Out of Context: Quincy Supplement

A Supplement by Sistercomplexkingpin
Version 1.0

Introduction

Quincy, also known as the Monks of Destruction, is a race of spiritually aware humans capable of perceiving souls and manipulating Spirit Particles. They wear pure white outfits and wield ranged weapons to combat their foes. Quincy attacks can harm spirits and souls, and beings killed by a Quincy have their souls obliterated, removing them entirely from the cycle of reincarnation. A Quincy's abilities rely on harnessing Spirit Particles from the environment, combined with their own Spiritual Power. For powerful Quincy, Spirit Particles and Spiritual Power become indistinguishable energy sources. The stronger a Quincy's Spiritual Power, the more physically capable they become. Additionally, Quincy's lifespans can increase dramatically in Spirit Particle-rich environments, allowing them to live for thousands of years.

This document serves as a supplement to any jump of your choice. While you can use it multiple times, the initial 1000 CP is only granted on the first use. You may use CP from the jump this supplement is attached to for purchases within the supplement, but CP gained through this supplement cannot be used in the attached jump.

By taking this supplement, you gain the powers of a Quincy, either by birth or through an unknown event. The powers you obtain will not be connected to Yhwach unless you choose otherwise.

Take these +1000 Choice Points to unlock your potential as a Quincy.

Origin

Echt Quincy (Free)

An Echt Quincy, or pure-blooded Quincy, is naturally more powerful than a Gemischt Quincy, who acquires more abilities through training. Echt Quincies inherit a greater amount of abilities from birth. This significant gap in inherited abilities leads to the belief that Echt Quincies are superior to Gemischt Quincies.

Gemischt Quincy (Free)

A Gemischt Quincy, or half-blooded Quincy, is born from the union of a Quincy and a non-Quincy. In Quincy society, they are often looked down upon due to their mixed heritage. Compared to Echt Quincies, Gemischt Quincies face a significant disadvantage, as they must undergo extensive training to unlock their Quincy abilities.

Power-Sharing Quincy (-300 CP)

A unique type of Quincy that is born unable to naturally absorb Spirit Particles from their surroundings, though this limitation can be overcome with training. These rare Quincies possess the ability of Soul Distribution, allowing them to grant powers to others. Such individuals are exceptionally uncommon, with only one being born every several decades.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

General Perks

Sacred Training (Free)

This perk enables you to strengthen your soul through physical activities and soul-based abilities. As you enhance your physical prowess, your soul simultaneously grows more powerful. Additionally, the more you utilize any soul-based ability, the stronger it becomes over time.

Quincy Archery (-100 CP)

A Quincy primarily relies on ranged weapons for attacks. With this perk, environmental factors will never negatively affect your projectiles. If you can see your target, your projectiles will always hit exactly where you aim. Additionally, this perk grants you expertise with any ranged weapon you wield, enabling you to use it with exceptional skill and precision.

Natural Immunity (-200 CP)

Hollows are extremely poisonous to Quincies. Since Quincies lack the spiritual antibody against a Hollow's Spiritual Power, coming into contact with it can lead to the decay of Quincy's soul and death. This perk eliminates such vulnerabilities, rendering you immune to the harmful effects that other species have on you. It allows you to undergo Hollowfication as a Quincy, letting you ignore the poisonous effects that a Hollow's Spiritual Power would have on a Quincy.

Quincy Wizardry (-400 CP)

The Quincy have developed many spells and techniques throughout their existence, and this perk grants you mastery over some of them. The techniques included in this perk are:

Hirenkyaku: A technique where a Quincy gathers Spirit Particles beneath their feet, allowing them to move quickly toward their desired destination. This technique lets the user walk on air, hover, or fly. A master of Hirenkyaku can maintain high-speed movements for extended periods, moving so fast that it seems like instant teleportation.

Blut Vene Anhaben: An enhanced version of Blut Vene, this technique allows the ability to spread outside your body and form a barrier to protect you from attacks. The true strength of this technique lies in its ability to absorb anything that makes contact. By forcing your Blut into an opponent's body, you can consume their strength. However, this technique can be negated by someone with enough strength, forcing your Blut back into you and causing your skin to rupture. You can use this technique even without the **Blood Dress** perk.

Qual Kreis: This spell creates pillars of Spirit Particles around the target. The pillars then transform into several Heilig Bogen, which fire large powerful arrows at the target. These arrows can transfer their velocity into other objects they strike, causing the objects to strike at the target.

Kirchenlied, Sankt Zwinger: Known as "the ultimate defense spell that unites offense and defense," Sankt Zwinger creates a protective barrier around the user. Any enemy who enters this barrier will be torn apart by the “light of god.”

Sankt Bogen: This spell allows you to manifest an enormous bow in your vicinity. The bow can fire multiple Heilig Pfeil, each capable of causing massive destruction. The Heilig Pfeil created can act as powerful bombs capable of obliterating entire fortresses, and their force is strong enough to launch people into the air at extreme heights.

Quincy: Vollständig (-600 CP)

Quincy Vollständig is an advanced form of Quincy Letzt Stil, which removes its drawbacks and allows for repeated use without long intervals. Vollständig is typically activated through a Leiden Hant, though some Quincies can trigger it without a catalyst. When activated, a pillar of light surrounds the user, protecting them until their Vollständig is fully formed. If the Quincy is trapped when activating it, the pillar of light will break through the confinement, freeing them. A Quincy’s Vollständig manifests as a pair of wings and a halo of Spirit Particles. The appearance of the Vollständig is heavily influenced by the user’s Schrift.

Vollständig provides several benefits, such as flight, increased spiritual awareness, the ability to create multiple Spirit Weapons at will, and a massive increase in their power. It also amplifies their Schrift, allowing them to access more powerful techniques and abilities previously beyond their reach, including using their Schrift through the Vollständig itself.

