

Akame ga Kill! Jump

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Introduction!

The mighty superpower and greatest nation of the continent, the Empire, was founded a millennia ago and, even today, still boasts vast territories and resources, however, just like as people gradually rotting away, countries also decay and eventually need to collapse.

Even the Imperial Capital, the Empire's heart itself, that prospered for a thousand of years is corrupted up to its very core and is now a living hell, with people, who are nothing more than vicious monsters in their hearts, running rampant as if everything was theirs, with the noble feeling comfortable to do whatever they please to the peasantry, which includes several awful acts such as hunting and torturing them as entertainment for example.

In addition to the corrupt nobles, corrupt politicians and the corrupt military, the main root of the darkness that infected the Empire is a single man, the Prime Minister Honest, who controls the country by manipulating a puppet emperor that hasn't even reached puberty yet, but that is already ordering people to be executed in gruesome ways for speaking against them.

Beyond the capital, the taxes are currently exorbitantly high for all the population, causing many people to starve, meanwhile the empire is at war with literally anyone close enough to them to war with, as well as with political policy supporting corruption and actively seeking to create more wars and rebellions.

Needless to say, these times are tough for the ordinary people of the Empire.

However, with the Empire being corrupted enough to defy reason and taken over by a darkness so deep it makes it impossible to fix from inside, the Revolutionary Army was formed and grew stronger quickly with the goal of destroying it in order to build a new country, with the army's influence extending up to the capital due to the presence of Night Raid, a division formed exclusively by morally motivated assassins with the main function being to handle reconnaissance and assassination missions within the city.

There are also the matters of the Danger Beasts that roam the world and the Teigu, also called Imperial Arms, a set of 48 magical artifacts that are said to each hold the power of a thousand warriors but which only the strongest of warriors are able to wield them.

You will arrive the same day Tatsumi, a boy from the countryside, in search of a way to make money to assist his poverty-stricken village, shows up in the Imperial Capital to join the military, gets rejected and gets his money stolen by a blond girl with large breasts. If things follow their regular course, he will be then taken in by a noble family who offer him help, however, after finding himself in a messy situation, he'll be rescued by Night Raid and invited to join their ranks.

You'll stay the next ten years in this corrupt and dangerous world, good luck.

+ 1000 CP

Origins!

Your gender is the same from your last jump and your age is 14+1d8.
Alternatively, for 50 CP, you can choose both yourself.
Any origin can be taken as Drop In.



1. **Villager (Free):** You're another one of the many peasants that grew up somewhere outside the capital and, while you were away from its corrupt environment, life in the country is getting tougher for people due to high taxes and to the nobles that keep indulging themselves at the cost of the peasantry. So, like many others in your situation, you decided to follow the dream and have gone to the Capital hoping for better conditions of life.



2. **Assassin (Free):** With the Empire becoming rotten, some of the most morally motivated people around found the most reasonable course of action to be joining the rebels and becoming assassins to fix the nation bit by bit. Meanwhile, the Empire also began to form their own assassination squads when rebellions began to rise, specialized in eliminating their enemies from the shadows.
Either you are (or were) one of the members of these elite squads, one of the rebels and maybe you're on your own without necessarily having a side, such as a mercenary for example, you're still an assassin, regardless if you're morally motivated or not



3. **Military (Free):** Either by following the dream of a better life or by following someone else's example, you've decided to join the military years ago and have already achieved the rank of captain through your efforts or maybe with the help of some contacts you might have. However, you may, or may not have seen any of the corruption in the Empire first hand or noticed it for what it was, either because you're blinded by your duty or because you used to serve outside the capital. You'll be free to choose if you have left the military to join the rebels like many others before you or remained in the army, no matter your choice you still end up in the capital.



4. **Hunter (Free):** You grew up in the middle of warfare and slaughter, with such an environment shaping who you are today. Maybe you lived together with a tribe of hunters such as the Partas Clan or maybe you're a lone wolf, who got used to hunting danger beasts to sustain yourself after living in the wilds for a long time, but, any way, for some reason or another you have decided to head for the capital, maybe even deciding to change your prey from wild beasts to your fellow humans.



5. **Politician (Free):** You aren't just a mere peasant, but, despite not being a fighter yourself, you hold some degree of authority, either due to your current position in the government, due to the noble blood running in your veins or merely due to your money. You might be a part of the corrupt class ruling the nation and exploiting the commoners or you might instead be someone actually decent, willingly to fix the Empire from the inside or even secretly helping the Revolutionary Army behind the curtains. If you're the latter, it's almost certain that the rebels will consider you as someone of high importance for the rebuilding of a new country after the fall of the Empire.



6. **Doctor (Free):** You grew up and trained to be a doctor in one of the more developed parts of the Empire, choosing to follow in the path of science instead of the sword and direct combat, and are currently working in the capital. Alternatively, you could instead be trained in the arts of alchemy from distant lands which still works similarly to the Empire's science, having been trained by a foreigner alchemist that you met during your childhood.



7. **Foreigner (Free):** You aren't someone native to the lands of the Empire, being from a distant kingdom or even potentially from a nation located in another continent, such as one of the twenty two nations of Wakoku. Either way, for some reason or another, the capital ended up being the destination of your travels. Unfortunately, be ready to face some discrimination from the Empire's people, as, even in the borders of the country, there is racial discrimination towards people from other lands.



8. **Danger Beast (Free):** In addition to the dangers of the Empire, there are also monsters, typically referred to as Danger Beasts by the locals or as Freaks by the people from Wakoku, of which there are a great many variety of such wild beasts, with them often being slightly magical monsters that vary greatly in power. They're usually found in the wild areas away from the civilized areas, mainly away from the capital. Some of these beasts are little more than particularly powerful but otherwise mundane beasts, others can crush houses with ease and are able to hunt people like they were sheep. However, while at the bottom of their hierarchy are located the Class 4 Beasts, at the top of the beasts, you have the Super Class (or Ultra Risk) Danger Beasts, who have notable magical abilities, and hold enough power to lay waste to cities and armies with ease. You're one of such Danger Beasts, starting as a Class 2 or Class 1 Beast by default, being still regarded as a mundane beast in terms of your power, but, differently from the rest of your kind, you're blessed with human intellect, without having to worry about any monstrous instincts affecting your mind.

Starting Location!

For all origins, there is just one option of starting location.
And all roads lead to the capital.



1. **The Capital:** Welcome to the Empire's heart and arguably the world's most corrupt city, the Imperial Capital. The Capital city is enormous, covering roughly 200 thousand square kilometers, and is encircled on all sides by a huge wall. The Capital's various districts are separated by many large canals in which trade ships run through, with the largest of them being the Great Canal that surrounds the Capital, at over 2,500 km in length. It was built in seven years by means of the exploitation of thousands of people and quickly became very profitable, helping the city rise further in power. Beyond the Capital, the country seems to be mostly rural with an unknown number of cities, villages and fortresses spread throughout as the exact size of the Empire itself hasn't been revealed. Regardless of your origin, you'll start somewhere in the Capital, however, if you're affiliated with the rebels, you might choose to start in one of their local hideouts, including the Night Raid's hideout if you're affiliated with them, or, if you're a Danger Beast instead of a human, you'll start on the wilderness beyond the Capital's walls.

Perks!

Each perk is discounted by 50% to their respective Origin.
Discounted 100 CP perks being free.

General Perks:

General Class Potential (Free for Everyone): Without considering your choices below, you'll usually start as strong as the average captain, as well as already having a similar level of skill with one weapon type in particular. However, despite your initial strength, you also possess a deep well of untapped potential, enough to allow you to reach the level of physical and spiritual ability needed to become one of the generals of the Empire as long as you put in the necessary effort in training and fulfilling your potential, as well as gaining enough experience to fight at their level. Of course, while this perk alone does not grant you the potential on par with the most powerful people in this world, such as the likes of Esdeath and the Great General for example, it can still bring you to a level of power where they can't instantly and effortlessly kill you.

Anime Looks (Free for Everyone, except for Danger Beasts/100 CP): Almost everyone in this world is reasonably good-looking, with you not being an exception to this fact. In addition to having an appearance of around 7/10 and 8/10, you can also customize your appearance's traits, deciding if you want to look rugged, masculine, seductive, androgynous, delicate, feminine, cute, intimidating or even monstrous if that is what you wish. As a bonus, you acquire perfect hair which will always look nice and never grows longer than you want it to, as well as, no matter which kind of hairstyle you possess, it'll never be an impediment for you in any form. Additionally, if it gets dramatically altered, or it'll only make you look better or you'll just need to take a comb and a moment to restore it, to the point that even if someone shoots and hits your hair, there will be no evidence that your hair was shot once you restore it.
For an extra 100 CP, your appearance will be further enhanced, making your looks to be clearly 10/10. Such an appearance is more than enough to ensure you'll be a worthy rival to Esdeath for the title of the Empire's most beautiful.

Anime Body (50 CP): As you'll soon discover, you shouldn't judge someone's strength by their appearance, as their muscles and other similar features aren't necessarily related to their physical prowess, as a slender girl can be far stronger than this world's bodybuilders, a massive muscle-man can still be as flexible and as quick as a professional gymnast and an obese man can still be perfectly fit despite his bad shape. By taking this perk, your physical appearance will no longer have any bearing on your physical abilities or vice versa if you want to, as long as you have previously achieved such abilities.
For example, if you have ever been an adult once, then you'll have the physical attributes and mental faculties of an adult member of your current race regardless of your current biological or apparent age. This also prevents your abilities or faculties from eroding due to your aging, allowing you to remain in your prime health and

condition even in old age. In a similar way, your musculature also isn't directly proportionate to your physical attributes, meaning it'll be exactly as large and defined as you want it to be without having any actual impact on your actual abilities, be it positive or negative.
Lastly, as an added bonus, the physical traits you might have gained from any of your perks will never negatively impact your appearance if you don't want them to, with their effects and benefits remaining unaltered while their cosmetic appearance might be altered in order to prevent your looks from being damaged.

Assassin Instinct (100 CP): In a world of assassins and combat, the ability of sensing the killing intent of others is hardly rare here but it's also an essential skill for the people that want to take part in this world's battles. Either as an acquired skill or as an innate instinct, you're able to sense even the smallest amount of someone's killing intent that is directed towards you, with the more killing intent they release making them easier to be detected. With a bit of time to sharpen and train your ability to sense killing intent, or even by using something to directly enhance your senses, you might be able to detect particularly bloodthirsty people and their general direction from a good distance. You can also use this to better judge how powerful a certain individual is by analyzing how intense their bloodlust/killing intent is when released. Just avoid getting paralyzed from sensing an horrifyingly powerful bloodlust or murderous intent.

Hybrid Physiology (300 CP): Since your childhood, you displayed unique powers that many mistook as blessings from God, however, the origin of your powers is due to the fact that you're a rare Human-Danger Beast Hybrid, with them being inherited from your Danger Beast parent. You don't need to worry about your mentality and humanity being affected by your monster half and you're mostly free to pick the ability you received from the blood of Danger Beast running in your veins, but it needs to stay on par with the other two known hybrids. For example, Yorihime's heritage grants her the unique ability to manipulate, control and create immensely powerful fire with incredibly high heat from her own body, possibly even matching the power of an average elemental type Teigu if mastered, while the Lord of the Path of Peace possess the ability to heal others, which possibly isn't too powerful/useful, as well as the ability to have prophetic visions of future events.
A possibility of abilities you can choose is a basic tier of regeneration and biological immortality or you could have a more powerful form of regeneration but, in exchange, you'd still age instead. Optionally, you might have some cosmetic, simple sign of your Danger Beast heritage, such as a mark in one of your eyes for example.

Mutated Physiology (100 CP/300 CP): Around the world, there are several cases of people being born with mutated physiologies despite having no special heritage that could explain such a phenomenon. In many cases, these individuals with unique mutations are considered freaks or even feared as monsters and tend to have horrible fates, such as the Oarburgh Clan's maids that were sold by their parents to a circus while they were still children.
In theory, as these mutations seem to spontaneously appear in a bloodline despite we only having two known examples, they probably aren't restricted only to humans and can happen with Danger Beasts too. Regardless if you're a human or a beast, you're one of such individuals, however, the mutation you possess depends on which version of this perk you take. You can purchase both versions if you want to.



For 100 CP, you'll share the same mutation possessed by Cassandra and will have been naturally born with an extra pair of perfectly functional arms that you can control without any issue. Any fighting style you know will also be perfectly adapted in order to integrate your extra arms on them, ensuring that their effectiveness will increase or at least remain the same as before. Additionally, any alt-form you possess may have the number of arms (or other equivalent appendage like front paws) multiplied by two. For example, if you have a Tetramand alt-form, you may have eight arms instead of the species' characteristic four arms. As a bonus, any clothes you possess may be altered to fit your extra limbs.



Alternatively, for 300 CP, you'll instead possess the same mutation displayed by Gilberda. While you look exactly like any other regular human (or a regular member of whatever species you're a member of), your muscular constitution is abnormal, with your muscles being a few times denser and more powerful that of a regular human, giving you superhuman levels of strength. Even now, without any training, your strength is already above peak human levels, allowing you to physically overpower large beasts with ease, however, this is only the beginning, as the mutation grants you an innate potential to fully unlock your brain limiters through regular training. This will allow you to eventually reach a level of brute strength (and the endurance and durability needed to properly wield this level of strength) that surpasses the physical strength possessed by the members of the Elite Seven. At this point, you would be able to easily overpower gigantic danger beasts with your bare fists alone and even demolish an entire building single-handed.



Imperial Blood (400 CP): You're not just a mere peasant or even just a mere member of nobility, but you're actually a part of royalty instead, being one of the direct descendants of the First Emperor himself. Unfortunately, while you might even be known as a member of the Empire's royal family, due to the Prime Minister's schemes, you were already taken out of the succession line, so you won't need to worry about being his target but you won't be a direct heir to the throne either. Post-jump, at the beginning of every jump, you may choose to be a part of one of the setting's main royal families as a somewhat distant relative, gaining all the benefits this heritage grants you but usually staying a little far in the succession line by default. Of course, you need to choose a royal family that matches your current species, as you can't be part of a dragons' royal family if you're a pure human but you can still be part of the elves' royalty if you're half human and half elf for example. As a last benefit, this perk also works as a Capstone Booster, with the royal blood running in your veins enhancing the power of every 600 CP perk you have.



Autonomous Teigu (600 CP): You may look like a human or a Danger Beast, however, you aren't a common being and were never one to begin with, as, in truth, you're an Organism Type Teigu, an Imperial Arm that was created a millenia ago during the reign of the First Emperor, but, unlike any other of your kind, you eventually managed to acquire free will and become fully autonomous.

For all intents and purposes, you'll still count as a living being despite your status as a sapient Teigu, to the point of even requiring sustenance and having your own reserve of spiritual energy - that, by extension, also removes the Organism types' need of having a master to be able to move. However, your nature as a legendary living weapon also brings you three main benefits over most natural living beings.

First of all, as an artificial being, you're completely immune to the effects of mundane poisons, toxins and biological pathogens that could easily kill ordinary warriors. Second, as a Biological Teigu, you'll have a core located somewhere in your body that, as long as it remains intact, you'll be able to keep regenerating from almost every damage you suffer, capable of even regenerating entire limbs in mere seconds.

Last but not least, you're still a completely new 49th Teigu and, as such, you'll be able to use the **Teigu Builder Supplement** to customize your new form and abilities instead of using it to create and customize a separate Imperial Arm. As you'll be the Teigu in this case, you must take the **Organism** type and you'll receive the **Sapient** special feature for free. Post-jump, your Teigu form may become an alt-form if you prefer.



The Secret Arts (200 CP/400 CP/600 CP): More than a thousand of years ago, an exiled tribe of settlers developed their Secret Arts, a set of magical secret methods that modify one's physiology to give them the capacity to change and morph parts of their physical bodies into a specific animal. Such techniques were even adapted and used by the ancient alchemists of old to create Teigu, more specifically the belt Lionel, and again was used to create the Water-Dragon Sword. These arts were passed down from generation to generation until the Gravekeepers, the guardians of the First Emperor's tomb. Apparently, either you're one of the Gravekeepers that managed to escape from the Elite Seven and Esdeath or you managed to steal their Secret Arts and use them on yourself, you've acquired their special ability of body transformation that allow you to morph your body parts into that of an single creature in varying degrees, like fully transforming a body part or just altering your body's traits for example, giving you access to their unique properties and abilities.

For **200 CP**, you may pick any ordinary animal to morph into, regardless if they be mammals, reptiles, insects or even sea life, with each one giving you different abilities, like how morphing into a grasshopper will greatly increase your leg muscles strength, morphing into a snake will increase their flexibility and gives you poisonous fangs and morphing into a bear will enhance your strength and durability.

However, for **400 CP**, you've been enhanced by one of the forbidden secret arts which usually are only used by the Gravekeepers' royal family. Instead of being restricted to only ordinary animals, you can morph into a Special Class Danger Beast, one on par with Nubis, the beast worshiped in Putra as a deity and whose abilities involve enhanced strength, powerful regenerative abilities and the ability to

breathe fire. While the Gravekeepers were limited to only choose Nubis, you're free to pick any other Special Class beast, like the Apemen, Wyverns, Kaiser Frogs or Air Mantas for example.

Lastly, for **600 CP**, you've surpassed the limit and managed to gain the ability to morph into a Super Class Danger Beast without needing to worry about losing your mind due to the strain in your body, as well as gaining a power that rivals the stronger Teigu. Like the other options above, you may pick any Super Class beasts, including the Tyrant, however, if you actually pick that draconic beast, you'll acquire a pale imitation of its adaptive ability, so, while the Tyrant would be able to fully evolve to counter a type of damage, you could adapt to just become slightly more resistance against that damage.

Villager Perks:

Inner Compass (100 CP): Have you got lost because bandits attacked your group and you ended up outside the main route for your destination? Regardless of the reason, every time you get lost while going to a specific destination, if you already had access to the information of the way you should've followed under normal circumstances, you'll still have an innate sense that will guide it to there, preventing you from losing hours and hours due to the lack of a map, an actual compass or due to getting out of the route.

Vast Array of Skills (100 CP): In order to reach a high position in the military or in another area of the capital with more ease and to be able to survive somehow if things ever get bad, you decided to start by raising your own skills, mainly the ones related to housekeeping, being pretty skilled in tasks such as cooking and sewing for example. Your incredible array of skills also makes you moderately skilled at blacksmithing, enough to allow you to forge good but regular metal tools and even weapons if you have the needed equipment and materials.

A Survivor's Ultimate Technique (200 CP): You surely developed a pretty particular ultimate technique, one that many could call you a coward due to it. You've trained yourself to become a master of playing dead in order to ambush or escape from your enemies and survive, one only matched by Lubbock himself. You're so extremely skilled in faking death that you can even greatly decrease your own pulse rate at will, hold your breath for several minutes and stay so immobile that even skilled assassins would be so convinced you're dead to the point that only the most paranoid of them would double check if you're actually dead. Of course, further examination will definitely reveal that you're still alive and those with enhanced senses or with even more experience with targets like you will be far more difficult to trick.

Must Be Fearless (200 CP): After growing up in the outskirts of the Empire, far away from the "safe" walls of the Capital, you got used to facing Danger Beasts to the point that hunting them is already a natural activity for you, even if you aren't a hunter. As a result, you grow up to become essentially fearless when you want to be, allowing you to literally turn off the concept of fear in your mind at will, making you unable to feel any sort of fear, terror, or even any intense anxiety and thus allowing you to think clearly, continue to move, and generally function in situations where the fear would have already made even experient warriors to flinch for some instants. Furthermore, unlike one would expect, just because you don't feel fear won't make you imprudent and careless due to overconfidence and loss of common sense, as, even if you don't feel fear, you'll still be perfectly aware of the danger something may represent.

