

We stand in awe before that which cannot be seen, and we respect with every fiber that which cannot be explained. In this world reincarnation exists on a different level, where the only way to the afterlife is through the Konso of a shinigami, also known as a death god. Unfortunately these shinigami cannot make it to all of these lost souls, and those who are not saved become filled with anguish, their heart being voided by regret, leaving them with a perpetual empty feeling inside and become a hollow. These hollows search for other souls to devour to fill their lost heart, and since the shinigami and hollows are so different to each other there will always be conflict between them. Other spiritually empowered beings exist here, some being special humans (Quincies and Fullbringers) and others that were created artificially (Mod Souls and Bounts). You enter this world in 2001, when a young man named Ichigo Kurosaki becomes a shinigami to save his family.

Because of the danger of this world and the exponentially increasing power levels in it, you've been gifted with 1000cp, or choice points to help you fight.

Version 1.6

Age: Doesn't Matter, Humans, Fullbringers, and Quincies can be anywhere from 10-100, Shinigami would multiply that by 10, Hollows can be any age, Bounts are all around the same age (over 1000).
Gender: Doesn't matter, choose whatever.

Origins:

All origins other than Drop-In get 1000 Power Points, or pp for use on their origin only.

Drop-In (+100cp +200pp): As you wake, you notice that there is a chain coming out of your chest leading back into a body… a body that looks identical to yours! You can either sever this chain of fate, and become a true spiritual being (aka a ghost), or crawl back into your body and continue life. Either way, this will open your eyes to the realm of the spirits, and now you can see the truth to this world. You gain a discount on a single origin capstone other than yours and can purchase power points at a 1:1 ratio, so 100cp would be 100pp.
Fullbringer (100cp): Pride, especially in something that you hold dear to you is a power in its own. While you lack the numbers of the other origins, your powers are truly unique as they are all based on someone else's' "pride". Fullbringers are able to bring out the "soul" of an object with varying powers as a result.

Bount (100cp): Created by the Shinigami Development and Research Institute (S.D.R.I) in an attempt to create beings with eternal life using Shinigami blood with it, the bount have a unique ability to summon creatures known as dolls to do their bidding. Unfortunately they feed off of human souls, and were eventually hunted to extinction, save for a few groups that are currently in hiding. You are in one of those groups, and share a close bond with your fellow comrades.
Hollow (100cp): In the event that a Shinigami fails to reach your soul in time, or that you had a regret that was never truly resolved your soul became corrupted, and your heart vanished, leaving you with only a hole. This brings you to torment, and the only way to sate this pain is to eat souls, and even then that only increases your hunger, leading you on an endless journey to fill your hole with other souls.
Soul Reaper (200cp): Once souls pass into the afterlife, they are able to attend school if their reiatsu is high enough, and graduate as shinigami. These shinigami are trained to be great hunters to purify the hollow spirits, and to defend human life at all cost; The Shinigami's main tool is their Zanpakuto, which have the ability to grow in power with their wielder.
Quincy (200cp): Humans that carry the blood of the Soul King's son, Juha Bach. Quincies are known for their reishi manipulation to pull surrounding spirit particles to them in order to create weapons. They are on bad terms with the Soul Reapers because Quincies will destroy the souls of hollows, while the Soul Reapers purify them; this lead to an escalating conflict which has wiped out almost all of the surviving Quincy.

Locations: roll 1d8, or decide where you start for 100cp.

1. **Las Noches:** Ruled by Barragan Louisenbairn, this is the "capital" of Hueco Mundo, and is the only place that isn't in eternal night as well. The king is feeling generous today and will let you leave with only a warning, he even provided a way back too!
2. **Urahara's Shop:** A small candy shop, almost hidden away in Karakura Town. The owner is a tall blonde man who seems to know a lot about ghosts...
3. **Kurosaki Clinic:** Home of the main character and also a clinic, you wake up on an operating table with none in sight.
4. **Seireitei:** Surrounded by a massive wall that negate all forms of attack from the outside, the Seireitei is the home to the 13 Court Guard Squads, the Soul King's Palace (located high above) and almost everything of note in the Soul Society. You arrive at a haphazardly open gate, with no guard in sight...
5. **Valley of Screams:** One of the less traveled locations, the Valley of Screams is the dimension that houses blank souls. These are beings that have no memory, and as such wander for eternity.
6. **Don Kanonji's Car:** BOAHAHAHA!!! It appears that you begin this adventure sitting next to the famous spiritual medium Don Kanonji as he is about to begin his newest episode of Cazh Soul where he unintentionally aggravates spirits. But hey at least he seems to like you!

7. **Forest of Menos:** You begin in a dark room of a massive cavern, and upon looking out of an opening you see thousands of aimlessly moving massive humanoid figures, draped in a black. Welcome jumper, to the forest of Menos.
8. **Free Choice:** Anywhere listed, or anywhere in this universe.

Perks:

Origins get the 100cp perk free, and a 50% discount on the rest of their perk tree

Drop-In:

- **100cp Fashion:** You have a taste with threads and thread accessories! You become an excellent designer, and are able to choose complimenting materials and can sew items faster than any machine could hope to!
- **200cp Super**: When something is not right you can feel it. Any time an illusion is cast over you, or someone hijacks a body you'll know, and while you may not know the specifics of the problem you'll have a general idea on how to fix it.
- **400cp Keikaku Dori:** You always know what to bring before a battle, and can guess what items you should bring for a fight to turn the tides as well. Never get caught off-guard by a new foe again!
- **600cp Transcendance:** The whole is greater than the sum of its parts, and yours are no exception. By fusing different powers of similar origin together you can increase the power greater than if they were used on their own, and as a result also use less of whatever energy is needed!

Fullbringer:

- **100cp Completely Normal:** Nope, nothing to see here friend; I'm just an average person with a cape. With both your words and your powers, you can mask them to be indistinguishable from whatever is considered "normal" in the setting.
- **200cp Potential Maximization:** Kinda like a built-in scouter you can tell what someone's current state is, and their possible potential. If you've ever wanted to scout for greatness, or see how much energy an opponent has left this is the perk for you.
- **400cp My soul, my badge:** And no one else's. Your power, skills, abilities, and even energies are your own, and cannot be taken away from you unless you so will it. While you can still lose them by performing the ultimate forbidden technique or something that takes them as a cost.
- **600cp Linking spirits:** More than just your object of power, you can now "call" upon the souls of your environment and gently modify them to your advantage. Falling on a canopy from the atmosphere? You'll be banged up, but can still walk. About to hit a brick wall? The wall is brittle now, and you'll break through it. While these are just the beginnings, in time you can "convince" the air around you not to go inside your opponent's lungs, or the energy attack to pass through you instead of making contact.

Additionally you gain 500pp for use in the Fullbring section and the Super Abilities to be unlocked. If you are not a Fullbringer then you gain the freebies of the Fullbring section.

Quincy:

- **100cp Fred's Blessing:** You sure do love traps! All kinds of them, from the small caltrops to the gigantic trojan horse. You can make new and novel traps, and when combining any previous ability can even grant them unheard of functions! Pairing this with **Keikaku Dori** will make you have the ability to plan for entire battles in only a few short hours! In short, you have the technical ability to plan for battles as Kisuke Urahara has.
- **200 Mental Censor:** A unique gift, your thoughts can only be read if you wish them to be. Maybe confuse an enemy, or give them half truths, either way you need no longer fear those who can tap the mind.
- **400 Reishi Manipulation:** Quincies already have the ability to manipulate Reishi, but you're special. You can move those energies around much more precise than the average Quincy, and can even manage to absorb some from your opponent's attacks!
- **600 Sternritter -0, The Jumper:** The final evolution of a Quincy that will otherwise need to be given to you by Yhwach, Sternritters have greatly increased power and reishi control. Sufficiently weaker energy-based attacks will not harm you instead; they will will up your existing reserves. Additionally the speed and ability to control energy has increased as well. While you can still gain power from weaker attacks you have to take the brunt of it, and receive no damage reduction. This also unlocks the Sternritter tier and grants 500pp for use in the Quincy section. Pairing this with the **Reishi Manipulation** perk would make the energy based attacks gain you health as well as energy when weaker, and weaken the blow of stronger attacks as well. If you are not a Quincy then you gain the associated Quincy freebies as well

Bount:

- **100cp Silver Tongued Jin:** Most people would think that a someone who eats souls is disgusting. Fortunately for you you're a very handsome monster, and can convince others to join your cause if you can manage to speak with them in a calm manner.
- **200cp Gate:** While this ability is present in everyone during the jump, after the jump it will be lost. By purchasing it here you may continue creating gates to the afterlife of whatever setting you're in, and also use it to travel to parallel versions of whatever setting you're in.
- **400cp Soul Eater:** And strength too. Eating a soul that is the same strength of yours, or greater will increase your current strength by around half that of the consumed soul. While you can do this with normal humans, it would take a number measured in the 1000s at least for a noticeable effect, while a Shinigami would produce this effect immediately.
- **600cp Bount Crest:** Different from the other race power ups, acquiring the **Bount Crest** gives the user a dramatic increase of power, roughly equal to that of a **Bankai.** What's better is that, unlike **Bankai** this mode does not need to be shut off. Additionally you also

gain 500pp to use on the section. If you are not a Bount then you gain the associated Bount freebies as well.