The most significant ability of Vollständig is **Sklaverei**, which enables the Quincy to absorb and control Spirit Particles through their Heiligenschein (halo). This ability allows the Quincy to absorb spiritual objects or even the bodies of spiritual beings, boosting the power of their Vollständig and changing its appearance. However, the Vollständig does have a drawback: its duration depends on their stamina. If their halo is destroyed, the Quincy loses the powers granted by the Vollständig, though they will still retain the wings.

This perk grants you your own Vollständig with all its abilities. You can activate it without needing a Leiden Hant and choose its appearance, including the wings, halo, and any additional accessories formed by the Vollständig and Sklaverei. Your Vollständig is not connected to Yhwach, and if your halo is destroyed, you still retain its abilities. Your Vollständig does not require stamina, allowing you to stay in it indefinitely.

The Originator of Quincy (-800 CP)

This perk significantly enhances the strength of all your soul-related abilities, particularly your Quincy powers, granting you perfect control over spiritual energy and the ability to reconstruct spiritual objects into any desired form. You can also generate and fire Heilig Pfeil without needing a Spirit Weapon. These projectiles can appear either as arrows or blasts of blue energy, both forms carrying the same level of power. Additionally, you can use Spiritual Power alone as your energy source, removing the need to combine it with Spirit Particles for your Quincy abilities.

This perk also enables you to grant others the powers of a Quincy or bestow them with a **Schrift**. By allowing others to drink your blood, you can choose whether they gain Quincy powers, a Schrift, or both. The Quincies you create through this method are considered **Echt Quincy**, and their offspring will be a Quincy as well. If one parent is not a Quincy, their child will become a **Gemischt Quincy**. Unlike Yhwach, this bestowal does not require sharing a piece of your soul to impart a Schrift. Instead, you engrave a letter into the recipient's soul using your energy, which forms their Schrift. This process requires an immense amount of energy.

The specific Schrift a person gains is determined by the letter you engrave, but the ability associated with it is random. For example, engraving the letter **R** might result in **The Roar** Schrift. While the strength of the awakened Schrift varies, no Schrift is ever useless. Some may manipulate elements, while others can alter fundamental aspects of reality. However, the Schrift granted through this perk will never surpass or equal the power of **The Almighty**, the strongest Schrift. The most powerful Schrift granted through this ability would be par with **The Balance**. Most Schrift fall within the power range of 100 CP to 400 CP tier in terms of strength, though you can grant one person a Schrift equivalent to the 600 CP tier once every twenty years. A Schrift equal to the 800 CP tier can only be granted once every two hundred years. Those who receive a Schrift from you can also access Vollständig at will.

Echt Quincy

Dimensional Shadow (-100 CP)

This perk grants you the ability to use shadows for transportation. You can create portals from shadows to teleport to instantly travel to any location you have previously visited. Additionally, you can open portals to summon your allies from afar. These portals can also serve as gateways to other dimensions, and their size can be adjusted to suit your needs, from very small to extremely large.

Furthermore, you can create a unique dimension within the shadows called the **Schatten Bereich**. This hidden dimension cannot be seen or detected through normal means. The size of the Schatten Bereich depends on your power. However, to maintain this dimension, you must periodically return to it, as staying outside for too long will cause it to collapse.

Blood Dress (-200 CP)

This perk allows you to master an advanced Quincy technique that channels Spirit Particles directly into your blood vessels, enhancing your abilities. This technique has two distinct forms, but they cannot be used simultaneously:

Blut Arterie (Offensive Form): This form significantly enhances your physical attacks, granting immense strength and power. It is the only technique that ensures a Quincy's non-Schrift attacks can effectively harm a Shinigami wielding a Bankai.

Blut Vene (Defensive Form): This form provides immense durability, protecting any part of your body, including your eyes. It can negate attacks from a Shinigami's Bankai, although sufficient power can still break through. Additionally, Blut Vene can stop blood loss from wounds and protect you from extreme environments, such as the surface of the sun, leaving you completely unharmed.

With this perk, you will become highly skilled in using Blut Arterie and Blut Vene effectively.

Ransōtengai (-400 CP)

This perk grants you mastery of Ransōtengai, a Quincy technique that generates strings of Spiritual Power controlled by your brain. These strings allow you to control your limbs and body, enabling movement even in the face of paralysis, broken limbs, or other conditions that normally hinder you. Originally designed to help elderly Quincy fight with the agility and strength of their youth, this technique ensures that you can ignore any physical impairments that would impede your movement.

Closest to God (-600 CP)

This perk grants you abilities similar to Lille Barro, the first individual to receive a Schrift from Yhwach. You can apply the effects of your power directly to yourself. For example, if you possess The X-Axis, you can make your body "phase through" enemy attacks, allowing them to pass through you harmlessly. However, you can only apply one power to yourself at a time. Additionally, when your Vollständig is active, you can teleport to any location.

You also gain access to a second form of the **Quincy Vollständig**. Activating this form heals all your wounds, including regenerating lost limbs and organs, while greatly enhancing the power of your Schrift and Vollständig. In this state, your body is composed entirely of pure light, lacking organs, bones, or blood. If your body is damaged in this form, your wound will release sparks of light that harm enemies on contact.

This form allows you to generate and manipulate a radiant golden light that you can use offensively, firing blasts or beams imbued with the properties of a chosen power. You can also perform **Trompete**, summoning a massive golden trumpet of light to unleash a devastating blast capable of obliterating an entire city. While the second form of Vollständig typically appears as a monstrous white figure, you can fully customize its appearance to match your preferences.