A Good Eye For Weaknesses (400 CP): No matter how strong something is, there will almost always be some weak point, be it a damaged point, a previous wound, an exposed organ, a vital spot, an actual structural flaw or other similar area that is weaker or at least more vulnerable than the rest of the thing or being. Either by training under a certain autonomous Teigu or due to your own experience, you're a true specialist when it comes to analyzing something, regardless if this something is an object, a building, a squad's formation, a living being, an ultimate weapon or even just a rock falling from a waterfall, and quickly detecting where its weak points are, if they exist, and how to take advantage of them in battle.

Acts of a Brave Hero (400 CP): Through your acts of great boldness, courage, will and/or determination, while such acts won't make people fall for you by this perk alone, you're able to make people hear and pay attention to what you want to tell them, even those that normally would never hear anything that go against their own ideologies and beliefs, such as Seryu with her ideal of justice and Esdeath with her hunter's philosophy. Even arguing with those people who hold diametrically opposed beliefs will now at least make them stop to think about your arguments. However, keep in mind that this perk's effects won't make it any easier for you to actually convince them, but it'll still give you a chance to negotiate and argue with them.

The True Owner (600 CP): Normally, a person's compatibility with a specific Teigu is heavily affected by their first impression of the item in question as, for example, someone that just accidentally thought that a Teigu looks ugly will probably have a poor compatibility with it and will hardly be able to use it for more than a few minutes at best. However, you're a special individual, as you seem to possess a naturally high compatibility with every Teigu and other similar weapons, with your first impression and opinion about them having no influence on how well you can use them. Additionally, this universally high compatibility also works for the Teigu and other weapons that also have special personality requirements they "seek" on their users to be compatible with them, even if you don't fulfill such requirements, allowing you to even wield a weapon like Mjolnir without needing to be worthy for example.

Pure and Innocent Smile (600 CP): Thanks to your smiling face and innocent aura, you possess a special charm that not only makes people feel attracted to you for your smile but also potentially make people of your preferred gender(s) fall in love with you, being capable of even melting the frozen heart of a sadistic general or conquering the heart of an experienced assassin the day after you meet both of them, as well as having fate itself helping you by giving you opportunities to conquer the hearts of people that you feel attracted to, even if it possibly involves accidentally making them fall for you by dropping a building on them in the middle of a fight, however such a feat probably require they're a masochist.



Assassin Perks:

Kill Your Mercy (100 CP): You have the first, main sign of the needed talent to be a proper assassin, the ability to kill without hesitation. Not only when it comes to killing, but also essentially anything you do, as, once you decide to do something, you're able to do it without hesitating. You might still get anxious or feel guilty, but, if you've already made your choice, you won't hesitate for a single instant when the time comes.

Discreet Kills (100 CP): Like how a certain person responsible for bringing others to a world marked by a certain pizzeria's incidents, making your work as an assassin look like accidents is a vital skill for your job and this is a skill you're an professional with, as well as knowing the best ways to act discreetly and cover your trails even when making it look like an accident isn't a possibility.

A Loose Screw (200 CP): You have something weird in your head, almost like one of your screws was loose. Maybe you're clumsy with everything and have no visible talents, however, much like Shelly, your true talent is actually killing. Thanks to your unique mindset and your innate condition as a natural killer, you're able to think straight in a deathly battle and set your mind to kill enemies without feeling any remorse all while having a perfectly clear mind no matter the situation, as well as having an innate sense to detect every chance you can have to hit a killing blow in your opponents, with all of this making you a ruthless assassin and executioner.

Bury your Heart (200 CP): During a fight against some of your former comrades that you betrayed or were betrayed by for some reason, you learned the trick of how to quiet down your heart and essentially shut off your emotions in your head, or merely weaken them if you prefer, when you need to. You may still mourn their deaths or feel guilt later, but, while this effect is on, no one will be able to use your emotions and feelings against you. Additionally, this may not necessarily turn you into an emotionless version of yourself if you don't want it to happen, so you can set your mind to merely consciously ignore your emotions and not weaken or outright shut off them.

Deadly Act (400 CP): If you lived in a better world and had a good life, you could've been a great actor, but you decided to go on a different path. You're essentially a perfect actor, one only rivaled by Chelsea herself, being able to perfectly mimic someone's behavior, tone and personality after learning about them from a person's basic description about them and after observing your target for a few minutes. This is perfect to be used for infiltration, information gathering or when you want to trick your opponents into believing in you, even more so if you have access to the ability to copy someone else's appearance.

Body of a Demon (400 CP): During your training, you've consumed the broth of a type of Danger Beast known as a Lake Kraken and thus you gained the superhuman ability to manipulate every part of your body. By manipulating your flesh, bones, organs and other parts, you're capable of feats such as stretching and elongating your limbs, extending and sharpening your nails and hair to pierce enemies, bending your body to avoid attacks, moving your organs to prevent them from being wounded by some attack or even flatten and contort your body to fit inside a small vase for example. Additionally, you can also use this to slightly alter your physiology, in order to do such things as produce oil-like sweat from your body at will, focus your vision on things well beyond your typical range or greatly raise your body's temperature.

The Elite Eight (600 CP): As rebellions began to rise due to the Empire's increasing corruption and the need to quell these rebellions became vital to its survival, the country began to form elite assassination squads. The Empire acquired an estimated 100 children to take part in a cruel exam in which the participants were dropped into a forest full of Danger Beasts and challenged to survive. The first and strongest seven survivors were then recruited into a special group known as the Elite Seven to be led and personally trained by Gozuki, a former member of the Rakshasa Demons, for nearly a decade while the remaining survivors joined another squad, the Group of Terror. Normally, Gozuki would have limited his elite team to only seven members, however, he changed his mind and decided to accept an eighth apprentice, you.
As a result of your rigorous training regiment under Gozuki, possibly combined with the training under other powerful warriors to complement your development, you've become one of the Empire's most deadliest assassins, one on par with Akame herself, having been raised to be a human weapon. You possess several superhuman level physical attributes such as superhuman strength, speed, reflexes, senses and durability, with your agility and reflex being enough to allow you to run at Mach 1, with your other physical traits being around the same degree. In addition to being already an expert when it comes to hand-to-hand combat, you also have been trained to be a fearsome warrior when it comes to the utilization of a single kind of weapon to the point that, if you choose the sword as your speciality, you would match the skill of master swordsmans for example. As a last bonus, like the other members of the now disbanded Elite Seven (or Elite Eight), you've also built up resistance or even immunity in some cases to most mundane poisons.



The Reaper of Oarburgh (600 CP): The Wrigglers are insect-type Danger Beasts that the leaders of the Oarburgh clan have passed down for generations and were created by the same alchemists that came to the Empire to engineer the Teigu a thousand years ago. However, after the fall of the Oarburgh clan, you managed to acquire the last eggs of each type of Wrigglers and implanted them into yourself, achieving a symbiotic relationship with them by becoming their “hive”.

These insects, once matured, can be controlled and moved according to the will of their operator, that is, your will, however, in addition to being their operator, you’re also partially their hive, as, while they won’t incubate inside you, you acquired the ability to multiply their eggs within your body and then implant them into other living beings through your natural weapons, such as infecting your opponents’ wounds with eggs by slashing at them with your nails or by biting them for example. Once inside a living being, the eggs will then begin to propagate and multiply at an incredibly fast speed as they are incubated by their victim’s body heat and you need only to give the signal and they will hatch all together, tearing their "incubator" apart from the inside out as they flew out of the victim’s body and leaving it a mangled mess.

Furthermore, the Wrigglers themselves come in a variety of different types, all of whom possess some sort of unique function that makes them deadly in combat, such as beetles with claws specialized on tearing flesh apart, explosive ants, beetles with incredibly tough shells, bees that possess a powerful paralysis-type poison,

poisonous moths, special butterflies attracted by the scent of blood, fly-like Wrigglers used for communication and centipedes used on tortures. Fortunately, as many of these insects possess powerful poisons, your condition as their hive also enhances your body to grant you complete immunity to their effects.

Additionally, as the Wrigglers share the same origin as the Teigu, despite not being one, they also possess their own trump card: you can wrap yourself in a cocoon made from the silk fired by a special type of Caterpillar Wrigglers, where your body will be completely rebuild in order to transform you into a human/butterfly-Wriggler hybrid. In this new form, all of your physical abilities will be enhanced and you'll be given several insect-based powers, such as creating web-like silk from the tips of your fingers to entangle your targets, flying using your butterfly wings, shapeshift your arms into insect-like scythes and even the ability to create a scale-like dust substance that causes damage on your victims' eyesight. Additionally, another benefit to this form is the fact that, as the transformation not only changes and enhances your body but completely rebuilds it, all of your current wounds will be completely healed, even those that normally couldn't be healed through regular ways, as they aren't actually being "fixed" but technically replaced by your new body. However, a major drawback to this trump card is that there is an unspecified set time limit on how long you'll be able to maintain this form before being forced to revert back to your normal body.

Lastly, despite the Wrigglers being Danger Beasts, they were so heavily modified by the alchemists that even Teigu with the power to control such creatures won't have any effect over your insects, as their loyalty for you is so powerful to point of being able to overcome any attempt of controlling or manipulating them to act against your will, however, you can still order a portion of the horde of your insects to obey someone else's commands if you want to share them due to some reason.

Military Perks:

Military Training (100 CP): You're (or were) one of the many soldiers of the Empire, either as a part of one of the three ground armies, of the navy unit or even of the imperial police, but, regardless of it, you've received the basic and essential training for an imperial officer like you. In addition to your combat training, this also involves proficiency in several basic weapons (such as swords, spears and even firearms), knowledge of the laws of the Empire and of investigation and urban combat tactics, and others. However, like how the Imperial Army discovered during their war against the Ban Tribe, your training didn't include the skill to survive in the hostile wilderness.

Have Certain Quirks (100 CP): Many of the higher ranked militaries or those with potential despite their low status tend to have certain personality quirks, which, while they're still weird, they can still be acceptable so long as they do the job required of them. It'll also be valid for you in any organization you're part of. Even when and where being unusual could potentially cause problems for some people in an organization, you'll never have any problems, as your oddities will be overlooked no matter how weirdly they are as long as you're properly doing your job and tasks. Your quirks and oddities also tend to have no effect on your organization's reputation. Of course, this doesn't mean people won't judge you due to your quirks, but you will never be held back for promotion due to them or discriminated against within the organization you're part of in ways that might be detrimental to your position. However, keep in mind that this only helps if you are weird, like you behave in a peculiar way, if you have "special treatments" with enemies or if your choice of clothes is strange, so being openly criminal or corrupt is something far outside this perk's protection.

The Demon (200 CP): You might not be one of the strongest or one of the more skilled, however, you're definitely one of the scariest and most intimidating soldiers someone could face. This is because you're a master of intimidation, either innately or through training, having a legendary skill over the best and most efficient ways to intimidate your opponents and instill fear into their hearts. You basically can also emit an "aura of terror" at will which works similarly to a powerful murderous intent that can even paralyze more sensible people close to you.

Living Weapon (200 CP): In order to become stronger faster, you accepted to be experimented on by one of the Empire's scientists, resulting in your body being so heavily modified to the point of becoming mostly mechanical. Some of these modifications involve prosthesis replacing your limbs and your heart, as well as several hidden weapons in your body, such as guns located inside your upper limbs and your mouth and swords in your arms. You're also immune to pain, however, unlike the canon version of your body modifications, you'll still be aware of how much damage your body suffered. Your body was also made to be modular, being easily modifiable to be enhanced with external weapons and equipment, with you having the knowledge to not only how to do it but also how to maintain and repair your

prosthesis. Lastly, post-jump, you may choose to have your prosthesis removed from your body and technically become an item in your Warehouse if you prefer.

Master of the Imperial Fist (400 CP): You've been rigorously trained in the temple considered the best school of martial arts in the Empire and, as a result, you become an extremely skilled practitioner of the Imperial Fist, essentially already having achieved the rank of master. Through your mastery over this martial art, you're already able of feats such as dodging bullets by predicting their trajectories and moving accordingly, stopping blades with your bare hands and even briefly overpower a prominent hand-to-hand fighter who possess a strength-enhancing Teigu, all of this without having a superhuman physiology and thus limited as a regular human, so, if you had access to means to enhance yourself, you could reach even further levels of strength. Additionally, you're also pretty skilled when it comes to teaching the Imperial Fist, as you could even make someone of average potential to achieve the rank of master in less than a decade of training, a feat that normally could take their entire lifetime to achieve.

For Ultimate Justice (400 CP): To serve justice and to punish evil, it's needed strength and you're willing to pay the price needed to become stronger faster, even if it needs to almost destroy and rebuild your entire body. Fortunately, you're perfectly compatible with any kind of body modification, biological or mechanical alike, as well as being able to easily handle the strain and pain that such procedures may cause on you. Regardless if your body is mostly replaced by mechanical prosthesis or if your body is altered to be mixed with some animal, you'll be completely fine with these modifications without needing to worry about any potential downsides that you could suffer to some degree of incompatibility, like how the Gravekeepers' Secret Arts may cause mental damage on those incompatible with the modifications for example.

The Great General (600 CP): While still not an actual Great General, you're no more just a mere captain of the military, but have already achieved the rank of a general through your efforts, having a physical condition on par with the Empire's average general. As a talented general, you've also acquired an enormous proficiency in combat, with your strength already being perfected, that is, you've already developed the most efficient combat style for your body, weapons and abilities (while being capable of quickly evolving this style as you grow stronger and for each new ability or weapon you acquire) which allow you to use your current power at its maximum possible effectiveness.
Additionally, instead of only focusing on enhancing yourself, you're also aware of the strength of your subordinates and thus you built up a considerable amount of skill in regards to strategies and war tactics, combined with a substantial amount of experience with warfare in the most varied scenarios, making you an actual master strategist, one on par with the generals Najenda and Esdeath themselves. You also possess an uncanny skill when it comes to psychological warfare as an extension of

your skill for war tactics, typically involving brutal methods, such as using torture, public executions or mutilations in order to psychologically manipulate your enemies, toy with their minds and break their mentalities. Furthermore, you're also skilled in leading your troops effectively even in the middle of the battles, in motivating them to fight with a calm but still burning heart and in training them to help them perfect their own strength in the same way as you did.

Dual-Wielding Skill (600 CP): As a single Teigu requires a considerable amount of mental and physical strength in order to be controlled, it became widely considered that every person can wield only one Teigu, due to, if someone were bold enough to use two Teigu at the same time, they would end up being destroyed by them due to mental strain and physical toll caused by them being too great to their body to resist. However, you have the needed physical and mental strength to withstand the burden and manage to do this unprecedented feat. As long as you're compatible with both, you can now wield two Teigu without greater issues such as potential permanent sequelae other people could suffer, but, initially, the strain caused on your body by their usage will make you feel as if you had a building falling on you. Fortunately, you can still train and get more used to them to the point that it would be no more strenuous and consuming than wielding a single Teigu over time.
Furthermore, once you reach this point, you'll become capable of wielding a third Teigu, however with the same feeling of a building falling on you again, requiring you to continue training, until the point you might finally become able to wield as many Teigu you want to, but this is a feat that might need decades of training and hard work to achieve. Additionally, you're also able to combine the abilities of the multiple Teigu you're wielding in a seamless way, as if they were a single Teigu. Post-jump, it'll also extend to other magical devices and weapons similar to the Teigu, allowing you to combine the usage of two (or more than two if you keep training to enhance your fortitude) usually incompatible devices in a seamless fashion.



Hunter Perks:

Living in the Wild (100 CP): When living in the wild, there are certain skills that are mandatory for someone to have if they want to survive. One of them is being able to find food around you in the wild, regardless of such sustenance being plants or animals, and thus allowing them to survive off the land as long as there is enough food there in the first place. You're not only experienced with this but also with dealing with and hunting wild creatures, as well as having some other general survival skills such as knowing how to build a basic shelter and how to purify water for example.

Follow Your Prey (100 CP): Either by learning it from your clan or by yourself, you've become considerably skilled at tracking your targets, whether they're animals, Danger Beasts or even your fellow humans. Of course, assassins, especially the experienced ones, may be skilled enough to cover their tracks, but you may still find some evidence of their passing if you carefully investigate. Additionally, you've enough patience to calmly track a single target for literally days if needed.

Aura of a Devil (200 CP): How many people have you killed in your life? You must have killed the equivalent to entire armies, because this is the only logical explanation to how you managed to acquire such a violently powerful killing intent, which perfectly fits an inhuman monster like you. Upon releasing your killing intent, even the bravest warriors of this world would feel at least a shiver down their spine, while most ordinary people would simply faint if they're near you. Of course, you can suppress your most powerful murderous intent and only emit the killing intent that a regular warrior would have if you want to disguise your presence and/or nature.

The Master of Torture (200 CP): During your time hunting and looting Danger Beasts, you acquired a good knowledge of their physiology, however, you further improved it, gaining an extensive knowledge of not only about the beasts's bodies, but also of human physiology. Your skill and knowledge in the human body allows her to perform immediate medical care to yourself and others, as well as having the needed skills to dissect a dead body to find information on them. But this is only the basic usage of your medical abilities, as this is also the needed knowledge and skill in order to torture your enemies in the most painful way possible while keeping them alive for as long as possible, being a specialist on the most varied forms of torture and punishments. Additionally, your mind is also blessed with a cruel creativity when it comes to developing new forms of torture, mainly when it involves any supernatural ability you might possess.

I’m Always the One to Dominate (400 CP): And you’ll continue being when it comes to within yourself. No matter what kind of mental/spiritual influences affect you in an attempt to corrupt or alter you in some way from within your own mind/soul, you’ll be able to overcome and conquer them in a matter of a few seconds through your own immense, monstrous mental strength and fortitude, as well as giving you an immunity against possession of any form, thus ensuring you’ll always the dominant one within your own mind and soul, requiring something that absolutely dwarfs you in mental power to overcome your dominion over yourself. However, this protection isn’t effective against physical effects, as your body will still be vulnerable to corruption and/or possession, but your mind and soul will stay untouched. This allows you to do feats such as easily dominating the insanity-inducing effects of objects like the Demon’s extract and resisting possession by even the fully evolved Incursio.

The Strong Dominates the Weak (400 CP): Dominating others isn’t just related to breaking people, but also on rebuilding them as you want. In addition to being skilled in finding the best ways to break someone’s will and sanity, you’re also very well versed in brainwashing and mental conditioning techniques, being an expert on techniques that implants powerful mental suggestions into others and that ensure a broken individual will be “rebuilt” as a loyal servant of yours, usually through a combination of torture, hypnosis and/or even chemical substances in some cases. Some examples of the possibilities brought by such techniques include being able to implant mental suggestions on people so powerful that they cause severe pangs of pain on those that attempt to go against them and even turning a powerful and prideful hero into your loyal “pet” after breaking their will.
Of course, just keep in mind that the stronger an individual’s will is, the harder it’ll be to effectively control through such methods.
Furthermore, as a specialist in domination and a hunter, you learned more than merely hunting Danger Beasts and dominating your fellow humans, but also developed all the needed skills to train and tame practically any wild beasts by using their natural instincts to find a way to dominate them, with the stronger and/or more rebellious beasts taking more time to train. For example, the ordinary animals would be a child’s play for you to tame while the legendary Super Class Danger Beasts may take months until they’re properly tamed. Post-jump, this perk can also be used to tame any other similarly irrational creatures instead of being restricted to this world’s beasts.

Apex Predator (600 CP): You truly are a born slaughterer, a true monster of human origin (or even a monster among monsters if you're actually a Danger Beast instead of being human) whose physical attributes are greatly superior to that of a regular human even without some special training to attain such condition. Regardless if this monstrous power is a result of the life you had changing you or due to you naturally having an unique freak physiology, you possess several superhuman level physical attributes, all of them on par with Akame and the other members of the Elite Seven. Furthermore, your monstrous nature also grants you a secondary benefit unrelated to your enhanced physical condition, you possess a domineering primal/animalistic charisma, one comparable to the charisma of the ice commander herself.

