Generic RWBY Fanfic Jump

V1.4 The Great ReJiggering Edition

By: DonChief

Massive thanks to Nerx, HypeRoyal, and NotSoCain, without whom this Jump might never have gotten this far, or even existed to begin with.

Introduction

Welcome to a world of light versus dark, as many worlds are! Or maybe something completely unrelated! This is the world of RWBY fanfiction, of which there are many indeed. The name's Fredrick, but everyone just calls me Freddy. I'm a long-time Huntsman, so I can honestly say I know my way around the world. I'll be guiding you through your choices before you enter my world.

Pick your poison, or optionally a generic version may be created based on common tropes and story lines.

'Eres some points to get you going.

1000 CP

An asterisk (*) beside something means there's a note for the option at the bottom of the Jump.

Origin

Any origin can be taken as a drop-in, giving no new memories or presence in this world before your arrival, only counting for discounts in this doc.

Student: A proud defender of humanity, a whirlwind of death that decimates the soulless hordes of the Grimm, a mighty huntsman; but you're a ways away from that kiddo. You're a student at one of the four huntsman academies, that much is certain. Whether ya followed the normal path of graduating from a combat school and then taking the Beacon Entrance Exam, or ya happened to get noticed by the Headmaster, that's much less certain. Hell, maybe you just stumbled into the Academy's Initiation and got accepted on a whim, weirder things have happened.

Huntsman: Not a fan of school huh, decided to get right to the monster slaying? Or maybe you wanted to turn the tables, and teach your very own gaggle of brats. Regardless, you're now a Huntsman, the elite forces of a kingdom, and are thus expected to pull your weight. You are tasked with dealing with Grimm, criminals, and anyone else that might do harm to the kingdom. Now go forth and become a beacon of hope, just please come back, we've got enough fallen heroes 'round here.

Criminal: Oh, bit of a rebel are ya? Can't say I approve, but I guess everyone has the right to be selfish. You're on the other side of the law now, friend, a criminal of some renown, at least in a local sense. You're recognized in the local area as a skilled criminal of a particular bent (thief, assassin, drug smuggler, etc.). You've got limitless possibilities, now go make them know your name.

Bystander: Ah, not a fan of fightin' I presume? That's alright, I guess I can't fault ya for wanting to live a full life now can I? You're a regular citizen of the Kingdoms, no fancy sniper-scythes or crazy semblances, just your own two hands and drive to succeed. You

have a history in a regular profession of your choice (think baker, not nuclear physicist) or the requisite knowledge but not experience if you're a minor.

Race

Human: Pretty sure you know what this is, You're a bog standard human, with a head, torso, 4 limbs, the whole shebang. Of course that's just until you factor in Aura, but that's for later.

Faunus: I see you're a man of culture, 'cause now you're a faunus. A faunus is biologically just a human with a few animal traits tacked on, like ears or tails, which gives 'em a slight edge over humans, all other things being equal. What is more important however is the social aspect. 'Round here faunus tend to face some manner of racism and discrimination for who they are, how much depends on where you are. This already led to one revolutionary war, and with the way the White Fang is stirring the pot we might be looking at another at some point in the future.

Grimm: Ah damn kid, you're doing Mankind dirty here, you do know that, right? Well if you really want to, so be it. You're now one of the Creatures of Grimm, a soulless, monstrous creation of the God of Darkness. There are countless types of Grimm; if it exists in the natural world, you can safely assume there is a Grimm based on it.

Location

Choose freely from the list below, or roll a 1d8 and gain 100 CP
Beacon and Vale may be substituted for the equivalents from other kingdoms if desired

1. Beacon: Probably obvious, but much of the beginning of the story tends to take place here and the surrounding area. You show up on the Bullhead on it's way to Beacon at the start of canon. Really hope you're a student, or else you'll need to explain why you're on there. Of course, a Huntsman could start already at Beacon, preparing for their incoming students. (Students and Huntsman may choose this for free)
2. Vale: The aforementioned surrounding area. You wake up sitting on a bench in a park, and soon after are hit square in the face with a flyer advertising a job offer for a local Bar/Club, seems they recently had an incident that left them low on staff. (Bystanders may choose this for free)
3. Forever Fall: The forest taking up the entire northern border of Vale. The trees here produce a delicious red sap. You open your eyes and find yourself stuck in the branches of a tree. There aren't any Grimm nearby at the moment, but I wouldn't stick around.
4. White Fang Hideout/Roman's Hideout: Being a criminal is hard work, you know, and to pull it off you need places to meet, restock, and recuperate. This is one of those places, a hideout of either the White Fang or the master criminal Roman Torchwick, depending on whether you're a faunus or human. I mean technically you can go to either, but neither group is known for being particularly xenophilic, and a stranger of the wrong race is liable to be shot first, questioned later. (Criminals may choose this for free)
5. Mount Glenn: The rubble of a long since abandoned city, Mount Glenn was once a symbol of hope, that humanity could slowly reclaim the world from the Grimm, but now it sits in ruin. You appear outside the entrance to a large tunnel. The city and its tunnels seem to be more or less empty, save for a few stray grimm, and while soon it'll come to be occupied by the White Fang, at the moment it's free for the taking.

6. Frontier Town: Despite the threat of the Grimm present outside the four kingdoms' cities, people do survive, and sometimes even thrive, outside those borders. Generally quite small, few of these townships are of note, save for the likes of Patch. You may appear in or nearby a nondescript town, or if you want to be a bit closer to the canon cast, you can be at the Island of Patch.
7. Free Choice: Well well, aren't you lucky. You get to freely choose any location on this list. If for some reason you decide to put yourself in A Dangerous Situation of your own free will, I feel like you've earned a gift of 200 CP for doing that to yourself. You still have to flip the coin though.
8. A Dangerous Situation: Ah, well the dice weren't on your side today huh? Flip a coin; if it's tails, you open your eyes about 2 seconds before you plunge into the freezing water of the ocean. There's an island nearby, and I'm sure if you wait there, someone is bound to find you eventually. If it's heads, you find that you are either laying in Raven's tent, in the middle of her camp of bandits, with her laying right beside you asleep, or you have crashed right into her tent after falling from the sky, waking up her and a good portion of her men. Pick whichever one seems worse for you. Really though, how can anyone be this unlucky?![1]

Age and Gender

Since I'm feeling generous, you may freely choose your age and gender. This is within reason of course, so no 90 year old academy students, or 5 year old huntsmen. Gender is irrelevant for Grimm, and their age is a bit too important to be free, see their perk tree below.

Perks

100 CP perks are free for their Origin, all others are discounted. General Perks are full price unless noted otherwise

\+ Signs mean you have to purchase the previous perk first

General

Aura* - Free and mandatory for all but Grimm/300 CP

Well this is just kind of a given huh? Like any being with a soul, you possess the potential for Aura, and considering this is probably half the reason you're here, I'll give you this for free, even if you're an origin that wouldn't normally have it. In fact, you have a fair bit of it, more than enough to get battered around by an Ursa or the like and come out of it with little more than a few bruises, so long as you escape.

\+ Aura Juggernaut - 200

Well damn, you have an immense well of aura, enough to fight on for a day without rest if you really had to. If you fought defensively, you could fight a team of equally skilled hunters and win, entirely through attrition.

\+ [Blessing of the Brother Gods] Aura Behemoth

Oh come on, this is getting ridiculous. You now have the kind of Aura levels that alone would have you recorded in legend. Use a pyrokinesis semblance and incinerate acres of forest, use a speed semblance and run around the world twice over, or just punch your way through a small mountain without breaking your hands. You regenerate Aura at a similarly legendary rate, requiring the likes of a team of trained Huntsmen's full firepower to equal it.

Quite The Looker- 0/100 CP

Don't know if you've noticed. Kid, but the people 'round here aren't what you'd call 'average'. Just like the rest of this world, you look good, you're at least a 7/10, and generally stay at that even after being dragged through the mud. For an additional 100 CP however, you're gorgeous even by this world's standards, a perfect 10/10 without a doubt.

Ozpin's 'Curse' - 200 CP

You've been 'cursed' with the ability to turn into a predetermined animal of your choice. You don't carry any of the physical characteristics of your body to that of the animal, though Aura stays. You are able to switch between your forms with a second long transition. Truly, what monster could do this to someone.

Just Bring a Net - 200 CP

With all the changes the average MC causes in the course of a RWBY fanfic, it's outstanding that events seem to still line up with canon. Just by your very nature as a Jumper, you're pretty much guaranteed to make waves, so how do you deal with all those butterflies? This perk acts like a net, preventing you from butterflying away a setting's canon events through your actions. This doesn't let you pick and choose the effects an action will have, rather it lets you stop an action from having any tangible effect at all on the setting. You can of course choose to not use this, letting certain actions make massive changes. For an example of how this works, if you were to kill Roman Torchwick before the Atlesian Paladins were stolen, another, somehow equally skilled and famous, thief would show up to take his place.

Gotta Catch 'em All - 300 CP

Well, considering what kind of world you're going into, I think you kind of expected this huh? You now are equipped with everything you need to build a harem that would impress ancient kings, with four distinct effects to help you. First of all, you are naturally sauve and charismatic, and you have a natural ability, almost a sixth sense, for how to impress those you are attracted to. Next and perhaps most simply, you are everyone's type. What this means is that if you are a 7/10 in looks, you are a 7/10 for literally everyone. Third, those you are in a relationship with are more willing to accept you being with others at the same time, and are likely to develop romantic feelings for those people as well. This won't have archenemies proposing to each other, but it helps. Finally, those outside your harem are much more accepting of the relationships you're in. This doesn't affect law, so you can't be in a relationship with someone underage (not that you'd want to..... right?), but so long as it's legal, no one will mind if you sleep with half the student population, plus the teachers.

King of Bullshit - 300 CP

Like a certain professor, you seem to be capable of getting away with basically any lie, so long as you go with the flow. People have the tendency to interpret your words and actions in the best possible way for you in regards to keeping your lies going. You could teach a class for a subject you've never even heard of, and somehow every person in the class would leave thinking you're an amazing teacher. This is best thought of as a very specialized luck perk, causing events to line up in your favour when you try to lie or deceive.

Rose-Colored Glasses - 300 CP

No one is hated by everyone, and now you're living proof of that. Just like the previous perk, people take your words, actions, and behaviour in the best way possible, in this case helping to make sure people are left with the best possible impression of you. No matter how you act, there will always be a small portion of people that like you, even if you were a thief, murderer, or outright card-carrying villain. This won't stop you from suffering the consequences of breaking the law, but outside of the most horrific of crimes, anyone who didn't suffer directly will find that they don't think too poorly of you.

Power from Beyond* - 600/800 CP *Must take The Great Game for no points*

You've got this...spark, so to speak. You have the potential for amazing power, power unlike that found in this land. To start it's rather weak, enough to give you an edge against a student huntsman or lower level grimm, but you have the potential to take it to its peaks with enough training. Just about any form of power from across the various worlds of fiction are available, though truly mighty powers might require many strange aeons to even begin to master.

A special exception is made for Gamer systems of any sort, whose absurd rate of growth and often limitless potential necessitates a separate price point at 800 CP.

Blessing of the Brother Gods* - 600/300 CP

Well damn, what did you do for the Brother Gods to give you this? Whether cursing you to walk the earth eternally or blessing you to ever be able to protect your people, you've been granted a form of Immortality in some bygone age. Humans and Faunus have the same type of immortality as Ozma, that being that when they die they

can reincarnate into the body of a like-minded person, eventually replacing their consciousness completely. Grimm instead can make a sort of Phylactery, a spawning pool that will recreate them if they die. Creating this pool requires the sacrifice of some large chunk of yourself, like an entire arm from an Ursa.

For a slashed price of only 300CP, you can sacrifice the ability to revive, gaining instead a blessing of eternal youth, including a protection against permanent crippling like lost limbs or losing your sight such that you will eventually always heal, any ability that might specifically prevent such only slowing it instead.

Beyond just the immortality itself, you've accrued a truly tremendous amount of life experience. Many dozens of human lifetimes throughout the centuries have left you with broadly decent skill in all manner of things and the calm determination of a veteran no matter how disastrous the circumstances, after all you've seen worse. You'll also find that some of the strongest perks below are boosted to legendary heights by your accumulated memories. (Capstone (and other perks) Booster)

Origin Perks

Student

Rising Star - 100 CP

Man, I wish I had this during my school days. You're an incredibly fast learner, able to learn skills in half the time of your classmates, a quarter if you focus only on training. You also gain an eidetic memory and a talent for turning bad situations into opportunities to learn.

United We Stand- 200 CP

That's the truth right there. One you seemed to have taken to heart, with how good you work in a team. You are outstanding at any role you take on in a group. As a leader you

are a wonder at maintaining cohesion among your teammates, no issue being unsolvable. In combat you can direct your teammates clearly and concisely, even amidst a roaring battlefield. Even when you aren't the leader, your very presence seems to encourage clear-headedness and common sense, preventing the kind of misunderstandings and rushed decisions that tear teams apart.

Standing Outside The Box- 400 CP

To say that you're creative would be an insult. You're the quintessential wildcard, able to think up stunning uses for just about anything you or your allies can get their hands on, especially inherent powers like Semblances. Better work on those team attack names.