Gemischt Quincy

Soul Docking (-100 CP)

This technique allows you to create a connection between entities, enabling the transfer of energy between them. For instance, you can link a Zanpakutō to a Heilig Bogen, channeling the sword's Spiritual Power into the bow to amplify its arrows' strength. With this perk, you can connect to objects, people, or even attacks, drawing energy from them to increase your power or transferring your energy to enhance theirs. The transfer is completely safe for you and the recipient, regardless of whether the original energy is harmful or corrupt. To establish this connection, you must physically touch the target you wish to link with.

Licht Regen (-200 CP)

This technique allows you to create and fire an innumerable number of arrows nearly instantly. With this perk, you can shoot a couple of thousands of projectiles at once by aiming your bow at your target. Even if you only possess one type of projectile, this ability will multiply it into a massive barrage. Typically used from above the air, you also gain a variant of this technique called **Licht Wind**, which lets you fire horizontally from the ground toward a target.

Silver Craftsmen (-400 CP)

This perk makes you highly skilled in using silver, the material most favored by Quincies for their buildings and tools. You can expertly craft Quincy tools such as the Quincy Cross, Seele Schneiders, Leiden Hant, Quincy Bangle, and Gintō with enough Spirit Particles and silver. You can also create hidden chambers that are undetectable and made of silver infused with Spiritual Power. With time and experience, you can even invent new tools and weapons, further strengthening your abilities in battle.

The Unselected (-600 CP)

This perk makes you immune to any abilities or objects that would steal, seal, or copy your powers. Not even Yhwach's Auswählen can strip you of your abilities. Once you obtain a power, it becomes permanently yours, and no one, not even the original creator, can take or control it. This perk also severs any connection that allows others to manipulate or control the powers you have gained unless you choose otherwise.

Power-Sharing Quincy

Spiritual Flames (-100 CP)

You can create and manipulate blue flames formed from condensed Spirit Particles. These flames can ignite even incombustible materials, setting anything ablaze. You can unleash them as fire blasts or summon towering pillars of flame to engulf your enemies. Additionally, you can enhance your attacks by coating them with these flames. The power of the flames depends on the strength of your soul. The stronger your soul, the more potent and destructive the flames become.

Self Restoration (-200 CP)

This perk allows you to recover any of your abilities or bodily functions if they have been impaired by external forces. For example, if your voice is sealed, you can restore it by piercing your throat, or if your power is halved, you can fully restore it. While this perk does not provide immunity to abilities that seal or steal your powers, it ensures you can regain anything that has been taken or restricted.

Sankt Altar (-400 CP)

This technique lets you fire five orbs of Spirit Particles that form a large Quincy Zeichen around your target, enabling you to steal their power. With this perk, you can use Sankt Altar to either weaken your enemies by stealing their general strength or take a specific ability from them. To take multiple abilities, you must cast Sankt Altar repeatedly. Additionally, this technique allows you to steal the strength of individuals who are stronger than you.

The Power to Share (-600 CP / Free for Power-Sharing Quincy)

This perk allows you to share a fragment of your soul with another person through physical contact. When you do, you can decide whether the recipient gains a general increase in power or receives a copy of a specific perk or ability of your choosing. Those who receive a fragment of your soul are healed of all physical, mental, and spiritual ailments. As their wounds heal, the knowledge, skills, and talents they possess are imprinted onto the soul fragment they have received.

Healing someone through this method significantly reduces their lifespan, but you can choose whether or not this reduction occurs. When a person with one of your soul fragments dies, the fragment returns to you, increasing your strength and extending your lifespan. You can forcibly reclaim your soul fragments using a technique called **Auswählen**. This technique creates a ring of light that emits beams targeting individuals who carry your fragments.

Auswählen not only retrieves your soul fragments but also absorbs the general power of the targets, weakening them. **Auswählen** allows you to redistribute power among those who carry your soul fragments, enabling you to weaken some while strengthening others. Those empowered by Auswählen are fully healed and can even be revived from death, including yourself. However, this technique is fatal to those with weak souls, as they may be unable to withstand the light of Auswählen, causing them to perish and be reduced to bones.

Schrift

A Schrift is an ability that a person can awaken after drinking Yhwach's blood, with Yhwach carving the initial of the desired power directly into their soul. However, the Schrift you acquire through this perk is entirely independent of Yhwach, as it is awakened by your power. You can obtain as many Schrifts as you desire from this section.

All origins gain a bonus of +400 CP to spend in the Schrift section.

100 CP

The Iron

This Schrift allows you to partially or fully encase your body in a layer of iron, rendering you nearly impervious to physical attacks while active. **The Iron** is exceptionally durable. Capable of withstanding bullets and strikes from Captain-level Shinigami.

The Power

This Schrift grants you superhuman strength, enabling you to lift and throw massive buildings effortlessly. You can also temporarily expand your muscles significantly, further amplifying the power of your strikes.

The Question

This Schrift enables you to harm your opponents by challenging their existence or actions. When you voice an objection, the opponent is penalized if they fail to refute it. Your objection compels a response, bypassing language barriers, as opponents instinctively understand its meaning. However, individuals who cannot hear clearly or are deaf are immune to this Schrift.

The Roar

This Schrift empowers your shouts to generate powerful shockwaves that can attack opponents. You can transform into a larger, ape-like form, amplifying your shockwaves to a lethal degree. However, powerful opponents are less affected, with the Schrift only temporarily deafening them.

The Underbelly

This Schrift allows you to fire U-shaped projectiles that target weak points in an opponent's energy. When these weak points are analyzed, the Schrift expands them, completely depleting the opponent's energy and rendering them unconscious. The effectiveness of this

Schrift depends on your analytical skills, as you must identify the weaknesses in your opponent’s energy to exploit them.