Shinigami:

- **100cp Fancy Swordplay:** You're one of the few who have become so attuned with their Zanpakuto that you have your own style for it! This style depends on the design chosen, but no matter what will keep the enemies guessing.
- **200cp Fated Encounter:** Shinigami have the ability to determine someone's location by their string of fate, but you've taken that to the extreme. You can view this string of fate, and use it to find the path that someone took for the past 48 hours, as well as their current location.
- **400cp Reiryoku:** One of those gifted sorts with above average reserves and production, you can produce massive amounts of spiritual energy compared to those at the same level as you, and if you purchase **Bankai** then your reserves would rival even that of the captain of the Kido Corps
- **600cp Bankai:** The final form of a Zanpakuto, usually obtained after many decades of training and focused meditation. By purchasing this option, not only do you gain an increase of Reiryoku to be on equal footing with the captains, but also the strength of one too.This unlocks the Bankai section and grants 500pp as well. If you are not a Soul Reaper then you also gain their freebies.

Hollow:

- **100 Acidic touch:** No one really knows how it works, but Hollows always seem to leave burn marks on escaped targets. You are special in that your "acid" is strong enough to corrode flesh upon contact instead of just mildly damaging it.
- **200 Extrasensory:** Like other feral beasts, Hollows can sense the smell and also energy of beings in order to hunt them. Unlike them your ability is much above average, to the point where you couldn't lose a "scent", and in addition you can tell how much of a chance you have against the target as well from a single encounter.
- **400 Sensory Separation:** Sometimes you don't have a camera ready when you should have, or a tape recorder, now this is no longer a problem! By removing the associated sensory organ(s) you can replay any set of stimuli that occurred to them prior. Gives a new meaning to the term Eyewitness!
- **600 Resurreccion:** After Aizen entered Hueco Mundo, he went on to use the Hogyoku on Hollows to make them into arrancars. You were one of them, and are the 11th Espada, with a much faster power growth and regeneration compared to the other 10. Additionally you gain 500pp for use in the Hollow section and **Arrancar Power** section unlocked. If you are not a Hollow then you also gain their freebies.

Undiscounted:

- **More pp (Varies):** By converting 100cp you can gain 50pp to use in any section. This can be bought multiple times.
- **100cp Theme song(s):** Sometimes you need a kickin soundtrack to go along with your bad-assery, or other times for when you're depressed. Now you can activate a

soundtrack at will that is always pleasing on the ears, and audible by anyone nearby you. Don't worry, the music will never get old to you, and can be changed later.

- **200cp Weird Science:** While the rest of the Soul Society resembles feudal Japan, the Shinigami R&D area is the exception. Like them you can create devices that run off of spiritual power, and can, in time create mod souls as well.
- **400cp Number 1:** You are number one, and what better to prove it then your skill? Your power capacity and growth in terms of powers have been greatly increased, allowing you to learn new skills much faster than your peers.
- **600cp Slaughter Senses:** You're going to be facing off a lot of monsters in this world, and some of them don't even look human! Through a combination of intensive and probably immoral things you can enter a 'calm' berserker rage, where your abilities are increased enough to be on equal footing to even the strongest of monsters.
- **800cp Reincarnation:** Should you die in this world your spirit emerges, but that's not the Reincarnation I'm talking about here. Once per jump you may choose to wake up a day later in the closest spot to where you have died. One purchase only.

Shinigami Powers:

First pick your squad to join. You can transfer later, but you will not be able to change your bonus.

- **First Squad:** Member of the 1st squad, job is to quickly deal with emergencies, and act as Military Police. You gain a bonus to any leadership abilities you may have.
- **Second Squad:** Part of Sui-Fengs stealth ops division, expect to carry out assassinations and other surveillance as part of her squad. Stealth attacks carried out by you are more effective.
- **Third Squad:** Led by the mischievous Gin Ichimaru, this squad doesn't have any duties other than putting up with and assisting their captain on his shenanigans. You gain a moderate increase to your movement speed to avoid being captured.
- **Fourth Squad:** This squad is the Gotei 13 medical unit, and is responsible for healing the other squads members as well as running a functional hospital. Your healing ability to others will receive a great increase.
- **Fifth Squad:** The leader of this squad is a well liked, amazing man named Sousuke Aizen. He expects his men to be great in everything, so you gain a weaker version of all the other squad bonuses (1.25x). He'd never do anything wrong.
- **Sixth Squad:** Headed by the stern Byakuya Kuchiki, is similar to the 3rd squad in that it has no real duties. Any organization or group lead by you gains a bonus to any three of their attributes.
- **Seventh Squad:** Led by the mysteriously armored man Captain Kumamura, this squad carries the tradition of empathy and gusto.Your diplomacy has increased and you're now able to monologue in battle without losing ground.

- **Eighth Squad:** Even though this squad has no special value of note, the captain himself never loses his cool, and can even manage to put a joke in a fight. You've taken a similarity to him and are able to stay more calm and resolved. Bonus to willpower.
- **Ninth Squad:** Before the Konpaku incident in the early 1900s, this squad had the combat unit to protect the Sereitei. You carry the spirit of this tradition and gain a bonus to your combat prowess and strength.
- **Tenth Squad:** This squad is known for the interesting relationship between its' captain Toshiro Hitsugaya and his lieutenant, Rangiku Matsumoto. You gain a teamwork bonus, and can collaborate complicated attacks from just quick eye gestures.
- **Eleventh Squad:** Headed by the bloodthirsty berserker Kenpachi Zaraki, this squad is well known for its brute tactics and head on attacks. You adapted to this lifestyle and gain a health bonus.
- **Twelfth Squad:** This is the least combat oriented squad in the Gotei 13, and houses the Shinigami Development and Research Institute (S.D.R.I.). Your intelligence has been increased and you can now understand the meaning of (Keikaku Dori).
- **Thirteenth Squad:** This squad has an odd assignment after the story really begins to kick off, with them gaining jurisdiction over Karakura Town. You gain a larger Reiryoku pool and greater control over it.

Base Form:

Your sword usually assumes the shape of a katana, but since I'm generous I'll give you a few selections to choose from. All swords have a sheath, which can resemble non-weapons of similar sizes like a cane. Pick one.

Katana: The most well known shinigami weapon, the katana has one sharp edge and a minor curve to it. Contains a slight bonus to all listed aspects, but with a smaller effect.
Rapier: Fast paced strikes and stabs, this sword is made to strike deep. Contains a bonus for speed when wielded.
Gladius: A short sword of Roman make, this design hasn't seen much use in years, though like its army it grants a bonus to defense when wielded. Block
Dagger: Small and concealable, the dagger is a design that has been stabbing backs since we've had them. Grants a bonus to stealth when wielded.
Sabre: Majestic swords that have been in the hands of royalty and anyone who wants to be important. Even if they are no longer used in the modern era they are still desired for the status it implies. Grants a bonus to leadership when wielded.
Crusader: These swords were a rage when people could Deus Vult!, and still carries some of that charm. Attack bonus.
Dual Swords (<u>300cp</u>): Maybe you have a split personality and want a sword to go along with it, or just want to look cool. Either way you can import a second weapon as your Zanpakuto, gaining 500pp to go along with it.
Other (100pp): If you already possess a sword and would like to make it your Zanpakuto, you're free to do so. Pick any bonus from this list.

- **Merge (100pp):** Can't decide on a single weapon? No problem! You can instead choose to import two swords, fusing them into a single Zanpakuto. Additional purchases are 50pp. This is permanent and irreversible.