Your great charisma, combined with treating others well or with satisfying their goals and/or desires, is capable of inspiring many, mainly those that would already have similarly monstrous nature, to fight for you with a degree of loyalty and determination that could even be considered almost unnatural, with the most loyal among your servants and allies even considering you a divine figure.

Now, as if the world itself recognized you as a threat of the highest caliber, you'll be treated by fate itself as the "Final Boss" and it'll treat you accordingly. What does this mean? As the "Final Boss", you possess a "contractual boss immunity", a peculiar type of narrative plot armor/advantage that makes it considerably harder to kill you through cheap means and similar fancy tricks, such as instant-death attacks, making them fail completely at all or only slowing down their effects to give you a chance to overcome them.

For example, instant death spells, like the Grasp Heart spell from Overlord, would always fail due to some coincidence or would be unable to target at all. Another example is, if you were to be hit by Murasame, instead of dying in a few instants, the curse would be slowed in order to give you enough time to deal with it by finding a way to remove it, like by cutting off the affected area, to avoid getting killed by it.

In other words, a more decisive blow will be required to put you down, like facing you in an actual combat instead of relying on some cheap trick that normally would ensure an easy victory for them.

Living Disaster (600 CP): Beyond Esdeath's fame as the master of torture and her terrifying Teigu, one of her actual scariest traits is her great talent and skill to adapt and overcome all situations by using her abilities in clever and better ways and creating new abilities and techniques, even when previously thought to be impossible, which allowed her to create her own trump cards while she and her Teigu had no other such special abilities before.
You're now a genius on par with her, as whenever you're out of other options or during moments of self-reflection, new and clever applications of your abilities and weapons will rush to your mind, being quite possible for you to do the impossible, breaking the established rules of certain power systems when no one expects it, to the point you could adapt your ice manipulation to extend your range to time itself, allowing you to effectively "freeze" it, or to alter your ice constructs to give them autonomy, essentially giving her the ability to create her own army.
Of course, these are just two examples of how Esdeath used her genius talent to evolve her Teigu, but you'll definitely be able to eventually do similarly crazy feats with your own abilities, like discovering a form of altering Wrigglers while still in their eggs to create new species of controlled insects with whole new crazy abilities for example.



Politician Perks:

High Class Citizen (100 CP): You aren't one of those rude peasants, but a legitimate member of the Empire's high society, as one of those who rule this country. Therefore, you have received all the education that your social position requires, having taken classes in etiquette and good manners, knowing how to behave at elite meetings and in the presence of royalty and of similar figures of authority, in this and any future world you visit.

Monstrous Chef (100 CP): Danger Beasts can be consumed if there are chefs capable of processing them correctly, as even there are certain species of beasts that are capable of enhancing those who consume them, however, only if they're prepared in the right way, like how the consuming the heart of a red kamikiri can prevents all diseases but only if it's still fresh and it was removed carefully to prevent the blood from being contaminated. But this isn't an issue for you, as, in addition to being a skilled cook, you're also a specialist in preparing food in the right way to maintain any special, beneficial property or effect they might have, having an innate sense of how to process something in the right way even if you didn't had previous knowledge of how to do it.

Sweet Masquerade (200 CP): Who could even think that a seemingly very kind, optimistic and caring girl was actually a murderous, cruel, maniacal, ruthless, twisted and sadistic monster? The girl responsible for Tatsumi's friends' deaths, Aria, is the perfect portrait of the Empire's nobles that see the peasants as merely toys to fulfill their dark desires and, even if you don't have desires and goals as dark and awful as hers, you share her skill of putting a sweet and friendly look that someone would expect from a genuinely kind person, while hiding your true nature to trick others and wait the chance to stab them on the back, consequently also allowing you to hide your murderous intent until the moment you decide to drop your mask and act. However, don't expect your mask of a good person to work with those that already know your actual intentions and the monster that you're underneath your sweet smile.

The One Pulling All the Strings (200 CP): You might not be a good father, maybe even far away from this, but you're definitely far better when it comes to being a mentor figure to others, however this isn't limited to only being very skilled in teaching life lessons but, more importantly, you're particularly skilled in guiding others to achieve their true potential while gaining their trust and molding them to fit your purposes. Such a talent as a mentor is perfect when you're planning to use a puppet ruler to indirectly control a country.

Specially Trained Body (400 CP): You've undergone a special type of training and consumed specially healthy nutrients in order to not attain vast longevity but also develop your body into one blessed with above peak human level of vitality, health, durability and strength. First of all, you possess immense strength and quick reflexes to the point you could briefly match someone who is using a strength-enhancing Teigu with only your sheer physical prowess. As a complement to your strength, you also have immense physical stamina and durability, as you can brush off that same someone's blows as nothing more than "annoying" as well as survive and remain conscious even when extensively injured to the point that regular humans would have died far before, taking something on par with butchering every piece of your body to actually kill you if your brain isn't damaged. As last bonuses, you're also capable of eating unusual substances, such as a spear for example, without any detrimental side effects to your body and you're able to live up to 130 years as a human (or up to the very theoretical limit of the lifespan of whatever species you're currently a member of), remaining healthy even in your last years. With such a special physiology, are you sure you're still a human and not just a human-looking monster?

To Rule the Future (400 CP): Even if you aren't a hybrid, your bloodline isn't as simple as you thought. Thanks to it, you have the capacity of having prophetic visions of future, possible events, either by naturally having them or by forcing them to come to you. The range and accuracy of your two types of visions are varied, but your natural prophecies, which happen a few times per year and are usually related to important people and/or events, are considerably powerful as well as accurate enough that almost everything you will prophecy will come true, requiring the interference of an out-of-context problem, like your own interference for example, to prevent your visions from happening. Meanwhile, your artificial prophecies will be far less accurate, but you'll be able to force them to happen after an hour or two of concentration as well as being able to focus on someone or something specific to see their future.

Eternal Golden Age (600 CP): The Empire isn't an inherently corrupt and evil country, as it was founded by the First Emperor to be the greatest nation of the world and actually prospered for almost a millennia before rotting and decaying into what it's today, with its golden age coming to an end, thanks to the influence of people like the Prime Minister Honest. Just imagine how disappointed the First Emperor would be if he returned to life and discovered the situation of the country he worked so hard to make it prosper forever. However, you'll never need to worry about it with this perk, as any nation, team, corporation, army, cult or any other kind of organization you create will be rendered free and immune from corruption of any form for as long as they exist, even if you aren't currently a part of them anymore, without needing to worry about someone like Honest trying to use their schemes and corruptive influence to take over your organizations. This also prevents said organizations from eventually deviating from the goals you intended them to have.

Prime Corrupt (600 CP): In a manner similar to the Prime Minister Honest, you're a walking beacon of corruption with an influence so dark that would be able to taint and rot entire countries with your schemes. You're not only a master of conventional politics, but also a master of political corruption, being a true specialist when it comes to getting people to serve your policies, collecting bribes or just identifying people within an existing power structure that would be ideal to swap out to support your ends. You're also particularly talented at discovering people that are willingly to join your corrupt schemes and at finding the heart/brain of an organization and corrupting it directly in a way that better suits your purposes, like manipulating a country's ruler in order to make them completely loyal to you while being blind to their own nation's real situation.



Doctor Perks:

Stylish Scientist (100 CP): You aren't just a (wo)man of science, but also of style. Beyond any scientific knowledge and skill you might have, you're also gifted with the talent in designing clothes that fits your preferred style, thematic and tastes, such as the revealing, bondage outfits used by Dr. Stylish's underlings that perfectly fits his personal tastes for example.

First Aids (100 CP): As expected from any good doctor, you're experienced with human physiology, with a focus on medical care, more precisely of how to take care of wounds in the middle of battle, but this is not only useful to treat your allies, like by suturing wounds, applying medicine and stopping bleedings, as it can also be used on your enemies, like having the skill related to use drugs, acids or other harmful substances to harm anyone in the middle of a fight, but you're still considerably far away from a true master of torture. You even have the skill to apply a suture to your enemy in battle, though it is much trickier and harder than just attacking them.

Alchemical Vampire (200 CP): A human's lifespan is too short considering that the greatest scientific discoveries took decades of hard work or even longer periods of time. One brilliant alchemist made her life goal to research ways to extend one's life, whatever it takes. As a result of her research, Dorothea made several modifications to her body but the most important one was giving her a vampire-like physiology to prolong her own life. Even if you aren't related to her, you also received the same modification, giving you the ability to extend your lifespan and restore your youth by stealing energy from other people, that is, by consuming their blood and their lifeforce. While you don't possess an innate way to do it, fully consuming someone's blood is enough to maintain you young for a few days before you return to your actual age and need to consume another person. Additionally, when you consume someone's life, you'll temporarily gain a basic degree of healing factor, however, your physical attributes won't be enhanced after it like Dorothea's strength, as you still only possess the basic level of her body modifications, so you'll need to further modify yourself if you want to reach closer to her level.

King/Queen of Deadly Poisons (200 CP): Apparently, you've worked with Dr. Stylish during some time, because you've acquired a lot of experience in creating and working with several kinds of poisons, toxins and other more exotic and potentially harmful substances, with some examples of Stylish's poisons being an invisible, odorless gas that could paralyze even trained assassins and an insecticide chemical capable of repelling Wrigglers and destroying their eggs. In addition to having the skill needed to replicate such substances, you can also design your own poisons with unique effects on par with the doctor's toxins. Furthermore, your experience with poisons also taught you the best ways to provide immunity to others through careful, controlled exposure to them, being also an expert at the art of exposing people to something to build an immunity to that or other related things, such as carefully exposing a Kryptonian to green kryptonite in order to make them

develop resistance or even immunity to its radiation's effects for example, as long as that specific thing can have an immunity developed against it and that you actually have access to it.

Prosthetic Enhancements (400 CP): One of your fields of expertise as one of the Empire's doctors (or alchemists) is military technology, more precisely in the area of producing and implanting fully functional prosthetic limbs and even a few kinds of artificial organs, like a mechanical heart for example. The prostheses you're able to produce are at least on par with their organic counterparts, so even a General that lost one of their limbs wouldn't mind having one of your prosthetic limbs attached to them to replace the lost one. You also have the skills and knowledge to alter these prosthetic limbs to also include some special functions into them like more simple ones such as hidden guns and blades or even something more complex such as a hand that launches out and can be reeled in.

Dimensional Arts (400 CP): The mystics of a now-lost nation developed techniques to manipulate and control space, with such art having even been used by an team of engineers to create the Teigu, Shambhala, and to enhance others, like Incursio and Grand Chariot, that began to be stored in smaller sword-like containers. The art of space manipulation, like the other techniques used in the creation of the Teigu, was also presumably lost, however you managed to recover it by studying the notes left behind by that team of engineers. You've learned how to build devices capable of manipulating and controlling space in different forms, like containers that are bigger on the inside, portals to distant locations and even personal teleportation devices. Of course, something on par with Shambhala is still out of your capacity for now, unless you manage to combine this art with the knowledge to craft Teigu-like weapons

Forger of Imperial Arms (600 CP): The methods and knowledge to create the Teigu were thought to be long lost, however, by extensively studying the archaic annotations and records left by the engineers, scientists and alchemists hired by the First Emperor, as well as studying some of the Teigu that were available to you during your formation, you managed to finally uncover the main knowledge and process used on the craft of the Teigu: the art of creating weapons and items from organic materials taken from living beings that keep their special properties and abilities, on a level even above that of Wakoku's blacksmiths capable of creating Meihou, allowing you to actually create weapons on par with the Teigu in terms of utility and power. While a few types of Teigu such as Lionel and the Demon's Extract are still beyond your current capacity due to their creation requiring more complex techniques, creating weapons and items of the other types of Teigu are completely within your capacity as long as you can put your hands on high quality materials, like the bodies of Super Class Danger Beasts for example. However, keep in mind that there are few limitations, as compatibility will be a factor to the Teigu-like weapons you create and some beings' will might be too powerful to influence the users of the weapons made using their bodies. Additionally, if you have the knowledge of the

Dimensional Arts of manipulating space itself, you're now able to craft tools and weapons on par with Shambhala. Lastly, you also have all the needed skills to repair Teigu, Shingu, Meihou and other similar items from near destruction.

Biological Engineering (600 CP): The Empire's science and the foreign alchemy has various differences in both applications and fundamentals, however, their feats and capacities tend to be basically equals when it comes to modifying the bodies of living beings into something better and you, my friend, became a master in this area, one comparable to Stylish and Dorothea, the Empire's greatest scientist and a world class alchemist respectively. Your knowledge of living bodies and Danger Beasts is incredible and, combined with your knowledge of alchemy/science, medicine and maybe even with a bit of magic, you're able to easily enhance and/or alter people or monsters into other forms by manipulating their biologies, allowing for feats such as enhancing humans to give them superhuman attributes, modify their body parts to enhance them (like modifying their eyes to give them superhuman vision or grant extra limbs to a person) or even literally turning people into Danger Beast-like monsters, which will usually be the top of what you can do with your skills. While the flesh of living beings will usually be almost clay in your hands, keep in mind that most of what you can make will tend to be dependent upon and greatly enhanced by the quality of the tools and raw materials you have access to, with the best possible materials usually being subjects with great potential/unusual abilities, interesting genetic samples and powerful monsters.



Foreigner Perks:

Adaptable Foreigner (100 CP): You're in a foreign land, far away from your home, but this isn't strange or new for you, not just due to your nature as a Jumper, as you have an innate ease to adapt to new societies even if just at a surface level, allowing you to pick almost all of their basic customs, learn their basic laws/rules and even their language in a few weeks only by merely living with the native, something that regular people could take years to properly achieve.

Not Another Face on the Crowd (100 CP): Do you know the type of person that can blend in perfectly in the crowd and not attract any unwanted attention toward them? You aren't this type of person, quite the opposite, as, when you want to, you have the talent to stand out in the crowd and attract a lot of attention, either due to your behavior or appearance, almost as if you were holding a giant sign written "suspect". Such a talent is particularly useful when you want to serve as a bait or to merely distract your enemies in order to allow your allies to pass by them unnoticed.

Unholy Voice (200 CP): Are you a witch? Because you surely have the voice of one. For unspecified reasons, like Cosmina that was branded as a witch in the Western Country, your voice is capable of manipulating people in order to compel them into following your orders and wishes. There are limitations for your terrifying voice, as it doesn't work on those with strong wills and strong emotions may help someone to resist, with your voice being more effective with mundane people, so don't expect to work with actual warriors.

Legendary fisherman (200 CP): Are you from one of the twenty-four countries of an undeveloped island on the east? Regardless if you're or not, there was a cave near your village which housed a nest of sea monsters in its depths, where you honed your skills, becoming a fisherman worthy of legends to the point that your fishing skills can even be adapted to combat. In addition to knowing well how to navigate a ship and being an expert cook with sea food in your hands, you're extremely proficient in aquatic combat, being able to fight in the ocean without any problem, as well as being able to dive and stay underwater for a couple of minutes to catch fishes, sea monsters and fight your opponents.

Master of Your Own Style (400 CP): In the same way as Syura, during your travels, you learned numerous different martial arts of various countries and incorporated all of them into your own unique fighting style with the best aspects of each one of them, becoming an extremely strong martial art master capable of matching a true master of the Imperial Fist, and thus capable of similar physical feats, or even surpassing one thanks to your style's unpredictability and adaptability. Additionally, you're also extremely skilled in incorporating any other martial art you know or will learn into your unique fighting style, allowing you to gradually perfect it more and more.

Genius Sniper (400 CP): When it comes to proficiency with long range, high precision ranged weapons, you're an elite sniper with the only known rival that can match your skill being the Teigu Pumpkin's current user, Mine. You possess an above peak human level of precision and concentration while you're targeting, being able to snipe enemies from any range effortlessly as long as you have the right weapon. Your skills also extend to any other type of similar ranged weapons with less range, like handguns and even bows. Lastly, as every sniper's major weakness is that they leave their backs vulnerable to attacks while they're preparing to attack their targets, you also have a special sixth sense that allows you to detect people that are nearby you when you're focusing on preparing to shoot with any weapon, even when your enemies don't give off any killing intent, giving you the chance to escape a stealth attack that would've finished a regular, non-genius sniper.

Leader of the Pack (600 CP): No matter how awful and disgusting Syura is, one thing about him is undeniable: he's gifted with a special type of luck when it comes to finding the right people and treasures to form the Wild Hunt and fulfill his purposes. You share this same special trait, making you extremely lucky when it comes to finding powerful or with potential and interesting allies that match your interests, as well as luck when it comes to convincing such allies to join you and when it comes to finding artifacts and treasures capable of enhancing your and your allies' power, even more when you're actively searching for them. You could even assemble a group on par with Night Raid, the Jaegers and even the Elite Seven by merely finding the right allies and the right weapons for them in a few months by just traveling around without even specifically and actively searching for them.

Slayer of Wicked Kings (600 CP): You're an individual destined for greatness, to be more not only a king/queen but an actual leader of the people. You have all of a perfect ruler's innate talents, from being strong-willed, highly charismatic, patient, fast learner, calm and centered, as well as every one of the other qualities and skills that a good leader and a good ruler must have, such as being already very skilled as a good strategist, negotiator and administrator. However, similarly to the Empire itself, most of this world's countries are ruled by wicked individuals and it's your fate to remove them from their positions of authority and give them retribution for all the evil they spread. Every time you fight a ruler of any nature (or a being in a similar position like the Alpha of a group of monsters or even the Prime Minister Honest due to him being the Empire's de facto ruler for example), you'll find yourself strengthened, with all of your attacks, techniques and strategies becoming considerably more effective against them.



Danger Beast Perks:

Freak Physiology (Free and Exclusive for Danger Beasts): You're one of the Danger Beasts, also referred to as Risk Species sometimes and as Freaks in Wakoku, starting as a Class 2 or Class 1 Beast by default, the classes of monsters that is the closest to strength of the average captain. You'll still be regarded as a mundane beast in terms of your power, having little to no supernatural traits beyond your innate physical prowess and natural weapons, but, like how mentioned before, you'll perfectly retain your human intellect, unlike the rest of your kind and the humans that were turned into beasts through artificial means, and thus you won't need to worry about any monstrous instincts affecting your mind and personality. While you can customize within reason the kind of beast you're, you can also choose a canon species of your class to be part of, as long as said species don't have any too special trait, like a Tree Beast, a Jackaleo, a Flying Death or even an Earth Dragon for example.

Breath Attack (100 CP): There are several different species of Danger Beasts that have some form of breath attack, like the Nubis that is able to breathe fire and the Death Tagools that are able to shoot raw, destructive energy. You're no exception to this rule, having your own breath attack, be it elemental, like fire or electricity, or even made of pure energy. However, your breath attack's power will depend on your own power as a Danger Beast, as a Class 2 monster's fire breath would be equivalent to a flamethrower while a Super Class monster's fire breath could burn entire cities with ease for example.

Progenitor of Hybrids (200 CP): Around the world, there are certain Danger Beasts species that are capable of breeding with humans, resulting in the birth of the rare Human-Danger Beast Hybrids, such as the horse-like monster that is the Lord's parent and the fire beast that is Yorihime's parent. Now, regardless of which is your Danger Beast species, you can have offspring with any other intelligent species, as long as they're able to somehow reproduce sexually, resulting in stable hybrid children that will inherit your partner's traits as well as yours. Optionally, you might choose for your hybrid offspring to mostly have the appearance of one of their species while only having a few minor traits of their other half.