200 CP

The Explode

This Schrift allows you to turn anything your energy touches into a bomb. Rather than creating bombs from energy, your energy changes objects or attacks, causing them to explode on impact. The bombs cannot be blocked because they are not composed of energy; instead, your energy transforms other things into bombs. Anything your energy touches can become a bomb, making your attacks unpredictable and deadly.

The Glutton

This Schrift allows you to transform and extend your mouth into a massive maw filled with jagged teeth, enabling you to consume virtually anything, including buildings or people. You gain the ability to digest any substance, granting you increased resistance to harmful materials you ingest. Additionally, you can absorb the powers of those you devour, including the Schrifts of other Quincy.

The Heat

This Schrift grants you control over heat and fire, enabling you to generate flames and manipulate heat. The flames you create can counteract other fire-based powers, granting you resistance to fire attacks. You also gain access to the Burner Finger technique, which allows you to release powerful, concentrated beams of fire from your fingers. The power of the Burner Finger increases with the number of fingers you use.

The Overkill

This Schrift grants you a permanent power boost whenever you kill a living being. Whether it's an enemy, ally, or animal, as long as the target is alive, you will gain an increase in strength. The boost is initially small, but after killing hundreds of living beings, the increase becomes noticeable.

The Thunderbolt

This Schrift allows you to create, control, and unleash lightning bolts. You can generate lightning from your hands to attack or summon it from the sky to strike enemies. Additionally, this Schrift enables you to temporarily transform your body into lightning, allowing you to evade attacks and teleport short distances.

400 CP

The Fear

This Schrift allows your attacks to instill an overwhelming, limitless fear in those they strike. A single blow from this Schrift can cause the target to lose all rational thought, doubt everything, and experience vivid visions of their deepest fears. If the target's willpower isn't strong enough, the shock from these fears can cause instant death. Additionally, the Schrift can cause a black substance to spread from your attacks, further amplifying the fear they feel. However, individuals with strong willpower can resist and overcome the effects of this Schrift. The Schrift does not affect those in a "deathly" state.

The Jail

This Schrift allows you to create energy constructs capable of sealing dimensional gateways and trapping opponents in a cage. Once inside, the trapped person's presence is completely concealed and cannot be detected or heard outside. The constructs you create are highly durable and able to withstand even the full force of a Bankai attack without having a scratch. These constructs remain intact even after your death. Unlike other versions of this ability, your version allows you to trap anyone, including fellow Quincy.

The Love

This Schrift allows you to fire a heart-shaped projectile that causes anyone hit by it to fall deeply in love with you. Targets affected by the projectile will become obsessively devoted, following your every command, even if it means turning against their allies. You can also fire a homing heart-shaped beam that seeks out enemies with the same effect. However, individuals who are apathetic or lack an understanding of love are immune to the effects of this Schrift.

The Superstar

This Schrift allows you to gain power from the cheers of another person who shares the Schrift with you. Each time that person cheers for you, you are empowered, and your wounds will heal instantly, even regrowing lost organs or limbs. The Schrift also creates a life link between you and the other person, ensuring that as long as one of you lives and the other continues cheering, both can be revived infinitely.

The revival isn't instant, as the time it takes depends on the severity of the wound. Fatal injuries are healed in seconds, while a destroyed body may take a few minutes. You can generate star-shaped energy beams to attack enemies or enhance your physical strikes with star-shaped energy, making them ten times more powerful, with star-shaped bursts of energy upon impact.

For this Schrift to work, two individuals must possess the same Schrift. One person becomes the "Superstar," while the other takes on the role of the "Fan." The Fan benefits from immortality through a life link with the Superstar and can create small copies of themselves to amplify the Superstar's strength. Upon acquiring this Schrift, you can choose whether to be the Superstar or the Fan, and you have the option to switch roles once every year.

The Wind

This Schrift allows you to deflect attacks away from your chosen targets. Rather than countering, the attacks are redirected to the side, preventing them from hitting the target. Additionally, you can use this Schrift offensively by touching your opponent to cut them in half and bending their bodies out of the way.

600 CP

The Compulsory

This Schrift grants you the power of the Soul King's left hand, enabling you to shoot nerves from your body. These nerves can pierce through any material and give you control over anything they touch, even inorganic objects. For instance, if your nerves make contact with an enemy, you can control their movements, tear their body apart, or manipulate the surface beneath you to create hands from the ground. Additionally, you can absorb information from objects touched by your nerves, allowing you to evolve and match the power level of those objects, along with acquiring their genetic abilities.

This Schrift also allows you to absorb biomass, gaining the abilities, traits, and attributes of the beings from which the biomass is taken. You can fully control your anatomy, freely altering and manipulating it, creating or removing limbs and organs, adjusting your size, and even changing your body's appearance. You can also create clones of yourself using pieces of your flesh, though these clones can only use your Quincy and genetic abilities. Furthermore, you can regenerate any wounds, including lost limbs or organs. Despite its power, you will still experience pain from the nerves you generate if they remain connected.

The Deathdealing

This Schrift gives you control over lethal doses. After ingesting or being exposed to a substance, you can calculate its "perfect lethal dose." The exact amount that will cause death, and adjust this value as you wish. By lowering the lethal dose of normally harmless or essential substances (like blood, water, oxygen, and nitrogen), you can turn them into deadly poisons, killing or incapacitating enemies without confrontation. Conversely, by raising the lethal dose of harmful substances, energies, or attacks (such as an enemy's energy or strikes), you can render yourself invulnerable to them, no longer harmed by those effects. Once you develop immunity to a substance or energy, you can heal from any injuries caused by it. This Schrift grants you two abilities:

Gift Ball: This technique creates one or more purple, slow-moving energy balls. You can launch them at opponents or leave them suspended in midair. Anyone who touches these balls will instantly experience the effects of **The Deathdealing**'s lowered lethal doses, leading to their incapacitation or death.