Shikai:
The initial release of your sword, obtained after learning its name. Each sword has a unique name that you will need to call out for its Shikai to activate.
You can pick 3 for free, and every addition after that is 100pp
Forms can be chosen multiple times for additive effects.
Shikai Form:

- **Bigger:** Your original sword gets bigger in all dimensions. While this means that you can hit harder and farther, it also means that your attacks are slower. The total size is increased in all directions by a meaningful degree.
- **Longer:** If you want to increase reach, this is the way. Your sword's length is much longer than before.
- **Shorter:** It's hard to backstab if your opponents can see your weapon so clearly. The length of your sword has been moderately shortened.
- **Cloth Hilt:** Much like Ichigo's Tensa Zangetsu your sword has a hilt that has a long string of cloth attached to it, making it usable as a grip or a means to swing the weapon on.
- **Double Up:** Your shikai, when activated splits itself into two linked melee weapons that have a very similar, if not identical appearance.
- **Ornaments:** Miscellaneous attachments for your sword so you won't look so plebian, these can be rings, piercings, or whatever you can manage to attach to your sword.
- **Fragile Blade:** It's a feature, I swear! Your blade can become brittle at any point you wish for it to, breaking open and exposing whatever is in the core. This also means that any elements applied will stick to the shard fragments even after separation. Yes, this will fix itself once you sheath the sword.
- **Extra Blades:** Different from increasing the amount of weapons, this will allow your hilt to have twice the amount of blades that it should have. Don't cut yourself on all that edge!
- **Form Change: If you want your weapon to look different, look no further. (Does not count towards the limit)**
    - **Blunt Weapon:** Clubs, maces, or even staves, your shikai now has a form that makes it suitable for bopping heads. You can keep the tip bladed if you'd like.
    - **Bladed Weapon:** The most common shikai type, your Zanpakuto now turns into a different melee weapon when activated. Meat cleavers and other weapons are now available, and you can make the blade any size up to twice the length of your original weapon.
    - **Other:** Brass knuckles and the like, your weapon is certainly unconventional. This allows you to have a completely different shape than what should be

practical, like a horn design that allows you to channel energy through it, or anything else really.

- **Dissolving Blade:** It's gone! The blade of your weapon dissolves, or rather scatters into 100s of small particles that you can control as a group. You can increase the amount with training of course.
- **Odd Shape:** For some nifty and artistic forms, your sword can have curves or other kinds of solid bending applied to it.
- **Splitter:** While this form does not increase any part of your weapon, it instead allows it to be broken up into 2-5 parts that are linked by a chain at will. An example would be a full staff that breaks into 3 parts which can make them be used like nunchucks.
- **Sentries:** Unlike the Dissolving Blade, this form allows your shikai's blade to break off into 8 parts that have your design of choosing. These parts can be controlled individually and possess the same powers as your shikai. With enough training you can increase the amount of Sentries produced.

Shikai Power:

Once again, pick three. 200pp can be spent for additional power as well.

- **Elementalism:** Each of these elements behaves in a similar way, being able to launch a directed attack to cause damage, and creating said element around the user as an aura. You are only able to possess one element. Your chosen element will also coat your blade if applicable. The size of this aura and the strength of the element will increase with training.
    - **Fire**
    - **Ice**
    - **Plants**
    - **Earth**
    - **Wind**
    - **Water**
    - **Lightning**
    - **Special Types: These don't work the same as the above elements, and instead have their own behaviour.**
        - **Poison:** Your blade is coated in a deadly venom, that incapacitates anyone penetrated by them after 5 minutes, and kills them after 15. Significantly powerful beings can resist this poison, and you will need to train your Zanpakuto to improve it. It can produce the needed antibodies too, but you probably don't care about that.
        - **Kido:** And oddly behaving element, this ability allows you to shoot off 3 tentacles that will seek out the nearest foe and grab on, siphoning off their energy for you to use. While this does seem powerful, enemies that outclass you by a large degree will overwhelm your abilities, and will come out relatively unscathed. The number of tentacles can be increased with training.
        - **Illusion:** Sights and sounds, the blade can fool any one sense from whoever that it strikes. Can be purchased multiple times for other senses.

        - **Sound:** What happens if the enemy has better hearing than you? Make them deaf of course! Your shikai is capable of emitting a screeching noise at a volume louder than that of a jet engine, capable of rupturing eardrums. Of course, this also allows you to modify your own sounds as well, from complete silence to those of your sword.
        - **Light:** Be the light that drives darkness away. Your shikai can emit light, which can take on properties from making you invisible all the way to making hard-light constructs using your shikai to draw their forms.
- **Extend:** If you have a long blade, like this you can quickly retract and extend it at will.
- **Shockwave:** Visible reiatsu that is strong enough to knock someone off their feet. By slamming your sword into the ground you can create a 360 degree shock wave, and by swinging your blade you can release them in crescent like shapes to hurl at your enemy. The size and strength of this depends on your own power.
- **Full Control:** This may be a little confusing, but you can manipulate the blade, making it move around as if it were a telekinetic whip, and while you are unable to change the size of it, you can move it around to "grab" onto someone else's blade. See Renji Abari's Zanpakuto if you're confused.
- **Projectile:** Your Zanpakuto is now able to shoot bursts of energy out of it like a pistol would.
- **Blade Summoning:** Your sword path from a single swing creates 10 identical blades that launch out in all directions. Multiple purchases can multiply this number.
- **Empowerment:** Rather than having a special power of its own, your shikai greatly increases your physical and spiritual prowess instead.
- **Sword Beasts:** Comes with a single beast that will mimics your attacks, useful for it to precede or follow your own attack in case you miss.
- **Phantom Blade:** At will you can manifest a phantom version of your shikai held out by a phantom limb that leads back to your body. This blade can deliver strikes harder than you can, but injury to the phantom arm makes you feel the pain as well
- **Gravity:** Sometimes it's too hard to win a fight on skill alone. Your shikai compensates for this by doubling or halving the target's weight with every strike it receives. If you wish for it to do both doubling and halving then you need to get this power twice. This effect can stack, but remember that enemies that can throw several tons around will only wind up producing more force.
- **Spy:** You can see and hear everything around your shikai as if it were a pair of your own eyes and ears.
- **Games:** You Zanpakuto creates a physical version of any popular, pre existing game. The floor is lava makes it hot to the touch, and "tag" makes the "it" on progressively weaker. These rules apply to all combatants in the area. No, you can't make up your own game, that's cheating.

Bankai Form:

Your Bankai blade can either have the same form as your shikai, or you can change the look of it again using the same criteria as before. Any effects of the blade are multiplied tenfold.

Bankai Power:

Your Bankai Possesses the same base powers as your shikai, but their abilities are greatly enhanced by bankai. How much? Enough to make you see a noticeable change and power increase.

Pick one. Additional items will cost 300pp each

- **Arena:** Why level the playing field when you can instead become it? This allows your Bankai to project a large, three dimensional arena that can impose a singular modification of any one environmental condition to it, including light levels, gravity, and even movement speed! Do note however, that this is applied to everyone in the area, including you.
- **Energy Cloak:** A greater version of empowerment, this ability appears on your body, greatly enhancing all of your abilities. This can take the form of an outfit, or just your body being coated in energy.
- **Elemental Armor:** Shielding your body with your element, your Bankai now grants you a suit of armor that possesses the properties of your chosen element, along with greatly shielding your body from attacks.
- **Elemental Enhancement:** If the existing range of your element wasn't enough, then this surely will be! This more than doubles the radius of the elemental effect, its range, and its potency. Can be bought multiple times.
- **What Doesn't Kill Me:** While most people lose strength as they are hit, you're an exception. The amount of damage you deal is now multiplied by the damage that you have received, so taking an attack that knocks 60% of your HP out will also improve your abilities by an extra 60%.
- **Skeleton King:** Bones, bones, BONES!! Your Bankia gains the ability to project and create a giant bony extremity that you are able to control as if it were your own. This grants perfect control of the individual bones as well, allowing you to move them as you see fit. Buying this a second time instead grants you the skeleton of your chosen animal.
- **Minions:** The blood of those you kill only make you stronger. Enemies that have been slayed by your blade will be trapped in your sword, and when you unleash your bankai they are temporarily released to find and attack any foe nearby. If you have an element these minions their body is coated in it as well. Minions do not have any special power, other than above human physiology.
- **Sword-Spirit:** Sword spirits are the representation of the Shinigami's power, and can take a variety of different forms. Your Bankia unleashes your own Sword-Spirit to fight with you, who possesses mastery of your own Zanpakuto.
- **Full Phantom:** Your Zanpakuto spirit appears behind you as a gigantic version of itself, while it is only capable of mimicking your actions it possesses a great deal of strength and power. There is a catch however, any damage it receives is also spread to you as well, so don't be too reckless with it.