Beastly Mind (200 CP): The Lord of the Path of Peace possesses several supernatural abilities that are considered God's blessings, such as healing powers and prophetic visions, but one of his abilities that people doesn't associate to his hybrid physiology but that definitely is related to it is his superhuman memory that allows him to remember who each one of his followers are and their stories. You also share this same virtually unlimited memory storage and indexing, capable of remembering after a brief reflection the name of a person that you, while partially unconscious, barely met centuries ago. Such a memory capacity not only fits a cult leader but also a beast that may live until the end of the world.

Nemean Beast (400 CP): The Cross Tail's threads are made from the body of a draconic Danger Beast that lived in the clouds of the East that possessed an especially stiff, rigid and resistant fur protecting its vital spots. Similarly to this beast, your body also has an extremely resistant external part (such as your fur, scales or even just skin) that further protects the region around your vital spots while also covering around a fifth of the rest of your body as well as being visually indistinguishable from any other part of your body. These parts' durability is so high that it might even be considered indestructible by this world's standards, requiring something on with the strength of a fully powered Incursio to bypass it, however, keep in mind that the rest of your body won't be as durable as these special areas. Furthermore, if your regular durability is already above this level, the reinforced portions of your body will be enhanced to always have at least five times more durability than the rest of you.

Devourer Class Beast (400 CP): Both genius alchemists and scientists, like Dorothea and Dr. Stylish respectively, are able to create their artificial Danger Beasts with their own respective means. While they might use different techniques to create them, they created their artificial beasts in order to create an existence that matched that ultimate weapon, so, in order to fulfill this goal, they gave the ability to evolve to their creations by devouring others and consuming their bodies' nutrients. Apparently, you might be a result of their experiments or maybe your kind of Danger Beasts was their original inspiration, as you also possess grow stronger (and possibly bigger if you want to) by devouring living beings, with the power gained by consuming them being proportional to their strength and to how "nutritious" they were, with Danger Beasts and other modified beings being more "nutritious" than regular humans for example. Once you consume enough, you'll evolve into new forms to adapt to your newfound power and there is no known limit for how powerful you may become if you keep devouring, however, the stronger you get, the more you'll need to consume to keep evolving.

Super Class Threat (600 CP/Requires Freak Physiology): Standing at the top of the Danger Beasts, there are the most powerful and most dangerous of them, the legendary Super Class (or Ultra Risk) Danger Beasts, each one of them possessing notable magical abilities and holding enough power to lay waste to cities and armies with ease. While there are hordes of countless beasts of the lower classes all around the continent, many of the Super Class Danger Beasts were killed because of the threat they pose, mainly in the time of the First Emperor when they were hunted to serve as materials for the Teigu, resulting in them becoming very rare today. However, despite their rarity, instead of being a Class 1 or 2 beasts, you're actually one of these legendary Super Class Danger Beasts, possessing the same destructive power and strength each one of them have as well as having all of your abilities as a beast being boosted to a similar degree. Additionally, like how mentioned in the **Freak Physiology** perk, if you want to, you can choose a canon species of Super Class beast to be part of, such as Death Tagool and the unnamed

Danger Beast whose fur was used to make Cross Tail's threads, however, the Tyrant is a special case, as, even if you choose this species, you'll gain all of the Incursio's Tyrant's abilities but not his adaptability and evolutionary potential unless you also take the perk below.

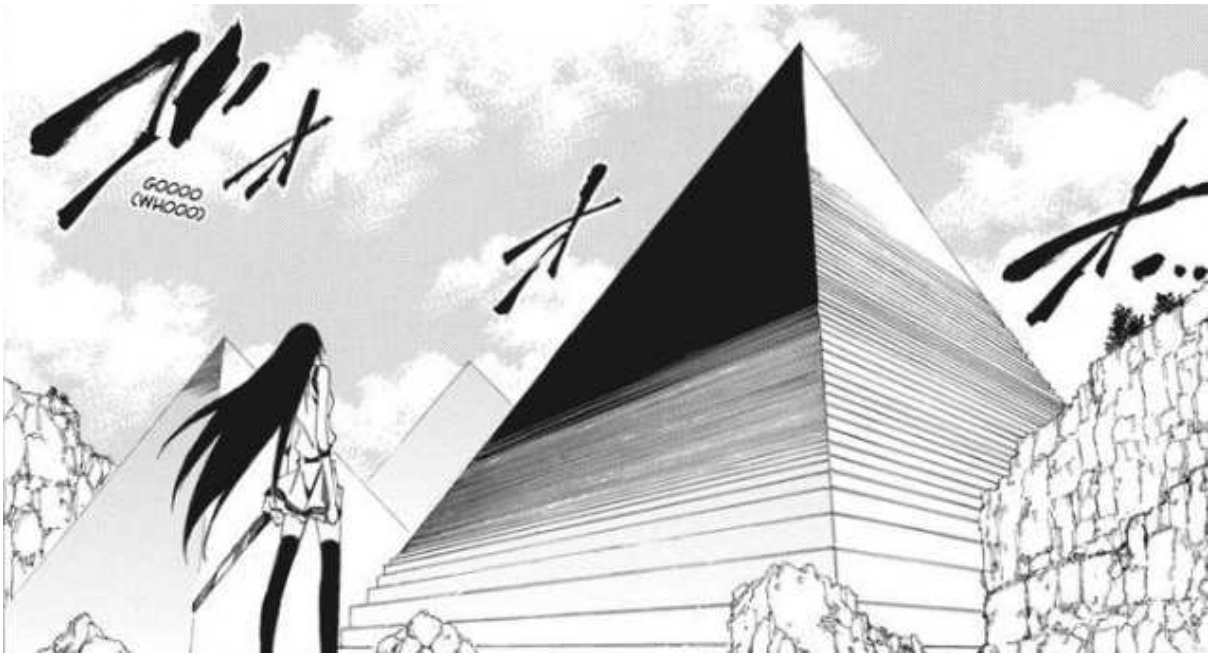
Draconic Life Force (600 CP): One of the main examples of the Super Class Danger Beasts, the Tyrant was an extremely powerful draconic beast known for its insatiable hunger and possession of an incomparable life force so formidable that granted it the ability to evolve its body and adapt to its environment, which, combined with its normally nomadic lifestyle, resulted in the individual Tyrant whose flesh was used to create the Incursio to develop and accumulate several different abilities during its life. Even if you aren't actually a Tyrant or even some other kind of draconic beast, you also possess its incomparable life force and powerful adaptability, allowing your body to adapt and possibly develop new powers or abilities to deal with the environment, with dangers and with actual damage, with more exposure to said threats decreasing the time needed to adapt against them, which normally is of few hours but can be decreased to a few minutes or even seconds at beast.
Such adaptations may range from mere alterations in your physiology to survive in harsh environments, like gaining fur and other traits to acquire a better heat retention to survive in the coldest arctic tundras, up to even outright evolving to acquire the ability to move normally even if time itself is frozen, as more specific adaptations will tend to be more powerful than more broader ones. Additionally, your adaptability will also respond to your emotions, as evolving in a battle to counter a specific individual you hate will be far more effective than evolving to simply survive in an environment, and also to your stance on how to deal with the threat, as you may evolve to develop a bigger and stronger body to fight off suppression forces if you want to face them directly or you may adapt stealth abilities if you want to elude them.



Items!

Each item is discounted by 50% for their respective origins,
with discounted 100 CP items being free. Every item is fiat-backed.
You receive an extra +300 CP to spend on this section only.

General Items:



The First Emperor's Tomb (400 CP): After the First Emperor's death, his body was buried in a colossal tomb located in the region of Putra. As he was responsible for the installation of dams and water lines to establish a water supply in the arid region, for a long time his tomb was protected by the isolated clan of Gravekeepers until the Elite Seven's raid, which ended up with the mausoleum's destruction. Regardless if the original was lost, you receive your own replica of the Tomb of the First Emperor. The tomb is a mix of pyramid on the surface and dungeon on the underground, being big enough to comfortably house a civilization formed by hundreds of individuals, as well as being filled with numerous traps that you would normally expect in such a dungeon, however, in a different manner than their canon version, these traps have been modified to work in a smart way, as only non-wanted invaders will trigger them, as well as they'll be restored after being used overtime, taking around a week to all of the tomb's traps to return to normal if they're all used. Additionally, the tomb has a built-in self-destruction mechanism that can be activated at will by its master, that is, you, and that will reduce it to rumbles in minutes and thus burying everyone inside it. Lastly, the tomb will appear in some remote location in this and any future world you visit or, if you prefer, it may become an attachment to any other property you might own.

Villager Items:

Collection of Disguises (100 CP): You receive a set of several different outfits to serve as disguises, which includes, but aren't limited to, casual outfits, suits, training outfits, dresses, as well as even a kit of makeup to complete your looks. These disguises, despite being fiat-backed clothes, are still mundane without any special property, so, if you use them in the wrong way, instead of blending in the crowd, you might end up attracting even more attention towards you, but maybe this is exactly you want when using clothes that aren't discreet at all as your disguise.

God's Secret Hot Spring (200 CP): Located on the Empire's borderlands, this hot spring is basically an excellent place of healing, made up of all different kinds of therapeutic and medicinal hot springs, with the property of greatly extending someone's lifespan if they had it decreased due to some external factors, such as diseases, usage of life-consuming abilities, extended usage of drugs, effects of potent toxins, among other possible factors. There are reports of people who were diagnosed with half a year left to live from some disease, going on to live for as much as another five years or even longer in some cases, and this is through only by being treated with its waters, so, if combined with other healing treatments, their lifespan could be extended far longer. Such a place is also perfect for treating someone's addiction, as its waters also heal the withdrawal effects they might suffer. You receive your own secret hot spring, becoming an attachment of your Warehouse or of any other property you might have.

Divine Idol (400 CP): When you left your villager, one of its elders gave you a small idol representing the deity worshiped by the Path of Peace as a good luck amulet. While this idol doesn't have any actual divine power and the deity represented might not even exist, it still works pretty well as a good luck amulet, as it's guaranteed to save your life once per jump or once per decade, whichever comes sooner, even if indirectly. For example, this idol might miraculously stop an attack that would be lethal if it hit you or maybe your opponent that was close to killing you might end up being distracted by it for enough time to allow you to escape. If lost or destroyed, you'll receive a new idol at the beginning of the next jump or after a decade.

Night Raid's Hideout (600 CP): Apparently, the Revolutionary Army prepared a third hideout to be used by Night Raid if needed but, due to some reason, it was abandoned until you found and took it for yourself, becoming your property. Currently located a few kilometers away from the Capital, this hideout, similarly to the other two bases, is a large, reinforced building merged with a mountain, containing many rooms, including the one for meetings, living quarters and a kitchen, as well as a few outdoor facilities, such as training grounds and even hot springs, being capable of comfortably housing a few dozens of people at once. As a bonus, unless someone knows about its existence and they're actively searching it or they follow someone, no one will be able to find it without your authorization as even sensors of any kind

will detect it as a part of the mountain. Lastly, the hideout will retain any modifications done on it and it’ll reappear in a similarly hidden place of your choice in future jumps.

Assassin Items:

Oarburgh Clothes (100 CP): The Oarburgh Clan not only developed techniques to enhance their assassins, but also developed a special type of clothes that are made to not retain any trace or even scent of blood after being cleaned with just water. This also extends to not only blood but also any other possible traces of your potential targets that might be difficult to remove from regular clothes. By taking this item, you can upgrade any clothes you have to also share this specific trait of the clothes used by the members of the Oarburgh Clan.

Performance Enhancing Drugs (200 CP): From the survivors of the 100 children that were taken in by Empire to be trained, the strongest seven survivors were then recruited into the Elite Seven, however the remaining survivors joined another squad, the Group of Terror. In order to compensate for their lack of innate talent, the members of the Group of Terror were instead given performance-enhancing drugs that then artificially gave them their superhuman abilities similar to the innate abilities naturally developed by the Elite Seven. Apparently, you were one of the many members of the now-disbanded Group of Terror, as you managed to acquire your own bag of pills that contain these potent enhancement drugs. When a pill is consumed, the drug within it will increase the user's strength, speed, reflexes and endurance and even spiritual strength, putting them on the level of being able to easily overpower veteran soldiers and spies, with its effect lasting for a few hours before wearing off and making needed to take another pill to keep it.
Unfortunately, in addition to being highly addictive, these enhancements came at the cost of severely shortening the user's life-span and causing them to suffer severe withdrawal symptoms such as headaches, body pains, spasm and seizures should they stop taking them in regular intervals, however, as you're paying a special price, the drugs you're receiving are special and won't be addictive and/or damaging to the user's body unless you want them to be for some reason. There will be around a few dozens of pills (or candies if you prefer) inside the bag and they'll be replenished overtime if consumed at a rate of three pills per day, however, if the bag is lost or destroyed, it'll reappear in your Warehouse the next month

Advanced Drugs (400 CP): After Akame abandoned the Empire and joined Night Raid, the scientists in charge of developing the Group of Terror's performance enhancing drugs were able to successfully create a more advanced and more potent version of their doping pills, with effects that are a hundred times more powerful than their original version, capable of enhancing the user's body to the point that their physical prowess would temporarily match that of the Elite Seven, as well as making that the only sure way to kill them would be to do something so extreme as to sever their head or crush their heart, as any other damage would still be there but any non fatal amounts won't stop you functioning. However, despite being far more powerful, the side effects of these advanced drugs are even worse than their previous version's effects and their enhancements just last for a few minutes before wearing off. However, in a manner similar to **Performance Enhancing Drugs**, even if you

aren't related to the Dark Squad, you managed to acquire a small bag containing a few dozens of pills (or candies) filled with these advanced enhancement drugs that will be replenished overtime if consumed at a rate of three pills per day, however, if the bag is lost or destroyed, you'll receive a new one after a month.

Custom Shingu (600 CP): One of the former Emperors, 400 years ago and a hundred years after the great civil war, attempted to create his own Teigu and try and create weapons that surpasses the original 48 using his own resources. However, this venture ended in failure, due to the fact that, despite being powerful in their own right, the newly-created weapons were not a match to the Teigu in terms of power, as well as possessing other flaws, and were thus then named Shingu. Due to the shame of failing on his objective, that Emperor kept his failure a secret and sealed these weapons in the secret storage of the Empire until the day they were recovered and gifted to the Elite Seven, however, one of the Shingu that isn't a known one ended up in your possession. By taking this option, you'll receive a new Shingu to customize on the **Teigu Builder Supplement**. Similarly to the option of purchasing a canon Shingu, you'll also already be able to wield your custom weapon safely as if you were specialized trained for it. This option can be purchased multiple times.

Military Items:

Military Uniform (100 CP): As any good soldier, you receive your own imperial military outfit, which doubles as an uniform and as a knight-like armor. In addition to being as protective as any mundane armor, it's also able to repair and clean itself, as well as reappearing in your Warehouse the next day if lost or destroyed. If you aren't affiliated with the Empire's military, you can choose your uniform to be designed after another army's uniform, such as Esdeath's personal army or the Revolutionary Army for example.

Personal Troop (200 CP): Each one of the Empire's general command their own troop or army and, even if you aren't actually a general or if you still lack the strength to be one, you've still been promoted and given the command over your own troop, formed by around a few hundreds of soldiers, with all of them being fully loyal to you and being more than willing to follow you even if you decide to abandon the Empire to join the rebels for example. These soldiers are around the level of the average Empire's front line soldier, however, a few dozen of them also have the potential to grow more powerful to become as strong as captains by themselves or even more powerful if they put their hands in something like the Teigu. Lastly, your soldiers will count as your followers.

Judgment of the Ten Heavenly Kings (400 CP): In order to enhance Seryu's combat potential without needing to focus only on her Teigu, Dr. Stylish created a set of ten powerful weapons, whose power nearly matches that of a Teigu despite being far more mundane in function and can be easily wielded no matter how comically large they are, as long as you're strong enough to hold them. The ten weapons, or Numbers, how they're named, are:

- **Number 1 - Shinkou's Ball of Justice:** A large flail that can take down a large number of opponents with ease.
- **Number 2:** Four missile turrets that usually stay attached to the user's back and can be used to send out a volley of missiles.
- **Number 3 - Sung Dynasty Blade:** A large sword with a giant blade attached directly to its user's arm.
- **Number 4:** An unnamed grappling hook gun made to improve the user's mobility.
- **Number 5 - Enma's Spear of Justice:** A large drill-like spear that is capable of mowing down a large number of opponents. It can be launched to be used as a long-range attack. It can also explode if necessary.
- **Number 6:** An unnamed giant armor-reinforced missile that explodes on impact.
- **Number 7 - Taizan's Cannon of Justice:** A long-ranged anti-tank rifle with high destructive power.
- **Number 8:** A gauntlet with a built-in missile launcher.

- **Number 9 - Justice City Detector:** The only of the Ten Kings that lacks a combat utility, being a gauntlet with a sensor system in the form of a radar that detects living beings in a certain area.
- **Final number - Chakravartin Furnace of Five Hells:** A last resort in the event of the user's defeat, The Final King is an explosive device that serves as a last resort in the event of the user's defeat, with destructive power so intense that it can lay waste to the surrounding environment such as a small valley. Normally, this device would be implanted inside the user's head, however, your version of it will be installed on one of the other nine weapons of your choice.

You can also use multiple weapons at once, such as Seryu's Justice Volley Fire technique that combines the Numbers 2, 7 and 8 for example. Optionally, these ten weapons may be also connected to the cybernetic limbs in your body you might have when you're wielding them, with them being enhanced to the point that these weapons are no more strenuous to use than regular weapons.

Arsenal of Teigu (600 CP): As planned by Najenda based on the information she had access to, in order to defeat Esdeath, it's necessary over a hundred thousands soldiers and at least ten or more Teigu users, as well as Akame wielding Murasame. Even if you aren't actually planning on facing Esdeath, you've already fulfilled (or are at least close to fulfilling) one of the three supposed requirements to defeat her. By taking this item, you'll be able to discount up to ten Teigu/Shingu/Meihou of your choice from the **Teigu/Imperial Arm** section, with 100 CP Teigu being free.

Hunter Items:

Garden of Pain (100 CP): You receive a particularly interesting garden, similar to the ones located on the Imperial Palace, that can become an attachment to your Warehouse or any other property you have, but what makes it interesting are the flowers it's filled with. Due to its components, these flowers with light blue petals, despite their beauty, cause extreme pain when applied in an open wound, being a great resource to be used for some light torture without leaving lasting effects. You can also find some way to isolate the flowers' chemical components in order to maximize their effects and utility.

Torture Chamber (200 CP): Either as an attachment of one of your properties or of your Warehourse, you receive the perfect room for interrogations and sessions of torture, filled with all kinds of mundane tools and instruments you can imagine and capable of even making a sadist like Esdeath to feel a bit envious that you have access to such a place. Additionally, the room is soundproof, so any sound below 130 decibels here inside will be completely suppressed, with louder sounds being relatively less suppressed according to its intensity, preventing the sounds of your victims from annoying others or making you look suspicious.

The Ice Cavalry (400 CP): As her second trump card, Esdeath created the Ice Cavalry, autonomous centaur-like ice golems equipped with ice spears capable of following her will, however, a few of them were freed from her control and ended up bounding to you, considering as their master. You're now in control of a squad of around a thousand of these ice soldiers, with each one of them being formidable on their own as their strength is considerably that of the average front line soldier. Despite their autonomy, they're still mere ice golems that follow your will so they lack an actual mind and emotions, meaning they'll keep fighting for as long as you want them to fight. Lastly, despite not being your followers due to their nature as mindless golems, each soldier destroyed in battle will be replaced by a new one after a week.

