible for anyone other than you to utilize any of this weapon’s special properties. In the hands of anyone else, their best bet is trying to swing it around like a club.

DUET [50 AP]

This isn’t one weapon, but an identical pair of weapons. For the sake of imports, they are treated as a single weapon, and if you imported a single weapon into this, then any of its special attributes are shared between them.

TRAINER [50 AP]
This artifact has an odd psychic effect. Anyone who holds it will instantly gain total instinctive knowledge on how to effectively wield this weapon, as if you've been training with it for years. This only persists as long as you're actively holding it and is functionally pointless if you already have an equal or greater level of skill with this type of weapon.

TRANSFORMATION [50 AP / 100 AP]
Your weapon is able to briefly transform into one or more different configurations. Whether it's a sword unfolding into a giant scythe or a pair of rifles able to recombine into various other types of firearms. For 100 AP, this is completely amorphous, allowing you to bend, reshape, expand, and contract it at will. You can even alter its total mass to an extent.

LEVITATION [100 AP / 0 AP for (PFD [MURAKUMO])]
You are able to telekinetically manipulate this weapon within a few meters of yourself with great force. This control comes naturally to you, allowing you to effortlessly perform complex maneuvers with this weapon in a split second.

ELEMENTAL [100 AP per]
Your weapon is somehow able to create and/or manipulate some kind of energy, element, or physical force. Whether it's fire, ice, gravity, light, or just raw magic power. The more intrinsically potent the force in question, the weaker this control is.

SUMMON [100 AP / 0 AP with [NOX NYCTORES] / 50 AP+]
You have some kind of connection with your weapon that allows you to instantly teleport it to you from anywhere in the world with a thought. Though this is one-way and won't let you send them back where you found them. For an undiscounted 50 AP, you can summon and banish these weapons at-will from a kind of portal and even launch them with great force.

ARSENAL [200 AP]
One can never have enough firepower. Your weapon of choice is now loaded with a wide array of different weapons and gadgets. Guns, swords, laser canons, jet thrusters, shields, the works. Just know that these all draw from the same power source.

ENDLESS [200 AP]
Your weapon has some ability to extend itself a seemingly infinite distance. Whether it's a gun that can be used to snipe someone from cities away, or a chain that somehow never runs out of links. Cannot be applied to short-range weapons like swords or spears.

IDEA ENGINE [200 AP / 400 AP]
One of Professor Kokonoe's inventions. I'll spare you the details, but installing this in your weapon allows it to produce unimaginable levels of energy and grant a proportional level of raw power. This is more compatible with mechanically complex weapons like Dolls or Murakumo Units. After all, you can only get so much utility from slapping a power reactor onto a broadsword. For a plus-charge, this Idea Engine has been super-charged to the point that overloading it could create an explosion large enough to destroy the Earth.

FOCI [200 AP / 100 AP with (NOX NYCTORES) / 300 AP]
For 200 AP this weapon can be used to focus and enhance the potency of any Ars Magus or sorcery you know how to use. If you instead pay an undiscounted 300 AP, this extends to magic systems you know from other worlds. Meaning you can use this weapon in place of any other magic foci like wands or staves that these systems would ordinarily require.

ANTI-(BLANK) [200 AP per / 300 AP per / 100 AP+ / 200 AP+]
Your weapon has some metaphysical property that allows it to damage, negate, or weaken a specific type or target, force, or phenomenon. Whether it's an Anti-Immortal weapon that can kill the unkillable. Anti-spirit weapons that can harm spiritual beings. An Anti-Magic weapon that negates magic barriers and healing. To give a few examples.

For an extra 100 AP, you can choose for the focus of this weapon to be something far broader. Perhaps it can be used to cut any immaterial force like Jubei's Muramasa, or maybe it can negate any form of Observation like the Sealed Armament: Izayoi.

For an additional 100 AP on top of either of the prior tiers, this is upgraded to an AOE effect. It's still far more pronounced through direct attacks, but as long as this weapon is unsheathed, a weaker version of this upgrade's effects are applied to several meters around you. You can double that to 200 AP to expand this range to cover several miles around you.

NOX NYCTORES [200 AP / 100 AP for (SIX HEROES) / 100 AP+]
Taking this means that your weapon was actually one of the legendary weapons crafted by the great sage Nine herself to combat the Black Beast. This provides it with a substantial all-around power boost compared to other Ars Armagus. Additionally, its attacks are abnormally effective against the Black Beast or any similar entities, growing substantially stronger in the presence of such beings. However, this comes with a price. The weapon was designed to dull any emotions that would impede the wielder in combat. Primarily fear and pain. However, if one's will isn't strong enough, it'll erode their compassion and remorse as well, leaving only bloodlust. Additionally, each Nox Nyctores places a different burden on the wielder's mind. Whether it's memory loss, increased bloodlust, a compulsion to destroy all "evil", etc. You can pay an additional, undiscounted 100 AP, for this erosion/corruption to be a non-factor.

PIERCING [300 AP]
Your weapon is able to slide through space itself to reach its desired target. Now, the attack still needs to theoretically be able to reach the target. So you can't use a dagger to cut someone from a mile away or shoot someone with a gun while aiming in the opposite direction. But as long as that condition is met, your attacks will seamlessly pass through any obstacles between it and the desired target. Whether your weapon selectively phases through the obstacles or is simply so sharp/powerful that it effortlessly slices anything that tries to impede it.

SEALED WEAPON [400 AP]
Taking this grants your weapon the numerous attributes of the Anti-Observer Weapon Izayoi. In its base form, this takes the form of a deceptively protective outfit with an eye and wing motif, a short sword shaped like a quill, and a book that acts as a shield. These components are capable of limited shapeshifting and can alter their appearance to suit the user's tastes. As an Anti-Observer weapon, it is able to negate any kind of clairvoyance or Phenomena Intervention, even by the gods themselves. It can even draw in other forms of electromagnetic signals to disrupt any kind of wireless communication. A technique known as the Zankai Barrier allows one to extend this effect over an enormous area large enough to encompass a whole city. It's even possible to use this technique to create a small, isolated pocket dimension.

In its released form, the weapon transforms into a Valkyrie-like armor, complete with functional wings, and a large pike. This form multiplies the user's power several times over. Additionally, the pike has the property of "Immortal Killer". As the name implies, as soon as a being is stabbed with this, the concept of death is planted in their mind. As long as they don't have a similarly transcendent force like the Power of Order to negate it, even immortals are guaranteed to die once pierced.

However, this isn't without a cost. Overuse of this power gradually and permanently weakens your vision and eventually begins to eat away at your very life force. You'll likely be fine as long as you rely on its sealed form, but using the released form 7-10 times in a single day will likely push you to your limit. It's unknown if there's any way to reverse this degradation.

SYNTHESIS [400 AP]
The unique ability of the Nox Nyctores Arma Reboare: Muchōrin. This weapon is a tool that allows one to create matter seemingly ex-nihilo (or at least out of ambient Seithr). This is based primarily on your own imagination, so whether you'd know exactly how to construct what you make is irrelevant, though your creations are often quite simple. However, with extensive practice, it is possible to make perfect copies of specific mystical artifacts with unique supernatural properties, as long as you have a decent grasp of its properties or "essence".

NOX NYCTORES

If you'd rather not bother creating your own custom weapon, you may choose to pay a fixed amount for a copy (or just a duplicate from another timeline) of one of the 11 Nox Nyctores. If you want to remove the corruption aspect by importing it into the ARS ARMAGUS builder, you'll receive the base purchase of NOX NYCTORES for free.