Other Powers:

While Shinigami are most famous for their Zanpakuto, they do possess other skills as well. 200pp each

- **Hakuda:** The way of the body, using it to take down armed opponents while unarmed. Purchasing this perk grants you a great skill and ability with this art, enough to spar with the combat division's vice captain, and a boost to strength.
- **Hoho:** The way of the feet, using it to move at blinding speeds and create after-images of yourself in order to break the enemy's focus. Purchasing this perk grants expert skill with these techniques, and a boost to your speed.
- **Kido:** The way of the spirit, using your inner power and incantations to create spells to serve almost any conceivable purpose. Purchasing this perk grants you enough skill and knowledge to cast a spell without incantations, and a great deal of extra Reiryoku reserves
- **Zanjatsu:** The way of the sword, using your Zanpakuto to fight. While it may seems pointless to buy a perk for swordsmanship, Zanjatsu is more than just flailing a blade. Masters in this art are capable of moving their Zanpakuto while it is airborne and creating holes in opponents that are farther than their blade's reach. Purchasing this perk grants you high-level skill of this technique, and a bonus to endurance.

Hollow Powers:

Every Hollow has a story, whether depressing or enraging, each one lost contact with their "heart" in a different way, and as such each of their powers differ as well.
Lower ranked hollows are almost bound to your will, and as such will follow your orders without question. Unless you prove to be a terrible leader, in which case they will flee.

Body Types:

Unless you want to be a blob of negative energy, choosing a body-type would be a good idea. Additional purchases are 200pp.

- **Biped:** Or humanoid, you've known this body type for a while so I'll just skip it. Grants a bonus to power.
- **Multi-Legged:** Things like Centaurs, Horses and Spiders, anything with more than 2 legs and less than 3 arms. Grants a bonus to strength.
- **Snake-Like:** The body with no legs, your lower half instead resembles that of a snake or other limbless creature. Grants a bonus to stealth.
- **Multi-Arms:** Similar to Multi-Legged, but up top. Grants a bonus to agility and dexterity.
- **[drawback] (+200pp) No Arms:** No arms. You can still have legs if you want, but no matter what it will be weird.

Mask types:

Hollow masks are formed from their lost heart, coating their face and concealing their true identity. Powerful hollows are able to remove their mask and become arrancars, gaining great power a human appearance in the process. All masks are white and completely cover the face, no exceptions can be made to this.

- **Human:** While most Hollows tend for other skulls, you seem to be different. Having a human skull as a mask will increase your spiritual power.
- **Mammal:** From dogs to whales, any skull that was a part of a mammal will be your mask. Gain a strength bonus.
- **Reptilian:** Dinosaurs, lizards and the like, these kinds of masks grant a bonus to defense.
- **Amphibian:** For the partially aquatic creatures, these masks improve your regenerative abilities, allowing you to recover from non-fatal wounds rapidly, and will allow for slower healing to wounds that should have been fatal, provided that you survive the skirmish.
- **Bird:** Anything that has wings or flies, these masks improve your eyesight, allowing you to see for miles unperturbed.

Powers:

Pick three, additional purchases will be 100pp each

- **Regen:** While Hollows already possess the ability to recover from any injury that does not kill them, you seem to have an innate gift with this skill, and can very quickly regenerate from any wound so long as you have the energy to do so.
- **Shrieker:** What better way to scare the poor souls you eat than with an ear-piercing cry? You are able to emit a sound loud enough to shatter windows form your mouth, and have immunity to any vibration based attack. REEEEEEE.
- **Projectiles:** By default purchasing this will allow you to possess two specialized organs anywhere on your body which can shoot out bone fragments at your enemies, with the fire rate of them being once every 5 seconds.
    - **Mind control Effect:** Enemies that you manage to land a hit on with your Body-Bullets will enter an altered state of consciousness where your words direct their actions. Stronger enemies can resist this up to a point, so multiple shots might be necessary.

    - **Double-Shot:** The more the merrier right? Each time you purchase this, the amount of projectiles fired per shot is doubled. Simple right?
    - **Speed:** If the 5 second delay is too long for whatever you have planned, you can double the fire rate of your projectiles and their flight speed with each purchase.
    - **Bullets:** Maybe you were an experiment of Aizen, or maybe you were just a gun-nut in life, either way you seem to have modified your body to shoot out bullets instead of the normal boney projectile. Congrats?
    - **Element:** If you already have an elemental attack it can be applied to the projectile for free, if not then choose one from the shinigami table instead.
    - **Drain:** Your projectile seems to contain a sort of toxin, that while doing nothing to harm the target directly will slowly drain away at any one of their stats until they collapse. Can be bought multiple times.
- **Skinwalker:** Some Hollows have power of their own, others can instead steal them for themselves. By putting an enemy in the brink of death you are able to enter their body, gaining full control over it and its powers. This effect cannot stack, and possessing a new body will relinquish control of your old one and its powers as well.
- **Elemental Form:** There have been at least once recorded occurrence of a Hollow being made of a formed element instead of a body, and you're now one of a kind too! You can turn your body into any natural and dense substance, like sand or water gaining the strengths, weaknesses, and control of said element.
- **Elemental release:** Fire, ice, etc. you can release a gout of whatever element you have from your mouth and hands. See Shinigami elements for a list of available ones.
- **Extra Limb:** Not satisfied with your base form, are you? Like this you can add on 2 extra limbs of any kind, and with each additional purchase that amount doubles (2,4,8,etc.). Don't get your hands too full though...
- **Mines:** Defense is always an option, placing mines will limit your enemies movements, and funnel them into a path that you want them to take. While this is explosive by default, it can take the properties of any element that you are capable of producing as well.
    - **Aerial mines:** An upgrade from just land and water-mines, these are capable of hovering where they are placed.
- **Spit:** While this may seem like a rather pointless power, having a direct attack to someone in close range should never be under assumed. Can be secreted from your pores for an additional 100pp
    - **Corrosive:** Your spit takes on a corrosive property, melting and dissolving things that come into contact with it. While objects and weak individuals will be taken quickly, more powerful beings can resist this ability.
    - **Toxic:** While this takes a little bit more skill to land, shooting poison down someone's throat will certainly end the battle quickly.
    - **Sticky:** Shooting fast acting cement is a great way to slow down a pesky shinigami, and does not require good accuracy for great results either! But there are always those who are strong enough to break free, so try and train your spit before going against someone out of your league.

- **Marking target:** Upon encountering an individual, you can “mark” them and have knowledge of their locations at all times.
- **Prehensile appendage:** While not as strong as a limb is, these appendages have greater numbers for the purchase, and have much more controllability. The first purchase grants you 5, and subsequent purchases grant you double the previous amounts.
- **Natural Weapons:** Your body can also have weapons as part of itself. Each purchase can either grant a melee weapon to one of your limbs, or cover your body in spikes or armor for protection. Each additional purchase will increase the size, strength, and number of of these upgrades.
- **Minions:** You can grow or spit up non-sentient minions, that each have a fraction of your power equal to ½ of yours, and if they ever stop being useful you can also detonate them at will.