[Blessing of the Brother Gods] Transcending The Box

OK, at this point I pity your enemies, you're preternaturally skilled at finding creative solutions to literally any situation on the fly, so good that even with days to think, others would fail to come up with a better plan. You are able to, every once in a while, create a random solution to any problem, even one that normally wouldn't have an answer. These solutions may not be easy to achieve, but they are guaranteed to be achievable within the timeframe of that situation. Normally impervious enemies develop a sudden weakness, an inescapable trap finds itself with a tiny point of escape. The time between uses is never certain, but using this too often is going to leave you high and dry eventually as a solution fails to present itself.

Quicksilver Orbs - 600 CP

You possess the famed Silver Eyes of Remnant, able to petrify and kill Grimm at a glance. Sufficiently powerful Grimm, such as the Wyvern, can potentially resist this. Sadly they put a lot of strain on your body, and when you first start using them you'll only be able to keep them going for about a minute. In other worlds, these eyes work on any being that aligns with darkness, and even more so against those that lack a soul.

[Blessing of the Brother Gods] *The Originator*

You don't just have Silver Eyes, you have the *first* Silver Eyes, given to you directly from the God of Light in your past life. First of all, as a direct blessing from the God of Light, you experience little strain, able to use your eyes for hours at a time. Furthermore, your eyes are predictably more powerful, even the Wyvern would fall swiftly beneath your sight, and entire armies of the Grimm would vanish with a

sweeping gaze. Finally, you can control a shimmering silver light, coating your arms and armour, forming 'hard-light' constructs and firing blasts of that silver light. This light has the same effects as your eyes, tearing through soulless creatures of darkness. You also passively radiate a bit of this light at all times, inflicting burning pain and true terror in Grimm and any being aligned with evil or darkness, and a feeling of purity and hope in Mankind, though this can be disabled if desired.

Huntsman

Seasoned Veteran- 100 CP

You're a trained Huntsman, and you've got the experience and emotional control to reflect that. Aside from just being an incredibly skilled fighter and capable survivalist, you've the discipline necessary to make tough or cruel choices when the situation demands it. You might not like it, and it might eat at you afterwards, but you have the ability to make those choices time and time again.

The Next Generation - 200 CP

We won't be around forever, well, ok, you might be but you're a special case. Regardless, there's a need to train future generations, and that's something you excel at. You're incredibly good at imparting your knowledge onto others, keeping even the most scatterbrained students engaged. This applies to academic and practical knowledge, but also to life lessons, and honestly anything you can theoretically teach someone.

From The Jaws of Death - 400 CP

Damn, tenacious aren't ya? It seems like the worse the situation gets, the better you do. The more enemies there are compared to you and your allies, and the stronger those enemies are in comparison, the more you find yourself improving, growing stronger, faster, more enduring, even a bit luckier. Imagine now that you, while fighting a horde of Grimm, have to watch as each member of your team falls to the

monsters, and it seems certain that you'll be next. At that point you would reach heights untouchable by you normally, being a blur to even a Huntsman's eye, and able to fight for a day straight with outright fatal injuries, even if you were a sub-par Huntsman normally. This boost goes away a little while after things calm down.

[Blessing of the Brother Gods] Cornered Rat

An animal is most dangerous when cornered, evidently, you follow suit. As your Aura levels lower, what remains gets, for lack of a better description, denser and more powerful, allowing more to be done with less. Furthermore you've gained a dangersense, able to tell you of the presence and rough location of things that would do you harm. This is most effective if that threat is something you could in theory detect with your own senses, such as a charging Beowolf causing an obvious tingling on the back of your neck, though it works in a limited sense otherwise; You might get a bad feeling when about to accept a mission where something will go wrong, for example. When you are under the effects of 'From The Jaws of Death' however, this sense quickly evolves into complete battlefield awareness, making you aware of every threat to you or yours, every inch of the battlefield clear to you. Your eyes see all Jumper.

Like a Hero- 600 CP

You aren't a normal Huntsman, you're the pinnacle of what a Huntsman can become given time, and that's before you start training. You are unbelievably skilled with practically any weapon you pick up, able to weave through hordes of Grimm, leaving every one dead without a scratch on you. If you were using your personal weapon though, you could face an entire of your nominal peers and it'd be 50/50 who'd win going solely off martial prowess. This doesn't just apply to your weapon skill, as you are equally mind blowing with your semblance, and really anything that can be applied to war and violence. You aren't just a machine of death, as you are also an inspiring figure, able to give hope to people with just a smile and a comforting hand on their shoulder. Now go and show your enemies your might.

[Blessing of the Brother Gods] *The Legendary Warrior*

Forget being the pinnacle of what a Huntsman can be, you're the ideal that the best of the best hopelessly race towards. Multiple teams of otherwise peer huntsmen would have to coordinate to take you down if you were fresh and had your favored weapon in hand, though even transcendent martial skill can't always protect you if the right esoteric Semblance is aimed your way, so be careful. Your brilliant

talent in martial combat has manifested in some unique related ability, not a semblance, sourcing not from your inner self but as an expression of your blood, sweat and tears. It could be a combat style that somehow cannot be predicted or memorized, each attack having to be reacted to as if it was something they'd never encountered from you before. Or maybe you learned to strike in such a way as to shatter or cut any mundane material, or ignore their presence outright to strike past them. Or perhaps you can manifest your inner warrior to strike beyond the range of your physical body. These are not one and done superpowers, they are techniques, able to be developed and improved. Furthermore, while not something at all easy, with training, lived experiences, and probably a fair few near-death experiences, it's entirely possible to come upon new such techniques.

Criminal

Professional Bad Guy - 100 CP

Can't have you calling yourself a criminal, and not know how to properly do crime[7]. First and foremost, you are well trained in a criminal profession of your choice, such as a thief or assassin. Furthermore, you just generally know how to commit crimes. How to plan a heist or map out a target's home, how to remain calm when things inevitably go wrong, and how to clean up your tracks afterwards, fencing stolen goods or shifting blame for an assassination onto a scapegoat.

No Longer a Mook - 200 CP

No, now you're something more, or at least you could be. You have the skill to manage a gang, keeping people more than willing to gut a man in check, but more importantly, you can make that gang profitable. You just seem to profit more from the same crimes than your peers.

*Cult of Personality- 400 CP

Just please make sure it stays as a cult of 'personality'. You have a sort of dark charisma that attracts people who oppose the established order, or 'bad guys' to simplify. You know exactly how to act and talk around people on the side of evil to make them loyal to you, even those who would normally have no compunctions about stabbing you in the gut would refuse to betray you. Furthermore, like any good prospective cult leader, you have a talent for indoctrinating people over time.

[Blessing of the Brother Gods] A Whirlpool of Personality

Ok, no, at this point I'm positive you're an actual cult leader. Not only are you able to indoctrinate people, but those you indoctrinate gain a weaker version of that ability. While before you were most effective on those of a more dark alignment, now your charisma extends to anyone and everyone. You are especially good at turning normally upstanding, strong-willed people to your side.

Best in the World- 600 CP

You're a rare talent kid, one of the best at your chosen criminal profession. A thief could rob a bank dry in broad daylight, and no one would realize until after you were halfway across the city. An assassin could, posed as a waiter, discreetly poison 6 specific people amongst a hundred without killing a single other person, and have the poison be so well made that the coroners would think they died of natural causes.

[Blessing of the Brother Gods] The Living Shadow

Ok, no, I take it all back, you are without a doubt the greatest in your profession, bar none. Not only are you able to do anything even theoretically possible for your profession, but you also get some conceptual powers related to your expertise. A thief could sneak into Beacon in bright yellow and orange, steal Ozpin's favourite coffee mug, and then snatch his memory of having the mug to begin with, before sneaking out again.

Bystander

It's Honest Work - 100 CP

Can't just drop you in without something to pay the bills now can I? You're skilled in a profession of your choice, though it must be a trade or otherwise involve making things (smithing, carpentry, cooking). You'll have all the skills necessary to remain competitive in this world, so as a blacksmith you'd be more than capable of forging both normal weapons and the far more common and popular mecha-shift weapons.

Spectacularly Unspectacular - 100 CP

You know, Jumper, for someone as inherently spectacular as you, you're remarkably good at going by unnoticed. So long as you don't try to stand out, you tend to fade into the background. So long as it isn't illegal to be where you are, no one will mention your silent presence. Rejoice as you'll never be randomly chosen by the bad guy to serve as an example. Now you can be sure that when they shoot you in the head, it's 'cause they actually hate you.

The Devil's Own - 200 CP

How do you do it, Jumper? I mean last week you were suspected of treason against the Kingdom, and yet tomorrow you're scheduled to go to a dinner party hosted by the Council. It seems that no matter what you do, so long as you aren't caught with the smoking gun, you can get out of it with your reputation intact. You might have to shift the blame on others, and yes they might get life in prison, but you can't make an omelette without breaking a few eggs, and you were never one to worry about the mess left in your wake, were you?

Master Mogul - 400 CP

Well now, it looks like the Schnees have some competition, at least if you feel like going into the Dust business. You are a genius with regards to business, able to turn dimes into monopolies given time. You are also a master of multitasking and time management, able to manage a business empire, spend time with the family, train a skill (Like painting or playing an instrument), and still have time to relax and have a cup of tea and read a book for a bit.

[Blessing of the Brother Gods] Dragon's Hoard

Truly a revolutionary aren't you? Turns out you were quite a merchant in your past life, known throughout the world in fact, and you have regained the very things that made you so successful. First and most simply, your skill in business management has skyrocketed, you're now so good that you could, starting with only yourself and a small supply of dust, surpass the Schnee Dust Company in a few years, and throttle the market from there, ensuring that no one can surpass you like you did your competitors. Furthermore, You will find that as your economic power grows so too does your personal power and fortune, like a dragon hoarding gold. The greater your wealth, the more opportunities to gain more wealth arise. Likewise you'll find that every dollar in the banks provides a slight boost to all your attributes, miniscule on it's own, but at the scales you work at it can be quite frightening.

Maker of Wonders - 400 CP (Can be bought multiple times)

By the Brothers, with talent like that, you're sure to make even the divine envious of your workmanship. Your skill in your profession* is truly legendary, such that the things you make would be found worthy for the hands of gods and heroes. You could make a sword that cuts through solid steel, a statue that inspires love in those that see it, even something like a sandwich worth a king's ransom, so long as it falls within your profession(s). Not only are your works generally incredible, but unlike most things, things you create only get better as they age. That sword that cuts through steel, left to sit for a century or so, would easily split a row of houses in half in the hands of even a novice, far more if the wielder has notable strength themselves. And yes, this does mean that the food you make will never go bad, and will in fact age like a fine wine, more flavourful with time. Let all you make be known as wonders Jumper.

[Blessing of the Brother Gods] The Magic Touch

Oh my, it seems you've gone beyond just making your wares very very well. It seems that one of your past lives was of a more supernatural bent, a dwarf or a cyclops, or even an ancient elven craftsman perhaps. You are now able to grant supernatural abilities to your works. You could give a sword the ability to burst into flames on command, or make a jacket with pockets big enough on the inside to store entire arsenals. How you do this depends on your own magical abilities. If you are yourself capable of freeform magic, then you can simply imbue spells into what you're making to grant it its effects, though this is a bit of a shortcut. If you lack your own

magic, you'll imbue mystic properties using something with special properties, the most basic being using something like fire dust to light the sword aflame. There are no limits to what you can use, only your ability to capture it. If you could somehow grasp it, you could weave hope into a shining banner, or courage into a shield. There are two more things to note. First is that you will get better results from using actual components to imbue mystical properties, and they will be less susceptible to being nullified in some manner, such as some form of anti-magic. Second, the source of your ingredients matters a lot. To use an earlier example, the courage to face an angry parent is far far weaker than the courage to take a last stand and die for the sake of one's beliefs, and the abilities of whatever you make will reflect that. Whereas you *could* light a weapon aflame using fire dust, to get the best results you would want something like the still beating heart out of a dragon, dipped into a volcano, at the height of the summer solstice, then forged while you are at the height of apoplectic rage. You know, something simple like that. There are really no limits other than what your profession allows you to make, so go forth and make craft the stuff of legends Jumper.

Utter Genius - 600 CP

You have knowledge and intelligence comparable to one Dr. Pietro Polendina. Don't think you can go pumping out Penny level robots off the bat, remember that the good Doctor had the eager backing of the Atlas Military to fund that kind of venture. Otherwise though, you are capable of creating just about any technology shown throughout the show, including the likes of the Atlesian Paladin, a large mech loaded with energy weapons. Robots on par with Penny and beyond are just a matter of resources and research.

[Blessing of the Brother Gods] Trail-Blazer

There is no one I can compare you to in this world at this point. Not only are you a genius beyond compare, but you also get occasional flashes of inspiration for extremely advanced technology. You could create a brand new, inexhaustible and clean, energy source in case Dust ever ran out, or create an android that would make Penny look like a rusty can in comparison. Furthermore, due to your overwhelming genius, you are able to quickly reverse engineer any technology you can see, and then make improvements on the design. Did you somehow come from the far future or something?!