Contained Artificial Disaster (600 CP): The Supreme Teigu was a weapon capable of laying waste to the entire Imperial Capital, however, Esdeath wielding the very peak of the Demon's Extract's power became an existence capable of attacking the very world and its lands to the point of basically being compared to a natural disaster with a consciousness when she engulfed the whole continent in a cataclysmic ice storm by absorbing the energy stored on her Ice Cavalry and using her third trump card, Ice Commander in Chief. However, she wasn't the first one attempting to use such a power, as a former user of the same Teigu, consumed by its violent urges, attempted to use all of their spiritual and physical energy to do the same feat but were stopped by other Teigu users before they succeeded. Although, their power ended up being stored within a fist-sized, crystallized orb that you managed to acquire a long time later. This crystal, when broken, will release all of its stored power into the atmosphere, effectively creating an artificial Russian Winter capable of engulfing a land mass as large as a whole continent for several years, having

essentially the same effect as the Ice Commander in Chief technique but without being restricted to the user needing to stay alive to keep it working. If used or lost, you'll receive a new crystal at the beginning of the next jump or a decade later, whichever comes sooner.

Politician Items:

True Plague (100 CP): Aria's mother is a peculiar type of sadist that finds pleasure in infecting others with diseases, especially with her favorite one apparently being the Lubora disease that was Ieyasu's cause of death. Even if you aren't a monster like her, you receive a vial containing the virus responsible for causing the Lubora disease. Some of the disease's symptoms include skin lesions and internal bleedings, making it capable of killing an individual in a few days or even less depending on their current situation. While the virus being mundane and treatable, it's still useful for some due to its high lethality when untreated and its low transmissibility. Alternatively, you can also use your sample of the virus to develop better treatments or even a vaccine to combat the disease.

Mermaid's Flesh (200 CP): According to Wakoku's legends, the meat of the freak Mermaid has the ability to slow down the aging process and extend the lifespan of whoever eat them, to the point to allowing someone to live close to one hundred of years in a time when others die before reaching sixty or even allow them to live up to close to two hundred of years in better conditions (or even longer if the one that eat it had a longer lifespan than that of a regular human). However, this only grants them longevity, not actual immortality. Despite Mermaids not being a kind of Danger Beasts usually found on the continent, you still managed to catch one of them, acquiring around twenty small pieces of fresh Mermaid's meat, each one of the pieces capable of granting longevity to one person that fully eats it. Each piece of meat will be replenished yearly if lost or consumed. A certain king on Wakoku would love to put his hands on one of these pieces of Mermaid meat if they discovered you had them.

Imperial Metal Supply (400 CP): During the creation of the Teigu, several high quality materials were gathered by the Empire, including a rare alchemical super steel called Orichalcum from which many weapon and armor-type Teigu were forged from. From what is known, Orichalcum is an extremely resistant to the point that even a regular sword with a blade made of it can effectively match most Teigu when it comes to durability, as well as being malleable and adaptable enough to be used on the most varied ways, with this property being the reason of why it was the perfect material to produce the Teigu as it's perfectly compatible with the process of combining it with biological material taken from Danger Beasts. Furthermore, the weapons forged from it are capable of staying in pristine condition, with blades staying sharp as if they were new, even after being constantly used for an entire millennia. You receive your own self-replenishing supply of pure Orichalcum, totaling about a few tons of the metal in the form of several ingots that you can use for anything you want to.

Your Own Kingdom (600 CP/1000 CP): You're no mere noble or politician, but you're the actual ruler of your own land instead, giving all the benefits and duties of a king/queen. For **600 CP**, your kingdom will have around the same size as Wakoku's twenty two nations and a level of development and wealth of resources on par with Tenrou, but, alternatively, for **1000 CP** instead, your kingdom will be far bigger, being a nation on par with the Empire itself, rivalizing with it as the world's second greatest nation when it comes to military power, wealth, development, culture and population, only staying behind it due to your country lacking superweapons such as the Teigu by default. Regardless of your choice, your kingdom will be located in a region considerably distant enough to not have a direct border with the Empire and thus preventing your nation from being almost immediately targeted by it. Lastly, your kingdom, its population and its army will follow you to future settings, appearing somewhere in your starting world and retaining modifications.

Doctor Items:

False Plague (100 CP): During his time working with the Group of Terror, Dr. Stylish created a drug that simulated the Lubora virus, causing the same symptoms of the virus and giving mild sickness to its victims, with the effects eventually disappearing after a few days and the victims returning to normal without any sequelae. You receive a vial containing a few doses of the drug, as well as the instruction to produce more of it if you want to.

Personal Laboratory (200 CP): What is a doctor or alchemist without a proper laboratory to do wonders with their science/alchemy? Definitely still a brilliant mind but this doesn't matter now. You have access to a proper laboratory, on par with the ones used by Dr. Stylish and Dorothea, with high quality materials and state-of-art equipment that the Empire can have access to, including tank-like tubes to contain living organisms in stasis. The quality of your laboratory's equipment will also automatically update itself to maintain cutting-edge tech whenever something new becomes available to the public and will update if you go to a more technologically advanced setting. Lastly, your laboratory can become an attachment to your Warehouse or to any of your other properties.

Danger Beast Doses (400 CP): You receive a small container filled with ten syringes, each one of them filled with a red, drug-like liquid. This liquid is a serum created by Dr. Stylish as his second Trump Card to be used when cornered by his enemies. When one of the syringes is fully injected into someone, it mutates their body, causing it to begin to grow lumps until turning them into a 20-foot-tall humanoid Special Class Danger Beast, however, the user will still keep their original human body glued to the beast's head where they can control them like a "mecha robot". Depending on the user's compatibility, the resulting Danger Beast might be weaker or stronger, to the point that it might even have the ability to grow stronger and evolve by devouring, like the case of Dr. Stylish when he used the serum on himself. The serum will still work if only partially injected, however the result will not only be inferior in power but also considerably more unstable and dangerous to the user themself, so a syringe will fully work in just one person. The syringes and their container are replenished yearly if used, destroyed or lost.

Philosopher's Stone (600 CP): The Philosopher's Stone can be described to lay people as an ultimate, super item of sorts, capable of manipulating all sorts of unprotected physical materials including the Teigu themselves, being incredibly valuable as there are only two in existence, yours and Dorothea's. By Implanting the Philosopher's Stone into a person, it would also make them immune or near immune to the active effects of a Teigu and other harmful substances, as it'll passively sacrifice something in order to recover the host's body, so you may have to have something else implanted in them to serve as sacrifice to save them from otherwise lethal strikes, such as sacrificing excess biomass in order to survive Murasame's curse for example. Alternatively, by implanting the stone into a tool or weapon, you

can more precisely and directly wield its material manipulation, allowing you to alter the shape of the terrain, objects or even the bodies of your enemies if you directly touch them, making it also useful as a weapon in battle. Additionally, due to the artifact’s property, it’s extremely useful when it comes to modifying living beings due to its capacity to alter biological material manipulation and also to enhance your own abilities related to alchemy, including those from other worlds. If lost or destroyed, you’ll receive a new Philosopher’s Stone after a year.

Foreigner Items:

Basic Model Meihou (100 CP): The technique behind the creation of weapons imbued with organic materials taken from living beings that keep their special properties and abilities is an age-old art mastered by Wakoku's numerous smiths and sword forgers, as seen by their capacity of creating Meihou through their legendary techniques and immense smithing technology.
Usually forged and created for the Elite Military Leaders in each of Wakoku's twenty two nations, the Meihou are unique weapons that share many similarities with the Teigu despite being considerably weaker, as their strength and capabilities are determined by the quality of the raw materials used on their production. However, there are two main types of Meihou, the Basic Models and the High Grade Models. The Basic Models are simpler Meihou, that despite their durability and quality matching that of weapons forged from Orichalcum, still lacks any unique powers or abilities due to the materials used on their creation being taken from lower class beasts, as well as not requiring to be compatible with their user nor consuming their energy to be wielded. You receive one of such Basic Model Meihou, taking the form of any melee weapon of your choice, such as a spear, a scythe, a sword or any other you prefer.

Monstrous Homunculus (200 CP): Either by being one of Dorothea's allies or by looting one of her laboratories, you managed to acquire one of her creations, a wand-like item capable of summoning a beast created through alchemy by drawing a symbol utilizing some substance, be it some regular ink or even blood, and placing the wand on it. When this ritual is done, the symbol and the hand will begin to release massive amounts of black miasma, which will be then shaped like a beast with many eyes and mouths, with strength on par with a Special Class Danger Beast and absolutely loyal to you. In addition to its physical strength and large size, this creature's body has some degree of regeneration due to being mostly composed by the released miasma which also has acidic properties that slowly corrode skin and clothes of its victims. If the creature is destroyed, the wand will become darkened and empty, taking around half an year to be refilled and become able to summon another creature to serve you.

Egg of the Beast (400 CP): During your journey, you've found the giant egg of a Super Class Danger Beast, of a kind of your choice, that remains hibernating in a stasis-like state, without requiring any source of sustenance and being unaffected by aging while as an fragile embryo, waiting for the right conditions to be born, that is, being completely covered by blood from any source. When the condition is fulfilled and the egg hatch, it'll imprint in the first person they see as their parent and will obey all of their orders, having enough intelligence to even understand mildly complex commands, as well as quickly maturing in a few hours and becoming a Danger Beast on par with a living Death Tagool, a beast whose even its reanimated skeleton already had enough destructive power to change the terrain of a valley with

an single energy shot. This Danger Beast will count as your follower and you'll receive a new egg after a decade the previous one hatched.

Custom High Grade Model Meihou (600 CP): Unlike the Basic Models, the High Grade Meihou are specially created and crafted using more advanced techniques and with higher quality materials in order to ensure that the unique abilities and properties of the Danger Beast used in their creation is passed on to the weapons themselves. This model, that is closer to the Shingu and Teigu in terms of power, is usually given to only the highest commanders of the various military armies of the 22 nations of Wakoku, however, you still managed to acquire one of such High Grade Model Meihou, being able to customize it on the **Teigu Builder Supplement**. This option can be purchased multiple times.

Danger Beast Items:

Basic Freak Repellent (100 CP): There are a few materials that serve as natural repellent for certain Danger Beast species, such as iron that repels Kappa freaks. What you're receiving here is a spray bottle filled with a liter of an extract made out of several of these materials, serving as a repellent for basically every Class 4 and 3 beasts as well as other mundane animals that aren't stronger than a traditional lion. A single splash of the repellent lasts for one or two hours before wearing off and allowing Danger Beasts to come closer to you again. The bottle is refilled monthly.

Natural Layer (200 CP): A desert valley, a forest with a tranquil river, a large lake or even an uninhabited island, regardless of its exact nature, you managed to find your own little sanctuary of preserved nature, located in the wild areas of the Empire and with the size of up to a small island, that you claimed as your territory, with other wild beasts being innately aware of this fact and avoiding to stay in such a place if they don't have your permission or if they wouldn't normally be willing to challenge. While this place is mundane, it's a great resting place for a Danger Beast such as you, as well as being useful if you want to do anything within this mostly untouched land. Lastly, your territory will follow you along your Chain, reappearing in a random place in future jumps as well as retaining any modifications done to it.

Jumper's Extract (400 CP): The Demon's Extract is a special type of Teigu, created by extracting the lifeblood of a Danger Beast and formed into a liquid that has the capacity of granting its power to the one that consumes it. The methods involved in the creation of such an artifact is possibly even more advanced than the ones used on the other Teigu, however, you managed to produce enough of a similar extract to fill a chalice but using your own power instead of another Danger Beast. You can choose any one of your perks, from your weakest ones until that very overpowered one I know you're thinking about, to be contained in this extract that then can be granted to others that drink at least one glass of it.
Unfortunately, there are certain limitations, as the more expensive the perk is, the more violent urges, more corruption and more insanity inducing effects the extract will cause on those who drink it. Perks that cost 300 CP or less can safely be consumed by most people, while those that cost 800/1000 CP or more would already require someone with a mind as strong as Esdeath's to resist its effects. Finally, perks that cost 2000 CP or more would require the strongest minds and wills to be safely tamed. Even if someone has some capacity to nullify the insanity/corruption caused by the extract, if they lack the spiritual/mental strength and willpower needed to tame it, they'll find that the power they receive will be greatly or even unusable at all if the difference is too great.
Lastly, once per decade or jump (whichever comes sooner), the chalice will be refilled and you'll have the chance to switch which perk the extract will contain. A last piece of advice is to safely guard the chalice as anyone that drinks its content can receive the perk contained on it if they fulfill the requirements.

Legendary Material Supply (600 CP): A millennia ago, to create the Teigu, the First Emperor ordained his forces to gather legendary materials, mainly the body parts of the most dangerous Special and Super Class Danger Beasts. However, currently, if someone wanted to create their own Teigu-like weapons or for some other similar purpose, it'll be considerably harder for them to gather materials of the same quality, as most Super Class beasts already went extinct with a few rare creatures still free in the wild. However, this isn't a problem for you, as, by taking this item, you'll acquire a stable source of materials taken from dangerous beasts and other several different species with useful traits from all over the world as well as from any other future world you visit. Such materials include, but aren't limited to, their fur, leather, special organs, bones or even their entire preserved corpses in the case of weaker beasts, as rarer and more powerful beasts will have fewer and smaller materials taken from them.

In the Lobotomy Corporation world, expect to see a lot of materials taken from lower classes Abnormalities and Distortions while just a few organs and limbs taken from the Aleph Class Abnormalities and potentially even less from the higher ranked ones like Apocalypse Bird and WhiteNight. In the SCP world, you can still receive several materials from anomalies like the SCP-682 but don't expect to receive more than a small piece of flesh taken from Yaldabaoth. There are just some examples of the materials you'll receive in future worlds.

Of course, the materials are limited, but they're replenished at the beginning of every jump or after a decade, whichever comes sooner. Lastly, by the default, these materials will be preserved and contained inside a special room that will become an attachment to your Warehouse.



Teigu/Imperial Arms!

The Teigu, or Imperial Arms, are mysterious, rare and extremely powerful relics, which only the strongest of warriors are able to wield, but, in exchange, it gives them the power of a thousand warriors. Some have the appearance of equipment or weapons, while others even appear to be living creatures.

They were created on the instruction of the First Emperor, who feared that the Empire he had founded would eventually fall. To prevent this, with the absolute power and limitless fortune he possessed, he hired the greatest scientific minds throughout the world to make strong weapons and defenses and also gathered many materials of the highest quality, such as the ultra rare metal Orichalcum and parts of Super and Special class Danger Beasts, as well as using ancient techniques and secrets from other civilizations, like the mystics of a now-lost nation to manipulate and control space and Wakoku's legendary techniques and immense smithing technology.

As the result of their efforts, a set of 48 Teigu were created, with each weapon having been uniquely constructed in its own unique process, but almost half of them were lost during a civil war about five centuries ago. Many Teigu were created from the remains of Danger Beasts that had unique powers, imbuing them with special abilities and attributes, with the raw materials used on their creation potentially determining their strength and capabilities.

As mentioned before, only the most powerful warriors could use the Teigu as they're usually powered by the user's spiritual energy and physical endurance, with some being more draining than others. Furthermore, to use a Teigu, one must be compatible with it, as, even if a user is strong enough to wield it, it can still reject

them and cause some degree of harm to them. Normally, a user's first impression of it affects their compatibility, but some Teigu also have special requirements it “seek” on their users.

Furthermore, there is an ironclad rule among its users that every person can wield only one Teigu, since a single Teigu requires a considerable amount of mental and physical strength in order to be controlled. So, if someone were to use two Teigu at the same time, they would be destroyed by it. However, it is not outside the realm of possibilities to utilize two Teigu at once, should the user be compatible with both Teigu and have the physical strength to withstand the burden.

In this section, you can purchase the canon Teigu to receive copies of them that work exactly as their originals, so purchasing a Teigu won’t take the original one from their current user. Each Teigu you purchase will count as your items and will also be fiat-backed, as well as being guaranteed that you, your Companions and whoever you want will be perfectly compatible with it.

Lastly, you’ll notice that some of the available options here aren’t Teigu, but actually Shingu instead, being marked with an * after their names. Another Emperor, 400 years ago and a hundred years after the civil war, attempted to create his own Teigu and try and create weapons that surpasses the original 48 using his own resources. However, this venture ended in failure, due to the fact that despite being powerful in their own right, the newly-created weapons were not a match to the Teigu in terms of power, being nowhere as powerful as the stronger Teigu, and were thus then named Shingu. While some of the Shingu can be a match to a few Teigu in the right hands, all of them tend to have more severe side effects and being noted to have a severe danger or usage limit in its activation and places an immense strain on their users' bodies that could seriously and irreversibly injure the wielders if you haven’t undergone specialized training to use that specific weapon. If you choose to take a Shingu, you’ll also already start as able to wield it safely as if you were specialized trained for it.

The Mysterious: Adayusu (100 CP/300 CP): Like many Teigu that were during the civil war, this scythe Teigu ended up in the rural countryside, with all of the records of its previous users being long gone and thus causing its abilities to be shrouded in mystery, however, there are versions of this Teigu available for you.
For 100 CP, you’ll receive a replica of Adayusu as it was shown in the story, being sharp and durable on par with other similar melee weapon-type Teigu as well as having the capacity to fold its blade close to its pole to increase its defensive capabilities, however, it’s just this, with none special ability at all.
Alternatively, for 300 CP, your replica of Adayusu will now actually have its own mysterious trump card, but such special ability is unknown for everyone, so it’ll be up to you to discover what it is and if it’s something actually powerful or if it’s just slightly useful.

Sidewinder* (100 CP): Taking the form of a long whip-like object with a snake-patterned handle, this Shingu moves in accordance to its user's will in a way similar to a snake, not only allowing for tricky moves but also making it considerably unpredictable, however, precisely due to its unique combat style, this whip can be difficult to maneuver, requiring some time to familiarize with it before being able to effectively use it in combat. Lastly, this Shingu shares its traits with Kyoukotsu's Meihou Spear, as they were possibly made using the same kind of Danger Beast.

Trisula* (100 CP): The Trisula is a spear-type Shingu that resembles either a Chinese Guandao or a Japanese Naginata, with its most prominent feature being its ability to extend its shaft, which allows for surprise attacks and long-range combat, with its maximum size allowing the user to even cross a wide ravine.

Yocto-bottoms* (100 CP): The Yocto-bottoms is a Shingu that takes the form of a pair of trousers, more specifically its fabric, capable of increasing the user's acceleration and leg strength. However, unlike Teigu that also enhance their users' physical abilities, the Yocto-bottoms' enhancement isn't so significant, the user's strength is still important in combat.

Glorious Hands of God: Perfector (200 CP): One of the few Teigu with basically no combat utility, this Teigu in the form of a pair of hands have the ability to increase the speed and precision of the user's fingers by several hundredfold, which, while not directly useful in battle, makes it an excellent tool for doctors and alchemists, as it can be used to to increase development within their research and experimentations in different areas. It also allows them to perform surgeries quickly and flawlessly, with the speed enhancement even allowing a skilled surgeon to basically heal any injury on their patients short of death.

Phantasmagoria: Gaea Foundation (200 CP): As a Teigu in the form of a cosmetic case, it enables its user to take the appearance of whatever living creature they desire, even animals, such as cats. While it can't be used to copy any supernatural ability, when assuming an animal appearance, it grants them the ability to mimic this specific animal's natural abilities, such as a bird's flight and a lion's sharp fangs for example, however, mimicking a mundane bird and flying for several minutes is extremely exhausting even for experienced users. Additionally, the Gaea Foundation can also be used to transform the user into plants, such as disguising them as an immobile tree to escape from pursuers.

L'Arc Qui Ne Faut (200 CP): This Teigu consists of a quiver, which is used to holster arrows, and a bow, which can be used to even fire multiple arrows at once. But its actual special ability is that, by calling out the target's name while firing, the arrows, regardless of the direction they're fired, will seek out the target with remarkable speed for an infinite amount of time, effectively sharing its unique abilities with the Meihou of Mizuchi and Prometheus. These arrows can seek out their target as long

as they stay within the Teigu's range or until coming into direct contact with their intended mark, but the projectiles can also be stopped if their trajectory is intercepted. This Teigu essentially gives anyone the ability to act as a competent sniper, making it become known as the bow which never fails or, at least, never fails when its target isn't Esdeath.