Arrancar Powers:

Freebies

- **Regeneration:** Ever accidentally cut your own arm off? Well that is no longer a problem for you, as those types of injuries heal within seconds. Does not apply to vital organs such as the heart, brain, etc. You can sacrifice this regeneration to gain greater power in all aspects.
- **División:** Like the famous Stark, you are able to fraction your soul off into parts. While the original “you” remains, each part that you fraction gains some of your power. While you can change everything about these fractions, their power plus yours is always 100% total.
- **Store Reiryoku:** Arrancars are better able to store accumulated spiritual energy, becoming one permanently increases the amount you can store by a factor of 3.
- **Special:** All arrancar have a gimmick of some sort, whether by speed or strength. You too have one, and one of your base attributes (Strength, speed, stamina, health, regenerative abilities, or spiritual power) have been greatly enhanced.
- **Resurreccion Ability:** Once a Hollow becomes an Arrancar they gain a new power, called a resurreccion, which can vary greatly depending on a defining characteristic. Pick one, you can purchase more for 300pp each.
    - **Codicia:** Greed, the want for everything without compromise. By consuming the entire body of those you have slain you can gain their powers as well. The powers that you acquire this way are much weaker than how they were when you killed the original owner, so training them is going to be needed if you want to take any use out of of this and get to the level (and possibly beyond) of the original holder.
    - **Descanso:** Drift peacefully into the end, by designating a single target you can force it to lose consciousness and slowly drift off into sleep. Be warned though, as you will get almost as tired as they do. Almost.
    - **Celos:** No matter how much you train, there’s always someone better than you, it’s helpless trying to surpass them, but what if you could become them? With this

you will be able to swap bodies and physical attributes with a single being at will, usable once per use of resurreccion. While this is useful, remember that this means you're leaving behind every non-spiritual power. Don't worry though, this won't transfer between jumps

- **Pride:** Even if you give your opponents an advantage, you'll still win. While fighting an opponent you can offer them a deal; you will increase a single (or multiple) abilities of theirs, but you will gain the same boost as well.
- **Éxtasis:** Lust, or love. Your resurreccion will allow you to control a single object that you have focused on, allowing you to have full control as if it were a limb. The amount of eyes you have limit the control of this, and once you have cast your gaze you cannot change your target until you re-seal your power.
- **Ira:** Wrath, or anger. Upon release, physical and spiritual abilities are multiplied 10-fold, allowing you to easily crush buildings in your way. In addition to this, the angrier you get the more powerful you become, but the less control you possess over this power.
- **Senectud:** The end of life, of all life. Upon release you have the ability to age those that you touch, draining them of their life force. Immortal beings are unaffected and this can accidentally empower certain ones as well...
- **Sacrifice:** To receive, but also give. Upon release you will be able to continuously decrease your health/stamina/ki/magic for a great increase in your battle prowess. While anything can be sacrificed, the ones listed have the highest boost, and sacrificing health is much above the other listed.
- **Phoenix:** Release and be reborn. You sprout a pair of wings onto your back, gain a large increase in regeneration and spiritual reserves, and can absorb the remaining energies of those you have recently defeated.

Cero Powers: Free for a basic red normal damage Cero. Multiple purchases of the same item receive a 50% discount, capping at 50pp.

Ceros are beams that high ranking hollows fire, either from their body or their weapon. While you can create Ceros on your own, purchasing them here grants immediate mastery over them.

- **Cero Doble (100pp):** You can swallow an opponent's cero and fuse it with your own to more than double the damage of it.
- **Cero Dividido (200pp):** Your Cero can be divided into two beams mid attack.
- **Cero Grasa (200pp):** Your Cero has a wider area of effect.
- **Cero Sincretico (200pp):** You can fuse your Cero with another Arrancar's Cero to greatly increase the damage of them.
- **Cero Daño (200pp):** Your Cero is much more powerful.
- **Cero Quatro (300pp):** You can quadruple the amount of Ceros you can fire at once.
- **Gran Ray Cero (400pp):** By mixing your blood into your Cero you can use a Gran Ray Cero. This attack is many times stronger, faster, and is so powerful it seems to expand and contract while spinning mid-flight.

Bount Powers:

Bounts are the Bleach equivalent of a vampire, while they lack any traditional weakness that Vampires have they are also sterile, save for certain individuals

Bounts are all incredibly old, and live together usually. Pick one of the following to be your partner, and if they survive they will become a free companion with 500cp to spend after the jump is complete.

- **Jin Kariya:** Realizing the true power and potential of the bounts, Jin is now actively seeking a way to enact revenge on the soul society for creating him. You will be tasked with assisting him on these endeavors and your Bount powers have increased from your extended dominance over your doll as well.
- **Yoshino Soma:** Unable to watch as Jin went mad for revenge and power, Yoshino has decided to abandon the group altogether. You will work with her to prevent any more humans from being drained and your doll bond is much greater as a result. Because you work and function in harmony with your doll there is a mutual respect for eachother. Gain an additional 500pp to symbolize this relationship.

Powers: All Bounts have the ability to absorb human souls to get stronger, summon dolls, and possess superhuman strength and endurance.

Dolls: After completing a summoning ritual, bounts gain their own unique familiar called a Doll. Each doll possesses different powers, and is said to function like a Shinigami's Zanpakuto

- **Form:** Dolls possess two forms normally, a melee weapon and a "living" form in which they can fight by themselves. The form of the weapon is determined by you, and you can only have one weapon form. You can import an existing melee weapon for this form for free as well.
- **Material Composition:** Each doll seems to be made from different materials, with each providing different effects on how they function. Pick one for free, additional elements are 100pp for the first, 200pp for the second, etc.
    - **Solids:**
        - **Iron:** The strongest and most durable material for a doll, having a body composed of iron makes them incredibly strong, in both defense and offense, capable of cutting solid steel with a single blow and is almost immune to heat. Unfortunately this doll is also extremely heavy, and has a weakness to ice which can pose a problem if you happen to fight the wrong person.
        - **Flesh:** While being the weakest material for the dolls to be constructed from, flesh provides a unique advantage that nothing else has. Upon puncturing an enemy's skin, your doll can drain them of their Reiatsu, which can be transferred to you for healing, or empowerment.
        - **Wood:** Being average in every other way comes with a benefit, your doll can heal from absorbing non-human organic matter, making it capable of repairing itself in combat unlike the other dolls.
        - **Bone:** Somehow your doll is made of bone, and has a distinct skeletal look to it. Other than being spooky, this also makes the doll incredibly light and strong for its size, capable of outrunning even specialty vehicles.
    - **Elements:**
        - **Ice:** While being one of the weakest forms to have, and possessing a large weakness to fire, Ice type dolls are extremely cold, enough to shatter steel from being in close proximity. Ice type dolls are also extremely fast, and possess 360 degree movement as well as a resistance to non-elemental attacks.
        - **Fire:** Intense flames and charred soot compose your doll, making it a nightmare to attack in close quarters and making it immune to physical attacks.
        - **Reishi:** One of the most rare types of Dolls, Reishi Dolls are completely composed of energy, and can change their size at will from utilizing the surrounding Reishi.
        - **Water:** A being of pure water, capable of changing its shape at will, and while cannot resist attacks it will quickly reform after them. Though it does have a major weakness to drying out.
        - **Electric:** High energy arcs zaps with long range and damage, your Doll is a construct of electricity, and can teleport anywhere within range of itself.

- **Other Functions:**
    - **Weapon Creation (100pp) (Free for Solids):** Normally dolls can only choose a single weapon, but yours is unique, as it can take on multiple weapons in its doll form and in your hand as well.
    - **Elementalism (200pp) (Free for elemental based forms):** If you'd like to give your doll extra firepower, you can grant it with the ability to conjure and control a single element of your choice from the elemental forms above. The size and power of these attacks is dependant on how much energy you put in for it, but in the same way it is potentially limitless.
    - **Sticky Stuff (200pp):** Not that. Your doll can secrete a sticky substance that only you and it are immune to, being able to fashion it into web-like designs as well.
        - **Slicky Stuff (100pp):** Said web-like material can now also be turned into a frictionless surface as will, and allows you to selectively choose which sections are sticky, and which ones are slicky
        - **Hot Stuff (100pp):** Choosing a single element from the table, you can imbue your web with the same properties as your own element. If you already have an element then this is free.
    - **Animal Creation (200pp):** A curious ability, your doll can turn any mundane material into a single beast of the same size. You can only choose one kind of animal, and said animal only has the base powers you'd expect of it.
        - **Golems (100pp):** An upgrade to your previous version, now the material contacted will turn into a copy of your doll, though a weaker version depending on which one it is. So the first copy is as strong as the real thing, the second is about 75% and so on.
            - **Better Golems (100pp):** Increases the strength of each Golem
            - **Empowered Golems (200pp):** You can personally imbue the golems with power of your own. While they cannot replenish this energy you can grant them with as much power as you can push out into them.
    - **Mind Control (300pp):** A difficult to use, but still very powerful ability is the ability to mind control a single target within your doll's eyesight. During this time they are controlled your doll is completely motionless and unresponsive.
    - **Fusion (500pp):** Upon Reaching the maximum trust between you and the doll, the two of you will be able to fuse, multiplying the strength and power of your form by more than what you could have apart.