Racial Perks

Human

Rolling With The Punches - 100 CP

You know, for all that Mankind tries to maintain an air of normality, this world is quite a lot to take in. Lucky, you have inherited humanity's ability to adapt to changes in your life. Some dude has gills? Yeah that's cool. Humanity is in a constant struggle to hold back soulless monsters hellbent on their destruction? Just another day. No matter what happens in your life, regardless of how suddenly and drastically things change, you can completely adapt and accept those changes, given maybe a few days.

Enemy of your Enemy - 200 CP

Might not be your friend, but they may as well be. You have the useful talent to unite people, particularly those that share a common enemy. Depending on the severity of the threat an enemy poses, this can get pretty much anyone to work together, so long as they are mentally capable of working with you instead of chewing on your face. Get bitter rivals to team up to protect a shared friend from a bully. Get criminals and Huntsmen to team up to fight off the Grimm that are invading their home. If you could get a threat big enough, you could theoretically get even Ozpin and Salem to work together, though it'd have to be a BIG threat.

Looking Towards The Future - 400 CP

No, despite the name this isn't any kind of future sight. Instead this is a kind of beneficial butterfly effect. Your actions, no matter what they are, tend to echo and ripple into the future in a way that generally benefits you. While this technically works for any and all actions, the effect is far stronger and most effective when doing a generous or selfless act, anything that could be considered good really. Say you save a young girl from a group of men, and escort her home safely. A few days later you'll find out that her father is an extremely powerful mob boss in the area, who is in your debt for saving his precious daughter from rival mobsters, and is determined to repay his debt in any way he can. Or let's say you build a bridge over a deep, fast channel. In the

years to come, you'd find that the bridge had been named in your honor by the people of the flourishing town that's sprung up around the bridge, which is now part of a large trading route. The people there are extremely grateful for how you've changed their lives, and would be happy to help you however they can. More extreme acts of goodwill will of course give proportional rewards in the future.

Fair Maiden - 600 CP

Well now you're officially part of a famous fairytale, so that's pretty neat. If you couldn't tell, you've become one of the four Maidens, each representing one of the four seasons. The power you wield as one is quite the sight to behold, manifesting as powerful elemental magic, independent of your Aura and Semblance. Despite what one might think, Maidens aren't limited to elements that correspond with their season, though some might develop a preference for a specific one. While you're limited to elemental magic, that isn't too much of a limit in all honesty, as elemental magic encompasses pretty much everything you could find naturally throughout the world. Not only can you do the normal manipulation of the elements like gouts of flame and gusts of wind, you can also form various weapons from the elements. You are powerful enough to torch a two story building with a wave of your hand, or freeze a small lake solid. When using your Maiden powers for anything more than tiny applications (think the flame of a lighter for a comparison.) your eyes will begin to glow the colour of your Aura. There are two downsides however. The first is that, unlike your Semblance, the power of a Maiden is not inherent to your being, and thus it's use won't come naturally to you. That isn't to say it'll be incredibly hard to use, just that you won't have an instinctive knowledge of what you can do. Second, and arguably far, far worse, is that being a Maiden makes you a prime target for Salem, Cinder, and all their allies. On the other hand, you are pretty much guaranteed to have the help of Ozpin and his side, so at least there's that.

[Blessing of the Brother Gods] In Cycles Past

Turns out this ain't your first time being a Maiden, Jumper. It's actually happened a couple times, and you've definitely benefited from it. Where before you could torch a building or two, now you could, with the same amount of effort, turn a city block to ash. Far more interestingly, with significant effort you can affect things on the scale of entire climates, calling forth blizzards and rainstorms. Get more practice with this and you could feasibly curse a nation with eternal winter.

Furthermore, your magic is boosted greatly when performed in the appropriate season, meaning a Winter Maiden would be vastly stronger during Winter, a Summer Maiden during Summer, etc.

Mastery Of The Soul - 600 CP

Long before humanity discovered Semblances or Dust, they still needed to defend themselves, and this is how they did it. You have the ability to manipulate your soul and Aura in ways impossible for most people, though not unknown, still known in the current age as magic. You can of course do the usual things, such as coating armor and weapons with it, but you can also do things such as heal the wounds of others, speed yourself up, or see the world around you without sight. If it can be done with a semblance, it can be done by you. The trade-off is that, in exchange for the limitless versatility you have, you sacrifice the raw power and efficiency of a semblance that does a specific task. While you can speed yourself up, it would be slower than what Ruby can reach, and you can transfer Aura, but unlike Jaune you'd waste half of it mid-transfer.

[Blessing of the Brother Gods] Union Of Souls

You have achieved a level of soul manipulation that would be deemed outstanding, even by the humans of old. You have figured out how to project your soul outwards, not in a physical sense, but in a way that allows you to interact with the souls of others. Most simply, you passively are aware of the emotions of everyone within a hundred meters, as your souls brush against each other. More importantly, you gain the ability to, for lack of a better word, meld your soul with another person's, allowing you to mimic that person near flawlessly. When mimicking someone, you gain skills, knowledge, even semblances, and in future worlds this would also copy any magical talent or unique magical abilities, as well as any similarly supernatural systems, like Ki or Chakra. There are 2 limitations; firstly, it cannot mimic purely physical traits, so you can't copy someone's inherent strength or speed. Secondly, when you start out, you can only use this on one person, and the things you copy disappear once you stop actively mimicking them. The second limitation can be removed however, as training with this will see your number of targets increase, and the length of time the skills are retained lengthens. In time the things you copy will stay with you permanently. Truly, a magic unparalleled in any age, past or future.

Faunus

A Little Extra - 100 CP

You're a Faunus buddy, which means you have a few additional parts to ya, and a few benefits shared among all your kind. First, all faunus are a tad bit better

physically, a bit stronger, faster, etc. They also all possess some degree of night vision, though not all types of faunus have the same level of it. Next, Pick an animal that is alive today; you gain a few traits of that animal, such as the tail or ears of a wolf. These traits can give you slight advantages, such as the superior night vision of a cat, or a bloodhounds sense of smell. You also gain some quirks and habits based on your choice, such as a cat faunus having a love of fish, or a squirrel faunus hoarding food as winter draws near.

Looking Past The Cover - 200 CP

I mentioned this earlier, but Faunus kinda drew the short end of the stick in society. Descrimination is practically a guarantee for them, and that is bound to cause lots of problems. Not for you however, with this handy-dandy perk. This perk makes it so that nobody, no matter how racist and judgemental they normally are, will make negative assumptions based on who or what you are or how you look, sound, etc.. They will only start to form opinions based on your actions. This however doesn't stop them from making positive assumptions, such as from you walking into a room in a crisp suit and having them respect you more for it, without thinking you're a posh prick.

Hybrid - 400 CP

Oh what, one wasn't enough? Well ok then, you are now a hybrid of 2 kinds of faunus, with all the benefits that both provide. There are no limits on what types of faunus you are, so feel free to be a whale/praying mantis faunus if you feel like it. This costs an extra 200 CP (before discounts) if you took the capstone, since you get two mythical species instead of just one. You also get the boosted capstone effect for both types should you have the capstone booster.

Born of a Legend - 600 CP

Incredible, truly incredible. You're no longer just a normal faunus, instead you're a faunus of a mythical creature, like a dragon or griffin, or a specific one like the Hydra or Nemean Lion. Just by being of such an esteemed heritage grants you incredible physical attributes, more than enough to match up to the average Huntsman, even if you lacked Aura. You also gain some useful ability based on your choice, such as a

dragon faunus having skin nearly as strong as dragonhide, and even actual dragon scales in places, while a basilisk faunus might gain eyes that can paralyze at a glance, even killing the weak and feeble. With training and time this trait can grow stronger, perhaps eventually even to the height of a true member of that species, though you'll never develop new abilities beyond the first. Finally, you inspire great respect and awe from other faunus, especially those who are close in nature to you, such as cat faunus being awe-struck by a faunus based on the Nemean Lion.

[Blessing of the Brother Gods] Myth Made Flesh

You aren't merely a faunus anymore, Jumper. You're an actual example of your choice of mythical beast, with all the abilities that come with that. The dragon faunus from earlier, now a literal dragon reborn in faunus form, has gained more abilities, and had it's attributes strengthened. Its skin is not only as tough as dragonhide, but also partially resistant to supernatural forces, such as Aura and Magic, and it can manifest dragon scales as it pleases to further defend itself. In general it can manifest any trait of its original form through its body, though in a weakened state. If it feels the need however, it can shed it's faunus shell and take it's old form once more. In this form, they get all the expected abilities of the form, all at full strength. The only problem is that the form is extremely tiring to use at first, though it will get easier as time goes on. Finally, as a literal myth reborn it, instead of weakening, grows stronger with age, with no obvious limits.

Grimm

A Grimm Diagnosis - Free, Mandatory, and Exclusive to Grimm and Half-Grimm

The Creatures of Grimm, being creations of the God of Darkness, are unlike any other form of life on Remnant, possessing a truly odd biology, and now you get to experience what that means. First and foremost, you're physically superior to the fleshly bodies of humans and faunus, even a Beowolf being strong enough to toss around large boulders. You also don't really tire. I mean some extreme exertion might have you feeling a touch sore, but you aren't gonna ever find yourself unable to move from exhaustion, so you can keep running all day if you want. Secondly, you lack internal organs, being made entirely of a strange black substance. Due to this, you can't die of blood loss, get sick or poisoned, or die of age. The only way for you to die, barring something like the Silver Eyes, is to receive enough extreme trauma to render your body inoperable, think things like decapitation, having most of your torso blown out, and having your head crushed. Despite this, you possess a form of vestigial mock biology, such as blood and bones, which are a leftover from when the God of Darkness mimicked his brother's creations when making your ancestors. Furthermore, all Grimm possess a limited ability to sense emotions, namely negative emotions, like fear or anger. Due to the incredible variance in the shape of grimm, especially in the world of fanfiction, you may freely design the type of grimm you are, at least in physical shape. You may purchase special abilities in the Grimm Form section below, if you design your grimm with features found in the form section but don't purchase them, they will be weak and/or superficial. Most notably, wings won't let you fly unless you purchase Flight below. With just this perk, you'll be a brand new grimm, about the size of a Beowolf, and will grow steadily stronger as you grow older.

Inexplicably Adorable - 100 CP

You know, for a literal soulless monster born to hunt humanity, you're weirdly cute. This perk makes it so, no matter what you are, people find you oddly cute or friendly looking, for reasons they can't explain. Even if you were a dragonic Grimm the size of a mountain that bristled with spines, everyone would still find you cute. This won't stop them from fighting you if you attack them or others, but if you're going the friendly Grimm route, this'll help.

Forgotten - 200 CP

Once again, considering you're a soulless abomination quite literally created to kill souled beings, you'd think people would keep better track of you. Alas, it seems that common sense is a rare commodity 'round these parts. For some reason, all you need to do to fade into the back of someone's mind is keep out of their attention for a bit, maybe a week or so. People find that they have trouble describing you in any detail. They might remember your rough shape, and maybe your size, but most else is quickly lost. This is less effective the more attention you grab and the more flashy you act. So if you were a mountain-sized grimm that tore your way into Vale and crushed Beacon underfoot, you wouldn't be forgotten easily, though your exact appearance or other minor details might become blurred soon after. People can be excluded from this effect if you wish.

Half-Grimm - 400 CP (Undiscounted)

I've seen a lot of things, kid, some that would drive a normal man mad, and I can honestly say that I've never seen anything like you. You're an odd fusion between Grimm and Humanity, either a human or faunus fused with a Grimm, or a Grimm with a soul. With how you've mixed, the only difference between the two is your history. Well, despite how odd you are, this nature of yours grants quite a few benefits it seems. First of all, this grants you access to any exclusive perks and sections. Grimm get an Aura and access to the Semblance Section, and Humans and Faunus get the Grimm mandatory perk and access to the Grimm Form Section. Grimm have access to a human form of their design, which they can transform into, regardless of their normal size. Non-Grimm have the opposite, able to transform into their Grimm form at will. When in your human form, you benefit from the choices in the Grimm Form section, but you don't get the benefits of any age upgrades from the Grimm perk tree unless you transform.

Alpha - 400 CP

Forget that bit about being newly born, that's wrong. You're a far bit older now, being an alpha version of whatever type of grimm you are. You have a degree of control over other grimm of the same type, so long as they aren't also alphas. Non-Grimm who purchase this get a equivalent for whatever race they are, being innately better in whatever things your race can do, even applying to races and forms from other worlds

+ Ye Olde Monstrosity - 200

You gonna start yelling at kids to get off your lawn? You're certainly the right age for it. You're old enough that you were an Alpha long before the start of The Great War. You are stronger now, as is appropriate for one of your age. At minimum, your size means you're more than capable of tossing hilltops with ease, and your blows are more akin to artillery strikes than the strikes of a living being. You are tough enough to require armor piercing rounds, or comparable attacks, to cause meaningful harm, and shockingly swift for something of your size. At this point, young grimm are practically extensions of your body for all they can resist, and even Alpha Grimm are loyal minions.