Gift Bad: This technique surrounds you with a large green-purple field of poison, allowing you to lower the enemy's tolerance to a specific substance, poisoning them in the process.

Though powerful, this Schrift requires you to ingest a significant amount of the substance or be thoroughly exposed to an attack to trigger its effects, such as drinking large quantities of blood to manipulate it or enduring an enemy's energy to become immune to it.

The X-Axis

This Schrift allows you to pierce through anything within your line of sight. It generates an invisible force that creates perfectly round holes in your target. This force travels in a straight line, passing through anything between your weapon and your target, reaching the target instantly. The force cannot be blocked, regardless of the target's defense. Since the perforation only affects the target, anything behind it remains unharmed, preventing friendly fire.

The Yourself

This Schrift combines two versions into a single ability. It allows you to transform into the exact physical likeness of another person, gaining their powers, abilities, memories, and personality, enabling you to impersonate them flawlessly. However, the Schrift only copies the individual's strength at the moment of transformation. If the target grows stronger in combat, your strength will not increase, and you will need to use the Schrift again to match their new strength. You are capable of copying individuals much stronger than yourself.

The Zombie

This Schrift allows you to turn people into zombies and control them by splattering blood. You can also reanimate real corpses into zombies. The zombies you create retain their abilities from when they were alive, and you can summon them to your side, no matter the distance. However, their personality vanishes once they are zombified. You can let them fight as they would when alive or control them directly.

Additionally, this Schrift enables you to heal wounds by using the flesh of the deceased to replace your own, even healing lost limbs. You can use this method to heal allies as well. When the Schrift is activated, you can endure and heal from fatal injuries. The amount of blood needed to turn someone into a zombie depends on their strength: weaker opponents require only a drop, while stronger individuals need the blood to be spread throughout their body, reaching the heart before the Schrift takes effect. While your blood can turn people into zombies, the blood of your zombies does not have this property.

800 CP

The Antithesis

This Schrift lets you choose two targets and reverse any events between them. For example, if you're badly injured, you can reverse the situation, healing yourself while causing significant harm to your opponent. If caught in an enemy's ability, you can switch the circumstances, freeing yourself and trapping your enemy instead. This ability also works with inanimate objects, allowing you to swap their positions or transfer your injuries onto them.

The Balance

This Schrift enables you to take any misfortune within your area and redirect it towards those who have experienced good fortune. You can also transfer any misfortunes you endure, like injuries, onto your enemies. Additionally, you can turn someone's good fortune into misfortune, allowing you to harm an enemy previously invulnerable to you. When applied to objects, this Schrift can even break through items of great durability. However, to effectively redirect the misfortune you experience, you will need something like a shield to absorb and deflect it.

The Miracle

This Schrift allows you to manifest miracles at will. The more improbable an event, the more likely this Schrift can make it happen. When faced with overwhelming odds in battle, the Schrift amplifies your power to secure victory. If you cannot sense your opponent, the Schrift will immediately reveal their location. The Schrift also enables you to convert wounds, including lost or fatal limbs, into increases in size and strength, completely healing you. For example, if your body is cut in half, you can exchange that wound and reassemble yourself.

If you suffer massive damage in a short period, the Schrift activates **Godly Size.** A technique that turns you into a towering giant, greatly enhancing your powers, physical capabilities, and energy reserves. All wounds, no matter how severe, will heal instantly when Godly Size is activated, even if you are near death. Additionally, the Schrift lets you infuse the "hope of the people" into your weapon, turning it into an embodiment of hope itself. This weapon reflects any damage done to it back onto the attacker. Though the Schrift is powerful, the increase in size and strength is temporary and only lasts until the battle concludes.

The Visionary

This Schrift allows you to turn your imagination into reality. For example, if you imagine your enemy's bones being made of cookies, that becomes true. You can enhance your body's durability by imagining it to be stronger than steel and heal any wounds by simply imagining them healed. You can also create anything you imagine, such as food, lava, or water, and manipulate the environment around you. With this Schrift, you can summon a meteor or transform an area into a vacuum of space using only your imagination. Additionally, you can create modern firearms and missiles to attack your opponents.

Additionally, you can create life with this Schrift. You can form clones of yourself with all your powers, which you can control directly, as they are more like extensions of yourself than clones. You can also create living beings with their consciousness, bringing them into existence. Anything you create with the Schrift can be dismissed at will.

The strength of your creations depends on your Spiritual Power. The greater your power, the stronger the things you create. However, this Schrift has limitations: it is limited by the extent of your imagination. If you cannot imagine something, you cannot bring it into reality. Additionally, if you shift your focus away from the target you're affecting, they will revert to their original state. Be cautious, as imagining your death or defeat, even subconsciously, could cause it to occur. The version of this Schrift you possess prevents such accidents unless you consciously wish for your demise or defeat. All creations disappear upon your death.

1000 CP

The Almighty

This Schrift allows you to see all possible futures from the present to the future. Rather than experiencing a linear progression, you can observe every potential outcome at once without overwhelming your mind. This ability lets you predict your opponents' actions, set traps based on their movements, or counter attacks before they occur. You can also manipulate the future to create any desired outcome. For example, you can rewrite your death or alter a blocked attack to strike your opponent successfully.

You can also alter the future to ensure it aligns with your desired outcome. For instance, if you were to die, you can rewrite that future to prevent it from happening. Similarly, if your attack is blocked, you can change the future to make your attack successfully land. Furthermore, you can attack through the future, with any action you take in the future being reflected in the present. These future-based attacks are undetectable, and anything you break or destroy in the future cannot be repaired unless someone rewrites the past.

Additionally, this Schrift grants immunity to any abilities you've witnessed through **The Almighty**. While the Schrift is active, you are impervious to attacks or powers you've observed or have the knowledge of, rendering them ineffective. You can choose whether this immunity makes you completely untouchable or causes attacks to hit you without causing any effect.