1. GIGANT: TAKE-MIKEZUCHI [1200 AP]

The original Nox Nyctores. Take-Mikezuchi is essentially a Black Beast in the form of a giant humanoid. Luckily, it seems the copy you received comes pre-installed with a fully functional control system, allowing you to telepathically command it from any distance. It primarily fights using its sheer strength and a variety of energy projectiles, the strongest of which can wipe a whole city off the map in one shot. It begins each Jump orbiting your current planet in a coffin-like satellite. From here, you can launch attacks down at the surface, assuming you know where you're aiming. However, if push comes to shove, you can command it to fall down to the planet in order to begin its rampage proper.

However, this is far from Take-Mikezuchi's full potential. By dragging the Master Unit out of the Boundary and feeding Take-Mikezuchi untold thousands, or even billions of souls, it will transform into a large sphere called the Embryo. Within the Embryo is essentially a small multiverse of different worlds. The Master Unit will gradually erase the universe outside the Embryo while recombining those within until a path to the True **BLAZBLUE** is revealed. Various powerful individuals with strong dreams will be marked as "Qualified" within the Embryo and will be drawn to fight each other in order to be the one to finally reach the **AZURE** and use its power to recreate the world in their image.

At least, that's how it works in theory. Whether the entity currently bound to the Master Unit will allow their wish to come true is another matter entirely.

2. MUCRO ALGESCO: YUKIANESA [300 AP]

A katana made of unmelting ice. Wielding it allows one to crystallize ambient moisture that the user can then manipulate or simply freeze an opponent directly. At its full power, it can freeze a several-meter area around the user in an instant, including any unlucky combatants caught within. The corruption caused by this weapon is a compulsion to murderous rage at the sight of anything or anyone even tangentially related or similar to the Black Beast. This weapon can be summoned to the user's hand at-will, regardless of distance.

3. ARCUS DIABOLUS: BOLVERK [400 AP]

A pair of rifles that bore holes through space to create a magic explosion at the desired distance wherever the user aims, completely ignoring any obstacles in-between. These guns can also combine and transform into a variety of other types of firearms, such as a shotgun, a minigun, a machine gun, a recoilless rifle, and perhaps even more. These weapons can be summoned to the user's hands at-will, regardless of distance.

4. DEUS MACHINA: NIRVANA [400 AP]

A powerful female automaton that can fight alongside the wielder. Nirvana will loyally follow her master's order, able to perfectly interpret her master's intent without them needing to actually put it into words. Perhaps a similar phenomenon is what allows her to "speak" with you despite appearing completely mute to onlookers. Nirvana's nails are made of a special Seithr-negating metal that can negate any efforts to block her attacks or heal the resultant wounds through Ars Magus or similar powers. It is said that Nirvana causes her master to grow more violent and ruthless. However, others claim that she simply gives an outlet to the dark impulses her master already held within them.

5. MUCRO SOMNIO: MUSASHI [600 AP]

A pair of blades sharing a single sheath. The blades can also attach to each other at the handles if you wish. The properties of these blades is the ability to cut through anything, including things that cannot normally be cut. Whether it's space, a spell, an illusion, a ghost, etc. It's unclear what the full extent of this power is or what mental burden it places on the wielder.

6. INTERFECTUM MALUS: ŌKAMI [400 AP]

An excessively long nodachi. As it would be far too unwieldy to unsheathe properly, the blade seems to simply phase through the sheath when needed. When unsheathed, the special property of this blade nullifies all Ars Magus and similar mystical abilities within several meters of the wielder. Similarly, cuts made with this blade resist any attempts to heal them through Ars Magus or similar powers.

7. ARMA REBOARE: MUCHŌRIN [600 AP]

An amorphous heart-shaped staff. You are able to freely alter the form of the staff, and not only that you can use its power to effortlessly synthesize matter based on your imagination. Simple forms are easiest, but with practice you can even create perfect imitations of specific artifacts with unique mystical properties. Additionally, wielding this staff enhances the potency of any alchemy or magical abilities. The burden for using this weapon is the wielder's own memories. It's unknown if this means temporary amnesia, or if the memories are permanently erased from the user's mind.

8. GEMINUS ANGUIUM: OUROBOROS [600 AP]
A snake-like chain weapon of infinite length that you can mentally control and summon from portals in the air. This weapon has the special property of being able to strike at not only the body, but the mind and soul as well. Once mastered, even without summoning the weapon you can use the spell Mind Eater to manipulate a person's memories and personality.

9. PHOENIX: RETTENJŌ [300 AP]
Secretly created after the Dark War in order to dispose of the remaining Nox Nyctores. This weapon resembles an absolutely enormous nail. It is made of a special metal that allows it to not only negate Ars Magus and similar abilities on contact but even destroy other Nox Nyctores with relative ease. Like the original Rettenjō, your copy contains a power soul that, if need be, would allow it to serve as the activation key for the device known as Kushinada's Lynchpin, a device with the potential to negate all Seithr in the world.

10. LUX SANCTUS: MURAKUMO [100 AP, exclusive (PFD [MURAKUMO])]
The first Nox Nyctores not made from a piece of Take-Mikezuchi's core. This takes the form of a large mechanical sword that you can summon and transform into a suit of armor and eight telekinetically-controlled blades. Additionally, wearing this armor allows you to levitate yourself and fire a variety of sword-shaped spells and projectiles. There are technically numerous Murakumo, as every Murakumo or Kusanagi-type PFD seems to be assigned their own personal copy of this weapon, though true Murakumo Units like Nu-13 seem to be somewhat stronger than imitation units like Lambda-11, hence why purchasing it through this section comes with a small plus-charge.

11. CORPUS SEPULCRO: REQUIEM (PROTOTYPE) [2000 AP]
A secret 11th Nox Nyctores constructed after the Dark War with the intention of negating the influence of the Master Unit on the world. It is a giant humanoid similar to Take-Mikezuchi. This sleeping giant was created to act as an artificial Master Unit, able to exert universe-scale Phenomena Intervention at the user's command. At least, that's the theory.

You see Nine never actually managed to complete Requiem before being trapped in the Boundary. The most the current prototype could do was self-destruct and take the whole world down with it. The underlying theories are sound and it's already at least 90% of the way to completion. But unless you can free Nine from the Boundary and convince her to lend you a hand, reverse-engineering the underlying principles to complete the prototype on your own will be an ordeal in itself if you aren't already an unmatched magical genius like Nine.

GRIMOIRES

Special devices containing the codes needed to process Seithr into tangible effects. Most Ars Magus formulas can be cast with any Grimoire as long as one has the prerequisite knowledge, but more powerful Grimoires often have special intrinsic abilities and formulas unique to that Grimoire. Despite the name, Grimoires can take almost any form, not necessarily books. They can be a weapon, a statue, a prosthetic limb, or seamlessly fused into the user's body.

CUSTOM GRIMOIRE [100 AP – 700 AP]

Perhaps you aren't satisfied with the offerings below? You may create a wholly new Grimoire with a form and abilities of your own design. The more powerful/useful the Grimoire, the more expensive it is. Use the examples below as a point of reference for the price.

HYPNAGOGIA GRIMOIRE [100 AP]

This Grimoire takes the form of a mostly blank picture book. It possesses the ability to enter the dreams of those who interact with it. When one carelessly touches it, they will be trapped in a dream they cannot awake from. The dream will be so pleasurable they will not want to wake from it. As the dream continues, the book's blank pages will fill themselves with depictions of the dream. However, if the book completely fills out the dreamer will die. Those on the outside can attempt to wake the dreamer or draw things into the book to help them, but the Hypnagogia Grimoire will retaliate by creating constructs of the figures within the book to attack the interlopers. However, there is a limit to how mighty these constructs can be, and even if the book were to summon a copy of a legendary hero, it wouldn't be nearly as strong.