Quincy Powers:

First you need to choose who you gained your skill under

Yhwach Compound: You've been training for years in a compound dedicated to Yhwach's return, and have more powerful Quincy abilities as a result of the very gifted individual that you had befriended.

Older Mentor: You learned this skill from a mother, grandfather, or any single family member older than you. Your skill in manipulating Reishi and the efficiency of your abilities has increased from the low spiritual pressure from where you trained.

Unheard Offshoot Camp: A camp that hasn't contacted Yhwach since his fall many years ago, and believe themselves to be the last Quincies. The lack of a strong organization to support you made you go wild and experiment with different tactics, shown with an extra 500pp to use.

Bow:

Every Quincy fights with bows and arrows, though the form these take can look and act more like a gun or sword more than anything. Pick 3 for your "bow" for free. Additional items will be 100pp each to use. The baseline weapon is an average hunting bow made of Reiatsu that acts just as you'd expect it to, other than an amazing piercing ability.

- **Shield:** While only one person in the series has ever used a shield, its presence shows that Quincies can in fact create them. Your shield, like all other Quincy weapons are

made from accumulated Reishi, and can block all physical attacks, so long as you can compensate for the stagger. It can also function as a blunt weapon by bashing, and a blade if using the edges of the shield.

- **Sword:** Similar to the shield, this construct can be used as a shield of any size you can think of, with the amount of Reishi needed to construct it increasing with size. This can be used as an arrow as well, if you notch it in the bow.
- **Multishot:** Similar to the the weapon Uryuu wielded in Hueco Mundo, your bow can now fire an additional 9 projectiles per shot (10x multiplier).
- **Range:** Sometimes the enemy is farther away than you can possibly hit, and if yo really need to hit them then you'd be SOL without help. This allows your bow to hit objects 1000m out before factoring in environmental conditions and gravity. In addition to this after hitting the first target, you can "mark" it, making all subsequent projectiles home in on it. If you purchased a physical weapon then this multiplies its base range by 10x and grants it with a scope.
- **Physical Weapon:** Most Quincy weapons have a glowing energy appearance to them, and dissipate once it leaves the owner's hand. Through your own power you can summon a bow that has a physical form, greatly increasing all of its damaging properties
    - **Alternative Forms:** It's understandable that you would not want to have a basic bow when there are other options available, the additions of power stack between any forms you purchase, fusing their attributes into one weapon. An example would be Cannon+Shotgun=Cannon with multishot, or Shotgun+Cannon granting the Shotgun explosive rounds. Each item is 200pp
        - **Cannon:** While this is the most cumbersome and difficult to aim weapon, its power should not be underestimated. Large orbs of Reishi that fly to the target, detonating 30m upon impact and disrupting any supernatural powers are the main properties of this weapon. In addition to this, the cannon also includes a mount of some sort that allows it to freely aim and move with you as if it were weightless.
            - Modernized: the cannon can also be upgraded, granting it with an additional barrel, and the Reishi that it fires is twice as small, but explodes twice as far, and is twice as strong.
        - **Rifle:** A two-handed rifle, like the SCAR-H, your construct allows for fully automatic firing of ammunition, and boasts greater range and damage than the default bow.
            - **Machine Gun:** Similar to a gatling gun, your weapon has a vastly increased fire rate and mildly increased damage.
            - **Sniper Rifle:** Taking the opposite route of the **Machine Gun** upgrade, your rifle now has a very decreased fire rate but also gains much greater damage and range.
        - **Pistol:** While lacking the modifiers that other weapons posses, the pistol instead has a well rounded bonus to its stats. This grants it with a semi-auto fire that is as fast as your fingers can move it, innate multishot (2x multiplier), but has damage slightly less than the baseline **Rifle**.

        - **Revolver:** A direct upgrade from the **Pistol**, the **Revolver** increases the damage dealt to be even greater than that of a rifle.
    - **Shotgun:** Pump action fury, your construct now takes the form of a shotgun, giving it innate 10x multishot.
        - **28 Gauge (100pp):** As the name implies, the innate multishot is now 28x instead of 10x.
        - **Flashbang (100pp):** Hearing loss and blindness, any normal person within close range of the barrel of your gun will be temporarily blinded and deafened by this upgrade. The effects of this vary based on the individual strengths of the target(s). Somehow you can train this to increase the effectivity and range
        - **Dragonsbreath (100pp):** The heart of a dragon rests in your gun, granting it with an immensely hot gout of flame that extends within close range from your barrel, instantly lighting up your target, and the area around it. Somehow you can train this to increase the damage and range.
    - **Harpoon:** Thar she blows! Your weapon embodies the spirits of sailors, making your projectile contain a tether of Reishi that will allow you to pull at it, and anything that it punctures as if it with ease.
    - **Paintball Gun:** While it does not possess any sort of fire rate, or damage increases over the normal bow, what it does have is elemental damage. From Fire to Illusion, pick any 5 elements for this weapon to launch at enemies, granting the same abilities as a Zanpakuto would have.
    - **Grenade Launcher:** Closer to a mini **Cannon** in effect, the Grenade Launcher possesses the same abilities as the cannon, but only with a 10m blast radius. As an upside, this weapon also has a much faster fire rate and can launch in arches as well to get behind cover.
    - **Extra Barrel:** Or an extra weapon if you have the means to carry it (**Cannon** would get to mount it anywhere on their original mount), doubling all of your weapon modifiers.
    - **Radius:** If your weapon possesses an aoe attack, you can improve said radius with each purchase.
    - **Fire Rate:** Maybe your weapon is terribly slow, or just not fast enough, either way you can increase the rate at which your weapon fires, even if it does not make sense.
    - **Import:** If you have a firearm or bow that you are already fond of you can import it here as your construct weapon. While it keeps any of its original properties (multishot, anything else) it will now only fire Reishi as ammunition.
        - **Bullets (100pp):** If you have any special ammunition that you'd miss, you can import its looks and effects into the Reishi ammunition.

Other Powers: (200pp each)

- **Hirenkyaku:** An advanced technique that allows the user to travel at lightning fast speeds by using the spiritual pressure to propel them. Purchasing this grants you with an innate sped bonus
- **Blut:** A highly advanced Quincy technique that superhumanly boosts how much damage they can deal and soak up. If purchased here then you also receive greater defense from attacks
- **Spellcaster:** You have an innate ability to cast Quincy spells. These require you to store your spiritual power and the effects are almost identical to holy magic (barriers, traps that destroy souls, etc.). Purchasing this here makes any "Holy" power much more powerful.
- **Pure Blood:** Your ancestors were all pure blood Quincies, and as a result you are as well. Your powers are much stronger and effective against targets, and you have a knack with words and sewing.

Sternritter 0, The Jumper:

Comes with: Wings of choice, appearance change and one of the below. Extra 300pp will be spent per additional upgrade.

- **Orb of Light:** Upon activation of your Vollstandig an orb of light appears somewhere around your body that can fire 5x the amount of arrows as your base weapon, and at 5x the speed.
- **Pentacle:** Summon 4 clones at will with each having ⅔'s your power. The clones will disappear shortly at first, but that time can increase with training.
- **Zombie:** Coating an opponent in your blood will turn them into a loyal zombie, the amount of blood needed depends on the targets spiritual power.
- **Strength:** One punch can launch buildings off their supports as a fast projectile.
- **Heat:** Your hands, feet, and mouth can produce gouts of an element rivaling Ryujin Jaka's strength. Longer ranges require more energy to fire than smaller ranges of course.
- **Balance:** Any damage dealt to you by an opponent is applied to the opponent as well.
- **Bomb:** Shoot orbs that cause the first non-organic contacted to detonate. Detonation size and damage depend on the material. Glass would be instant while adamantium will need multiple orbs but result in a massive explosion.
- **Vanish:** Your presence becomes undetectable and people will forget that you exist with a large enough gap in attacks.
- **Overkiller:** Each kill makes you stronger proportionate to the difference in strength. So a very strong enemy will give you a great boost, an average human will practically be a waste of time. Stacks.

Fullbringer Powers:

A brief description first. These beings can bring out the souls in objects, which can be used for amazing offensive and defensive purposes. Your weapon does not get "stronger" like the other beings, instead you "unlock" the true potential of your Fullbring, which will probably be more powerful, and less familiar than the form you start it with.

Base "Object"

Any choice makes you moderately more proficient in the object and moderately makes it above-average in its function. Item imports are free.