Prometheus* (200 CP): These dual pistols have the ability to cause the trajectory of its bullets to twist and turn according to the user's will and are capable of an array of different forms of firing, effectively sharing its unique abilities with the Meihou of Mizuchi and the L'Arc Qui Ne Faut. However, unlike the Teigu, the Shingu possesses a limitation, as, when used many times in a row, its accuracy declines considerably, making the timing of its uses critical in combat.

Military Music Dream: Scream (200 CP): A flute Teigu made to support troops and weaken enemy groups, being capable of freely manipulating the emotions of those who hear it using hypnosis. Its emotional manipulation can be used in many ways, like raising morale on the battlefield or decreasing willpower to make all people who hear it lose energy, however, its effects can be countered by experiencing pain due to it breaking the hypnosis. Even when using its music is out of option, its user won't be completely out of other options, as the Teigu can be used as a blunt weapon by splitting it into two different parts.
Lastly, the trump card of Scream, the **Advent of Fierce God**, is a form of self-induced hypnosis which serves to increase the user's muscle mass and strength, as well as dramatically bolstering one's combat ability, by releasing a melody from the Teigu. Its effects are comparable to the physical enhancement granted by the Balzac, as both release the user's physical limiters, however, this ability is more exhausting and can't be used too often.

Moonlight Sword Dance: Shamshir (200 CP): Originally lost somewhere in the eastern seas after the civil war, Shamshir is a curved-blade Teigu that is capable of creating razor-sharp air currents with each swing of its blade via movement pressure. These aerial blades can be very destructive and capable of ripping people apart with ease at their peak of strength, however, their power is dependent on the lunar cycle (and on the existence of at least one Moon-like natural satellite in other worlds other than Earth), being at their strongest during the full moon and at their weakest during the new moon.

Double Bladed Axe: Belvaac (200 CP): This double-edged axe Teigu contains a tremendous amount of offensive power and that can only be wielded by someone with a very high level of strength due to its weight. Furthermore, Belvaac can be separated into two axes that can be thrown and, similarly to the L'Arc Qui Ne Faut's arrows, will pursue a chosen target until they hit or are intercepted. Additionally, anyone can carry it without needing to worry about suffering any of the possible side effects from incompatibility as long as they didn't use it as a weapon or Teigu.

Blood Collection: Absordex (200 CP): This accursed and particularly cruel Teigu, Absordex, takes the shape of teeth or fangs that are fixed on the user's mouth, which can be used to bite enemies in order to drain their blood and consequently kill them. The victims' bodies shrivel up, becoming mummified in the process, while the user's strength and regenerative abilities will become enhanced after absorbing their blood. However, keep in mind that these enhancements after consuming someone's blood won't be too significant, as this Teigu's current user, Dorothea, has several body modifications that further enhances Absordex's effects. Lastly, a curiosity: the taste of the blood drained by Absordex varies depending on the victims: with the blood of someone at the peak of their health containing the highest amount of nutritional value while a normal death row inmate's blood will possess a small amount of taste.

Unnamed Teigu: Trap Teigu (200 CP): Normally wielded by the Imperial Palace's elite bodyguards, this unnamed Teigu in the form of a bracelet is pretty peculiar, having the ability to create and arm traps on the floor/walls/ceiling, as well as remotely activate them by pressing its panel buttons. Some of its traps release multiple bouncy balls, multiple spears from the ground or even release multiple arrows, which then release a poison gas. There might be more types of traps but it needs experimentation to discover them. Furthermore, creating a trap takes time and preparation, so the user can't create and arm new traps in the middle of the combat, needing to rely on the ones they previously prepared.

Crushing King* (200 CP): This arm-brace/gauntlet Shingu have the property of granting superhuman strength to its user, making even an average human capable of crushing boulders and bending metal with ease, but, in addition to the immense strain it puts on its users due to being a Shingu, it can also damage its own user if used improperly, so caution is advised when wielding such a weapon.

The Complete Book Of The World: Rongo Rongo (200 CP/400 CP): Knowledge is a form of power and this specific form of power is exactly the basis for this Teigu. The book-type Teigu, Rongo Rongo, contains the greatest collection of knowledge regarding this world, possessing every single map in the world, with the information about the Empire's territories being especially detailed and including every detail about its mountains and lands, as well as also contains extensive information regarding every continent and country, allowing someone to study and learn each nation's native culture and language using this information for example. It even contains some information regarding the Teigu themselves, from their abilities to their origins. Additionally, its "trump card" is located on its last page, where there is a prediction of large scale natural disasters that will happen in the future years. Furthermore, its pages can alter their content as needed, allowing the book to expose a virtually unlimited amount of knowledge in a limited amount of pages. and, as it's still a Teigu despite being a book, it's probably only readable for those that are compatible with it.

For 200 CP, you'll receive a replica of the Rongo Rongo with these exact abilities and wealth of knowledge, however, if you prefer, for 400 CP instead, you'll receive an enhanced version of the book, one that updates itself to add similar information regarding each future world you visit.

Omnipotent Five Sights: Spectator (300 CP): The Spectator is a Support-type Teigu in the form of a headpiece with a large eye attached to it, which grants to its wearer five different abilities related to sight. These five abilities are:

- **Insight:** It can be used to read an opponent's mind and thereby predict their next move, greatly increasing the user's combat prowess. Despite this, the user must be in peak physical condition to fully make use of this advantage, as a physically superior opponent can still overwhelm and defeat them.
- **Farsight:** This ability was used to search for things and seems to allow the user to have long-ranged vision, as well as making them able to see things clearly no matter the conditions
- **Clearsight:** It also gives the user the ability to look through solid but thin objects. While this doesn't allow the user to see through dense walls, this ability is usually used to look through clothing, being useful to see if there are any hidden weapons or if the user is a pervert.
- **Foresight:** The Spectator's vision isn't limited to the present, but it can also see the future. Well, sort of, as, by seeing the smallest muscle movements of their target, the user can see what will be their next moves and predict their attacks.
- **Illusion Sight:** The Teigu can cast an illusion that causes the target to see their most precious person before their eyes. For the one trapped in it, the illusion is absolute, even more it needs some time for them to actually realize that they aren't seeing the reality, and can't be broken without some external psychic interference unless they actually attack the one they love most within the illusion.

Cutter of Creation: Extase (300 CP): One of the most curious weapons that can be found in this world, literally taking the shape of a giant pair of scissors with a panda bear sticker on one of its handles. Despite looking weird, Extase is extremely sharp and is said to be able to cut through any material, including the armor Teigu Incursio, which was supposed to be unbreakable, with materials that offer resistance against being cut being harder to cut through them. It's also very sturdy, having the greatest durability among all of the Teigu, allowing its wielder to use it for defense as a shield capable of withstanding powerful blows from mighty Teigu like Hekatonkheires and maybe not even the Supreme Teigu could destroy it. Despite its offensive and defensive power, its trump card, which apparently is also named **Extase**, is a more support focused ability as it emits a bright flash of light for a short period of time that blinds opponents without obscuring the user's vision. This ability, while lacking direct combat usage, is still very useful for distraction.

Infinite Uses: Cross Tail (300 CP): Being arguably one of the most, if not the most, versatile among all of the Teigu, Cross Tail is a Teigu that takes the form of gloves with metallic fingertips with wire threads running through them. The Cross Tail's threads were created from the body hair of a Super-Class, dragon-like Danger Beast that lived in the Eastern region's mountains, high among the clouds and they can be used in various ways to attack, defend against, or immobilize opponents, being most effectively used by someone with a lot of creativity. Beyond merely wrapping targets and opponents, the wires can be used in several different ways, such as creating a perimeter used to detect enemies who crossed through them, to arm traps, to form into melee weapons such as spears, to wrap around the user's body as armor, to be controlled inside of an enemy's body to target their internal organs or even to literally re-attach the limbs of someone capable of regenerating them such as the Lionelle's user. Additionally, Cross Tail's trump, **Realm-Cutting Thread**, card isn't an actual special ability but a different, stronger type of thread, originated from the stronger parts of the original Danger Beast's body and thus superior to its regular wires, being incredibly sharp and durable/strong enough to even restrain a Grand Chariot's user for a small amount of time. Unfortunately, the threads aren't infinite, however, the replica you receive by purchasing it will start with enough material to be used for an millennia before running out of thread and its wires will be replenished at the beginning of every jump/decade.

Purgatory's Invitation: Rubicante (300 CP): An Elemental-type Teigu and one of the few of them capable of creating its respective element, taking the form of a flamethrower with the ability to create a stream of flames whenever activated, gaining its power from the integrated large cylinder which acts like a jet engine turbine by aerial suction and heating the air. Its flames are so intense that they could not be extinguished by normal means in a manner similar to napalm, even if submerging oneself in water, burning until the target was killed by them or until there is no more fuel for them to consume. In addition to usually working as an average flamethrower by spraying flames at a small to medium range, Rubicante's trump card, **Magma Drive**, allows it to fire individual blasts of concentrated fire at the target, giving the Teigu longer range capabilities than usual. Finally, as a last resort, the cylinder on it can be set to explode by pressing a button, causing a huge explosion, but also destroying the Teigu and also the user if they don't manage to escape or protect themself in time.

The King of Beasts Transformation: Lionel (300 CP): The Secret Arts used by the Gravekeepers' ancestors, which gives them the capacity to change and morph parts of their physical bodies into those of a specific animal, were adapted and used by the ancient alchemists of old to create Teigu, more specifically the belt Teigu Lionel (or also called Lionelle). When worn by a compatible user, Lionel can transform them into a lion beast/human hybrid, greatly increasing one's regeneration, physical strength and speed to animalistic levels, as well as greatly amplifying their five senses, specially their sense of smell, to enable scouting and grant the ability to

locate specific individuals over a long distance. Furthermore, some personality traits can be affected as well while wearing it, even when Lionelle isn't active.
Additionally, Lionel's trump card is **Regenerator**, which grants its user high-speed regeneration. The exact limits of this regeneration are unknown, but it's capable of fully healing a removed eye while missing limbs need to be reattached in order to be healed.
Last but not least, during very specific circumstances, such as the Teigu being destroyed or after decades of mastery over it for an average user, Lionelle can fuse with its current wielder instead of merely transforming them, turning them into a more animalistic hybrid with greater strength, however, at the cost of them losing their regeneration and thus preventing previous wounds from being healed.
This transformation, when controlled, can be undone at will without them needing to worry about dying due to its consuming all of their lifeforce or about being possessed by the Teigu.

Chaos Throw: Big Leaguer (300 CP): Another versatile Teigu, this time with power over the elements. The Big Leaguer is constituted of six baseball-sized orbs that usually stay floating around the user, but, when thrown, they're activated once they hit something, releasing the element they're imbued with. Each one of the six orbs that compose the Teigu is imbued with a different element, with them being the following: the Storm Orb (creates a large whirlwind), the Explosion Orb (causes a massive explosion), the Flame Orb (incinerates the victim on contact), the Ice Orb (freezes any opponent it touches), the Lightning Orb (stuns opponent with an electric jolt) and, last but not least, the Rot Orb (capable of eroding away whatever it hits). Each effect can be incredibly powerful if used correctly, but keep in mind that the speed and accuracy of each orb basically depends on how skilled the user is at being a baseball pitcher. Once the orbs are thrown and their abilities are used, they'll then return floating to the wielder's hand.

Unnamed Teigu: Vibration Control Teigu (300 CP): This scary staff with a human-looking skull on its tip is one of the lesser known Teigu in possession of the Revolutionary Army. This unnamed Teigu has the ability to vibrate at very high frequencies and manipulate the generated vibrations, allowing it to release destructive shockwaves capable of even cracking the ice generated by Esdeath and to enhance the staff and other weapons' offensive power, as well as possibly being able to cause vibration resonance by vibrating in the natural frequency of its target in order to damage it and make it more susceptible to its physical strikes.

Rare Suit* (300 CP): Taking the form of a suit of armor, the Rare Suit's main ability is soil/earth manipulation as it was possibly made from an Earth Dragon. In the same way as other elemental-type Teigu, the Rare Suit is unable to create soil/earth out of nothing, but it's able to manipulate the preexisting soil around it. Some of the feats possible for this Shingu are creating constructs out of earth, such as statues and walls, and burrowing underground as if it was a liquid, which can be used for

movement, to search for rare minerals underground and to even surprise attack foes unaware. Additionally, when underground, it also grants a certain degree of seismic sense, allowing the user to locate themselves. Lastly, using its abilities puts a great strain on the user's body and can cause damage on them if overused.

Water-Dragon Sword* (300 CP): Six centuries after the creation of the belt Lionel, the Gravekeepers' Secret Arts were once again utilized by the Empire to create a new weapon, this time a Shingu, the Water-Dragon Sword. In addition to the Shingu being a high quality broadsword, when activated, its special ability allows the user to become extremely powerful for three minutes by giving them Water Dragon's characteristics, like causing their hair to grow much longer and their eyes to become slitted, as well as enhancing their physical condition on a level considerably above that of Lionel's transformation ability. Unfortunately, such a power comes with a cost, as the user will become extremely fatigued after that time limit is expired and using it multiple times a day may cause irreversible damage to them.

Power Surging: Balzac (300 CP): It's a pretty known fact that there are several limiters on the human brain and body that prevent them from being used at full capacity in order to avoid damage, however, the Oarburgh clan developed a special technique/training method that allows its members to remove the human brain's natural limiters on their bodies, giving them peak human physical attributes, but even this technique doesn't bring out their full power. However, this mask Teigu goes even beyond the effects of the Oarburgh clan's technique and affects both the body and the mind. When worn, Balzac can tap into the wearer's body and mind in order to unlock their potential by 100%, giving the wearer super speed, super strength, enhanced endurance, lightning-quick agility and other above peak human physical attributes, as well as unparalleled intelligence. However, as you may think, the mask's enhancements are based on the wearer's current power and limits, as it doesn't actually make its user more powerful, just allow them to use their power to the fullest.

Great Tremor: Heavy Pressure (300 CP): Some Teigu have special requirements they seek on their users, but one of the most peculiar ones in this category is the Heavy Pressure, a microphone-type Teigu that seems to have a preference for users with an energetic, quirky personality and a penchant for bunny ears. The Teigu is able to amplify the user's voice and turn it into ultrasonic waves of different strength depending on the output level chosen by the user, being capable of pulverizing enemies by shattering their bones at its full power output. Additionally, Heavy Pressure's trump card is known as **Nasty Voice**, which alters its voice amplification to cause realistic hallucinations to whoever it is used on with a wave of sound.

Unnamed Teigu: Divination Teigu (400 CP): Despite having little to no utility in the middle of combat, this wand is definitely still a fearsome Teigu, possessing the ability to predict/detect the direction of "bad luck", "calamity energy" or whatever negative

force is behind misfortune itself, effectively letting its user to make predictions of the future when it comes to disasters, enemy attacks, diseases and other similarly negative events. Despite being limited to predicting misfortune instead of precise events, or maybe specifically due to this limitation, its predictions are incredibly accurate, even surpassing the Lord of the Path of Peace's prophetic visions when it comes to accuracy. In theory, a fighter wielding this Teigu could use it in battle to detect their enemies' bad luck in order to find openings and opportunities to attack them, as well as predicting their misfortune to discover when they must flee.

Water Dragon Possession: Black Marlin (400 CP): This ring, created using a body part of a dangerous aquatic beast that had the ability to control water, is capable of granting its user the ability to control any water and water-based liquid around themselves, including blood and poisons diluted on water/blood, by doing simple hand gestures. It can manipulate huge amounts of water to form even gigantic constructs, however, it only functions in the presence of exposed water or any other form of liquid around, being unable to actually create water out of nothing and to control it within closed containers, such as enemies' bodies for example. Lastly, the Black Marlin's trump card, **Blade of Blood**, allows the user to manipulate their own blood once they bled through an injury, making them able to harden and shape their own blood in the form of spikes, needles or more commonly blades to cut the opponent, with these blades being strong enough to clash with a Teigu.

Magical Beast Transformation: Hekatonkheires (400 CP): Don't judge a living weapon by its initial cute appearance, as this biological, autonomous Teigu, which might initially resemble a small cute dog, is able to assume a monstrous form when ordered by its user, growing to a much larger size, greatly increasing its strength and durability, as well as having the ability to also grow large, muscular arms to furiously unleash a volley of destructive punches. Furthermore, like any other biological Teigu, Hekatonkheires is able to regenerate if damaged, unless its core, an orb located within its head, is destroyed.
It's also able to sustain itself and its abilities by consuming large quantities of food and even has its own trump card, **Berserk**, which would evolve the Teigu into a more bestial form, further enhancing its physical abilities. In this form, Hekatonkheires' roar alone becomes powerful enough to stun opponents. Unfortunately, in addition to the strain caused by this form, if overused, the Teigu may overheat and even become unusable for a few days.
Finally, while it isn't an innate property of Teigu but result of Stylish's modifications, your replica of Hekatonkheires will also possess an personal storage within its body, allowing it to store even large weapons such as Judgment of the Ten Heavenly Kings, that can then be retrieved back from its mouth.

Thousand-Mile Flight: Mastema (400 CP): This Teigu takes the form of a pair of floating discs that sprout feathery wings which give the user the ability to fly for a limited amount of time, capable of flying with high maneuverability and at high

speeds to the point that the user will be able to easily catch up to an Air Manta, as well as giving them the ability to hover. To attack, the Teigu also enables its user to shoot its feathers or launch one of the wings toward enemies, both easily capable of piercing through flesh, but, due to its attack method, Mastema is only effective when attacking at a long distance and is at a disadvantage in close range, however, to counteract this weakness at close range, there is its trump card, **God's Wings**, which alter the wings to be formed out of an ethereal substances rather than its usual feathers, giving them the ability to reflect an opponent's attacks and to act as a protective shield. It's unknown the exact limits of this ability, as attacks powerful enough probably can't be reflected by it. Lastly, it's also possible to use a single disc and wing at once instead of necessarily needing to use both, as shown by the governor of Joyou.

Roman Artillery: Pumpkin (400 CP): The only known Teigu to be technically customizable, Pumpkin takes the form of a highly technological rifle that comes together with a case that contains different parts in it, which could be detached and attached to modify the Teigu. No kind of ammo is needed to load the rifle, as it uses the user's own spiritual energy as its ammunition and fires it in a concentrated shockwave and, as their spiritual energy will increase according to their emotions, one of the weapon's main properties is that its power and range will also increase proportionally to the level of danger its user is in.
Additionally, inside its case, there are multiple interchangeable parts that can be used to modify its current mode and power (such as a long barrel for power, a sniper barrel for distance and a machine gun barrel for multi-shot). It also comes with a few other support devices like a scope for sniping and a detachable, high-tech scouter in a compartment that fits around the user's eye.
Furthermore, Pumpkin's trump card, **High Output Blast Blade**, is a blasting beam so overwhelming that it can be used by the user as a giant blade, capable of cutting almost anything in its path, but that only in long barrel mode can be used to its maximum capabilities. This destructive power is unleashed according to how passionate the emotions of its user were, but it overheats Pumpkin quickly, rendering it unusable for a while if the Teigu isn't receiving proper maintenance.
However, such a powerful weapon technically has a design flaw, as, due to not having any safety limiters, if the user keep using it without caring about its energy consumption, Pumpkin will keep draining the user's spiritual energy until consuming each remaining bit of energy and, while it won't be lethal, it'll still make the user fall on a coma for an undetermined period of time, which may last from weeks to years. So, if you aren't going to be this Teigu's user, warn whoever they are to be cautious with this weapon's maximum power.