ANTI-DEMON BEAST GRIMOIRE [100 AP]

Not all Grimoires have particularly elaborate abilities. The Anti-Beast Grimoire takes the form of a large book. As the name implies, it can unleash a number of offensive spells that are exceptionally effective against beastkin or Seithr-mutated animals. You'd hardly be taking down the Black Beast or a master warrior like Jubei with this, but it's still an impressive degree of firepower to wield against the right opponent.

INTERMEDIARY GRIMOIRE [100 AP, requires (NO-NAME GRIMOIRE)]

An evolution of the Super Taste ability. By tasing someone you are able to take in more than just their emotions, but even their skills, special abilities, memories or even personalities. However, you are unable to use any of these yourself. Instead, they will be implanted into the next being you taste. It's also possible to transfer someone's lack of skill. Such as granting someone the cooking ability of someone whose food often borders on poisonous. The effects of this appear to be temporary, usually fading after a few days.

WILL-FINDING GRIMOIRE [100 AP]

A grimoire that takes the form of a fully sentient spirit resembling a shirtless man in vaguely Egyptian attire. They are often simply called the Guardian, as their purpose was to protect the Conversion Grimoire. To this end they have the ability to manifest large quicksand traps filled with Seithr-mutated antlions. It additionally has the ability to create mirages to lure would-be thieves into said trap, and a kind of subspace it can use to store its coveted treasure. What, if any, other abilities it possesses, is unknown. The Guardian has a rather eccentric personality and is easily swayed by displays of sacrifice or deep bonds of friendship.

AMMIT CRYAS [100 AP]

A Grimoire in the form of a hand mirror. It has the ability to reveal "the truth of one's being". This can be literal, such as if someone is under some kind of illusion or their body has been transformed by unnatural means, it will simply show their original, unaltered form. However, it can also show more abstract deceptions. Such as if someone were a spy for another faction then the appearance of their true master would be reflected in the mirror. Using the Ammit Cryas for short bursts is perfectly safe. However, if one stares too deeply for too long, they will become trapped within the mirror itself. It's unknown if there is any way for one to escape.

REGULATION GRIMOIRE [100 AP]

An incomplete Grimoire in the form of an empty photo album with four empty spaces labeled: Joy, Grief, Anger, and Comfort. If the Grimoire is left incomplete, then the weather over a massive area around the Grimoire will become chaotic, fluctuating between freezing cold in certain areas and scalding hot in others. This even causes any artificial environmental regulation systems to go haywire. Should the album be completed with four photos correlating to the four emotions mentioned, then this chaos will subside and the area will instead be maintained at a perfectly comfortable temperature. While the range of the Grimoire is significant, its purpose is to regulate the weather, not control it. Even at its most extreme the temperatures it produces are uncomfortable, but hardly unsurvivable.

CONVERSION GRIMOIRE [300 AP]

A Grimoire in the form of a small potion. It is a miraculous liquid that is able to transmute the properties of anything it is poured on into a more beneficial form. Whether that's removing an unwanted ability from a certain body part or turning an inedible dish into something delicious. It's unknown what the exact limitations of this miraculous substance is, but the liquid in the Grimoire appears to slowly replenish over 24 hours if used. Unlike the original, this Grimoire will not vanish if the Will-Finding Grimoire is suddenly destroyed.

EDIT EVOLUTION [300 AP]

A grimoire in the form of a book. As the name implies, it has the ability to manipulate the process of evolution and cause living organisms to grow and undergo significant evolutions in seconds. Even something like a watermelon seed in someone's stomach can instantly grow into a sapient watermelon able to harmlessly sprout from the eater's bellybutton to attack those nearby. The full potential of this Grimoire has yet to be fully explored, but at the very least it is unable to cause an organism to fundamentally change species. A mammal cannot become a reptile, just as a watermelon cannot become a honeydew.

AEQUIVALENTIS GRIMOIRE [300 AP]

A Grimoire in the form of a set of scales. By sacrificing an appropriate gift, the scale will produce an item or effect of equivalent value. Whether that means creating matter wholesale or altering the condition of something that already exists. The Grimoire cannot create or alter something stronger than itself, nor can it alter anything outside of a few meters of itself.

Whatever algorithm the scales use to determine a gift's worth, it has no issue attributing objective value to abstract phenomena like dreams or memories as easily as physical goods. Nor does it have any issue interpreting a user's desires to offer the appropriate trade for their current needs. Logical exchanges tend to be quite efficient, like sacrificing water to instantly clean dirty clothes, or blood to synthesize the key to a torture chamber. It is possible for the Grimoire to determine a gift as so vile that its value is negative, and attempting to sacrifice it will cause the scales to instead take even more from the user to make up the deficit.

AEDSQUI GRIMOIRE [400 AP]

A Grimoire in the form of a large statue of a woman. Due to containing a small ember of the AZURE, this Grimoire bears the godlike power of creation. Its function is essentially to grant wishes. It does this by absorbing the life energy of other living beings in order to synthesize the being or object of their desire. It facilitates this by conjuring panels in the sky to pose difficult and often strange challenges to those seeking the Grimoire. Should they succeed, a miniscule amount of energy will be harvested from their exertion, but if they fail the Grimoire's army will kill them so all their vitality can be absorbed.

It is rumored that even the dead can be revived this way. However, resurrecting a single living being can take the energy of dozens of lives, and it's likely to result in numerous failures. In the best cases these failures will be fully sapient homunculi with no relation to whoever you were attempting to create, but the vast majority will be zombie–like mud golems. All these failures are completely loyal to the wielder. These failures serve to protect the Grimoire itself and to facilitate the aforementioned challenges. In a similar vein, should the Grimoire's master wish, they can fully fuse their soul into the Grimoire. Making its power their own, at the price of being reduced to an immobile statue for all eternity.

AZURE GRIMOIRE [400 AP / 600 AP]

Also called the BlazBlue and rumored to be the strongest Grimoire in existence and mistaken by many to be the true **AZURE** itself. In truth, while it is powerful in its own right, it cannot even be spoken of in the same breath as the true **BLAZBLUE**. The BlazBlue takes whatever form is most convenient for the current user. Whether that be a book, a crystal, a prosthetic arm, a living being, etc. It is essentially a portable Cauldron, allowing the user to draw on a nearly infinite supply of Seithr to fuel their Ars Magus. Incidentally, those with the Azure Grimoire also tend to show a particular resistance to magic barriers or wards.

Simply possessing the Azure Grimoire greatly increases the user's overall Ars Magus Affinity and physical capabilities (strength, speed, endurance, etc.). The healing factor alone allows a wielder to heal in minutes from wounds that should normally take days. Through a special chant, you can fully release the full power of the BlazBlue to supercharge your abilities even farther for a short time, at the cost of leaving you exhausted afterwards.

The Azure Grimoire also grants the Drive of Soul Eater, which allows one to absorb the souls and life force of others through attacks or physical contact to rapidly heal and empower the wielder. With practice, one can learn to eat more specific aspects of a being's soul, such as their memories or dreams. A user of the Azure Grimoire will also have a freakishly high tolerance for Seithr, and the ability to manifest pure Seithr to enhance their attacks with an energy eerily similar to the Black Beast. This ties into the Grimoire's true purpose.