When activated, your irises and pupils increase fourfold. The Schrift typically turns your eyes red, but you can customize the color of your eyes while the Schrift is active, even making them glow if you wish.

Items

All origins gain a bonus of +300 CP to spend in the Items section, except for companions. Items are discounted 50% for their respective origin, with the 100 CP Items being freebies. These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Quincy Fashion (Free)

This closet contains an extensive collection of Quincy outfits, combining elements of Chinese dresses, Catholic priest cassocks, and Wandenreich uniforms. Each garment automatically adjusts to fit the wearer perfectly and offers exceptional comfort. The outfits are self-cleaning and can repair any damage within a few hours. If you desire a specific Quincy outfit, simply think of it, and the closet will produce it instantly. The supply of clothing in this closet is unlimited.

Quincy Cross (-100 CP)

A Quincy Cross is a silver accessory, typically shaped like the Quincy Zeichen, attached to a thin silver chain. It often takes the form of necklaces or bracelets and serves as the standard equipment for Quincy, acting as the focal point for summoning their Spirit Weapon, also known as a **Heilig Bogen**. The Spirit Weapon is traditionally a bow, though Quincy can also form it into firearms, other ranged weapons, or even melee weapons. Quincy can modify the size and shape of their **Heilig Bogen** at will. While a Spirit Weapon commonly appears as a construct of pure energy, some Quincy can make it resemble weapons crafted from real materials. Its power depends on Quincy's stamina and Spiritual Power.

The Spirit Weapon's core function is to fire **Heilig Pfeil.** Projectiles made of spiritual energy shaped like arrows, bullets, or other forms depending on the Spirit Weapon of the Quincy. These projectiles are the primary means of attacking opponents.

You can fully customize your Quincy Cross, altering its design and adding materials like gold or gemstones, as long as it remains a small silver accessory. You also have complete control over the type of weapon it forms. Additionally, the Cross can be imported with other weapons, as it can transform into any weapon the user desires.

Leiden Hant (-200 CP)

A black glove adorned with a silver Quincy Zeichen, designed as a powerful training tool to enhance a Quincy's abilities. The glove repels Spirit Particles, making it significantly harder for the wearer to form a Spirit Weapon. During training, the Quincy must maintain their Spirit Bow while continuously firing arrows for a week. Completing this training improves the Quincy's

ability to gather Spirit Particles and provides a permanent boost to power, speed, and stamina. It also increases the duration of **Quincy: Vollständig**.

The glove enables the creation of **Demolishing Chips**, small paper-like objects that explode when activated. When a sufficient number of these chips are combined, they can destroy an entire city. The glove also grants access to **Quincy: Letzt Stil**, an advanced form predating **Quincy: Vollständig**. **Quincy: Letzt Stil** generates white armor and a wing of pure Spirit Particles, greatly enhancing the user's abilities, though not to the same extent as Vollständig. Unlike the original version, which caused the permanent loss of Quincy powers, this version only leaves the user extremely fatigued after use. The Leiden Hant requires no maintenance and automatically repairs itself within a day.

Power Stealing Medallion (-400 CP)

A small, round silver device designed to fit comfortably in the palm of your hand. This device allows you to steal a Shinigami's Bankai and use it as if the power were your own. When activated, it releases five streams of dark energy that disintegrate the Shinigami's Bankai, absorbing it into the device. The stolen Bankai forms a ring of energy before merging with the medallion, where it remains, even if the original owner dies.

This version of the medallion can steal any enemy ability, not just Bankai. Once an ability is stolen, the enemy loses access to it entirely, and you gain full control over it. The medallion can only store one ability at a time, requiring you to release the currently stored ability before absorbing a new one. Unlike other versions, this medallion ensures that stolen abilities cannot be returned to their original owners unless you choose to do so. Additionally, the medallion is completely unbreakable.

Echt Quincy

Quincy Bangle (100 CP)

A silver bangle designed to amplify and collect Spirit Particles, boosting a Quincy's power or allowing someone to replicate a Quincy's abilities. The bangle can generate a Quincy uniform and form a **Heilig Bogen**, enabling the user to fire **Heilig Pfeil**. The energy output can be adjusted for increased power, but if it exceeds the bangle's limit, the bangle will become unstable. Unlike regular versions that break after overuse, this version will go into a cooldown period, rendering it unusable for a few hours instead.

Spirit Armor (-200 CP)

A white armor set that includes a large bow and a staff, greatly enhancing the wielder's physical abilities. The armor allows you to channel your powers through the weapons, boosting the effectiveness of your abilities. The armor offers solid defense, capable of withstanding modern firearms with ease. The armor appears as a white suit with pieces of armor, though you can alter its appearance to your preference. The weapon and armor require no maintenance and automatically repair themselves after a day.

BG8 (-400 CP)

An Automaton possesses the power of a typical Quincy, though its powers are not connected to Yhwach. It can form a Heilig Bogen in the shape of a minigun and uses the Hirenkyaku technique with expert precision. Its body is highly durable and capable of withstanding missile impacts without taking damage. The Automaton can also repair itself, allowing it to revive and regenerate as long as it has energy. Additionally, it can shoot missiles and extend metal tendrils from its body. These tendrils can easily pierce through stone and extract information from opponents by stabbing them. The strength of the Automaton is determined by its Spiritual Power. It is extremely loyal and will never betray you.

Lichtsippe (-600 CP)

You become the head of a Quincy clan, accompanied by a large medieval fortress. The fortress is fully furnished, self-cleaning, and equipped with unlimited utilities, requiring no maintenance. You have thousands of Quincies as followers, each with their own Quincy Cross, and their powers are not connected to Yhwach. The members of this clan are all Echt Quincy, possessing the abilities of a regular Quincy, including the ability to form shadow portals, use Hirenkyaku and utilize the two versions of Blut. You can customize the gender, appearance, and personalities of these clan members. If any clan member perishes, they will respawn after a week.