Absolute Limitation: Erastone (400 CP): The Teigu surely have an incredible power, but even the First Emperor knew that it wouldn't be wise to create such weapons without a safeguard in the case of them being used against the throne. This safeguard is the Anti-Teigu Erastone, a crown with a special jewel hidden inside

its center that, when activated, is exposed and shines a light upon the opponent within range of it. Any Teigu exposed to this light will be destroyed (or at least left unusable for a long time in the case of a Teigu like Demon's Extract that lacks an actual separate structure outside the user) together with the jewel crystal itself, after which it shatters upon use. However, unlike the affected Teigu, the crystal can regenerate over time, giving it a weekly usage. Post-jump, Erastone's power will be enhanced, allowing it to also counter other magical artifacts rather than being limited to only Teigu, but only temporarily render useless instead of destroying them. Lastly, while it isn't mentioned, it's very probable that a Supreme Teigu would be completely unaffected by Erastone's power.

Kiriichimonji* (400 CP): Arguably the most dangerous Shingu of all with a power that can make some unaware people to easily mistake it for an actual Teigu, as this fearsome katana, while it isn't necessarily an one cut killer, still possess an ability worthy of an assassin like Akame. Any wounds inflicted using Kiriichimonji will never heal, regardless if the victims uses medicines, bandages or special ointments to try to mend and close the wounds, with the cuts and injuries inflicted by it continuing to bleed until the victim dies. Not even a natural regenerative factor can bypass this effect, but, in theory, a Teigu with healing abilities, a regeneration powered by some supernatural force and other forms of healing magic might be able to heal these wounds, but it'll still be far harder to heal than regular injuries. Otherwise, the katana has no other abilities, but, in the right hands, it's more than enough to be one of the deadliest weapons in this world.

Blade of the Shadow Woman (500 CP): Unlike all the other options in this section, the Blade of the Shadow Woman, originally owned by the king of Tenrou, isn't a Teigu neither a Shingu, but a Meihou instead, being arguably the most powerful and notable of them. Being as durable and sharp as any other sword-type Teigu, this sword has the special ability of projecting invisible slash attacks with each swing of its blade in a way to Shamshir, however, unlike that Teigu that do it by simply creating razor-sharp air currents via movement pressure, its slash attacks are made out of an actual invisible force that was referred by the king of Tenrou as the "Shadow Woman". These slash attacks are incredibly dangerous, powerful enough to even cause damage on armors like the Grand Chariot and Incursio as well as fast enough that, even if someone manages to detect the attacks, it would take someone at least as fast as a member of the Elite Seven to comfortably dodge a single attack. However, due to not being a Teigu, the Blade of the Shadow Woman doesn't have a special ability that can be classified as its trump card.

Dimensional Formation: Shambhala (500 CP): One of the team of engineers hired by the First Emperor to create the Teigu managed to obtain and learn techniques to manipulate and control space from the mystics of a now-lost nation, with such an art being mainly to create this support-type Teigu, Shambhala, that takes the form of a hand-sized pendant. Shambhala grants its user the ability to manipulate space,

allowing them to teleport people and objects over large distances as long as they had been to that location, or at least a few meters close to it, before.
Unfortunately, teleporting requires a lot of energy, so most users will be unable to teleport immediately after using the ability only once, requiring a period of rest before it can be used again. However, someone with very good reserves of energy will be able to teleport objects and themself in rapid succession as long as they still have enough energy. It can also be used to mark locations, allowing the user to open portals between marks remotely, but it's probably more energy draining than the regular teleportation. Lastly, consuming even more energy than before, its trump card is the ability to open door-sized portals to a weird alternate space that no one is able to come back to without having access to their own spatial manipulation, with this space being located … somewhere.

Carnage Incarnate: Grand Chariot (500 CP): After the Empire's forces finally managed to hunt the Tyrant, its still living flesh was used to forge one of the most notable Teigu, Incursio, however, it was meant to serve as a prototype due to lacking proper limiters to the beast's life force and adaptation, so, after perfecting the methods and techniques used on its creation, the completed Teigu, Grand Chariot, was forged. This armor-type Teigu usually takes the form of a black short sword with a handguard and a chain link tassel on the hilt that works as its key while in its sealed form, but, by stabbing the key into the ground will release it from its container, making the user to be enveloped in full-body armor.
This armor grants its user greatly increased physical strength and speed, even above the initial physical enhancement granted by Incursio's armor, turning the user into a physical powerhouse capable of ripping through a shield of thread made by Cross Tail and withstand a blast from Pumpkin with basically no damage other than the knockback caused by it. It also has some very limited flight capacity, basically being only useful for it to jump high into the air to perform a drop-kick on the target that causes high damage. In the same way as Incursio, Grand Chariot possesses a spear capable of cutting through Danger Beasts with ease as its auxiliary equipment. However, as the advanced model of Incursio, Grand Chariot is always in a state of equilibrium, having no explosive power and being unable to forcibly evolve like Incursio can, which, while it makes the finished version weaker than the prototype in a way, might still be considered a blessing due to how dangerous Incursio becomes if it forcibly evolves too much. Grand Chariot also lacks Incursio's invisibility and doesn't have an actual trump card of its own, so, because of its lack of special abilities, many would consider it inferior to its prototype but others may consider it a Teigu more trustable and easier to wield than Incursio.

The Speed of Lightning: Susanoo (500 CP): The biological Susanoo is a Teigu originally created for escorting important people that, exactly like other similar organism-type Teigu, capable of regenerating injuries as long as his core was intact and being immune to poisons and toxins that would kill ordinary warriors. However, differently from other biological Teigu like Hekatonkheires, Susanoo not only has a

mostly human appearance, but also a fully developed personality, even if acting as a servant to its user as well as depending on having an user to be able to move.
In addition to innately being an extremely skilled warrior, Susanoo also has access to three different auxiliary armaments, but only the first one is available at all times, while the other two can only be used while his trump card is activated. These three weapons are: the Wolf Fang Mace (a regular stave-like weapon with blades protruding from it), Yata no Kagami (a floating disk that usually stays on his back but that can be used to create a mirror capable of reflecting basically any kind of projectiles) and Ame no Murakumo (a very long, transparent sword from the energy stored in his core, having an immense power to the point of being capable of cutting Esdeath's multiple-layered ice wall with ease).
Finally, Susanoo's trump card is known as **Magatama Manifestation** and it's one of the most powerful abilities available for all the Teigu, but with a price that matches its power. When activating his trump card, Susanoo absorbs his user's life energy into the magatama on his chest in order to access a more powerful, armored form. While under the effects of the Magatama Manifestation, his hair whitens, his horns turn black, and Yata no Kagami appears on his back. As his user needs to give him some of their life force in order to fuel his trump card, each usage of it might reduce their lifespan and they'll surely die if they command him to use it three times.
Furthermore, along with his battle ability, he's fully-equipped with the ability to do various household chores with legendary skill so he can be of use around the clock. Any household chores, be it cleaning, laundry, sewing, cooking, whatever it may be. When it comes to cooking, the repertoire of food he can cook numbers in the thousands.
Curiously, as this Susanoo isn't the original, he won't automatically be a neat freak unless you want him to be, as the original Susanoo apparently became one overtime in his long "life". Optionally, instead of a man, you can also choose this replica of Susanoo to instead take the form of a woman or of a genderless puppet, with this having no differences on the Teigu's power and skills.

Thunder God's Rage: Adramelech (500 CP): Another elemental Teigu with the rare ability to create their own element, Adramelech takes the form of a pair of gauntlets with the ability to create, shape and manipulate electricity, allowing the user to use lightning as a weapon in both offense and defense, like creating a large, electric orb that could be shot as a projectile or fire beams of pure electricity. Adramelech can also be used to float in midair and fly by charging himself with electricity, as well as being able to manipulate the weather itself, being capable of generating a literal thunderstorm and calling forth lightning to strike down anyone the user wants, with each charged lightning from it having enough power to kill a Danger Beast easily. Additionally, Adramelech is also fitted with a charge meter, that measures how much remaining electricity it has to use on its attacks as the Teigu generates and accumulate power overtime, and a scope to use together with its trump card, **Solid Shooter**, a black-colored powerful electric beam containing huge amounts of pure electrical energy.

March of the Dead: Yatsufusa (500 CP): Being arguably the most morally warped Teigu, complete with its own ominous aura, and perfect for an user with an equally warped mind, this fearsome katana holds the accursed power to reanimate and control up to eight corpses as mindless (and maybe soulless) puppets, as long as they were killed by the Teigu's blade. The reanimated puppets will still possess all the skills and abilities they had in life, with reanimated Teigu users even being still able to use their former Teigu, as well as retaining pale fragments of their habits, desires and traces of personality.
The user can reanimate any living being, regardless if they're monsters, animals or humans, however, the dead can't progress and evolve, so the puppets' condition will remain the same as it was upon their death no matter how much time passes and thus they can't learn new things nor improve their physical capabilities beyond those achieved during their life. The Teigu can control the puppets as long as they're mostly intact, with beheading them or greatly damaging their brain being enough to kill them again. Additionally, the user won't need to walk carrying the corpses, as Yatsufusa's puppets will technically remain "stored" within it, being able to be summoned from the ground/shadows whenever they're needed and coming back to the ground when dismissed.
Furthermore, this accursed power also has a price, as, for each puppet the user actively controls, they become weaker, with stronger puppets requiring even more strength from the user to be controlled, but if a puppet is destroyed or temporarily unsummoned, it causes the user to regain some of their strength back.

Unnamed Teigu: Danger Beast Controlling Teigu #1 or #2 (600 CP): There are two different Teigu created with the ability to control Danger Beasts, with the first staying in possession of the Empire while the second staff-like Teigu ended up falling into the hands of the Revolutionary Army. The full capacity of these two Teigu and if there are any differences between them other than cosmetic ones are unknown, but you can now acquire your own replica of one of these Danger Beast Controlling Teigu, be it the Empire's Teigu or the Rebels' Teigu. Regardless of your choice, your replica will have the ability to directly control the minds of beasts and other similarly irrational creatures, allowing the user to issue them commands and forcing them to obey their will. Even Super Class Danger Beasts can be controlled by this Teigu, but any creature needs to be weakened and subjugated before becoming controllable. There are possible limits for how many beasts can be directly controlled at once based on how energy the user has, but the Empire's Teigu user is able to maintain constant control over a swarm of Flying Deaths while the Rebels' Teigu user is able to control a small horde of colossal beasts at once.



One Cut Killer: Murasame (600 CP): Another terrifying Teigu known for its ominous aura, this fearsome katana can be considered a “sibling” of Yatsufusa as both wield a similarly accursed power, with Murasame holding the power of killing a person with a single cut, even if it’s just the smallest scratch.

Once the blade pierces the victim’s skin, whoever the victim is, a poisonous curse will spread through their body appearing as black markings that originate from the wound, killing them within seconds by stopping their heart. The curse’s markings vanishes once the person had died, while only remaining permanently on the victim's heart, serving as a sign that life was reaped by Murasame that can be detected by anyone that does an autopsy on the corpse.

However, this cursed ability has some limitations. First, the curse only works on living, organic beings that have a heart (or another similar organ), rendering it ineffective against Armor and Biological-type Teigu as well as machines and Yatsufusa's corpse dolls for example. Second, due to its nature as a poison, it’s possible to survive the curse by cutting off the affected body part before it could spread to the rest of the body. And, third limitation and last, due to its mystic nature, a flaw of the curse is that, if there are two or more souls (or life forces) inhabiting one body, only one soul can be killed at a time, however, you’ll be able to choose which soul to kill with each cut.

Murasame also has its own trump card, **Little War Horn**, which acts as a performance enhancer that greatly strengthens its user with the power of its poisonous curse that is activated by the user cutting themself with the blade while accepting to discard their humanity to embrace their inner demons and responsibility for all the lives they had taken using this cursed katana, causing their scleras to turn

black with red markings appearing all over their body as well as a dark aura enveloping their body. However, this cursed power has a price, as, in addition to it causing strain in the user's body, once they return to normal, the red markings will vanish but leaving permanent scars on their body and will keep causing severe pain, as well as making their body feel heavier and weaker for the rest of their life. This trump card can be used multiple times, but each time will only worsen its side effects. Supposedly, there is a cure for the trump card's curse but this is a secret hidden somewhere in Wakoku.

Last but not least, I advise you to use gloves when you clean Murasame, as I don't think you'll want to cut yourself while cleaning its blade.



Demon Armor: Incursio (700 CP): After the Empire's forces finally managed to hunt the Tyrant, its still living flesh was used to forge one of the most notable Teigu, Incursio. In the same way as its advanced version, this armor-type Teigu usually takes the form of a short sword with a chain link tassel that works as its key while in its sealed form, but, by stabbing the key into the ground will release it from its container, making the user to be enveloped in full-body armor.
When activated, the armor greatly increases the user's physical attributes, such as speed, strength, and agility to a degree slightly inferior to Grand Chariot's physical abilities, as well as, due to being a body armor, Incursio has a near-indestructible defense with the only thing able to pierce it being other Teigu or something of equivalent. Additionally, the users of Incursio are also eventually able to summon and wield the Teigu's auxiliary equipment, a long spear or halberd-like weapon called Neuntote, which is capable of cutting through Danger Beasts with ease.
Furthermore, the armor's unnamed trump card is its ability to turn the user invisible for a certain amount of time, depending on the skill of the user. This ability was inherited from the Tyrant, which developed it to elude the First Emperor's forces, but, this trump card's weakness is that, while it can mask the user visually from the naked eye, it doesn't hide their presence, so skilled opponents can sense the user despite them being invisible.
Despite all this, due to Tyrant's power being so great that its flesh is still alive within it, the main feature that Incursio possesses is the ability to grow, adapt and evolve in response to threats and to the user's emotions, allowing it to grow stronger and to even develop new abilities. This adaptation is usually slow, but Incursio can be forced to evolve through the user's strong emotions or through extreme conditions. However, there is a risk as, once Incursio evolves too much, it may attempt to fuse with the user in order to possess them and make them a vessel for the Tyrant's rebirth, making the Teigu a threat for its own user if it grows too powerful.



Demon God Manifestation: Demon's Extract (400 CP/800 CP/1000 CP): The Demon's Extract is a special type of Teigu above all others with the exception of the Supreme Teigu itself, having been created by extracting the lifeblood of a Super Class Danger Beast that lived in the Northern parts of the Empire and with the capacity of granting the beast's elemental power to the those that consume it as long as they're compatible with it. This Teigu grants its users the ability to almost instantly freeze anything by reducing the kinetic energy of atoms, effectively making things colder, as well as making them able to generate and manipulate ice out of nothing. However, the hatred of the beast is still burning hot inside the extract, so, those that consume it will need to have a mind strong enough to resist the destructive urges that the Teigu brought with its power if they don't want to lose their sanity.

For **400 CP,** you receive a golden chalice containing enough of the blood to grant the ice powers to a single person, giving them enough raw elemental power to match the level of the **Black Marlin**. With this level of power, its user would be powerful enough to quickly freeze an entire house, but they wouldn't be able to evolve their abilities in the same way as Esdeath did, so more complex constructs like the Ice Cavalry and advanced abilities of higher order like Mahāpadma are far away from their capacity.

For **800 CP,** you receive an urn filled with the blood, equal to that Esdeath consumed to acquire her own abilities. While you can use this amount of the Demon's Extract to give the powers to a dozen people, you can also use this to give it to a single person, as apparently the amount of blood that the user drank determines their level of raw power. At this level, they would be a match to Esdeath's raw power even without having the same reserve of spiritual energy, allowing them to freeze an entire lake in seconds and giving them the potential to eventually develop the extract's more complex abilities.

Lastly, for **1000 CP,** you receive the *entire* Demon's Extract within a golden barrel. There were an unknown number of people who drank the blood of the Demon's Extract that could never be recovered, meaning that not even Esdeath gained access to her Teigu's full power. If a single person were to consume a barrel's worth of Demon's Extract, their full power would be enough to freeze around 25% to 50% of the Empire instantly or use the Ice Commander in Chief technique on a larger scale before having to rest for a bit. Such a power essentially is more than enough to mark the Demon's Extract as a second Supreme Teigu, one that even surpasses the raw power and utility of Shikoutazer. If you aren't planning to acquire this power yourself, I advise you to be cautious with who you give this power as, if they're unable to resist the insanity induced by it, you'll need to deal with an insane and uncontrollable walking disaster that can eventually freeze the entire world if left loose.



Imperial Guardian: Shikoutazer (800 CP): Finally, the greatest crown jewel of the Empire and a weapon worthy of being classified as the Supreme Teigu. Meant to be used by the royal family of the Empire as a last line of defense if the Capital was ever to be placed under imminent threat and destabilized, this “armor”-type Teigu is actually a massive, five hundred meter tall mecha, being the very first Teigu to be built by the First Emperor and passed throughout generations to the each Emperor.

The mecha is heavily armored, protecting its user from nearly any attack directed towards them, with even multiple hits from both Grand Chariot and Incursio not even leaving a scratch on its armor, as well as being able to deliver devastating blows despite having a very limited mobility due to its massive size.
To complete the Teigu’s arsenal, in addition to its physical strength, it’s able to fire a massive ray of energy from its chest-plate, discharge mortars from its shoulder pads, launch explosive cores from a mouthpiece and multiple homing missiles from cannons across its back and lower torso. It can also project an energy barrier from a distance in order to protect its user once activated, as well as having the ability to gather energy and expel a large amount of shock waves throughout various parts of its body, however, this places a huge amount of strain on the user, eventually weakening its main defense, primarily in its abdominal region, being arguably one of its main design flaws.

The Teigu's core looks like an interactive cockpit which is controlled through the motions and actions of the host inside. It sports its own HUD system to ascertain its surroundings as well as the opposition's offensive power and numbers. To make things better, the information of how to control, drive and steer the Teigu will flow directly into the user's mind the moment it first touches its controls.
Originally, to prevent it from being used by the Empire's enemies, Shikoutazer is designed so that it could only be wielded by those of the royal bloodline, but your replica won't have this feature and can be piloted by anyone.

However, despite Shikoutazer's terrifying power as the origin and pinnacle of all Teigu, it initially didn't had a trump card, but, eventually, Dorothea will enhance the original mecha, granting it a new trump card, **Purge Mode**, which transforms it into the perfect synthesis of alchemy and Teigu.

When this mode is activated, Shikoutazer will shed its armor to reveal monstrous flesh, essentially turning it into a true monstrosity that combines alchemic beasts with the mecha, while the user will be corrupted by alchemic Danger Beasts and become violently insane or at least more violent if their will is strong enough to resist. In addition to correcting a few of its design flaws, the Teigu's abilities will be improved dramatically, granting it several new abilities such as control over alchemical energy by concentrating it around its chest cavity to create and fire a dark singularity bomb, production of small clumps from its mouth which will then unfurl into a horde of small, wasp-like Danger Beasts and the ability to project a retractable, organic steel blade from its hands capable of reaching up to incredible lengths. Other abilities it will also gain includes augmented toughness and resilience and a final armament which is the ability to fire multiple wave motion blasts from the various eyes on its body armor.

Your replica of the Shuikoutazer will already have these alchemical modifications and will be initially stored in a new attachment of any property you have. Enjoy the power of this world's ultimate weapon, capable of reducing cities and armies to ashes with ease, being only matched by Esdeath and the reborn Tyrant themselves.

Custom Teigu (500 CP): Are none of the options available in this section to your liking? So, I believe this last option is perfect for you. Instead of receiving one of the 48 Teigu, you'll receive a completely new 49th Teigu that wasn't part of the original set created during the First Emperor's reign, being able to customize it on the **Teigu Builder Supplement**. This option can be purchased multiple times.

Companions!



Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP for Each One): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer. The only character that you can't bring with you using this option is Esdeath herself.

Duo of Dreamers (200 CP/Discounted to Villager): When you left your village in order to go to the Capital in search for better conditions of life, you weren't alone but accompanied by your two childhood friends instead. Or maybe they're two travelers that you found and rescued while they were lost on their way to the Capital after being attacked by bandits, but, regardless of this, each one of them having the Villager origin and gaining 800 CP to spend anywhere.