[Blessing of the Brother Gods] Part Of The Scenery

With strange aeons, even death may die. You might not be quite that old, but you sure as hell are one of the oldest things left in this world, if not the oldest. You're more than old enough to remember when humanity possessed Magic, potentially even being one of the first Grimm ever, created by the God of Darkness himself. You command authority over Grimm appropriate for one of your esteemed age. You are capable of directly controlling Grimm in your vicinity, and every command you issue will be followed with no hope of resistance. You could even override the command of Salem herself. You are appropriately large to reflect your age, being at absolute minimum the size of a *very* large hill (about three stories, no less), and more likely, a mountain is your nearest equal in magnitude, and even that might not match you. If you were to sleep for long enough, entire landscapes could form on top of you, even cities. Your steps herald earthquakes, your breath a hurricane, your bleeding wounds form crimson lakes and rivers. Your hide is adamantine, impervious to anything but the mightiest of vehicle-mounted weaponry. You are, even at your weakest, cataclysmically strong, enough to crush mountains to dust with effort and time, enough that you need not hit a foe to harm them, the winds produced enough to shred entire towns apart. Now go forth Jumper, and make the world tremble in your presence. Comes with the option of existing in vague mentions throughout myth and legend in Remnant.

Improvise, Adapt, Overcome. - 600 CP

Well, I can't say the third part is certain, but you've got the whole adapting thing down pat. Your body is in constant flux, quickly adapting to stresses and threats

experienced, after a short rest of course, though how this manifests is out of your hands. Be hit with scorching flames and begin to ooze a flame-retardant slime an hour after, get nearly cut to ribbons and have your hide change to become increasingly cut-resistant. The level that you adapt depends on how much danger you're in, as a scorching inferno might adapt like above, but a fireplace does next to nothing.

[Blessing of the Brother Gods] Seize the Means of Adaptation

Remember how I said adaptation was outta your hands? Well now you've got a hold on it, and you ain't letting go. You're able to freely make changes to your form, adapting to the threats and challenges near instantly, only needing to think of what you want for it to immediately begin. These adaptations will stay until you will them away. Furthermore, you can entirely change your form, creating wings, horns, tails, arms, really any change you can think of. These large transformations of your base form are temporary however, the extensiveness of the change inversely proportional to the time it lasts. The speed at which you can shapeshift, as well as the length of time you can maintain those changes, will increase as you age, until eventually you could easily and instantly take a form straight out of Lovecraft's mind. Of note is that while you can freely shapeshift, adding even parts found in the Grimm Form section, those parts will be wholly inferior to your purchased option at first, and of course they're temporary. So you could grow wings with this and fly, but comparing this to the flight option below is like comparing a pigeon to a peregrine falcon.

Grimm Form

Physical Attributes (These tiers assume you are a brand new grimm, about the size of a Beowolf) Physical ability gained here is still present in your human form as a hybrid, just scaled down to your smaller size.

You get a stipend **of 400 CP**

Strength

Tier 1 - Free

The bodily strength to throw large boulders, and destroy them in a handful of blows. You could kill a normal human without aura in a single backhand strike. Nothing spectacular, but you're just getting started, who knows where you could be in a little time. Oh wait, I do!

Tier 2 - 200 CP

Now we're getting somewhere kid, you've got some muscle on ya now. You're strong enough to pulverize the above boulder in a backhanded swing, and toss it nearly to the horizon or straight through a few buildings. Even with aura, your victims are going to be feeling every blow you land on them, and an unprotected human is going to be pasted outright. You're gonna be quite the terror in a few years buddy.

Tier 3 - 400 CP

Now this is just scary, and honestly a bit unfair. Even newly born, fresh out of the spawning pits, you are strong enough to crater the ground with every strike, and reduce buildings to rubble with each swing. An average Huntsman with full Aura reserves would have to dodge every attack, as even a single one of yours would practically wipe his reserves clean if you hit full-on. If for some reason you took a swing at an Aura-less civilian, well at this point you just erased them, barely more than

a few specks of blood throughout the area to show they existed. I honestly dread what you'll be like once you've had time to grow. Show the world your might Jumper.

Speed & Agility

Tier 1 - Free

You are damn fast, at least by non hunter standards. You can run a fair bit faster than a horse in dead sprint, approximately 88 mph or 142 km/h. Your in-combat actions and movements are a blur to normal humans, and fast enough to hit a Huntsman with their guard down, though any that see you coming aren't going to be too worried.

Tier 2 - 200 CP

Even Huntsmen aren't guaranteed to be faster than you now, fast as you are. You can keep up with the average Huntsman just fine, and any student that isn't considered exceptional is going to find you to be a near blur to their eyes.

Tier 3 - 400 CP

Damn kiddo, calling you fast is a bit of an understatement at this point. You can be sure that you'll outspeed any Huntsman that isn't specifically focused on speed, including those that have a speed semblance, and even those exceptional Hunters are likely to find you a match.

Durability

Tier 1 - Free

You're fairly tough Jumper, enough for it to require concentrated small arms fire to pierce your hide (or like...exoskeleton?), though anything more is gonna punch right through ya.

Tier 2 - 200 CP

Ok, this is a bit more impressive. Your hide is strong enough to be functionally immune to small arm fire, and it would take a barrage of armor piercing rounds from sniper rifles to do any serious harm. Furthermore, your inner body is also enhanced, such that you could hit hard ground at terminal velocity and come out with a few fractures at most, or take the shockwaves of grenades point blank and barely bruise.

Tier 3 - 400 CP

Well this is a bit ridiculous don't you think? At this point you can shrug off sniper fire, only having to worry about vehicle-mounted weaponry and semblances that frankly don't care about how tough you are. Your internals are likewise fortified, such that you could survive atmospheric re-entry and landing, and walk it off like you tripped and fell.

Healing Factor

Tier 1 - Free

Unlike Mankind, you don't have Aura to protect you, so you're bound to collect your fair share of injuries. Luckily, you're equipped with just what you need to recover. First of all, you heal quickly, enough to heal from most injuries in a matter of days, so long as you rest. Furthermore, any injury you suffer, so long as it doesn't outright kill you, is guaranteed to heal eventually. So if you get your arm chopped off, you won't be forever left with a useless stump, instead it will eventually heal, in the span of a month or so.

Tier 2 - 200 CP

Just can't keep ya down can they? You now heal fast enough that you could be severely slashed, stabbed, and run through, run and rest for an hour or two, and be right as rain and ready to fight again. Small wounds can even be healed mid-combat, taking a few minutes for the likes of bullet wounds.

Tier 3 - 400 CP

Did you know they think you're an immortal, Jumper? I can't say I blame them, being as hard to kill as you are. At this point you don't even have to rest to heal up, more than capable of healing outright dismemberment in a few minutes at worst, likely only seconds for smaller wounds, fighting on even as you're riddled with bullets. Never stop moving, as you embody the inevitable tidal wave that is your race.

Special Traits:

Natural Weapons - 100 CP each purchase

Each purchase of this gives you a new natural weapon or upgrades an existing one greatly. Natural weapons in this case refer to body parts, not things

like poison. Maybe you have massive claws that can cut a man in half with a swipe, or maybe your tail can snap like a whip with enough force to shatter a boulder in the blink of an eye. Or maybe your tail has spines that can be launched like javelins. Spending a purchase on an already existing body part upgrades it from a potential danger to a lethal threat. Your claws shear through steel like butter, your tail can snap with enough force to create a shockwave with bomb-like force, and your spines fly faster than most bullets with the force to punch through nearly any armor.

Senses - 100 CP each purchase

As the ultimate predator, it's only fitting that you have senses to match. Each purchase lets you improve one of your 5 basic senses. You can either directly improve its effectiveness, first to the best of that sense found in the animal kingdom, and then 10x that each following time, or you can add some special functionality to that sense, which also scales based on that sense's strength. Things like thermal vision or the ability to track movement via vibrations in the earth and, if your sense of touch was strong enough, the air.

Poisons and Venoms: (Each Tier gives the previous Tier as well)

Debilitating - 200 CP

A starting point, but dangerous nonetheless. At this basic tier your poisons are unlikely to be directly lethal, short of extenuating circumstances or very long exposure. Despite not killing on their own, they are more than capable of completely debilitating a victim. Burning pain, horrible scarring, spasms and nerve damage. These are the kinds of effects you can cause. Best compared to the likes of mustard gas.

Lethal - 300 CP

Now you've got some more options Jumper. You can now create most poisons you can think of, of a lethality to kill an average man with just a few drops. The poisons you make kill in minutes at most, think of the likes of cyanide, ricin, or botox.

Just a Drop - 400 CP

This is when it gets honestly rather horrifying. Now, not only can you create any natural poison you like, but you can also alter and strengthen them as you please, to the point of killing with just a drop, even creating new ones with whatever effect you need. Your poisons could necrotize entire bodies in less than a minute, drive people insane, and any other ways you can think of to fuck with people's bodies. The effects are so horrible at this point that comparisons either don't exist, or they're not poison, they're hyper-concentrated acids.

Barely a Whiff - 600 CP

This is just unfair, kid. I can barely call what you have poison, at least not in the normal sense. Now, your poison is so powerful that it transcends mere physical harm to attack the soul and mind. Your poison can slowly eat away at Aura, and once through that it can attack the soul of a target, potentially harming it irreversibly. It can likewise directly lay siege to a victims mind, not just the physical brain, but the metaphysical construct that is called the mind. By doing this, any number of changes can be made to a person's thoughts and psyche, straight up insanity being the simplest among them. Furthermore, at this point you've passed beyond the normal means of delivering your poison. You are able to deliver it in two new ways, in order of speed. FIrst you can create memetic poisons, that cause their effects on any that see the substance, this may take a while, but really requires no work on your part, just kinda have to ooze everywhere. The second is that you can deliver your poisons through your eyes. This is most effective with eye contact, but can work on anyone you focus on.

Flight:

Glide Like A Chicken - 100 CP

Ok, flight might be a bit of a misnomer, you're really just falling with style. At this level, you can effectively boost your jump by flapping your wings or glide if you get some height. For those who have a deep hatred of legs, this allows you to hover over the ground instead of walking

Soar Like An Eagle - 300 CP

Now this is flight! You can freely fly under your own power, at a speed dependent on the relevant stat. Those who hover can now also freely fly, though it's noticeably slower than with a pair of wings .

Stealth: (Each option is purchased separately)

Physical Camouflage - 200 CP

Like a chameleon, but evil! You are now able to change the colouration of your body to match the environment, allowing you to automatically blend in perfectly, so long as you stay still, and even moving you're still hard to see. You are able to freely change the colouration of your body as well, if you feel like being hot pink for whatever reason.

Hardly A Whisper - 200 CP

Not much good to hide from sight if they hear you coming is it? This is your one stop solution to all auditory stealth. All your actions are now quieter, your steps in particular being completely silent. You could walk through an autumn forest without so much as a hint of a crunched leaf reaching another's ears, even one right beside you.

True Invisibility - 400 CP

A bit shy are ya? You can now become completely and perfectly invisible, to the entire electromagnetic spectrum. This does require a fair bit of concentration, and will drop the instant that concentration falters. This also does nothing to hide you from other senses, nor does it prevent signs of your passing, like footsteps and broken foliage.

Grimm Spawning - 300 CP

Never fight alone again! You have the ability to spawn Grimm from black ooze you produce from your body, this black ooze taking little effort to produce. These Grimm are not under any direct control, but will tend to try to help and

defend you, though they might just bugger off if they see a tasty human in the distance. Grimm spawned by you tend towards looking like you, but could just be random types of Grimm. A Beowolf sized Grimm might be creating another Beowolf sized Grimm every half hour or so. A truly ancient Grimm could summon hordes of Grimm in a day.

+ Like Extra Limbs - 200 CP

Forget that bit about direct control. Now, every grimm you create is under your direct control, more akin to an extra finger than a separate being, fingers which you can control absolutely. You aren't going to be able to control more than a handful at a time at first, but with practice you could perfectly control oceans of your grimm. You can of course let them roam free, in which case they will do their own thing until you are in trouble, where they will rush to defend you. You are also able to sense through their body, as many of them as you can control in fact. This works even if you otherwise lack the ability to.

Ingrained Elementalism - 200 CP

While the Grimm tend to lack in the truly esoteric abilities, they still have a number of options available to them for those that don't just want to be a lightning bruiser. This is one such option, allowing the control of an element of your choice, from the classic options of fire, water, earth, air, and lightning. The way you use this element is up to you, but more limited applications tend to give more bang for their buck, such as the ability to fire a narrow stream of fire from your mouth giving brilliant white flames, while a freeform ability to create and manipulate flames could barely get hints of faint blue on it's own, though outside sources may overcome this. This method of elementalism lacks the same finesse that most Hunters with these kinds of abilities enjoy, meaning that while a Hunter might be precise enough to charge their scroll with their lightning manipulation, you'd struggle not to fry adult humans with your best controlled uses. In exchange, your abilities don't rely on that Aura that you lack, in fact there doesn't seem to be a source at all. You don't really have some set resource that fuels your abilities, just requiring rest after heavy or sustained usage, but otherwise allowing unlimited usage so long as you take a breather every so often or just generally pace yourself. Let those Hunters think they're so much more

sophisticated, but they won't be so proud once they've exhausted their Aura, and you just keep going.