Gemischt Quincy

Hollow Bait (-100 CP)

A small white tablet used by Quincies to attract Hollows. The tablet is very fragile and easily broken. Once broken, it attracts Hollows from Hueco Mundo to the area where it was used. The effect lasts for 24 hours, and it only attracts low-level and weak Hollows. You will receive a small case filled with these tablets. The tablets can attract any species of your choice, but they will only draw low-level and weak ones to the area where the tablet is broken. The case will be refilled with new tablets after a week.

Seele Schneider (-200 CP)

The Seele Schneider is a long, thin silver handle that generates a blade of Spirit Particles when activated. The blade functions like a chainsaw, with the Spirit Particles rotating around its edge at 3 million rotations per second. While it can be used as a melee weapon, its primary function is as an arrow. The Seele Schneider can also absorb an opponent's Spiritual Power, empowering the Quincy.

The Seele Schneider can also absorb the Spiritual Power of an opponent, which in turn empowers the wielder. With this purchase, you will receive 10 Seele Schneiders. The version you receive not only absorbs the opponent's Spiritual Power but can also absorb any energy they use. The absorbed energy can be used to either empower yourself or replenish your energy reserves. These Seele Schneiders are unbreakable and can be summoned to your hand at will. Additionally, you will learn two techniques with this purchase:

Sprenger: This technique involves placing five Seele Schneiders in a pentagon-shaped formation. When activated, it creates a massive explosion within the pentagon's borders. If an object or person stands in the center, the fifth Seele Schneider can trap them by binding their legs to the ground with Spirit Particles. To activate this technique, a Gintō's liquid must touch the silver handle of the Seele Schneider.

Geldschrank: This technique is activated by firing a Seele Schneider at the target, where it halts mid-air and surrounds the opponent with a high-density barrier of Spirit Particles, trapping them. You can then throw a Gintō at the Seele Schneider, causing the barrier to implode and create a powerful explosion.

Gintō (-400 CP)

A Gintō is a small silver tube, approximately 5 centimeters in size, filled with liquefied Spiritual Power. It is the primary catalyst for many Quincy spells. You will receive a briefcase filled with Gintō, which will be restocked daily. You can also refill the tubes yourself using your own Spiritual Power. The strength of the spells created with Gintō depends on the user's Spiritual Power. Additionally, chanting incantations can amplify the power of these spells.

With this purchase, you will gain three Gintō techniques:

Heizen: This technique is activated by throwing four Gintō. The tossed Gintō creates a transparent, rectangular energy beam that slices through the opponent.

Gritz: This technique is activated by throwing a single Gintō at the enemy. The Gintō forms a pentagonal Quincy cross that envelops the target, trapping them.

Wolke: This technique uses the liquid inside the Gintō to create a large blast. It can be used to blast away enemies or cushion your fall.

Still Silver Arrowhead (-600 CP)

This silver arrowhead can be attached to any projectile, including energy-based ones like a Heilig Pfeil. When it strikes an enemy, it briefly disables all of their powers and abilities, regardless of their strength. The arrowhead can bypass any defense, and enemies will not be able to sense it. Even those who can foresee the future won't be able to detect it. If the arrowhead is destroyed, you will receive a new one every ten years or whenever you enter a new jump, whichever comes first.

Power-Sharing Quincy

Poem of the King (100 CP)

A poem about the Quincy king, foretelling his return after 900 years. You will receive a similar poem describing a world-ending threat. The poem won't reveal the powers or appearance of the threat but will instead focus on when it will occur and what caused it to appear. Each time you enter a new jump, you will receive a new poem about a world-ending threat set to happen.

Freund Schild (-200 CP)

A white, angular shield with a gold Quincy Zeichen on it. Unlike a typical shield, this one absorbs all injuries that would otherwise affect you during battle. However, it can only absorb a limited number of wounds before it breaks. You can use your energy to repair the shield and decide whether it absorbs your wounds. This shield can also act as a catalyst for **The Balance** Schrift, enabling you to absorb any misfortune directed at you, double it, and reflect it onto your opponent.

Elite Guards (-400 CP)

You receive a squad of four highly trained Echt Quincy, whose powers are not connected to Yhwach. They possess all regular Quincy abilities, along with shadow portal creation, Hirenkyaku, and mastery of both versions of Blut. The squad is highly proficient with both ranged weapons and close combat. Each member carries their own Quincy Cross and can form their Spirit Weapon. These Quincies are deeply loyal to you, prioritizing your safety above all else. They will follow your every command, even at the cost of their lives.

While they serve as followers, you can choose to make them companions if you wish. You can customize their gender, appearance, and personalities, as well as the type of Spirit Weapons they wield and the color of their Spiritual Power. If any member of the squad dies, they will respawn after a few days if they are a follower.

Wahrwelt (-600 CP)

You receive six massive floating cities, connected in the shape of a Quincy Zeichen, with buildings styled like medieval structures and partially encrusted with ice-like crystals. The center city features a colossal medieval castle. The buildings are fully furnished, self-cleaning, and equipped with unlimited utilities, requiring no maintenance.

The castle contains everything expected of a medieval city, including a throne room, prison, meeting hall, armory, barracks, spacious hallways, training rooms, and private quarters for an entire army. The castle also has a forge designed for crafting silver items infused with Spirit Particles, with an unlimited supply of silver. Allowing for the creation of various Quincy

items if you possess the necessary knowledge. You can customize the layout and design of the cities. The cities are protected by numerous statues, each armed with stone weapons that repel invaders, and you can control them directly. If destroyed, the statues will regenerate after a day.