The Azure Grimoire was specifically created to create a Black Beast. This can be accomplished by simply allowing the Grimoire to feed on enough souls, or instantly by coming into contact with a Murakumo unit and fusing together. The Grimoire is constantly eating away at the user's mind, body, and soul, shortening their lifespan, tugging at their emotional vulnerabilities, and looking for any opening to take full control and become the Black Beast.

However, over time the designs for the Azure Grimoire were improved. Still nothing comparable to the real thing, but leagues beyond the older models. For an extra 200 AP you possess one of these improved Azure Grimoires. The capabilities of the improved Azure Grimoire are greater than the earlier prototype in every way. You can drain other's vitality just from proximity or dispel high–level magic barriers by walking through them. In fact, you can prevent users of these lesser Grimoires from even being able to unleash its full power in your presence. The various forms of corruption and degradation from using the Azure Grimoire has been mitigated to almost nothing as long as you don't use it too carelessly.

NO-NAME GRIMOIRE [600 AP]

As the name implies, this is a Grimoire devoid of identity, but that ambiguity grants it infinite potential. Its initial form is a heavy book, but once it has found a satisfactory wielder it will fuse with their body. If the wielder is male, they will change genders in the process, as the No-Name Grimoire has a naturally higher affinity with females.

That is not the only transformation the user undergoes. Their tongue will evolve to grant them the ability of Super Taste. This allows them to sense the thoughts and emotions associated with whatever they taste. Whether it's checking if a door tastes of danger or reading someone's mind and personality with a French kiss. However, one could argue this is just as much of a curse, as this replaces your normal sense of taste. If exposed to a particularly potent stimulus, such as tasting something with traces of the AZURE, it is possible for the user's Super Taste to undergo a kind of evolution, such as that which briefly led to the Intermediary Grimoire.

However, this is arguably just a mechanism of the No-Name Grimoire's true purpose. It has the potential to transcribe the contents of any other Grimoire. It's rumored that it could even become the Azure Grimoire. Naturally, your Super Taste is the means by which this data is collected. The canon wielder of this Grimoire: Mai Natsumi, never used this particular ability for some reason. So one can only speculate on the exact limitations. However, even aside from copying other Grimoires, the user is a sponge for acquiring new skills in general, allowing them to acquire techniques that would normally take years to master in just a few weeks.

To assist the user in acquiring more formulas, the wielder will frequently be pulled by fate to stumble into other Grimoires or similar mystical artifacts by pure happenstance. Normally, one would be lucky to come across one unclaimed Grimoire in their lifetime. But a wielder of the No-Name Grimoire could plausibly run into several powerful Grimoires in a month or two, regardless of whether they're actively looking for them.

Additionally, in moments of heightened emotion, the user can temporarily supercharge their strength, speed, reflexes, and situational awareness for a brief time. This is marked by the user's pupils changing into white rectangles. It's unclear how, if at all, this relates to the other abilities of the No-Name Grimoire.

BURNING RED GRIMOIRE [600 AP]

A Grimoire so legendary it is written off as a mere fairytale by most. It was constructed by the great Sage Nine to allow whoever wields it to possess the same magic knowledge and power as herself, even if they were born without the natural ability to use magic. The Grimoire was ultimately never finished, but through a deranged ritual requiring the sacrifice of a Remix Heart and thousands of Souls, someone managed to create a perfected version of the Grimoire. How this then ended up in your hands is anyone's guess.

COMPANIONS

COMPANION IMPORT [50 AP per]
With one purchase, you may create or import a companion into this Jump with 600 AP to spend as they please, as well as a 400 AP stipend for the **ARS ARMAGUS**, **GRIMOIRE**, and **ASSETS** sections of this Jump. Each additional purchase doubles the total number of companions you can import/create through this option.

COMPANION EXPORT [50 AP per]
With one purchase, you receive an empty slot that can be used to recruit any native of this world as a companion, with their informed consent. Each additional purchase doubles the total number of slots you receive through this option.

ALTERNATIVE COMPANION [100 AP per]
This is a world of intersecting times and possibilities. With each purchase, you may receive an alternate universe version of a canon character. Whether it's a version of Mai Natsume that became a savage killer, a version of Tsubaki that acquired the abilities of Hakumen, a version of Platinum that got possessed by Terumi, a version of Ragna that was a female Murakumo Unit, etc. Unlike prior options, each additional purchase only grants one more companion.

PERFECT VESSEL [100 AP, exclusive (SPIRIT)]
A homunculus expressly designed to be the perfect vessel for you. They have their own mind and soul, but oddly their personality and goals are so close to your own that they never seem particularly bothered by the prospect of letting you use their body as you please. Their compatibility with you is greater than any other human you could possess. If you purchased a Grimoire, you could even choose to have it seamlessly integrated into this vessel's biology, essentially granting them, and by extension you, all the abilities of that Grimoire.

DISPOSABLE PAWNS [200 AP per]
A bulk companion composed of 100 regular humans. Alternatively, you can choose to receive a ¼ as many minions of a much stronger species like vampires or Prime Field Devices. They aren't nearly as strong as most notable examples of those species, but still stronger than any human. You can purchase this multiple times and even decide whether to treat each purchase as a separate bulk companion or combine them into one army. You can even choose different species with each purchase. No matter your choice, these are all suicidally loyal and at minimum have as much combat training as most NOL officers.

GENERAL ASSETS

Gag Reel items (GR) can only be utilized in the context of a GAG REEL, if the appropriate perk is taken. Post Jump they can be used freely in any context. All item imports are free.

ZIPPERS AND BELTS [0 AP]

Your own personalized outfit. Whether it's casual wear, the uniform of your faction, or an incomprehensible mess of belts and zippers. Any filth or damage it accumulates will slowly restore itself over time when you aren't looking. Even if this clothing gets caught in a time loop and is therefore infinitely old, it'll be as clean and sturdy as if you just bought it that day.

LIBRARY [0 AP / 50 AP]

A kind of glossary you can pull up in your mind's eye at any time. It creates entries for any significant people, organizations, locations, objects, weapons, abilities, events, or details about the world you come across, making it much easier to keep it all organized or to review later. Though this won't provide any information that you haven't already come across or would be considered common knowledge. By default, this only applies to this world. If you pay 50 AP then you'll also be able to create glossaries for any past or future worlds you step foot in. You can switch between the different glossaries with a thought.

MASCOT [50 AP]

A small animal that has taken quite a liking to you. They cap out at the size and strength of a mid-sized dog, though their intelligence is bizarrely close to that of a human. They could be an excitable dog, a Torifuna panda, whatever Mr. Tartar is, or anything else of the sort.

UNLIMITED BUN WORKS [50 AP]

An instantly replenishing bamboo steamer filled with the same Bao Buns made by Miss Lichte. The meat buns are always at the perfect temperature whenever you open the steamer.

TEAS & TREATS [50 AP]

An instantly replenishing pantry filled with all manner of teas and pastries to go with them. Comes with a refined tea set.

COSPLAY WARDROBE [50 AP]

A wardrobe containing a seemingly infinite supply of cosplay outfits. This even updates to include outfits based on you, your companions, and notable characters from other worlds you've visited. These outfits are always the perfect size for whoever you wish to wear them.

GOLDEN ANGEL [50 AP]
A replenishing bottle of a peculiar gel that, if rubbed on the body, solidifies into a swimsuit of a style suitable to the wearer's tastes. However, there's one major catch. It is composed of the fluids of a particular breed of sea cucumber that can only survive in salt water. If exposed to fresh water the Golden Angel swimsuit will instantly return to its original liquid form.