- **Weapon**
- **Armor (Shield goes here)**
- **Object (Other)(The pride in your body would also go here)**

Active Form: Upon activation, the object can turn into any mundane weapon (Or gains a boost if it already was) Pick two. The others can be purchased for 100pp each.

- **Size:** Your object can now increase or decrease its size
- **Flex:** Your fullbring can change the sizes of different parts of it like making the head suddenly a foot shorter or longer than the rest of the blade. Pairing with Size will increase the size and area that can “flex:
- **Armor:** Your Fullbring now coats part of your body as a set of armor, mildly increasing the difficulty moving but greatly increasing your resistances.
- **Vibration:** Hypersonic vibrations that increase the slashing damage of a blade, blocking ability of your armor, or something else for the other category.
- **Whip:** Your weapon can now greatly swing and bend without losing an ounce of power, as if it were a telekinetically controlled string.

Active Abilities: The power that your Fullbring grants. Pick 3. More can be bought for 200pp each

- **Additional Effect:** Elements, poison, whatever. Pick one element you can spew from your Fullbring.
- **Telekinetic Return:** Sometimes you get disarmed, and that's okay since you never truly lose your weapon anyways. You can now bring your item back into your hands if it is forcefully removed from them.
- **Random Chance:** Heal on one, insta-gib on the other, even empower enemies! The effect of this Fullbring is completely random, but will never result in an instant death to you.
- **Sap:** Magic/ki/health/you name it, each strike of your fullbring will drain the targets reserves and increase yours by a portion of the damage dealt.
- **Aura:** Within 10m of you your allies gain a boost to any three stats while your foes lose from a single stat.
- **Boosto:** Instead of any additional power, your Fullbring instead increases your existing ones to almost twice their present strength.
- **Pew Pew:** Maybe you have bad aim, or maybe you just want to be a badass, either way you can project explosive beams of reiatsu from your Fullbring
- **Invisibility:** Light waves pass through you. All of them.

Super Form:

Pick one for free, more can be bought for 300pp.

- **Merged:** Your Fullbring was brought out to the fullest, and as a result has merged with the rest of your equipment/body as a set of armor, which acts as a

powerful, yet flexible shield and has nearly tripled its (and your) strength, speed, and power.

- **Concentrated:** The opposite of the above, your Fullbring instead gets concentrated in one area even more than it was already, giving a 4x multiplier to any two of its (or you) own abilities.
- **Full awareness:** Just how much of an effect will happen. With size the exact range needed to poke a target, chance where you'll know the next two effects it will produce, and so on.
- **No Awareness:** Unlike the above you now lose the ability of what your fullbring will be able to do, and lose control. Fortunately the fullbring now is twice as powerful and gains twice the range, while acting on its own to whatever general plan you have in mind

Freebies:

- **A Way Out:** A .45 and a single bullet. Or a special seal that when placed against your body will eject your spirit from it. Your choice.

- **Portal:** In this jump only you can create portals to freely travel between the different realms of existence.
- **Tite Clothing:** Designed by Kubo himself these threads will make you look like a fashion model when worn, and will never get dirty.
- **Hell Butterfly:** You get a hell butterfly which allows for navigation between worlds. It won't die.

Items and Companions:

Drop-In

- **100cp Mod Soul (Free for first purchase only, no discounts):** While the only death that matters is your spiritual one, having your physical body break down and rot while you're off adventuring isn't too fun. By swallowing a mod soul you will be ejected from your body while the soul protects it in the meantime. Of course, since it is a mod soul, give it a single upgrade from below. Multiple purchases can be used to buy additional upgrades for your mod soul or as separate souls.
    - **Super Strength:** In case your body is in a bad predicament, the mod soul can be granted with superhuman strength, enough to bench press a car!
    - **Super Speed:** Similar to Kon's leg ability, your soul can now move at incredible speeds, outrunning even race-cars.
    - **Invisibility:** Need I explain it?
    - **Shapeshifting:** Only changes the body's form, it does not grant any additional power.
    - **Gate Creation:** Large (or small) portals can be summoned, linking your mod to you at will.
- **200cp Senren Bakusatsu Taiho**: A massive rocket launcher capable of harming spirits. while each individual blast is not that powerful, the device has an amazing rate of fire, and seems to never run out of ammo.
- **400cp: Chains of Hell:** An unbreakable set of chains that are used to imprison the wicked in Hell. You can attach fuse these to an object or a person and have them leashed.
- **600cp Bakkoto:** A parasitic sword that feeds off of your spirit energy, if it takes too much it will consume your spirit. It has nice powers too. And a weak point somewhere on it. Pick one from the categories. The sword's appearance and power will grow with the amount of Reishi put into it.
    - **Element Blast:** You can unleash a large blast of an element of your choice.
    - **Mist Creation:** You can create a thick set of mist that is almost impossible to see through. Your body becomes invisible in said mist.
    - **Negate:** You can negate the effects of all spirit based powers within a 15m radius.
    - **Spirit blast:** You can let out a large blast of energy from the point of your sword.

- **Mental Blade:** You can control and spin the blade on a whim.
- **Paralysis:** As long as the weak spot of the sword points at an enemy, it will paralyze any that are within eyesight of the weak point.

Fullbringer

- **100cp Meta-Console:** Essentially a lightweight handheld, this device is capable of playing any game at the highest setting, and can transform into a stationary console at will including whatever device(s) are necessary. Yes, it can do multiplayer.
- **200cp Friends:** Import 3 companions with this origin and 600cp to spend, or import all 8 for 400cp and each one gains 800cp and can take drawbacks as well.
- **400cp Xcution Card:** An off-sort of item, this card will randomly summon three fullbringers to assist you once per jump. While their power is unnatural, they will still attempt to loot the battlefield.
- **600cp Stolen Fullbring:** At one point in time or another you either stole or received the powers of another fullbringer, and hastily added their object to your own. This has granted you with a Fullbring. This fullbring, when fused to your fullbring (or any other weapon) will grant an additional, but appropriate bonus to be applied when fused. Discounts on each purchase (300, 200, 100, 50)
    - **Rusty Scalpel:** Taken from a mad surgeon who was arrested for kidnapping and torturing his own children you gain his rusty scalpel. As you battle and your blood is shed, you can control it as if it were an extension of your body.
    - **Rising Fire**: A mask belonging to a famous hired gun, this attachment will make you much stronger than before and will keep your adrenaline on high.
    - **Spicy Meatball:** Owned by a famous baker, this glove will gently heat up as the battle rages, going from a mild warmth to above scalding.
    - **Titanoboa Skull:** The prized posession of an obsessed Herpetologist, this skull can turn into a full sized Titanoboa (or living skeleton of one) that will fight with you as an ally in battle.
    - **Fossilized Canine:** An ancient canine belonging to a species of now extinct dogs that were native in North America, upon activation will grant you with Dire-wolf like characteristics and two other Dire-wolves to follow you.
    - **Mini Thermos:** A small metal thermos that looks otherwise normal, upon activation will spray a gout of ice-cold water equal to that of the energy put in.
    - **Atom-Necklace:** Taken from a Physics professor who died working on a new possible theory, this necklace can make <u>minor</u> changes to existing laws of physics (like making g=10 or 8 instead of 9.81).
    - **Glass Eye:** Kinda gross but whatever. This eye has a minor power to predict the movements of an opponent when activated.

Bount

- **100cp Bount Mansion:** Or any mansion really, comes with a total ground area of 50 acres with any sort of house design, yard, etc on it. Cannot be taxed and always has utilities plus it follows you in future jumps.

- **200cp Familiar:** Import 3 companions with this origin and 600cp to spend, or import all 8 for 400cp and each one gains 800cp and can take drawbacks as well.
- **400cp Bitto:** Giant mosquito beings that suck the souls out of others and purify them as a refined fuel. You gain 5 of them, and can somehow manage to breed them as well.
- **600cp Bounty:** Your best friend, whom you've known since you were created started falling into an unknown illness; for years he suffered, unable to find reprieve and decided to take his own life. Before he did that you had received his doll as a way to remember him. This doll, after fusing to you will greatly increase the efficiency of spiritual powers, and can be "activated" to increase your speed and spiritual powers for a short time as well.