Scattered throughout the cities are ornate metal plates called Gates of the Sun, with the castle serving as the central hub. You can choose the placement of these gates. Anyone wearing a Key of the Sun, a necklace with a large red gem, can teleport between the gates. You will receive a chest containing unlimited amounts of Keys of the Sun.

Drawbacks

Can’t Fear Your Own World (+0 CP)

This drawback allows you to use this document as a separate Jump rather than a supplement. The setting for this Jump will be a generic modern-day Earth or any setting where a Jump Document doesn’t already exist. However, if you choose this option, you cannot attach this document as a supplement to other Jumps.

D - The Deaf (+100 CP)

Your hearing will deteriorate with this drawback, but it won’t significantly affect your daily life. However, during intense battles, it will become difficult to hear others speaking, and phrases like “What are you talking about?” will become common for you in combat.

Cruel Hypocrite (+100 CP)

This drawback causes you to adopt a cruel, hypocritical mindset. While you claim to be a lover of peace who hates war, your true desire is for battles to end quickly, regardless of the cost. You have no qualms about sacrificing anyone, even friends or loved ones, to achieve your goals. Additionally, your words often have double meanings, requiring others to analyze them carefully to understand your true intent.

Poisonous Species (+200 CP)

Choose one common species in the jump you are in. From then on, that species will become poisonous to you. While brief contact won't cause significant harm, prolonged contact will make you ill. Exposure to their blood or body fluids in large amounts can be lethal.

Auswählen Target (+200 CP)

This drawback makes you vulnerable to abilities that steal powers. Any ability or object capable of copying or stealing your powers will now work on you, with no way to resist it. Yhwach can also target you with his Auswählen and take your powers.

Sealed by the Left Arm (+400 CP)

For the duration of this jump, all your perks from previous jumps (except for your body mod) are sealed by the Left Arm of the Soul King, making them inaccessible. This means you can’t use any abilities, skills, or perks from prior worlds, effectively forcing you to rely solely on what the current jump offers. You can take this drawback even if this is your first jump.

The Precipice of Defeat (+400 CP)

In this jump, every enemy you face will have something that counters your abilities and allows them to defeat you. For instance, if you use nerve-based attacks, your opponent might be a scientist with drugs that can paralyze or damage nerves. If your ability relies on your opponent hearing your voice, they might be deaf. Alternatively, they could possess objects that temporarily disable your powers. Regardless of who your opponent is, they will always have a way to exploit your weaknesses.

The Need to Share (+600 CP)

This drawback forces you to share something to function. It can be anything, such as food, power, or items. As long as you give something away, the negative effects of this drawback will not occur. However, if you stop sharing for even a single day, your senses will start to deteriorate. Within 24 hours, you will lose your hearing, sight, and motor functions. These abilities will slowly return once you start sharing again.

Wandenreich Marches (+600 CP)

This drawback places all members of the Wandenreich, excluding the Elite Guards, into the jump you're in. Most of these members are extremely loyal to Yhwach, with only a few who are not. As a result, recruiting them to your side will be nearly impossible. Without a clear leader, they are likely to cause widespread chaos. Whether or not you intervene to stop them is entirely up to you.

The Father of Quincy Returns (+1000 CP)

This drawback causes Yhwach and his Elite Guards to appear in the jump you're in. The Elite Guards are the version empowered by the Auswählen, and Yhwach has already awakened The Almighty. Despite being in a different world, Yhwach's warmongering nature drives him to attempt to conquer the world and carry out his plan to create a world without fear.

Notes

About Spiritual Power

Spiritual Power, or Reiryoku, represents the strength of a person's soul and willpower. Every living being in Bleach possesses Spiritual Power, and the stronger their Spiritual Power, the more powerful they become. Spiritual Power increases most rapidly when the soul is in a life-or-death situation. Those with Spiritual Power can also use Spiritual Pressure or Reiatsu. Spiritual Pressure can intimidate or paralyze an enemy or even be used as an attack. Individuals with high Spiritual Power can use Spiritual Pressure to crush opponents or destroy inanimate objects with it. However, controlling Spiritual Pressure requires skill. The color of Quincy's abilities and Spirit Weapon reflects the color of their Spiritual Power. While most Quincies have blue Spiritual Power, you can choose any color you prefer for your own Spiritual Power.

About Spirit Particles

Spirit Particles, also known as Reishi, are the fundamental components of the soul and all spiritual matter. They are invisible to ordinary eyes but can be seen and interacted with by spiritually aware beings. Spirit Particles have a whitish-blue color and are present throughout the worlds of Bleach. In worlds without Spirit Particles, you can substitute them with other energy sources available in the environment, such as mana. If there is no other energy in the environment, you can draw from your energy pool or stamina instead.

About the Originator of Quincy Perk

The Quincy created by this perk can create shadow portals and use both versions of Blut, as these techniques are a mark of the chosen. They are also capable of learning all the Quincy spells and techniques in this document, provided you possess them. However, their ability to learn these techniques depends on their talent. If they lack sufficient talent, they won't be able to learn the techniques or will have them significantly weakened.

If you possess the **Lichtsippe** item, all clan members can inherit Schrifts with power ranging from 100 to 400 CP tier in the Schrift section.

If you have the **Elite Guards** item, you can grant Schrifts to all clan members with power equivalent to the 600 CP tier section. However, you will be unable to grant any 600 CP tier Schrifts for the next ten jumps or a hundred years, whichever is longer.

About Quincy Zeichen

The Quincy Zeichen is a five-pointed cross that acts as an emblem in many Quincy spells and techniques. It is a key symbol in Quincy's culture and power. The Quincy Zeichen is always visible on a Quincy’s outfit and appears on top of the pillar of light during the Vollständig transformation.