RARE SILVERVINE CANDY (GR) [50 AP, requires (SILVERVINE CANDY)]
Added to your assortment of Silvervine lollipops is one of a rather peculiar blend. For most who eat it, the effects are no different than any other Silvervine candy. However, when eaten by a moron, they will experience a brief boost in intelligence and maturity. Not exactly to the point of genius, but they'll suddenly demonstrate a level of composure and self-reflection that would normally be beyond them. However, this only lasts a couple minutes and they forget the entire experience immediately after, so the usefulness is dubious.

MONARCH OF LIFE (GR) [50 AP]
A cage containing what appears to be a folded note. However, on closer inspection it is actually a type of butterfly only found in the Kaka Village. When placed on a flat surface, the butterfly unfolds and grows into a beautifully rendered board game. The butterfly even manages to create custom pieces in the image of those playing the game. The rules are simple. Each player must roll the dice and move that many spaces.

There is actually no limit to how many dice you can use to start, and you can add more dice whenever you want, but you cannot take dice away. Meaning if you decide to go from using 1 to 3 dice mid-game, then going forward every player must roll at least 3 dice every turn. Most of the spaces are blank, but every sixth square contains a set of instructions that the player must act out. These tasks range from humiliating like "dump ice down your pants" to mercilessly violent like "beat the crap out of the player next to you with a metal bat". The butterfly can even somehow synthesize any objects needed for the task.

Should any of the rules be broken by any player (such as leaving early, using a less dice mid-game, refusing to complete a challenge) then all players will be penalized. The penalty is a kind of curse that afflicts all the players with an intense recurring sensation of being tickled. The tickling comes in waves and gets worse with every infraction. This will continue to plague all players, regardless of said player's distance from the board or even their physiology.

VALLEY OF DEATH (GR) [50 AP]
An area kept secret by the Alucard family for generations. It is an enormous ravine filled with all manner of gigantic flesh-eating beasts. One must reach the bottom in order to access the true treasure within. A microwave. It's anyone's guess what powers it, but anything cooked within this microwave will reach a temperature more perfect than what could be achieved in any other microwave, even if cooked at the exact same temperature. Regrettably, the microwave only possesses these properties while within the Valley of Death.

OCCUPATIONAL BENEFITS (GR) [50 AP]
This stylish office is attached to a property of your choosing or simply retroactively inserted into your current workplace. Even if it makes absolutely no sense for you to have a personal office there. The design of the whole room is perfectly suited to your tastes. It even includes a wardrobe. However, by pressing a secret button within the office, a hidden door will open to a room housing a luxurious bathtub, complete with all manner of related products like shampoo, conditioner, bath powder, etc.

KAKA CATNIP (GR) [50 AP]
A special bath powder produced in the Kaka Clan. However, one of its active ingredients is a potent catnip. If you use too much of it, the scent will linger on your skin, affecting any cat or even feline beastkin for miles around. They will become infatuated with you, unable to resist the compulsion to act out all manner of feline courtship behavior. However, this doesn't discriminate by age, gender, power, or prior relationship with you, and not all such rituals are particularly gentle. For as many cats as you get simply sniffing or rubbing against you, you'll get others trying to bite you, or use you as a scratching post.

SOUL-SWAPPER (GR) [100 AP]
One of Kokonoe's many inventions gathering dust in her laboratory. It is a complex device attached to a large cage that, when activated, will swap the souls, and by extension the memories and personality, of the individuals of your choosing within. Even better (or worse, depending on your perspective) the swap is permanent unless deliberately reversed. This also includes a terminal that reads the compatibility of each soul with their current body.

BOING CARD (GR) [100 AP / 200 AP]
A dreadful talisman of unimaginable power. The Boing Cards have the ability to absorb the "robustness" of another and add it to the wielder's own curves, or lack thereof. It appears that each card can only hold the busty-ness of a single victim, but there's no limit to how many cards the perpetrator can benefit from at once. Luckily, you appear to have collected a dozen unused Boing Cards. If you want to free up one of your cards, you can freely release the Boing energy from a card, which will return to whoever you stole it from. For twice the price you know the ritual to create as many Boing Cards as you wish.

ENTROPY EFFECT [150 AP]

An oddity from another world. It is a computer system designed to run countless calculations in order to predict thousands of potential futures and discover how to reproduce the most desired future in the outside world. The world that created this system did so to help avert complete extinction. However, utilizing this system requires you to mentally transport your consciousness into the machine. From here, you will be placed into a virtual lab guided by a number of AI programmed to believe themselves to be regular scientists who all happen to suffer from amnesia, guided by the enigmatic Dr. Mercurius.

From within the Lab, you will participate in numerous dives into the "Sea of Possibility". This takes the form of a gauntlet of enemies while piloting various avatars in order to obtain crystals called "Shards of Possibility". The avatars, enemies, and environments are pulled from the memories of other worlds (primarily the world of the main BB timeline). The shards are essentially the embodiment of the program becoming increasingly close to calculating the perfect future. So the sooner you gather them, the sooner the program will be able to fulfill its purpose. Unlike the original, this one has been modified to allow you to safely enter and exit this virtual world whenever you please, instead of only after gathering enough Shards.

ISLAND OF RANKINGS (GR) [150 AP]

A tiny sentient tropical island with the peculiar ability of summoning tangible constructs based on people or scenes from an individual's subconscious in order to assign them a completely arbitrary rating. Constructs of specific people retain the original's personality, but the island can freely control them to act in whatever way it pleases. Constructs explode as soon as the island is done with them. With that said, the island can feel pain and is pretty weak-willed at that, making them easy to extort into using their powers of creation to indulge in your own selfish fantasies. Said power cannot extend past the island itself and overuse of this power can manifest as heat intense enough to melt the entire island into magma.

ITEM BOX [200 AP / 100 AP with (DIMENSIONAL ARMORY)]

A special technology/magic/Ars Magus that allows one to store objects within a kind of subspace that they can then store or summon objects from. Complex organisms or sentient beings cannot be stored within, but simple automatons are another story. This takes the form of a small box similar in size to a baseball. It can access a storage dimension with a capacity similar to a storage unit or a large walk-in closet. Taking this alongside DIMENSIONAL ARMORY does render this redundant. The only real advantage this has is that it's an external object that you can give to others if you wish.

SPECTACLES OF EROS (GR) [300 AP]

A gaudy pair of heart-shaped sunglasses. These have a potent magic effect that causes the wearer to become irresistible to all humanoid members of the opposite sex for miles around, regardless of species (even humanoid automatons are affected). Those affected will instantly become madly in-love and go to great lengths to monopolize the wearer's affection (consent is optional). This inevitably leads to the affected fighting amongst each other and causing chaos. They will not notice anything strange about their behavior, or their uncanny ability to always know the wearer's location. Those who loved the wearer to begin with will be affected regardless of gender, but the mental changes aren't anywhere near as extreme.

TAKAMAGAHARA SYSTEM BLUEPRINTS [1400 AP]

Through some paradox, you have gained blueprints from a long-dead world regarding the godlike trinity of Artificial Intelligence known as the Takamagahara System. This isn't exactly a "computer" as it requires no hardware, somehow integrating itself into the Boundary itself. It takes the form of three AI: TA, TB, and TC, that reside in an endless white pocket dimension. They have the ability to observe any point in time and space and execute Phenomena Intervention on a universal scale. However, they are far from omniscient or omnipotent.

While it can create large-scale Phenomena Intervention, it cannot utilize this with any precision, requiring it to seize control of certain machines, phenomena, and entities to indirectly act on its behalf. Additionally, while the System can monitor countless points in space and time simultaneously, this requires them to divide their attention proportionately. Should one manage to get all three AIs to focus all their attention onto one moment, they'll be rendered effectively blind to all other matters, regardless of proximity.