The Feels - 200 CP

Among the most insidious abilities displayed by the Grimm, some species of Grimm have demonstrated the ability to induce specific emotions in those around them. From blinding rage, to suffocating depression, to numbing apathy, or even the classic of sheer terror, they're all options. You gain the ability to induce one of these emotions through a method of your choosing. More active methods will have a greater effect than passive ones. You could passively drain the will to live and act with apathy, but it would be a slow thing, whereas you might instead have a mighty roar that leaves all but the bravest shaking in their boots.

Semblance

Ah, the Semblance, the greatest manifestation of the soul, and half the reason you're here in all likelihood. I get it, these are really damn cool. And because they are the manifestation of one's soul and thus inherently unique for each person, I can't really limit you to a handful of options. Instead you'll purchase the parameters of your Semblance, and design the effect around that. Something to note is that Semblances, being a part of you in the most literal sense, give you an instinctive knowledge as to how they are used, and improving with them comes naturally. This might not give you the best ways of using it, but you'll at least always know how it works.

You get a stipend of **400 CP**

Effect

The bread and butter of the Semblance, what the damn thing actually does. Because this will be largely limited by your choices below, to choose an effect I recommend thinking of a word, like fire, or speed, and then using your purchases to decide how to express that word.

Aesthetics

Gotta keep your theme intact right? You can freely choose the looks of your Semblance, so long as it doesn't grant any inherent advantage. So you can't use this option to have your power make you glow so bright you blind others, or things like that. Something like colouring your flames green is totally kosher though

Range*

Tier 1 - Touch/Self - Free

Your Semblance is limited to touch, or it only affects yourself.

Tier 2 - Close Range - 100 CP

Your Semblance is effective in close quarters, about a meter or two. Think of it like having a melee weapon in hand, extending the range of a physical strike.

Tier 3 - Mid-Range - 200 CP

Your Semblance is effective in any normal combat range, short of those a sniper engages from. Equivalent to having a (non-sniper rifle) firearm

Tier 4 - Long Range - 300 CP

At this point, your Semblance is comparable to a powerful sniper rifle in range. At this range, you can effectively hit any target above the horizon. Guess you don't like social interaction?

Tier 5 - Worldwide - 400 CP

Ok, at this point I need to ask, you happen to suffer from social anxiety? That's the only reason I can think of that your Semblance works at this range. Namely, your semblance works on any target on the planet. You need to know where your target is, or atleast have a good idea of the area you're aiming at.

Power*

Tier 1 - Party Trick - Free

At this level, your semblance ain't doing much for you. It might be a neat trick, or a helpful distraction, but regardless it isn't going to be part of your tool kit in all likelihood.

Tier 2 - A Tool In Your Kit - 100 CP

Now your semblance is a bit more useful, an actual tool that you could use in combat. While not enough to win a battle in and of itself, this could be crucial in ending up victorious.

Tier 3 - A Second Weapon - 200 CP

Now we get into the truly useful and lethal. At this point you are likely using your semblance just as often as your physical weapons. This could be largely what wins you the battle.

Tier 4 - Plan A - 300 CP

Ok now your Semblance is getting pretty scary, if I'm being perfectly honest. At this point your semblance is likely your main weapon, and your physical weapon acts more as a secondary tool or conduit for your semblance.

Tier 5 - All Ya Need - 400 CP

Really though, at this point you could just throw away your weapon, cause your Semblance is so strong and versatile that you really don't need much else. You could likely take on an entire team of Beacon students with just your semblance.

Usability

Tier 1 - Situational - Free

Your Semblance is an energy hog, simple as that. Just a few uses of it will leave you completely drained, and thus defenseless. Alternatively, your semblance is more like a magical ritual than an ability you use on the spot. It could take as much as a minute to activate your Semblance

Tier 2 - Difficult - 100 CP

Your Semblance requires several seconds of concentration to use. Unless you have good allies to keep enemies off you, you aren't gonna be using it in combat. Furthermore, it's fairly tiring to use. For a semblance best used outside of combat it'll be fine, but it won't last in any kind of protracted battle.

Tier 3 - Trigger - 200 CP

Your Semblance can be activated fast enough to be used in pitched battle, though it does require you to consciously will it. You won't be able to use it while dazed or otherwise impaired. Don't fight drunk basically. It's also Aura efficient enough to be used in prolonged combat, though you'll be quickly drained if you use it recklessly.

Tier 4 - Instinctual 300 CP

Your Semblance is much more easy to activate, more like a reflex than anything else by now. You are more than capable of using it while impaired. You can absolutely fight while wasted now, so have fun with that. At this point your Semblance is efficient enough that even if you were to waste half of your aura, you could still last through pitched battle, and if you were careful you could last all day.

Tier 5 - Like Breathing 400 CP

Your Semblance is so easy to activate, that it's more like breathing. It's either always active or requires zero focus to activate. This can even work while asleep or unconscious, depending on the nature of the power. At this point your semblance is so efficient that it takes practically nothing to use. If used continuously, you could keep going for at least a week before your Aura would start getting low.

Unique Effects:

Multi-Faceted - 100 CP

Jeez kiddo, one outward manifestation of your eternal soul wasn't enough for ya? Well ok then. By buying this, you're allowed to go through the Semblance Creator again, giving you another semblance, with a different effect. You don't get another stipend for it, and semblances don't share tiers.

Immutable* - 300 CP

Your soul's a burning pyre, one that'll light the way for humanity, and it wouldn't do for that pyre to be smothered or tinkered with, would it? Now you can be pretty damn sure that won't happen. For all intents and purposes, nothing can alter, weaken, or nullify your soul, Aura, or Semblance. Even the Two Brothers would fail. Let your flame burn evermore Jumper.

A Semblance Worthy of A Protagonist - 300 CP

Emotions, quite the primal thing huh? It's well known that people can do some incredible things when feeling the right emotions, and now your soul follows suit. When experiencing extreme emotions, you'll find your semblance will be affected as well. When in a burning rage, your semblance might become half again as powerful, but lash out violently at those around you. Ironclad determination might let you push out just a little more use out of your semblance when normally you'd have run dry. This applies to any emotional high, and you're free to figure out how they affect you.

Living - 400 CP

Your Semblance isn't just any old power, it's a manifestation of your very soul, and isn't it a bit odd that that manifestation is an inanimate, unfeeling superpower? Well no longer, as now your Semblance is as living and feeling as your own soul. No matter what your Semblance is, it'll manifest in a form of your choosing. Not only is it able to use whatever your Semblance's effect is, originating from itself; but it's also able to interact with the world physically, whether for combat or not, and its strength is based on your purchase for the power stat. Be careful though, as it can also be harmed by physical means, and if damaged severely enough, it'll dissipate, coming back a day later. It can protect itself using Aura, but that of course drains your own reserves. Yeah, pretty much a stand.

Flaws (can be taken multiple times for distinct flaws**) (NOTE!** These are inherent parts of your semblance, and don't automatically go away like drawbacks, but can theoretically be overcome and negated, depending on the nature of the flaw.**)**

Tier 1 - 100

This is a minor annoyance, think headaches or accidentally, but harmlessly, shocking people you touch. Not much of a threat, but it's sure to annoy you.

Tier 2 - 200

This'll just be an annoyance normally, but it might cause real problems if overused. Think of nausea after using your Semblance for a while, or overheating from using a flame Semblance.

Tier 3 - 400

With this kind of drawback on your Semblance, it'll require planning or constant awareness to avoid problems, think blurry vision when running at super speeds, or a super strength Semblance not giving you the control necessary to not break things and people.

Tier 4 - 600

Oh jeez, this is legitimately a serious threat, it could kill you if you don't pay extremely close attention during combat. Extreme bad luck in an area around you might be this, if you aren't safe from the luck it causes. Directly draining your stamina might also be this.

Items

100cp items are free for their origins, the rest are half off. You can import previous purchases in to similar items

General

Scroll - 0/100 CP

For free you get a standard model Scroll, nothing fantastic but it gets the job done. For a small payment, you instead get an indestructible, top-of-the-line model,

with enough storage space for every piece of information on the internet in the 21st century.

Personal Flair - 0/100 CP

Ok no, you can't come into this world in those threads. You now have an outfit, or really a theme of outfits, that will perfectly complement your appearance, personality, abilities, etc. A set of these clothes are handily ready from whatever closet or dresser you open when you need it. These clothes are immensely comfortable, self-cleaning, and never hinder your movement, even if your clothes are covered in lace and ribbons or other impractical accessories. Note that other than that these are just regular clothes. You can't decide that your choice of outfit is head-to-toe body armour. For 100 CP you can fix that however. Your clothes, no matter their design or actual composition, are as protective as a thick kevlar vest, all without affecting the flexibility of normal clothes. Both options also come with a ready supply of a specific symbol of your choice, which you can get in various forms, lapel pins, badges, hell even as stickers or tattoos on your body.

Grimm Plushie/Tiny Grimm - 50 CP

Exactly what it says on the tin, with each purchase you get either a Grimm plushie of a size ranging from palm-sized to big enough to be a bed, or if you have a way of hiding them from huntsmen you can have a very smol grimm, it'll never grow bigger, and is certified adorable.

A Taste of Heaven - 50 CP Each

At least if Ruby or Nora are to be believed. This is an unlimited supply of a food/treat of your choice. By default it's either cookies or pancakes, but you can pick any one type of food. This is of course not one type of cookie for example, but a true smorgasbord of every possible cookie ever made, all available from anywhere a cookie could reasonably fit. You can purchase another food for another 50cp

A Certified Good Boi (or Girl) - 100 CP

You are now the proud owner of an animal, in fact, it can be pretty much any animal that couldn't meaningfully harm an adult person on its own[2]. They love you unconditionally, and will follow your commands to the best of their ability. An odd

thing about them is that just interacting with them has a soothing effect on people. Being around them for long enough helps people move on from even long-time traumas. Is there anything a good boi can't solve?

In Need of Spring Cleaning - 200 CP

Don't let the Schnees know you have this. What you have here is a 40 foot long shipping crate loaded to the gills with high quality dust of any and every kind. The dust will replenish every six months. When the dust replenishes, you can choose how much of each kind you'd like, in case you really need a LOT of fire dust for this or that. The crate can be accessed through your warehouse, but it can also be accessed from any dock where you could find shipping crates. No one will notice it there unless you call attention to it.

Need a Hand? - 300/200 OR 500 CP

What, your own Brother-given body ain't good enough? Ah well, never let it be said that science won't provide. You now have a part of your body that has been augmented; replaced by a highly advanced mechanical equivalent. These parts are by and large superior to normal human body parts by a fair margin. They aren't just improved parts however, as each augment has additional functions and abilities. These could be an arm that turns into a minigun, eyes that can see the entire electromagnetic spectrum, or a leg with thrusters for running and jumping. Each augment costs 300 cp, but if you just want the improved part without the additional functions, it'll cost you 200 cp. If you instead wish to transcend your organic form, you can instead pay 500 CP to become an android akin to Penny, though the origins of your form could be whatever you want. Losing all those fleshy bits had a few benefits. First of all, you have no need for the normal requirements of organic life, namely food, water, and air. All you need to survive is some form of energy, by default supplied by lightning dust, though if you lack an appropriate source of it post-jump you can switch to straight electricity for free. While before you had at most a handful of gadgets throughout your enhancements, you're now absolutely riddled with just about every gadget you could think of, so congrats on becoming a living swiss army knife! While you have countless minor tools and gadgets, you still only have one major enhancement per limb or organ, such as a powerful gun in your left arm and lungs that let you breathe fire, though you do have enhancements for every organ and limb. Included

with your new limb, organ or whole body are a set of books (or digital documents if you prefer) covering maintenance, repair, and replacement parts. These would also be an excellent starting point if you wanted to make more major modifications.

Student

Magnum Opus- 100 CP (Can be purchased multiple times, first is free for Student)

This is a weapon, yes, but more than that it's a weapon forged by your own hand. It can be any weapon that could be at least reasonably carried by an adult human, so no artillery cannons, but a minigun is possible. Furthermore, you can have it be a mecha-shift weapon that can turn into one other object; this could be another weapon that follows the same restrictions, or something like a purse or walking cane. Along with just being a generally high quality weapon that won't randomly jam or malfunction unless severely mistreated, it is also extremely easy to modify and improve, taking even additions made by an amateur and working at least once.

Slick Ride - 200/300 or 400 CP

Got sick of walking everywhere huh? Well now that's a thing of the past, as you've gotten a state-of-the-art (ground) vehicle of your choice. While it ain't no Batmobile, it's the next best thing. It's capable of going 0-100 in just under 3 seconds, never runs out of fuel, and protects you from the effects of accelerating too quickly or turning sharply. If you want something a bit faster, or you just don't care about urban transportation, you can instead pay 300 to get a top-of-the-line Bullhead, designed to your specifications, but guaranteed to outperform all but the most expensive competitors. Of course, this is also built for long distance flights, and beyond it's the incredibly swift and silk-smooth ride it gives, it also has all the luxuries to make intercontinental flights not just bearable, but enjoyable. I'll let you imagine what that means. If you want both you can have them for 400 CP before discounts.