Quincy

- **100cp Bait:** A small spherical canister, that when crushed emits a powerful lure that draws 10 weak Hollows to the location. Crushing additional baits in the same location within an hour of the first bait increases the amount of hollows exponentially, so 2 would be 100, 3 would be 1000, etc. Be careful though, as it increases the strength of the hollows as well.Comes in a package of 12 that respawn in the warehouse after a year.
- **200cp Squadron:** Import 3 companions with this origin and 600cp to spend, or import all 8 for 400cp and each one gains 800cp and can take drawbacks as well.
- **400cp Artefact:** A relic lost to the ages, this glove can be bonded to you and greatly increase Reishi collection and manipulation, and when broken off more than doubles this ability as well, though you will become severely weakened for the next month or so. You gain one glove that repairs itself monthly.
- **600cp Sōshingu:** This bangle, while fashionable also serves another purpose. It can mimic the abilities of a Quincy, such as concentrating and forming reiatsu constructs in order to assist the weaker Quincies in battle. This functions as a boost to any sort of energy collecting technique, and can be used to restore your powers if they ever become lost.

Hollow

- **100cp Rokureichū:** Spying on saps isn't easy when the settings technology is so poor, that's why there's spy insects to do it for you. While they function the same as you'd expect a drone to, they are undetectable as a spy, and appear as an insect in every way.
- **200cp Fraccion:** Import 3 companions with this origin and 600cp to spend, or import all 8 for 400cp and each one gains 800cp and can take drawbacks as well.
- **400cp Patches:** Gloves, eye patches, whatever, a single object that when worn masks your spiritual ability and presence to that of an average human. Of course, using your powers will interfere with this process.
- **600cp Super Human Drug:** A small vial of a clear liquid, that when ingested boosts your perception so great that 5 seconds is 100 years for you, unfortunately nobody can withstand this pure form and becomes paralyzed as a result. If you can manage to dilute the liquid enough i'm sure that it will come in handy.

Shinigami

- **100cp Themed Gear:** You gain a set of accessories matching your main weapon (Zanpaktuo), which also carry some usefulness in battle.
- **200cp Friends:** Import 3 companions with this origin as you and 600cp to spend, or import all 8 for 400cp and each one gains 800cp and can take drawbacks as well.
- **400cp Urahara's Special:** A device that was normally used for gaining Bankai in a short period of time, this one has instead been modified to greatly increase the proficiency in a single weapon and skill. It can also be used to gain Bankai as a Shinigami.
- **600cp Sword Chop Shop:** Another item "generously donated" by Mayuri Kurotsuchi, this building is capable of repairing a broken Bankai and can also offer modifications. What modifications you ask? Any, so long as the cost is less that 1000pp total, and can be switched out at any time as well. If you took this and are not a Shinigami then it can grant you with 1000pp of the Shinigami.

Undiscounted

- **Different Racial Companions (Varies):** If you want to to import companions of a different origin than your own you have to pay the 400cp import for all 8, and then 100cp for every third companion without the same origin as you, rounding up. So importing 2 companions would be 100cp extra, 3 would be 100cp, and 4 would be 200cp.
- **100cp Hojiku-Zai:** Generously given as a option by Mayuri Kurotsuchi, this small vial functions as a instant health bonus, capable of completely healing a functional wound. Comes in a pack of 2 that replenish once a jump, or get 2 more for every 50cp spent.
- **200cp Mysterious Blueprints:** Near undecipherable prints that seem to detail the creation of specific races. You're gonna be looking at this for a while.
- **300cp Canon Companion:** Find someone you like? You can get a single companion from this jump and they will gain 500cp to spend as they please. Additional companions will be an extra 100cp each, so two companions would be 400cp.
- **400cp Section of the Soul Society.** Need an afterlife? No problem, you can create an afterlife into a setting, and have it follow you to future jumps as well. No, they do not gain any Bleach powers while in here silly.
- **600cp Training Room:** Under a house, or a bridge maybe; the location doesn't matter but only what's inside. In this massive room you can use your powers to the fullest extent without worry, and cannot die either, though this applies to everyone in here. The room includes any variety of environment you could wish for, so long as it is natural.

Drawbacks:

Take as much as you'd like. Filler is canon if you want

- **GHQ (+0):** Something's off, it seems that the GHQ is now canon, including any choices you made in the jump. No, you can't meet yourself, you always are get to the location to see them leave.
- **Side-Character (100cp):** Think of your most and least flattering traits, now imagine that that's all you are. You become a flat character only able to behave in ways that enforce this idea, and will get aggressive if pestered to change.

- **Ten More Years! (100cp):** Both ways. You start the jump ten years earlier and leave it ten years later, making you have a 30 year stay.
- **No Souvenirs (100cp):** There's some cool stuff here, and powers that can be obtained too. Too bad for you though, you won't be able to take anything out of the jump that was not bought here.
- **Normal Friends (200cp):** You companions came with you, but not their powers. While they can still be exceptionally strong, it cannot be anything above what a human can do.
- **Companion? (200cp):** You have this… follower who seems to be very interested in you. Unfortunately it is whichever race is the least compatible with you, and your social standing in both will fall as a result. Oh! Also they follow you at all times so you can't escape, get you into trouble, and are unkillable as well.
- **As According to Keikaku (300cp/600cp):** Aizen just wants a good fight is all. You will begin seeing monsters at a much increased rate, and strength to the point where 5 years in you will face captain level and above hollows on a weekly basis, and eventually you will fight Aizen himself. While Aizen will not kill you, and only be very disappointed, the other hollows along the way can and will try. The 600cp version will make them increase in frequency twice as fast, and you will face the enemies higher than captains only after 2 years.
- **No Free Time (400cp):** Day in and day out, there's monsters and even average human causing a ruckus nearby. While you can just ignore it, these problems will spiral out of control into something more vile.
- **Plot-Bound (400cp):** While normally you can run off somewhere if shit hits the fan, now you cannot. You are now fated to encounter Ichigo and his group either joining them, or being a foe. This of course means that you cannot leave them very far behind
- **Jumper, The Human (400cp/800cp):** An average, ordinary human. You lack any sort of supernatural abilities save for the ones purchased here, and only have peak human stats. Of course, the warehouse is off limits too. The 800cp version makes you completely human, the physical death will become a loss.
- **Nah way, Yhawach (1000cp):** Now you've done it, your very existence woke up the ending boss early, and only have one hour until he, and all of his friends come by to visit you personally. It won't be easy and you will need a way to counter his future sight ability and immense power. Oh! And both Yhwach and all of his allies start off at their maximum power.
- **World Tournament (1000cp):** First it's Chad, then it's Uryuu, then Renji, Bankai Ichigo, Ulquiorra, Yamamoto, Arrancar Ichigo, Aizen and then Yhwach, and then Full Power Ichigo. All of them are a 1-on-1 battle at their strongest. You can take this at any point in the jump.

Future

- **Stay Here:** You choose to stay in this world for the rest of your life.
- **Go Home:** You go back to the world and wake up in your bed.
- **Continue:** Onward to the next jump.

Notes:

· Upon completion of the jump, you can shift between your spirit and physical body at will.

- The **Quincy bait** works on other malevolent spirits as well in other universes.
- **Completely Normal** works only if you're not using powers and have the same form as whatever else is nearby. Don't do this while being a 40ft monster, it will not work.
- **Transcendence** Allows for fusion of similar super modes, like **Bankai** and **Resurreccion**, or anything else that can use a similar energy. You can't fuse the exact same power together, that won't make any sense.
- For simplicity and fairness all origins have no "true" power maximum. Take that as you will.
    - You will have to train to increase your power in some way, and almost all powers are trainable.
- Taking multiple capstones will make you a hybrid of them.

Changelog:

- Buffed Linking Spirits
- Buffed Sternritter
- Clarified Capstones
- Lowered cp gain for 10 more years
- Clarified and transferred **Transcendence**
- Made **Regeneration** free to **Arrancars**
- Standardized Capstones
- Removed multipliers where applicable
- Added new drawback **As According to Keikaku**
- Changed **Stolen Fullbring** into actual fullbrings that were taken
- Made Nah way, Yhwach 1000cp only
- Made World Tournament drawback
- Buffer Other Powers (Quincy)
- Increased cp gain for Jumper, The Human
- Added a mixture companion import
- Added Ichigos to World Tournament
- Clarified Gravity
- Buffed the Drop-In origin.
- Changed pricing in different racial companion.
- Added Quincy skill origins
- Modified Nah Way, Yhwach
    - And again
- Buffed Drop in, again
    - Again