The original Takamagahara System was designed with the prime directive of the "Continuance of the world". Which they seek to achieve by facilitating a time loop at the expense of untold billions of lives in order to create a timeline that would open a path to the **AZURE** for them to obtain in order to replace the Master Unit as the god of this world. Perhaps you can modify their programming to instead pursue a different goal.

CHAOS ASSETS

Discounted to OUTSIDER, VIGILANTE, CASTLE ALUCARD, and SIX HEROES Backgrounds. If you've combined two backgrounds between the two categories of ORDER and CHAOS, you cannot discount both, you must choose one. One 100 AP item is free; the others are half-off.

SECLUDED SANCTUARY [100 AP / 50 AP (CHAOS)]
A small church in the middle of nowhere. Despite its secluded location, it has an odd way of attracting orphans and the needy to its doors while repelling the attention of any threats that aren't apocalyptic in scale or specifically looking for you or one of your guests.

NINJA GEAR [100 AP / 50 AP (CHAOS)]
All the tools needed for any self-respecting ninja. A grappling hook, Shinobi Shozoku, a large glider, smoke bombs, and a small pouch full of far more nails, shuriken, or similar projectiles, among other tools. Lost or damaged items are replaced after 24 hours.

CAMPING SUPPLIES [100 AP / 50 AP (CHAOS)]
A satchel containing an impossible amount of survival supplies such as food, water, a bedroll, cookware, fire starters, knives, etc. It's nothing extravagant. All of this packs away impossibly compact, allowing you to seamlessly hide the entire satchel under your clothes.

HEALING HOTSPRING [100 AP / 50 AP (CHAOS)]
Secluded away in a location of your choosing is a large natural hot spring with potent healing properties. Wounds that would take days to heal instead take hours. This isn't actually magic, so it can even heal wounds that explicitly resist supernatural forms of healing.

MIRROR'S EDGE [200 AP / 100 AP (CHAOS)]
A potent Ars Magus that can be used to autonomously defend an object or location of your choosing. When someone crosses the threshold, this formula will create a tangible illusory double of the intruder. The double will possess all their skills, abilities, and even personality, but are ultimately just a projection from the Ars Magus that will dissipate as soon as the intruder has been defeated or repelled from the area of effect.

REGENERATION POTION [200 AP / 100 AP (CHAOS)]
A potion with miraculous healing abilities. Upon drinking it even severe wounds can be healed in moments, and one would have the stamina to endure several back-to-back battles to the death without breaking a sweat. However, once the potion wears off, the user will be wracked with crippling pain that will make one wish for death for hours to follow.

LOYAL RETAINERS [200 AP / 100 AP (CHAOS) / 100 AP+]
A pair of magic familiars that vaguely resemble mundane animals, albeit with the intelligence and speech ability of a human. They are absurdly durable and completely amorphous, able to change into seemingly any shape they have the mass for, whether it's an umbrella, a bat, a cannon, a lightning rod, a throne, etc. They are unconditionally loyal and affectionate, even if you regularly abuse them. For an additional, undiscounted 100 AP, you also receive an assortment of a handful of much smaller and less intelligent familiars.

CURSED EYE [200 AP / 100 AP (CHAOS)]
A transplanted eye that has been infused with a special power. This can take one of two forms. First is that you receive the Hunter's Eye, which allows you to see a number above every person's head representing their vitality, allowing you to objectively analyze their health and even emotional state. Alternatively, your eye has gained the ability to perceive spiritual beings, allowing your attacks to reach them as if they were physical. However, this is quite draining to use. You may purchase this twice for both abilities, but only the first can be discounted.

FELLOW TRIBESMEN [400 AP / 200 AP (CHAOS)]
A small village or district populated by up to 100 residents that look to you as their one and only leader. This can even tie into your background and species. Whether they're Ikarugan Refugees, or even the entirety of Kaka Village. They are all strong and skilled in their own right, but far from the level of the greatest fighters in this world. Even if some of them die, they'll manage to repopulate back to 100 impossibly quickly. Are treated as a bulk companion and you may relocate the village to a location of your choice in future Jumps.

ETERNAL MOONLIGHT [400 AP / 200 AP (CHAOS)]
A pocket dimension resembling a castle located in a large plot of land cast in eternal night. The environment and atmosphere of this realm can shift to suit its master's tastes. This is a liminal space that connects to all nights. In less abstract terms, you are able to conjure a portal to and from this dimension from anywhere in the world, though it's much easier at night. You can even teach this magic to others. However, unless you already have some teleportation magic to enhance the spell, the exit portal will always lead to the same location you entered from.

NOISE CANCELLER [400 AP / 200 AP (CHAOS)]
A specialized variant of the Idea Engine that has been implanted into your body. It is designed to allow one to immunize themselves to effects that would otherwise negate their ability to utilize mystical or supernatural abilities. You need to spend several hours around the source of the negation to synchronize yourself to it, but afterwards this negation will have no effect on you. Even if left in an environment completely devoid of the energies that fuel these abilities, the engine will simply generate the energy internally and allow you to use that instead.

CRYSTALIZED ORDER [400 AP / 200 AP (CHAOS)]
A massive cavern filled with countless crystals with the unique ability to purify Seithr with seemingly no limit other than proximity. The Black Beast himself was ultimately only defeated by trapping him within a similar cavern and becoming petrified. Post-Jump this works on any similar miasma or corruptive supernatural energies. With proper research, the crystals can be utilized to create potent magic weapons and artifacts that are especially effective against corrupted beings. Harvested crystals regrow between Jumps.

KUSHINADA'S LYNCHPIN [600 AP / 300 AP (CHAOS)]
An enormous weapon resembling a metal spike. Simply the metal it is composed of disrupts the flow of Seithr or similar energies. If one were cut with a blade made of this, they would find it impossible to heal through supernatural means. However, if fully activated and dropped into the Boundary, it would be able to halt the flow of all Seithr world-wide, rendering all Ars Magus unusable. Post-Jump you can negate other forms of magic if you can activate the Lynchpin and drive it into a similar nexus of magic power.

However, there's a catch. This lynchpin lacks an activation key. The only viable key is either an unnaturally strong soul or the soul of a being with a natural talent for manipulating life energy. They will be trapped within the Lynchpin forever as their soul is slowly eaten away over hundreds of years until there is nothing left and the Lynchpin finally deactivates. Should you use the Lynchpin in such a way you will receive an identical copy at the start of the next Jump, but the soul you used will be lost forever, even if they were formerly a companion.

SUSANO'O UNIT [600 AP / 300 AP (CHAOS)]
A suit of armor that was once the physical body of the Sankishin Susano'o. You may choose for it to remain as an external artifact, or to start the Jump with your soul already implanted into it. Whoever possesses this body will possess unimaginable offensive power and limitless stamina, easily rivaling the might of an entire army. This armor and whoever pilots it occupies a strange position in spacetime. They are unaffected by paradoxes or the impossible influences of the Warp itself. Their eyes can gaze into alternate timelines and with training you may even learn how to cut holes in spacetime to teleport or to kill otherwise immortal beings.

With all that said, for even an exceptional human soul, you can bring out at most 20% of this body's true power. Perhaps you'll be able to raise that with enough years (centuries, really) of training or somehow enhancing your soul's compatibility through mystical means. Only this body's original inhabitant can bring out its full potential naturally, which could effortlessly erase anything it destroyed from existence without creating a paradox.