Training On Demand - 400 CP

You receive a little black box, which when opened contains a red button. By pressing this and waiting, people will appear to drop off everything you could want to train and learn at your location. You won't get anything you didn't know about or know

you'd need. Everything that originates from this button disappears in 24 hours after you stop using it.

Youthful Innocence - 600 CP

You're young, and as a young person you're bound to make mistakes at some point. With this card, you can make people understand that, hell you even convince reality itself. Up to four times a year, you can hold this card and focus for a moment, and reality is warped to erase the negative consequences of your actions in the last 24 hours. Take down a criminal but wreck a dock in the process, undo the damage, plus any charges laid against you, while that criminal stays in place.

Huntsman

Ol' Reliable - 100 CP (Can be purchased multiple times, first is free for Huntsman)

You can always trust this one. This is a super high quality weapon, following the same rules as "Magnum Opus", and it's an amazing conduit for any of your powers, making any powers channeled through it twice as strong. It stores a small (proportional to your actual reserves) pool of your Aura (or other mystical energies) in reserves to fuel or boost powers channeled through it. Finally, it would suck if your bitchin' weapon broke because you swung it too hard at a Deathstalker or something right? To prevent this, your weapon will always be able to handle whatever level of power you have, growing tougher and sharper, firing bullets faster and just generally improving as to stay a useful weapon, no matter how mighty you are.

A Home to Call Your Own - 200 CP

Every Huntsman, no matter how devoted to fighting the good fight, needs somewhere to return to, a place they can rest and recuperate, and this is that place. It is a fair sized compound, with enough room for a large family with room to spare[16]. You may freely choose the design and layout of the house, so long as the size remains roughly the same. This isn't any ordinary house however, being discreetly fortified, tough enough to take grenades with barely a scratch on the paint, though anything more than that could break through the walls. It is further littered with places to hide

weapons and other things of importance, in floorboards, behind paintings, and anywhere else you could imagine. In case all else fails, there are numerous points of escape that only you know about. It is extremely hard to be tracked back here.

Eyes and Ears Everywhere - 400 CP

If you want to hunt, you must first find your prey. You've been in this game for a while, and you've come to know quite a few people, people who see stuff, and know stuff. You've a mountain of contacts, from bartenders, to high-society businessmen, to even gossiping mothers. So long as you're somewhere that counts as civilization, which is basically anywhere that isn't an untouched rainforest or mountaintop, there will be an informant who has seen what's gone on in the area. These are only informants mind you, and barring explicit action on your part to change that, they won't do any favours for you, besides giving info of course. While you won't be using these contacts to make any direct changes, the power of information is not to be underestimated. Knowing is half the battle afterall.

A Beacon of Hope* - 600 CP

Well, isn't this interesting, decided to try your hand at training the next generation huh? Well, Mankind can always use more Huntsmen. You are now the proud owner of some land, but more importantly, you're the Headmaster of the Academy that inhabits that land. You may choose the details of your school, such as the entrance requirements, the specifics of your Initiation Trial if you have one, and even the rules of the school. As for the actual land, well....just calling it 'some land' is a bit disingenuous, as it is in fact more like a small city, and it's equipped to function as one as well. While the specific design of the Academy campus is up to you, it will always have a myriad of facilities to accommodate the student and staff's needs. This includes, but is not limited to, blacksmiths, firing ranges, dojos/training rooms, and countless living quarters.

As the Headmaster of the Academy, you are aware of everything that takes place within its borders; every casual conversation, embarrassing accident, and secret plan. You may at any time go back and experience those events as if you were there personally, and you are mentally alerted to anything happening nearby that could threaten the Academy.

The academy comes pre-staffed with skilled Huntsmen, plus all the other staff members necessary to operate the various facilities. While your teachers are skilled, they are not particularly outstanding, and more noteworthy teachers must be seeked out if desired.

If desired, you can freely merge the campus with other facilities as desired. More importantly however is that each time you jump into a new setting, you have the option of having the school adapt to provide the means to teach within that setting, though what that entails depends where you are. A truly mundane world would see your academy acting as a renowned university, and your staff being well-studied and well regarded professors and experts in their field, if not true prodigies and wise sages of their subject. Meanwhile, if you appeared in the Harry Potter universe you might instead gain the means to teach the next generation of aspiring witches and wizards, or maybe you want to take some of the load off of Xavier and open up a school to mutants in that world. Finally, you can choose to replace the facilities from one setting to another, or you can choose to keep adding to the academy, allowing you to teach world history to a class of mutants in one room, and watch a spar in combat class between two young huntsmen-in-training a few doors down.

Criminal

A Starting Point - 100 CP

These are just the basics of your profession, sure, but they do get the job done. These tools are instantly respawning, and can be pulled from anywhere they could be fully concealed. They are always just enough to do the basics of your job in any setting, so lockpicks might become a sci-fi hacking device in a high-tech setting where locks are mostly electronic. Daggers are always just enough to harm any target that isn't extremely resilient by the standards of that setting. They might not be the best there is, but they're always there when you need 'em.

A 'Trustworthy' Local Business - 200 CP

Oh my, what you have here is a perfectly legitimate business, at least so far as anyone else is concerned. This is, while entirely capable of pulling in cash as a business itself, mainly meant to act as a front for whatever illicit acts you may have in mind. Past the area that customers go through, there is a host of private rooms, absolutely sound-proof one or both ways as desired, that can be used for all your... 'business'. So long as you don't throw dead bodies out the door or something equally ludicrous, you won't have to worry about police or Huntsman attention. The staff of the business are trained to listen to everything that goes on in the store and general area, and will report any note-worthy happenings at your earliest convenience.

I Know A Guy - 400 CP

Man, I really don't wanna know what you had to do to get this many people to owe you favours. From leaving doors unlocked, to ensuring you get your hands on a patrol schedule before a big heist, this network of favours is already robust enough to let you pull off plenty of subtle jobs, or even a few big ones. Maintaining this network is up to you, though the people who would ask favours of you tend to need things you are especially suited for. The important thing to note is that there is only so much people will do, generally drawing the line at directly risking their lives and livelihoods, but with the number of people who owe you, there's bound to be someone who can do something to help. This is best used for small scale favours, not large sweeping actions.

Your Little Kingdom - 600 CP

And to fill it, your very own people to lead. This is a gang that could butt heads with the White Fang, though it would be a tough fight. Despite that, they would happily take up arms, as they are unusually loyal for gangsters, willing to put their lives on the

line everyday if you treat them well. They have a tendency towards whatever profession you specialize in, such as a master thief having members who are a deft pickpocket or a genius with a lockpick. Your gang has members that will work to draw more people in to work for you, picking only those they feel will benefit your operations the most. Finally, while normally your gang is just that, a gang, you can choose to become a symbol of a specific ideology, or a champion for a downtrodden demographic. By doing this you will see a flood of people of that demographic, or who follow that ideology, and they and all your other members will be filled with a practically religious fervor for you and your cause. Expect to get called some fancy title like The High Leader, or the Supreme Commander.

Bystander

A Local Treasure - 100 CP

You have a store Jumper, or maybe a barbershop, or anything else really. Whatever you choose, you have a building suited to working in your profession, that is well regarded by people in the local area. So long as you don't intentionally attract attention, your building gets skipped over by people like terrorists or thieves. It's quaint, but even the greatest of empires had to start somewhere.

A Lord's Palace - 200 CP

Fancy yourself a nobleman do ya? Whether you do or not, this palatial estate will allow you to live in style. While the exact style and design is up to you, it is guaranteed to be ruinously expensive, every part of it perfectly crafted to your tastes. Any being seeing it for the first time is guaranteed to be awe-struck by some part of it. While nothing is stopping them from feeling that way normally, the first time is fiat guaranteed to make even the Brothers do a double take. The estate is staffed by a full retinue of highly competent maids, butlers, chefs, and whoever else is necessary to manage the estate and tend to the needs of the inhabitants. A palace fit for a king, and like a king you shall live.

Creator's Paradise - 200 CP

What is an artist without a canvas to paint on, what is a blacksmith without a forge to shape metal in? You need not worry about that, as you now have what can only

be described as the perfect creative space. Within this workshop, which can be attached to an existing property or stay as a standalone structure (chosen at jump start), you'll find anything and everything you'd need to perform your craft. From forges and anvils to shape metal, to canvases and easels to paint happy little clouds, whatever workstation you need can be found here, no exceptions. Furthermore, in numerous storage spaces throughout the property, you can pull out a replenishing supply of any material introduced to it. Put an iron bar into a cupboard and pull twenty out of a nearby drawer. The rate at which these are produced depends on the rarity and traits of that material, with weak, cheap metals being practically unending, and unbreakable divine ores being incredibly scarce.

A Seat of Power - 400 CP

Now you have political power to match your (probable) economic power. This right here is a seat on the council, specifically the council that governs the Kingdom you reside in. You start off with a reputation of being a neutral party within the council, not particularly leaning towards any political ideology. What you do from here is up to you. This is best used for changing laws, directing politics, and other large scale changes, not small scale favours. In future worlds, you have a position in a similar group, such as the U.S Congress. If you aren't in the mood to join the political game, this can instead be a position in an organization of renown and influence in the profession you work in. Whether that is a rich club of art critics whose word is taken as gospel or a food committee that determines the taxes on various baked goods, you have a position in that instead.

Company - 600 CP

I bet you're proud of yourself huh? But how many people did ya trample to get here? You now possess a business empire comparable to the Schnee Dust Company. You now do business across the 4 Kingdoms, and unless you also happen to be in the Dust business, you have an undeniable monopoly in whatever you deal in. If you also happen to own "A Local Treasure", it can become the HQ for your company, retaining the anti-theft and terrorism qualities. Alternatively, instead of having a wide-reaching empire, you can instead be known as a master of whatever profession you are trained in, such that people from all over the world are willing to pay through the nose for your products or services.

Companions

Old Pals - 100/600 CP

Should be used to this by now. Bring an existing companion into the world, with an Origin, Race, and 800 cp to play with. Alternatively, pay 600 CP to bring in 8 companions with the same things. Companions can take any drawback aside from 'The Many Threats of FanficLand' and 'Sturgeon's Revelation'.

Friends You Haven't Met Yet - Varies

You can bring anyone in this world with you, main characters or those with equivalent strength or potential are gonna cost 200 CP, and all others are 100 CP., with exactly 2 exceptions. Ozpin and Salem can only be recruited if the other one has been defeated or they have made (a lasting?) peace, however unlikely that is. After that they will consider their work done, and are willing to go with you, though they will cost 400 CP, being who they are.

A Team To Call Your Own - 300 CP (Free for Students & Huntsmen)

Your team, the people with which you will, and perhaps already have, face against horrors hellbent on the annihilation of all mankind. If you are a Student or Huntsman they get whatever of the two origins you chose for free, as well as 800cp to run through the document. They cannot purchase companions, and can take drawbacks so long as they only affect them, not the wider world. While the exact dynamics of your team is up to you, you can be assured that regardless of how they act, at the end of the day they will back you to hilt without hesitation. If you aren't a Student or Huntsman, you can still purchase this, and you get a team of Huntsmen, with the same 800cp and drawback rules as above. While they are still very loyal, they

aren't automatically the outright shonen levels of loyal that your own team would be, just possessing an ironclad sense of professional integrity and duty. They're your personal bodyguards, not your friends or family, unless you change that yourself. You do get a fourth member however, since you're not a part of the team yourself.

Fredrick "Ricky" Shawn - Free after jump

Hah, you really want *me* of all people to come along with you? And here I thought I'd earned the privilege of wasting away in peace. But sure, I suppose I could come along, there's definitely worse people to have watching my back. As I'm sure you're aware, I'm a veteran Huntsman, with all the skill that implies. I'm a master survivalist, tracker, and trapper, anything I needed to survive for months away from civilization. I'm about as good as the Like A Hero perk with a sniper rifle, a master with any other projectile weapon, and an expert in everything else. While I won't say I *never* miss, I've managed to hit a man square between the eyes, while in free fall, in a tornado, so suffice to say I'm pretty good. Doesn't hurt that I probably only sorta count as human by this point. I've collected enough injuries in my career that I'm probably 30% metal by volume. I have eyes that can see in the entire electromagnetic spectrum and track a fly in a blizzard, and enough enhancement across my body to let me standing fire an anti-material rifle, or crush steel in my palms, even without aura. I've got some more stuff installed, but nothing major worth mentioning. All this, from my skill in guns to my cybernetic enhancements, is all centered around my Semblance. I have the ability to cause anything that I apply my semblance to to land with more force and energy the farther it travels from me. If I threw a small rock at a person across the room, it would hit with force more appropriate for a sledgehammer swung with both hands. At my preferred ranges, my bullets start to land more like artillery strikes or cruise missiles than small arms fire. This even affects the secondary effects of projectiles, like a bomb I throw exploding with more force, or a bullet filled with fire dust creating a much greater blaze when it impacts. Projectiles affected by my semblance are unaffected by wind, gravity, or the coriolis effect, and are resistant to even supernatural means of redirecting projectiles, unless I choose otherwise. I might not be the type to charge into battle, flaming axe a-swingin', but I figure I can watch your back pretty damn well nonetheless.