ORDER ASSETS

Discounted to NOL, IMPERATOR, SECTOR 7, and ISHANA Backgrounds. If you've combined two backgrounds between the two categories of ORDER and CHAOS, you cannot discount both, you must choose one. One 100 AP item is free; the others are half-off.

RESEARCH LAB [100 AP / 50 AP (ORDER)]
Inserted within a property of your choosing is a small laboratory focused on the study of either magic, science, or Ars Magus. Within is all the equipment you'd need. The only limit on what you can research or develop within this lab is your own intelligence and materials.

SILVERVINE CANDY [100 AP / 50 AP (ORDER)]
A replenishing bag full of Professor Kokonoe's favorite Silvervine lollipops. Those in this particular bag have a way of keeping your mind inhumanly focused and energized, allowing one to endure several days of nonstop research without sleep.

SALARY [100 AP / 50 AP (ORDER)]
You receive a decent salary every two weeks from an unknown source. Hardly what you'd call a fortune, but as long as you aren't too reckless you shouldn't ever need to worry about affording your next meal or splurging on the occasional frivolity.

COUNTERFEIT DECREE [100 AP / 50 AP (ORDER)]
A printer that is able to flawlessly forge fake decrees from the Imperator herself (or a similarly high authority in future Jumps). It is pretty much impossible to identify it as a forgery by direct observation alone, but if your deception is exposed anyway, expect dire consequences.

APOTHACARY'S ARSENAL [200 AP / 100 AP (ORDER)]
A satchel filled with a variety of potent poisons. The effects range from knocking unconscious, causing someone to go berserk, making them sick to their stomach, targeting the hippocampus to erase or restore memories (and cause brain damage), just killing outright, and more. The contents of these vials seem to rapidly replenish as you use them.

ARS MAGUS VESSEL [200 AP / 100 AP (ORDER)]
The primary means of travel between Hierarchical Cities. It is a large airship powered by Ars Magus. These normally require a whole crew, but this one appears to have been modified so you can pilot and maintain it entirely on your own or through various automated systems. It is able to remain airborne indefinitely, even in worlds without Seithr.

NEURAL INTERFACE [200 AP / 100 AP (ORDER)]
A special technology frequently utilized by Sector 7 for long-range communication. You can think of it as a kind of long-range telepathy, allowing you to form a long-distance link with a specific target in order to allow you to communicate over any distance, almost like having a cellphone in their head. You can even observe their immediate surroundings. Connecting to someone requires you to either synchronize them to the system beforehand or have some means of tracking their exact location. This is extremely vulnerable to signal jamming.

BACKUP DATA [200 AP / 100 AP (ORDER)]
For those times where you begin to doubt your own grasp of reality. You have a wireless link to a digital hard drive with a seemingly limitless storage capacity. It cannot be hacked and nobody but you is able to access or modify its contents. However, what makes this special is that it is located inside of the Boundary. This means that not only can it not be hacked, but even if your memories or reality itself are modified by a godlike force, this data is unaffected. Of course, this is all for naught if your mind is altered to remove all memory of this backup existing.

DIMENSIONAL ARMORY [400 AP / 200 AP (ORDER) / 100 AP+]
You have a link to a kind of personal subspace that you can use to store and summon objects at-will. These manifest either through portals or by simply sprouting from any observed part of your body or clothing. This dimension is similar in size to a warehouse or aircraft hangar. Summoning is usually quick and effortless, but truly gigantic objects (like a large mecha) are far more energy-intensive and can only be partially summoned for a few seconds before immediately returning to storage. For an additional, undiscounted 100 AP, you cut out the middleman and link this summoning ability straight to your own Cosmic Warehouse.

RAW MATERIALS [400 AP / 200 AP (ORDER)]
Every month you receive a large shipment of raw materials; you can even request specific materials. You don't have to pay out of pocket, but you have a fixed budget for each order. So you could either receive multiple tons of common metals or chemicals, or a couple pounds of mystical alloys or alchemical herbs. This can only provide materials that can be found in the current Jump, and some resources are too rare, valuable, or unknown that they will never be offered through this service, even if you could hypothetically afford them.

ANTI-VOUYER MEASURES [400 AP / 200 AP (ORDER)]
Two pieces of technology developed by Kokonoe. One enhances Observation, allowing an individual to utilize Observation on a far higher level than would normally be possible. The other does the opposite and disrupts all Observation and similar clairvoyance/reality warping within a localized area. That said, both these devices require external power, and quite a lot of it. So unless you have a nuclear reactor on-hand, you should be sparring with their use.

MONOLITH [400 AP / 200 AP (ORDER) / 200 AP+]
A large black structure erected in a location of your choosing. When activated, the souls of all individuals for miles around (sans those in the immediate presence of the Monolith, such as the user) will have their souls immediately stolen and focused towards whatever ends the user desires. Exceptionally powerful beings can resist this, but the vast majority of beings will be helpless. The primary use of this is for smelting powerful entities or weapons like the Nox Nyctores or Murakumo Units, but I'm sure you can find other uses for these souls in time.

For an additional, undiscounted 200 AP, this monolith is far taller, resembling a black pillar that extends well past the clouds. This extends the range of the monolith explosively, absorbing the souls of every being for countless miles around. One of these was able to absorb all the souls within the entire Ikaruga region.

CRUCIBLE [600 AP / 300 AP (ORDER)]
A large, volcano-like structure better known as a Crucible. It is essentially a portal to the Boundary, providing an infinite flow of Seithr and the chance to study this chaotic crossroads of space and time, assuming they don't lose their minds or lives in the process. Aside from that, the primary function of Cauldrons is to absorb countless souls in order to smelt them into powerful weapons and artifacts like the Nox Nyctores or Murakumo Units. Though, this still requires extensive knowledge of alchemy, magic, and science to pull off, in addition to the staggering quantity of souls demanded from the process.

REACTIVE WARHEADS [600 AP / 300 AP (ORDER)]
Hidden below a property of your choosing is a colossal silo containing hundreds of stockpiled nuclear warheads, all ready to fire at your command. Nuclear research was practically abandoned after the Dark War and mass-adoption of Ars Magus, but this is still easily enough to wipe a large continent off the map or bring the whole world to ruin with a few strategically placed strikes. Be ready to become an enemy of the entire world should anyone ever discover you're keeping something like this in your basement.

DRAWBACKS

Take as many or as few drawbacks as you can handle.

CROSS-TAG [+0 AP]

This world is no stranger to bleedover from universes very different from this one. By taking this, residents of other franchises that have previously crossed over with this one will occasionally wander into this one and get up to all kinds of hijinks for a bit before heading home. Whether it's RWBY, Granblue Fantasy, Persona, Under Night In-Birth, etc.

DARK AGES [+0 AP]

Normally, you'd start this Jump on December 31st, 2199 AD. By taking this, you may choose to start much earlier in the timeline. Whether that's earlier in the same year, as far back as the Dark War, or so far back you enter in the original form of this world, before it had to be recreated following the Prime Field War. By default, you only need to stick around for 10 years total but can stay for longer if you'd like.

OVERUSED JOKE [+50 AP / +100 AP]

As heavy as this series can get, it occasionally tries to add some levity into it. You are cursed with some kind of odd personality quirk or running gag. This is annoying and quite embarrassing, but otherwise harmless. Whether it's a childish fear of ghosts, an obsession with bust sizes, constantly being mistaken for a pervert, general boisterousness, etc. For +100 AP this is something that causes a great deal of trouble for yourself or others, despite your total inability to recognize this flaw in yourself. Perhaps you have such a bad sense of direction you could get lost in a straight hallway, or being such a bad cook that you regularly poison your friends by pressuring them to try your food. You can purchase either tier as many times as you want but can only gain a maximum of +200 AP from this drawback.