Drawbacks

You can take as many drawbacks as you feel you can handle

Think of All the Good You Can Do! - 0 CP

Or Evil, up to you. With this drawback you can extend your time in Remnant by up to 1000 years, enough perhaps to bring this world back from the brink of annihilation?

In Ages Past - Toggle

For those of you who want a bit of wind up before canon. This option lets you start your jump at any point after the Grimm are unleashed on Remnant and the Brothers leave. Maybe you want to change the future, saving Summer Rose could have some ripples. Or maybe you just want time to train so you can curb stomp the stations of canon under your oh so overleveled heel, I won't judge.

Jumper, you ARE the Main Character! - Toggle

Exactly as it says, if you choose a specific fanfic, you replace that fic's MC, though no, you don't get their powers. For a generic setting, you take the place of Jaune by default, though you can also take the role of pretty much anyone from the cast. Basically, if you can find a fanfic where they're the main character, you can replace them. You pick up all the relations of that person, though how they came to be is up to you. If you were to replace Salem, you would gain the nigh-unshakable enmity of Ozpin and all of his allies, and vice versa.

Actually Unqualified - (Varied)

So Jumper, turns out all the skills you were supposed to get? Yeah that ain't happening. You get none of the combat-related skill and experience you should have from perks and origins, at least until this jump ends. That's not to say you can't learn,

and you don't lose your powers, but well.....let's just say some jobs are not for the untrained. Bystanders and Drop-Ins only get 200 CP for this, as they aren't expected to do anything particularly dangerous and it's more of an annoyance. Criminals and Students get 300 CP for this, as they are exposed to significantly more danger, but the first doesn't necessarily have to deal with the Grimm or even fight at all and the second isn't going to be left to die by their Academy, and of course they're actually in a place dedicated to learning and training them. Huntsmen get the most from this at 400 CP, as they are expected to deal with the greatest threats, often leaving home for months on missions, always knowing they might not return.

Remnant Pride - Varies

This world is great, it's so great in fact that I'm sure you'll do just fine without all those things you got from other worlds, don't you think? Basically, this is the standard power loss. You can only use perks purchased within this jump, no exceptions. The amount you get depends on how dangerous the world is. Canon levels of danger give you 400 CP, TGWP or similar danger gives 600 CP, and Slice of Life levels of danger give only 200 CP.

Shay D. Mann - 100 CP

Hah, your parents had quite the sense of humour didn't they. Your name is fairly normal when written, really funny, inappropriate, or just dumb when read aloud. You can't get your name legally changed, and you can't convince others not to call you by your name. Have fun.

Fucko McToothless - 100 CP

Man, who did you piss off to get this name? While your actual name might be completely normal, you've been stuck with a really embarrassing and/or offensive nickname. While new people don't know this name from the get go, they will eventually get told about it, no matter what you do. Not world ending, but a bit annoying.

Clip-On Tie Wearer - 100 CP

Silly for everyone, but if you're a businessman this may be even worse. You have absolutely no idea how to tie a tie, and you'll never learn in your time here. You are only capable of wearing clip-on ties. Don't think you can avoid the problem by just not

wearing ties, as clip-on ties will spontaneously appear on any outfit you wear. You are guaranteed to look ridiculous, and everyone will know you wear clip-on ties when they see you. If you're a grimm you'll have a part of your body that looks suspiciously like a tie, specifically at whatever area corresponds to your neck.

Large Ham- 100 CP

Are you enjoying this? You must be. You are, for lack of a better word, hammy, exceedingly so even. You revel in the chance to declare your name and intentions to your enemies, and do everything in as grandiose a manner as possible. While you are perfectly capable of restraining yourself, it will chafe at your nerves, and you will go back to your oh so hammy ways as soon as you can.

Playing With A Handicap - 200/300 CP (Can be bought up to five times)

What, was the world filled with soulless killing machines hell-bent on your death not hard enough? Oh well, if that's what ya want. You're now missing one of your five basic senses, and for the duration of this jump, there is absolutely no way you're getting it back. Your senses of touch (which also includes your sense of pain), taste, and smell are worth 200 CP, while your senses of sight and sound are 300 CP. And yes, technically you can lose all five senses, but...why!?

Vomit Boy - 200 CP

Ah jeez kid, I hope that isn't what they call you. Sadly, if I'm being honest, the name has its merits. You now suffer from motion sickness, bad enough that any transportation by vehicle will leave you trembling and barely holding down your bile. You have no problem, however, travelling by foot, and this drawback will not affect you when you travel by your own power by other means.

Extra Tasty Flesh - 200/600/+200 CP

It's honestly the only explanation I have for how Grimm gravitates towards you. For 200 cp you are guaranteed to meet a handful of Grimm when you go for a walk outside of a city, though nothing more than a few Beowolves and maybe the odd Ursa Minor. For 600 CP you better be very prepared when you leave city limits, as you're going to be putting down at least a few Ursa Majors, entire packs of Beowolves, and you'd better watch the skies lest a Nevermore pick you off. If you take this second tier,

then the power and quantity of the Grimm that attack you will increase as your power does, your blazing soul acting as a beacon to them. Grow strong enough and wander too far and who knows what ancient beasts might awaken feeling quite peckish. For an additional 200 you also tend to be targeted more often by Grimm in combat, even if they were already fighting someone.

Unbalanced - 300 CP (max four purchases)

When they say 'look, no hands', this isn't what they meant. For the duration of this jump you are missing one of your four limbs, completely and irreversibly. They can't be regrown by any means, and this can't be circumvented by using prosthetics. This can be temporarily mitigated by whatever means, so long as the solution can't be maintained permanently. Creating a temporary limb using magic or a semblance would be fine, a magical construct limb you built would crumble as soon as you tried to use it. If you have more than 4 limbs, you lose a proportional number of them. If, for example, you happen to be covered in tentacles, each purchase would remove 25% of them.

The God Damn ()-Man - 300 CP

Well, not a fan of parental supervision, are ya? Be careful what you wish for, cause now there ain't no parents to supervise shit. If my oh so subtle explanation didn't make it clear, you're an orphan, whether recently orphaned or rather used to it by now. Aside from the trauma of losing your parents, you also lost them fairly young, and never learned all those life lessons ma and pa were gonna teach you. You're in some way stunted in terms of social interaction; maybe you're aggressive and nasty, maybe you're antisocial and shy. Regardless of how this manifests, it is guaranteed to make interacting with most people hard on anything but a distant, professional level. Luckily this isn't necessarily permanent, you can in theory get past your issues with the power of friendship and time. Oh and probably a shit ton of therapy.

Interesting Times - 400 CP

That would be in the Chinese sense* ...don't know who they are but whatever. You're now guaranteed to experience plenty of hardship, though the level of danger may vary. You are practically guaranteed to get dragged into noteworthy happenings, like hostage situations or robberies, and especially those of the main plot. Even if you

avoid the plot like the plague, equivalent events will get you involved without fail. Best thought of as bad luck on a large scale, ensuring you never get too much time to relax before the next incident.

Black ~~Cat~~ Crow - 400 CP

How many broken mirrors did it take for this to happen, Jumper? You now have awful luck. Things just go wrong around you; wooden rafters that have worked fine for years suddenly buckle and break, dropping chunks of roof on you, and there is definitely going to be a window open and a strong breeze whenever you have loose papers. This ain't likely to kill you on its own, but it'll often make a bad situation just that much worse, and even living a peaceful life is bound to see you constantly grumpy from the shit that goes on around you.

Soul Shy - 400 CP

Well it seems that your soul doesn't quite like the idea of becoming your literal shield against harm. It'll still fuel your Semblance, but it won't protect you from harm, and perhaps most tragically, you don't get to glow. Maybe it's just shy?

+ Mere Mortal Flesh - 200 CP

  Thought you could do fine without Aura to defend you huh? Figured your impenetrable alien skin or magical barriers would protect you? Good luck with that now. Any and all powers and perks that could be used to defend you will now fail to do so. Your flesh is just as pierceable as any mortal, and even things such as intangibility will fail when used defensively. Better get good at dodging, Jumper.

The Great Game - 400 CP

It seems that The Wizard and The Witch have got their eye on you Jumper. Somehow they've learned that you are in some way abnormal in this world, though perhaps not the full extent of what you are, and because of this you're regarded as a potentially very valuable piece on the board in the struggle for the world. How this interest manifests depends on your own inclinations and behaviour, but either way having the eye of some of the most powerful people on the planet isn't generally good, as you can be sure there will be much meddling in your affairs on both sides.

Gotta Work For It - 500 CP

A Semblance is the outward manifestation of your soul, the nature of which gives true insight into your very being, and you think all you need to get that is a few points, or for someone to touch you and chant a bit? Hell no. When you enter the jump, your Semblance will be sealed, though your Aura is untouched. To unlock your Semblance, you have to gain an understanding of yourself on a fundamental level; whether that requires deep meditation, a long and arduous journey, or just a whole lotta murder is honestly up to what kind of person you are. Don't worry too much, as your semblance will be unlocked at the end of the jump, even if you don't understand yourself. If you do succeed in discovering your true nature and unlocking your semblance, you will achieve a limited form of enlightenment, granting you truly infinite patience, incredible control over your emotions, and a zest for life such that even the most Grimdark of settings would fail to damper your mood for long. This enlightenment, not being a perk or anything, can be considered part of your body mod. If you've already achieved enlightenment, through a perk or through normal effort, it's taken away for the duration of this jump.

Nerfed by the Author - 500 CP

Hope you didn't plan to be relying on your allies to get by in life. In any situation where you are in a group opposed to another group, your side will invariably turn into the weakest fanfiction versions of them. You can't use this to your advantage by switching sides, as your old team will revert to their proper strength, while your new team will develop sudden onset suck.

+Pickin' Favourites - 300 CP

Well I hope you're either really committed to being a neutral party, or vastly overpowered for the setting. Not only is your side always the worst possible fanfiction versions of themselves in terms of talent, but the reverse is true of the enemy, who have become their most fanwanked versions of themselves.

Sturgeon's Revelation - 600 CP

Welcome to the 90% of fanfiction, the terribly written, barely thought out one-shots that people think of when the word fanfiction is mentioned. Every single part of this world is straight from the worst written fanfictions. The characters are an insult to their normal characterizations, the powers are horribly balanced, continuity is an illusion, and OCs are more common than air. Have fun.

+"Perfect" Lion's World - 300 CP

Just had to make it worse didn't ya? Not only is the world straight out of the worst fanfics, but now there is an MC, by default Jaune, that would make Skysaber proud. They are disgustingly over-competent, especially when it would make life hard for you, and attracts every even somewhat attractive woman (or man) towards them, despite what their personality would have you believe, and boy is their personality shit. Your companions are thankfully safe from this. The important thing is that they live to fuck you over, though luckily they aren't inclined to kill you outright. They'll interfere with any plans they can, beat the shit out of you if you meet, and generally ruin your time here in any and every way possible, and with a character like this a lot is possible. Sadly, you can't use their OPness to your advantage, as despite their near omnicompetence, they seem to always fail to deal with threats when you would want them to. Oh, just to make sure this is clear, this MC will ALWAYS find a way to fuck with you. No I don't care if you're a capital G God, or a mountain-sized Grimm, they will find a way. While nothing stops you from killing them if you think you can kill the distilled essence of every Mary Sue/Gary Stu, but even then they'll have had contingency plans to continue to torment you post-mortem, though at least you probably won't have to see their stupid face anymore right? Hope you enjoy those points Jumper.

Scenarios

You may only take 1 Major Scenario, and as many Minor scenarios as makes sense

Major Scenarios

- Find a way to permanently deal with Salem and the Grimm, whether through violence, through diplomacy (Waifu the Evil MILF*), or through some alternate solution. After that, help humanity expand to cover at least twice it's current

claimed land, so that a new generation can be born free of the threat of the Grimm.

- As remembrance of your victory over evil, you will forever deal more damage to any who aim to hunt and harm humanity. Furthermore, you may take as many people as you can convince to come with you as companions for free. Finally, gain an extra 500 CP to spend as you wish. You may even respec your purchases to spend your extra CP on more expensive things if you want.

- You've decided that Humanity can't be allowed to go on, plague upon the world that they are, so your task now is to cure that plague. You are to wipe out every single human settlement larger than a family or two, every man, woman and child. This won't be an easy thing, as it seems their imminent demise has inspired a zeal and determination unseen in this world. Every Huntsman is now stronger, faster, and tougher than before by an order of magnitude or two, and they will continue to fight until the very moment they die. Even the normal citizens are affected, with the number of potential and graduating Huntsmen skyrocketing, each one prepared to fight and die to stop you. I'd wish you good luck, but it seems we'll be enemies from now on Jumper.
    - If you succeed in this monstrous task, you'll gain a few rewards from Salem for your troubles. Firstly, you gain the Half-Grimm perk for free, and are refunded the cost if you already bought it. Secondly, you gain a black egg that will become a Grimm soon into your next jump, which you get a 1000 CP stipend to design in the Grimm Form Section. This represents how this Grimm starts out, and it will continue to grow along those lines indefinitely. Finally (and knowing the kind of people reading this, most importantly), Salem, feeling satisfied with the destruction of humanity, asks (read: demands) to accompany you on your travels. She has the ability to create and control Grimm in vast quantities, and even create new kinds as she pleases. Alternatively, you could kill her, gaining the above abilities for yourself.