LEFT IN THE DARK [+100 AP]
Hope you don't mind having any idea of what's going on at any given time. For whatever reason, you are consistently unable to get any coherent answers about anything. Either you just never think to ask any significant questions, or whatever answers you're given are buried in metaphor and implication that you thoroughly lack the context to parse.

DEEP SCARS [+100 AP]
Your past has been marked by unspeakable trauma and betrayal. This has left you with a jaded outlook on like and severe trust issues. You are in an almost constant state of angst and nightmares are frequent. It will take time and effort to help you lower your barriers to start trusting people again. Let's hope your trust is well-placed when that time comes.

UNEMPLOYED [+100 AP]
Even in this fantastical world of magitech, one can't live without money. You seem to be cursed such that you are unable to maintain steady employment. Even when you do manage to save up a decent amount, it manages to slip through your fingers almost instantly. This isn't helped by the fact that you have a hard time turning down anyone who begs you for food.

JUMPER THE TRINITY [+100 AP / +300 AP]
Two other souls have taken up residence in your body. They share your values in a general sense but are quite immature and prone to bickering. For thrice the points, the two childish souls have no awareness of you, and you can only regain control for brief periods by sedating them temporarily. If you wish, you can hold onto these other two souls post-Jump. Either as separate companions or by continuing their residency in your body.

FORBIDDEN KNOWLEDGE [+100 AP / +300 AP]
You have gazed deeply into the abyss, and the abyss gazed back. Even if it's not immediately obvious to outside observers, you are quite mad. You are now unable to see other people as any more than mere objects, making emotional connections impossible and unspeakable cruelty effortless. For thrice the points, your mind wasn't damaged, it was completely shattered. Every day your knowledge, memories, and personality become more corrupted, leaving only a ravenous monster that only knows how to consume.

BUTT MONKEY [+200 AP]
No matter how scary or powerful you should be on paper, causality is constantly bending over backwards to ensure you're almost constantly getting humiliated by others or your own clumsiness. The world and the people within it adamantly refuse to treat you as a real threat, and you bumble any attempt to look cool. The world will only hold back its mockery if you are the only one who can save it from Armageddon, but don't expect that reprieve to last.

INSATIABLE APPETITE [+200 AP]
Frankly speaking, you're a complete moron. You rarely plan ahead and complex details tend to fly right over your head. Perhaps you are simply so easy-going that thinking about anything other than food or naps is a waste of energy. Alternatively, you might just be so drunk on violence that you feel restless any time you don't spend feeding your addiction.

RULES OF ENGAGEMENT [+200 AP]
You are fundamentally incapable of attacking any being who has no will to fight themselves. There are loopholes to this. For instance, you can hurt someone accidentally through casual carelessness, but as long as you recognize what you're doing as a "fight" or "attack", your body will refuse to follow through if it means harming a non-combatant.

OUTSIDE ONLOOKER [+300 AP]
The universe has marked you as an entity akin to a Bystander (this alone doesn't provide you the powers of one). You are forbidden from taking any action that could drastically alter the course of history. You have a little bit of leeway. You can probably get away with a few vague hints or even one major act of interference, but if you keep pushing your luck the universe will not only rob you of your outside powers but cause you to slowly wither into nonexistence.

SS-LEVEL BOUNTY [+300 AP]
The NOL has publicly labelled you as one of the most wanted criminals in history, with a bounty equal to the Grim Reaper himself. Wherever you go, you'll be chased down by Vigilantes after your bounty and whatever forces the NOL themselves can throw at you. Even among civilians, terrible rumors of your actual or imagined crimes are in constant circulation and grow more exaggerated with each retelling. At least your wanted poster isn't that accurate.

BUTTER BRAIN [+300 AP]
There's something about you that just has a hard time holding onto your mind and powers. Almost every other week some contrived circumstance will temporarily afflict you with amnesia or leave you unable to muster the full extent of your true power, or both. This never lasts more than a few days, and you'll never lose more than 60% of your power at a time, but this has a tendency to happen at the worst possible moments.

THE BEAST INSIDE [+300 AP]
Somehow, the dormant seed of a new Black Beast resides within you. It constantly hungers to devour the souls from the lives you take. The more you feed it, the stronger it becomes and past a certain point it'll be a constant battle of wills to keep this contained. Should you fail, the beast will completely subsume you and begin to swallow up the world. If you are unable to revert by the end of this Jump, it will mean the end of your Chain.

UNWANTED ATTENTION [+400 AP – +100 AP per]

Your arrival did not go unnoticed. One of the major antagonists of this world has decided to make your death and the ruination of everything you hold dear their top priority. This could be the mad puppeteer Relius Clover, the snake-like god of destruction Yuuki Terumi, the Mad Dog Azrael, or the embodiment of death Hades: Izanami. There is no effort or expense they will spare to not only destroy you, but to cause you as much misery as possible. This can be purchased multiple times to earn the animosity of multiple of these figures, but each additional purchase grants 100 AP less than the last, to a maximum total of +1000 AP.

ANONYMOUS SOUL [+400 AP]

As an outsider to this universe, your existence is intrinsically unstable. In order to assert your existence, you must be constantly observed. Not necessarily through direct eye-contact, but you must ensure that there is at least one powerful native of this world who is constantly focusing on your existence. Whether it's their love for you, their hatred, their curiosity, etc. You can survive at most a day without someone directing some kind of intense emotions at you before you simply vanish from existence, ending your Chain.

FINALITY

What do you find after turning the final page?

CESSATION EVENT [GO HOME]

You conclude your Chain and return to your original world.

CACOPHONIC FINALITY [STAY HERE]

You conclude your Chain and remain in this world.

CONTEXTUAL REALIGNMENT [MOVE ON]

You continue your Chain into a whole new world.

EPILOGUE

Jump by GENE.

In future Jumps it will be theoretically possible to access the Boundary. But if you didn't purchase something like a Cauldron, you'll need to figure out how to do so on your own. On a similar note, if you want to seize the power of the AZURE / Master Unit and bring it into future worlds, you'll have to figure out how to pull it off on your own.

The lore of BlazBlue is a clusterfuck of metaphysical bullshit and proper nouns. If the explanation I provided on something isn't 100% accurate or clear, just know that I tried my best, but this Jump would be twice as long if I tried to explain absolutely everything.

Post-Jump Ars Magus will function as if there is always a comparable density of ambient Seithr in future worlds to power them. Similarly, for any purchases that rely on forces or phenomena that wouldn't exist in future Jumps, use your own judgement and apply it to whatever the closest equivalent would be. Such as abilities that specifically interact with Seithr instead functioning on any similar magical energy or miasma-like phenomenon in future Jumps.

The connection between the C-Series and Bloodedge Experience timeline is really confusing. To the best of my understanding, the events of Bloodedge Experience are a completely separate timeline, but a very similar series of events did take place in the C-Series timeline.

I don't think the writers even know what Ars Magus is half the time. Sometimes it's a term for physical machines, sometimes it's a special ability tied to a Grimoire, sometimes it's treated more like a conventional spell that anyone with the knowledge to do so can whip out without any obvious Grimoire present.

For instance, there's a character named Taro who uses Ars Magus threads. However, Rin Hazuki was able to use Vision to copy them and create her own threads. I'm going to assume that Taro's threads are more like a spell than an external item, and he can summon them without a physical Grimoire. If only because the alternative is assuming that Vision removes the need for a Grimoire and can manifest any magitech weapon out of thin air.

It's up to you if/how BREASTY VOICE or BREASTY MAGIC work if used by a male.