Minor Scenarios

-You think you can do better than the men of times past? Well if you wanna try. You are tasked with founding and maintaining a fifth Academy, having a year of Huntsmen successfully graduate, and being recognized world-wide as legitimate Huntsmen. You technically don't need to be the Headmaster of the Academy by the end of the jump, but it would likely be easier if you were. Do this and you'll get a nice reward for your efforts. Expectedly, you bring your Academy with you into future worlds in the form of *A Beacon of Hope*. The more important reward is that the students, graduated or otherwise, are undeniably extremely fond of you, and all but unshakably loyal in turn. So long as you aren't asking them to do something truly morally corrupt, such as mass genocide (unless they were the sort to do so normally), they'll happily help you out, even if it puts their life on the line. Should your life be threatened, every one of your past and current students would happily lay down their lives to save you. This effect works not only on the students and alumni of your school, but all those that you could reasonably call a student of yours.

-This feud can go on no longer. The Creatures of Grimm are knocking on our doors, and The Witch is putting her plans into motion, and yet still Mankind argues and fights amongst themselves. Your goal now is to, within the span of the jump, create a lasting peace between humans and faunus. If you complete this, you'll receive a reward appropriate for your actions. You become an expert at negotiating peace, and really negotiation in general, in fact, your talent at diplomacy is directly proportional to how long the conflict and animosity has lasted. This won't do much for placating the guy whose family was just slaughtered by your allies, but on the other hand if you were faced with the descendants of that man 6 generations down the line? You'd be laughing over drinks before the sun set.

-From rags to riches huh? Seems like you've got your standards set high kid. You must, by the end of this jump, have founded a megacorporation that spans all 4 Kingdoms. You need not be the CEO, but you do have to be in a position to control the company to your wishes, whether that is being the CEO, having majority shares, or just having the shareholders themselves be unshakeably loyal to you.

First of all, you keep your company in future worlds, represented by getting the *Company* item for free, and you're refunded if you already have it. Second, you have the unshakeable loyalty of all those that work under you, whether directly as their superior or indirectly in a company that you founded. You could be a 16 year old who hasn't gone to a single company meeting, and everyone in the company would still be entirely loyal to you. This doesn't work on those forced to work under you, only those that came to work for you intentionally, and who are being compensated for their effort.

-There has been an unknown grimm sighted near Vale, and under its command the Grimm are getting smarter, stronger, and more numerous. Slay this Grimm, residing in Mount Glenn, lest you allow the fall of one of the last bastions of hope for Mankind.

- After slaying the commanding Grimm, Mount Glenn is yours to keep, now and in every further jump. Furthermore you get a unique Grimm mask that allows you to create Grimm from nearby shadows. The stronger the Grimm, the longer it takes to create.[9] They obey you, but larger ones tend to be more independent. You can also store and release your Grimm from shadows around you, the time it takes to do so is about half the time to create them.

The End

Well, you've survived ten years, or more if you took the drawback, so what are you gonna do?

Stay - Really? You wanna spend the rest of your life in a world of soulless murder beasts? Oh well, I guess you can't account for taste.

Go Home - The Boring Option, but I guess you just got tired. Oh well, you can go home with everything you've collected on your journey, all your perks, items, and companions. Now go and get some rest, I'd say you've earned it.

Move On - The Fun Choice, cause honestly, why stop now? You leave this world, and travel to your next jump. I hope you enjoyed your time in Remnant, and best of luck in

your travels. Though feel free to come visit again at some point, can't give you any more free points, but there are tons of stories to tell, so you're always welcome back for another round.

Notes

Most important thing you can see in these notes! If you have questions that you can't find the answer for, feel free to ask me on Reddit or Spacebattles under the same name at the top, DonChief, I'll be happy to help. :D

1. A one in 1/16 or 6.25% chance, so yeah, you're really unlucky dude.
2. You could in fact grab a baby version of something like a lion or bear, but first, they aren't going to get bigger than a cub, and secondly, have fun explaining why there's a lion cub in your dorm if you're a student.
3. Since some people seemed confused, utterly foreign means it is not a Semblance, and in fact doesn't use Aura in the slightest. Think of it as the Crossover option, what happens when Shirou Emiya or similar characters get dropped into Remnant.
4. Interesting thing to note, The phrase "May you live in interesting times", is an english translation of what was supposedly a chinese curse, yet despite what many think, there is no known chinese saying to that effect. Just a random fact :D.
5. Someone was going to want to waifu the BBEG, so I figured I would give them what they wanted. Wouldn't be the worst thing a Jumper has done. If you're wiping out the Grimm, you better be charismatic as hell, cause Salem is not going

to be very receptive to your advances. Helping wipe out humanity basically guarantees her attraction though , so enjoy.

6. So I tried to keep the exact power level a bit vague so as to not limit Jumpers too much, but to clarify, for examples of the power of the item, look at B and A rank item noble phantasms from the Fate/ series. By no means can you get your item to be EX ranked equivalent through this jump, so no EA or Vasavi Shakti. Remnant doesn't need to deal with that. But something around the power of Gae Bolg or Balmung would be fine.
7. Be gay, do crime.
8. Yes, you CAN use this to get The Gamer. If you do that however, forget all that stuff about taking on teams of huntsmen, you start at the bottom and get to climb your way up. This applies to anything of a similar bent, like being a Solus from The Light of Our Solus.
9. To give some timescales for the Grimm mask. Grimm around the strength of a Beowolf can be created in a second, and in vast quantities. Ursa level grimm take at least 30 seconds, but can take as much as a minute. Something on the level of a Nevermore or Deathstalker will take a few minutes, between 3 and 6. Something on the level of the one and (maybe not) only Kevin would take a good hour
10. This profession is meant to be a trade or creative job. You're a MAKER of Wonders, not a RESEARCHER of Wonders. So you can't be a scientist with this, nor a politician or factory manager. Think things like blacksmith, tailor, cook. Things where you personally are creating something. An architect would also be viable, as you are personally designing the house, even if you don't construct the building yourself.
11. Cult of Personality, while normally meant for those on the darker side, can instead work on the opposite demographic, if desired. People who would do good, but either lacked the means or motivation to do so. Skilled youths that couldn't enter a combat school because they lacked the money, reformed criminals who see helping you as their means of redemption, even the odd retired huntsman who quit the hunt after growing jaded with the world.
12. For the Criminal freebie 'A Starting Point' the description means that your tools are the average necessary to successfully perform basic jobs, but not the real tough ones. For any really specialized equipment you'll have to get it yourself.

Also, this equipment is always in the closest available location that's generally out of sight. A lockpick might be a flicked wrist away, whereas a drug smuggler's van would be found parked in a nearby alley or abandoned parking lot.

13. Power is actually an amalgamation of both sheer might and versatility, and you're free to alter how much of both you get for your purchased tier. This means that you can sacrifice the flexibility and broadness of your semblance to boost the power of it, or vice versa.
14. Yes, I nerfed Immutable Soul in V1.3. The reasoning was due to the fact that I don't actually like giving access to any form of perfect…anything. That's because infinite or perfect anything can generally be leveraged into game-breaking power really fast. It's still incredibly strong, enough that nothing anywhere in your league will be haxing their way to victory, but it will no longer let you, a normal Huntsman, spit in a multiversal death god's face when it tries to soul-snatch you, it'll just be a fair bit harder to do so. Basically, don't be stupid about who you face off against, and it'll hold fine.
15. For 'A Beacon of Hope' any students or graduates from the Academy count as followers by default, and get fiat-backing for their abilities, so your Huntsmen can still do their job fine even in future worlds. This also fiat-backs the existence of people who can learn these things. Aura could be given to anyone, but Harry Potter style magic can only be taught to people who can innately perform it. So if you go to Harry Potter, future worlds will always have a portion of the population that can learn HP magic.
16. So what you want to imagine this as is up to you, though my mental image is the Emiya residence from Fate/Stay Night. You've got the kind of place that'd be roomy even for a fairly large family, so enjoy.

- Note for the Aura perk: This is specifically Monty's Aura, the pre-nerfhammer Aura. It automatically protects you from attacks and isn't drained except from attacks it defends against or being used for special techniques like coating weapons or firing it as an attack. It also provides fairly considerable physical boosts, such that even without training, someone with Aura is far more likely to win against someone without, all else being equal. At the higher end of fics, a trained Hunter is going to be at utterly superhuman levels. Speed such that

things like deflecting bullets are absolutely trivial, strength enough to easily send a person flying through multiple buildings with a punch, and the resilience and durability to survive tearing off limbs and being skewered and then keep on fighting, among other similar feats.. Of course this relies on having available Aura, so make sure you don't run out.

- The above only holds for those settings that don't have a difference in how aura works, in which case you get the above. If a fanfic setting uses post-nerf aura, take pre-nerf instead, on the house. For those settings with superior or just majorly divergent forms of aura, you gain the version from the setting you enter. Going to the RWBY found in Limit Theory will get you its kind of Aura, same with TGWP or any other.

- Related to the above, for those fics where the abilities and traits of humans, faunus, and/or grimm are different than in canon, you get what's shown in the fic you choose.

- In case you were wondering, yes you can supplement this into any other RWBY or RWBY fanfic jump that you'd like, and vice versa. For crossover fics, I'll leave it up to you whether the fanfic is related enough to the other setting to let you supplement into this. For example, if you had a fic where Ichigo by himself went to Remnant, you probably couldn't supplement Val's Bleach jump into this one, but if instead you had a fic where the whole Soul Society shows up in RWBY, that is likely enough. Again, it's up to you, just be honest ok?

- As far as Blessing of the Brother Gods is concerned, you can change the background fluff of how exactly the whole body-snatching business goes down to whatever you want, so long as the mechanical crunch of "recovery time where you don't have complete control over the body" stays the same.
- If you want, you can get rid of the explicit memories and only have the implicit ones. Basically, you get rid of what most people think of memories like beach trips and family dinners, and keep only the skills.

Changelog

V0.1 - It exists.

V0.2 - Semblance and Grimm Form sections added, changed some text, more drawbacks....racial perks I think?

V1.0 - IT BE JUMPABLE BOYS.... I finished the basics for the grimm section.

V1.1 - Did some balancing, finished the grimm section, changed some formatting by moving the Grimm Form and Semblance sections.

V1.1.1 - Added 'Need a Hand' item, added 'Gotta Work for It' drawback, made some changes to description texts, fixed some grammatical errors.

V1.2 - Fixed some grammatical errors and fixed some poor wording, because the wording is always poor and the grammar is always errored.

Added 'Maker of Wonders' to the Bystanders perk line. 'Added 'The Magic Touch', the boosted version of the Bystander perk 'Maker of Wonders'. Removed that bit in the Half-Grimm perk that caused Grimm not to attack you, realized it was kinda stupid. Added the Senses option in the Grimm Section.

Added 'Personal Flair', 'A Taste of Heaven', and 'In Need of Spring Cleaning' under General Items. Added the option to get a Bullhead instead of a land-based vehicle with 'Slick Ride', or both for a slightly reduced cost. Slightly changed the description of the Criminal Freebie 'A Starting Point' and made a note as to why. Added 'Creators Paradise' to the Bystander item line. Updated 'Seat of Power' and 'Company' to give options for Non-CEO types.

Changed the time extender drawback, standard difficulty now gives 50cp and upped difficulty now gives 100cp, reducing the highest possible total from the drawback to 1000cp. Added the 'In Ages Past' toggle to the Drawbacks section.

Noted that the Aura perk provides pre-nerf aura, a.k.a proper aura, none of that knock off shit. Noted that you can have 'Cult of Personality' work to attract more good-aligned individuals instead.

V1.3 - Edited the text of Union of Souls a bit to make it clear its copying extends to other magic-like systems, not just things that are explicitly called magic. 'Magnum Opus' and 'Ol' Reliable', from the Student and Huntsman items lines respectively, can now be purchased multiple times. Senses option reduced from 200cp to 100cp, was too expensive for what it gave. Added Ingrained Elementalism into the Grimm Section for 200cp. Added 'The Feels' to the Grimm Section for 200cp. Made some minor edits to the Free tier of Usability in the Semblance section. Nerfed Immutable, now it's not technically complete fiat-backed immunity, just incredibly high resistance. Added note explaining reasoning. Added OC Companion 'Ricky'.

V1.3.1 - Changed the locations section from roll or pay to choose or roll for points. Edited 'Need A Hand' to give books or digital files detailing how to repair and maintain your mechanical parts, instead of a data dump. Added notes clarifying what to do if you go to a setting where the abilities of aura or the offered races differ notably from canon.

V1.4 - **Removed Drop-In Origin and all associated perks and items**, added Power from Beyond to replace the lost OCP perk from the Drop-In line, replaced 'Reincarnation' with 'Blessing of the Brother Gods', changed the functioning of In Cycles Past, changed 'Natural Weapons' in the Grimm Form Section to remove clunky tiers, Removed 'The Many Threats of FanficLand', 'Think of All the Good You Can Do!' no longer gives points, added The Great Game for 400 CP.

Thank you Monty Oum, you created something truly incredible, around which a community of great people formed, and for that you will always have my thanks, and undoubtedly the thanks of many others.