Jumper Squad (200 CP/Discounted to Assassin): With this option, you can form your own squad of professional assassins, as you can import (or create) up to eight Companions, each one of them receiving the Assassin origin, as well 200 CP to spend anywhere in this jump. As a bonus, if you have the **Body of a Demon** and/or **The Elite Eight** perks, they'll also receive these same perks for free and essentially making your own squad a mirror version of the original Four Rakshasa Demons or of the Elite Seven, without the need of spending any of their CP.

Personal Elite Squad (200 CP/Discounted to Military): Esdeath, by using her status as one of the Empire's generals, received authorization to form her own elite team and even the former general Najenda had the opportunity to form her team after she joined the rebels. Even if you aren't a general yourself, you can form your own elite team formed by up eight of your Companions (imported or not), each one of them receiving a free origin of your choice (with the exception of the Danger Beast origin) as well as 400 CP to spend anywhere in this jump.

Tamed Wyvern (200 CP/Discounted to Hunter): What a curious pet you have, but rather fitting for someone like. You managed to tame a Wyvern, a draconic Special Class Danger Beast that is an excellent flying mount, worthy of even someone like Esdeath herself, as well as being incredibly loyal towards you and counting as your follower. However, yours is even more special, being an existence akin to an alpha of the species, not only being slightly more powerful than the rest in every aspect but also having the ability to force other weaker draconic beings to obey its orders, with lesser class beasts such as Flying Deaths being easy to control while other tamed Wyverns being capable to mostly resist its control.

Legendary Bodyguard (200 CP/Discounted to Politician): You managed to hire an extremely famous bodyguard, one of the best in the entire Capital. They're a bodyguard on par with one of Kurome's puppets, Wall, and, in addition to being a skilled fighter, are incredibly agile to even keep up with Akame, as well as completely loyal to you and capable of putting their life in danger in order to protect you. They're also equipped with a special shield whose quality could even rival the Teigu if it had more utilities, as it's capable of even withstanding Rubicante's self-destruction and possess a hidden lance in its wrist mount that can be fired to attack enemies with their guards low. Apparently, you paid them so much that their contract extends to your entire Chain, as they agreed to become one of your followers or Companions.

Team Jumper (200 CP/Discounted to Doctor): With authorization of the Prime Minister, you recruited eight former criminals that were released in exchange for serving you as your loyal team, working in a similar way to Team Stylish, however, while that team has quantity, yours is focused on quality, as each one of the eight recruited individuals are the perfect subjects to your experiments due to all of them being completely compatible to any procedure and modifications you're capable of doing on them, regardless of their nature. Lastly, they also count as your followers.

Fallen Star (200 CP/Discounted to Foreigner): The Ten Stars of Tenrou are a group of ten of the most loyal and powerful people to their king, Zuou, each one of them possessing extraordinary achievements and/or exceptional skills. However, one of the Ten Stars decided to desert from the Tenrou nation and fled to the continent, until they were found completely lost on the borders of the Empire by you during your travels. This individual of the gender of your preference decided to join you as one of your Companions out of gratitude for saving them. As a former

member of the Ten Stars, they're a swords(wo)man with skill on par with that of the Elite Seven, receiving the Military and Foreigner origins for free, as well as 800 CP to spend anywhere in this jump.

Danger Partner (200 CP/Discounted to Danger Beast): You aren't alone in this world, as you managed to find another danger beast of the same species as yours and of your preferred gender that decided to accompany you. As a bonus, while they don't receive any CP to customize their abilities, they receive all of the perks you purchased from the Danger Beast perk tree for free instead.

Special Companions!

Some of the canon characters are special, some of them being worthy of more than just 50 CP or maybe having their own special traits or requirements. These companions follow the same rules of the ones from the purchase of **Canon Companions**.



The Night Raid (300 CP): In order to handle reconnaissance and assassination missions within the Capital of the Empire, as well as also serving as an "assassins for hire" firm to the general public, the Revolutionary Army founded a new covert division, the Night Raid, formed by morally motivated assassins. The Night Raid is composed of two different groups, the one responsible for works within the city, led by the former general Najenda, and the one responsible for acting in the surrounding lands beyond its walls. By taking this option, you'll not only have the chance to join one of the Night Raid's groups (which I strongly advise you to pick the Capital group if you want to join them) but you'll be able to take all of the members that are still alive by the end of your stay here along you in your Chain, with all of them becoming your Companions. In future jumps, the members of Night Raid can be imported as individual Companions each or even imported collectively as a group, with them taking a single Companion Slot instead.



The Jaegers (300 CP): In order to combat the Night Raid, the Empire founded two different groups in different moments: the Jaegers and the Wild Hunt. However, only the former matters for us now. The Jaegers are a special Police Squad, solely made up of Teigu users pulled from various departments or divisions in the Empire's military and led by Esdeath herself, who was the one that requested for the group's creation in the first place. By taking this option, you'll not only have the chance to join the Jaegers, if you're a Teigu user or at least possess enough combat prowess to match one, but you'll be able to take all of the members that are still alive by the end of your stay here along you in your Chain, with all Jaegers of them becoming your Companions. However, there is an exception to this, as you can't take Esdeath as your Companion with this option, as she's special. In future jumps, the members of the Jaegers can be imported as individual Companions each or even imported collectively as a group, with them taking a single Companion Slot instead.



The Empire's Strongest, Esdeath (300 CP): The ice commander herself, Esdeath is the second highest ranked general of the Empire, staying only behind of the Great General himself, and the sole survivor of the Partas Clan after it was destroyed by one of the Northern Tribes, inheriting the will and philosophy of a true hunter that is summarized in the phrase "The strong survive and the weak die". She's also this world's ultimate sadist, greatly enjoying causing pain on others, no matter if it's physical or emotional, as well as living mostly for warfare and slaughter to the point that she actively has done actions to incentivize future rebellions. However, her goals recently changed a bit, as Esdeath now wishes to try her hand at falling in love, to the point of even writing a list of short but incredibly specific qualifications that her possible partner would need to have. Furthermore, beyond her clearly monstrous personality, she's also the strongest general of the Empire with her Teigu being the Demon's Extract she consumed and granted her the ability to create and manipulate ice to a legendary degree, as well as she'll develop multiple trump cards soon, such as her ability to stop time by "freezing" it or the ability to create the Ice Cavalry. Maybe she saw in you the opportunity to enjoy the wars and violence in other worlds or maybe you managed to conquer her ice heart, but, regardless of the exact, she decided to follow you along your Chain as your Companion.

Scenarios!

You can take as many scenarios as you want, as long as they aren't incompatible.
However, all the scenarios here are incompatible
with the **The Empire's Origin** toggle.

The Flames of Revolution/Tyranny: The tensions between the Empire's forces and the Revolutionary Army are escalating more and more with each passing day and, in a few months after your arrival here, this tension will reach its breaking point and, at this moment, a full-scale war between both sides will break out.
Originally, this war would end up with the defeat of the Empire by the allied forces formed by the Revolutionary Army, the Path of Peace's troops and the western armies, but there is an outside of context problem now, you, whose influence will change the direction of the battle.
Maybe you'll join one of the two main factions, the Empire or the Rebels, or maybe you've decided that war isn't the best outcome for the population, or maybe even your actual personal goals are something entirely else, but, regardless of your exact motivations, in this scenario, it'll be your goal to help and ensure that your side comes out victorious in the war. There are four different routes/paths to follow depending on which faction of the war you choose to join:

- First, by choosing to join the Revolutionary Army or one of its divisions like Night Raid, you'll need to ensure the defeat of the Empire in the great civil war that is coming, however, the imperial forces will become much more powerful than before, in a way that their victory over the rebels is guaranteed without your intervention. Furthermore, you'll also need to lead with each one of Night Raid's final targets (such as the Prime Minister Honest, his main subordinates and other high ranked ministers), either by killing them or ensuring that they won't be a problem anymore, as, if even a single one of them manage to escape alive, it'll count as defeat due to their nature as the roots of the corruption that infected the Empire and the Capital.
  However, your mission won't be finished after overthrowing the Empire, as you'll also need to ensure the New Kingdom, the Empire's replacement, remains non-corrupt and stable until the end of your stay here and capable of remaining this way even centuries after it.

- Second, by choosing to join the Empire, you'll need to ensure the defeat of the Empire in the great civil war that is coming, however, the Revolutionary Army, the Path of Peace's forces and the western armies will become much more powerful than before, in a way that their victory over the imperial forces is guaranteed without your intervention. However, there are two reasons why someone like you would join the Empire, the first is that you're a person like the Great General who is loyal to the Empire but completely willing to overthrow the Prime Minister once the war is over and the second is that

you’re just another one of the corrupt authorities who already control the Empire alongside the current government and want to maintain the status quo. If you’re the former, in addition to helping the Empire emerge victorious in the war, you'll also need to go after the Night Raid’s final targets in order to eradicate the evil that has infected the government, as well as ensuring that no other politician or military take their place until the Emperor is capable of protecting his nation actually by himself. If you are the latter, after defeating the rebels, you’ll need to continue assisting Honest in preventing any coup attempts and suppressing any future uprisings and revolutionary movements.

- Third, you’ve joined the Empire, but you're completely aware that there is something fundamentally wrong with this nation and that it needs to change. Knowing that, there are two ways to change a country: destroy it from the outside, like how the Revolutionary Army is attempting to do in order to rebuild a new nation from the remains of the fallen one, or correct it from the inside. In the same way as Run and Wave, you chose to correct the Empire from the inside. This is going to be a herculean task, as difficult as winning a war by yourself, but, to avoid all the chaos, deaths and destruction that a violent rebellion would cause, the difficulty of your mission is fair. To complete this scenario through this route, you’ll need to get rid of all the corruption from within and ensure it remains incorrupt until the end of your stay here and capable of remaining this way even centuries after it, as well as taking care of Night Raid’s final targets, but this is far easier said than done. You’ll also need to ensure that the Empire isn’t destroyed due to the civil war, as it’ll count as a failure in this scenario, but, fortunately, you might find some allies within the Empire such as most members of the Jaegers and other actually honest authorities. You can also attempt to guide the young Emperor on the right path despite Honest’s designs for him.

- Fourth and last, instead of choosing to ally yourself with the Empire or with the rebels, you decided to stay on your own side only and go against both of them and fully assume the mantle of a natural disaster with a consciousness and a wicked one at that, one comparable to the ice commander on her peak, even if indirectly like by manipulating the events instead of being the force directly behind them. Your goal here is to ensure the destruction of both the Empire and of the Revolutionary Army, either by actively battling both of them or by falsely joining one of the sides just to betray it when the opposing side is destroyed, but, regardless of the way you prefer, your goal is to eventually turn this country into a lawless, scorched land of slaughter and eternal warfare where the strong will survive while the weak will die, simply so. This scenario’s route will count as finished once both the Revolutionary Army and the Empire are destroyed beyond any hope of an eventual recovery of both, as well as preventing any replacement from taking their places ever, no matter how much destruction you need to spread in order to fulfill this goal.

-Reward: After finally completing your quest in this world, it's fair for you to receive your rewards, however, the rewards you'll receive depends on which route of this scenario you chose to follow.

If you joined the Revolutionary Army and defeated the Empire, as well as being one of the founders of the New Kingdom, your first reward is the forces of the **Revolutionary Army** itself on its peak that will now be under your command as they aren't needed in this world anymore and will follow you along your chain, formed by around a million of well trained and equipped loyal soldiers that count as your followers, as well as the Teigu in the possession of the Teigu Troops becoming fiat-backed as if they were purchased in the **Teigu/Imperial Arms** section. Additionally, together with the army, you'll be able to take **Night Raid** with you for free. As a last reward, you managed to acquire a special, golden variant of a specific Teigu, a purified version of Incursio, either the evolved original one that Tatsumi doesn't need anymore or a new Incursio that got separated from the Tyrant fused with Tatsumi or from the original Teigu. This **Golden Incursio** is identical to Incursio's evolved form in the anime continuity's final battle, gaining greater physical abilities and the ability to freely fly, but, as a bonus, this one was also purified from the Tyrant's soul and thus there is no more the risk of it possessing its user of forcefully/permanently fusing with them if it evolves too much.



If you joined the Empire and defeated the Revolutionary Army, once again, your rewards depend on your actions after the end of the war, but, regardless of them, your first reward is the same. Considering the greater strength of the rebels, Honest used some of the resources available to him to enhance his own Teigu's power to a whole new level and, once the Empire came out victorious of the war, you managed to acquire this **Supreme Erastone**, either by directly taking from him or by receiving it as a payment for your services. This variant of the regular Erastone had its ability boosted to be able to destroy/temporarily nullify any Teigu, including Supreme ones, and temporarily suppress any other form of supernatural ability that doesn't massively dwarfs your own power, regardless if they're magical or not in nature, with the time needed to regenerate its crystal also being reduced to a single day instead of a week.

Furthermore, if you supported Honest's government, you receive two more rewards, with the first of them being a copy of the corrupt **Imperial Capital** itself and its population that will follow you along your Chain, either as a independent city located in a place of your choice in future worlds or as part of any nation you already control, with you assuming the position of its mayor. Your Capital will also retain any modifications done to it. You also acquire the unique perk, **The Root of Corruption**, that gives you the ability to impose/bring the Empire's level of corruption to any future setting you visit, affecting the settings' main organizations/governments and allowing you to take advantage of this corruption even in future jumps. This perk can be turned on or off at the beginning of each jump.

Alternatively, if you managed to overthrow Honest and change the Empire after the end of the war, even if the young Emperor remained on the throne during your stay here, you'll receive a copy of the entire **Empire** with all of its resources (with the exception of the Teigu and other unique weapons). Initially, your Empire won't have any population, but you can move your followers to live on it if you want to. Lastly, your Empire may become attached to any pocket dimension you possess or appear in an appropriate location in future settings you visit, always retaining any modifications done to it.

If you managed to change the Empire from within, your first reward is the unique perk, **“I Can Fix Her/Him”**. This perk gives you an affinity with the very concept of “fixing things”, be these things objects, weapons, techniques, souls, magic spells, people, Teigu, machines, organizations, countries, rituals, scientific theories, among many other possibilities. This essentially gives you an innate instinct that will guide you to find ways to fix specific things, such as analyzing a country and being capable of quickly discovering how to fix their structural problems in a few days of research and reflection, even without any previous knowledge of areas such as economy and politics, while other skilled scholars would have taken decades of dedications to come out with a project of similar quality to your plan of how to fix its situation. This isn’t a Path to Victory, as it doesn’t make you aware of each specific step, just gives you a general direction of how to “fix” something.
Furthermore, by managing to fulfill your goal of improving the Empire from inside, you’ll also be able to bring the members of the **Jaegers** along with you on your Chain for free.
Lastly, similarly to the other two previous routes, you also acquire your own unique Teigu, **Incarnated Angel of Destruction: God’s Chariot**, the permanent fusion of a replica of Grand Chariot with a replica of Mastema, combining all the strengths and abilities of the two Teigu into a single winged armor, in the same way as Wave combined them but your special armor will count as a single Teigu instead of two separated parts and thus this will prevent its user from the absurd mental strain and physical toll that this combination normally would cause on them.

If you fully embraced your nature as a living calamity and destroy both the Empire and the rebels, your nature and talent to spread destruction wherever you go will become an actual ability/skill, in the form of an unique perk, **Natural Disaster with a Consciousness**, which grants you the ability to maximize up to highest possible level all the chaos and destruction, collateral or purposeful, you're able to cause with your powers and/or weapons.

Additionally, among the ruins of the Imperial Palace, by raiding one of its laboratories, you'll find a tube containing a flesh-like matter that is the result of the experiments done by Dorothea (or another world-class alchemist). As one of your rewards, you'll be able to upgrade any and all Teigu you possess by infusing this alchemical organic matter into them in order to give them their own **Purge Mode**, the same mode that Shikoutazer is able to assume after being modified by Dorothea. When activating this mode, your Teigu will become combined with the monstrous flesh of alchemical beasts and, thanks to it, they'll have their traits enhanced, some of their flaws/limitations corrected and even develop entirely new abilities depending on how their original natures interact with that twisted alchemy. Murasame would have its ominous aura enhanced and it would grow additional blades from the original blade to increase its reach and size, Adayusu would be able to use its full power independent of the lunar cycle, Shambhala would gain the ability to summon eldritch monstrosities, Absordex would allow its user to temporarily become a vampire-like beast/human hybrid, L'Arc Qui Ne Faut's arrows could mutate to become partially alive to gain the capacity to follow their targets even beyond the Teigu's range, Balzac wouldn't change too much but its Purge Mode would mutate its user instead, Incursio/Grand Chariot's organic parts would be draconic in nature, Susanoo might not mutate on his Purge Mode but this alchemical flesh might instead take the form of an additional weapon for him. These are just a few possible examples of how some Teigu could be enhanced.

Lastly, after seeing all the slaughter, warfare and destruction you brought to this world, you ended up attracting **Esdeath**'s attention and she decided to accompany you along your Chain to help you in spreading more carnage to the worlds you'll visit in the future.



The Collector of Imperial Arms: Ready to start one of the greatest treasure hunts this world has ever seen? As I previously explained to you, 48 Teigu were created during the First Emperor's reign, but almost half of them were lost during a civil war about five centuries ago and are currently spread all over the continent while the remaining half stay in possession of the Empire, with the set of Imperial Arms never becoming complete again.

However, this is going to change, as your mission here in this scenario will be to collect every one of the 48 Teigu until the end of your stay here, from the weakest of them like Adayusu up to the Supreme Teigu, Shikoutazer.

Normally, such a task would be impossible, as it's almost certain that a few of the original set were already greatly damaged or even destroyed after all this time, but, by accepting this scenario, it'll be granted that all 48 Teigu are in perfect condition.

Furthermore, it'll be up to you to decide how you'll collect all the Teigu. Maybe you'll prefer to join one the Revolutionary Army or the Empire as they're the forces with most Teigu in possession or maybe you'll prefer to act independently and simply go after each single one of them, but, regardless of the path you choose, your goal will remain the same: collect every single Teigu.

Additionally, Teigu you have already purchased here will already count as collected, so you won't need to go after their original versions too, and, considering there are extract-type Teigu that have already been consumed so, if you can't (or don't want to) extract their power from their users, you may choose to take their users as your Companions instead of necessarily needing to acquire their Teigu.

Lastly, if some Teigu is damaged, you'll also need to find a way to repair it and, if some Teigu is destroyed beyond repair, this scenario will count as failed.

-Reward: By finally completing the legendary mission of collecting each one of the **48 Imperial Arms**, all of them will become fiat-backed, having the same benefits as those that are purchased from the **Teigu/Imperial Arms** section. Furthermore, you'll also receive the replicas of the Extract-type Teigu of the Companions you recruited due to them being their users.

As a bonus, you acquire the unique perk, **Imperial Collector**: at the beginning of every jump, you can choose a set of multiple treasures/artifacts/weapons that exists in the setting to start as innately aware of the current location of each one of them, as long as they aren't being actively hidden by a power that absurdly dwarves yours. For example, if you go to the Dragon Ball universe, you may choose to start with the knowledge of where each Super Dragon Ball is currently, even if they're currently hidden in another universe or under the possession of some god.



Frozen Heart: The Empire's strongest general, Esdeath, has always cared only about carnage, torture, battle and warfare, but, recently, strange feelings awakened inside her, feelings that many would consider that don't fit her at all and that not even her understand from where they come from. She now wishes to try her hand at falling in love, desiring to be in love for someone that she can consider her partner and not just another one of her "pets".
This is where you come from, as your quest in this Scenario is to conquer Esdeath's heart before she falls in love with Tatsumi. This might sound quite easy but I advise you it'll be a challenging task. Firstly, she wrote a list of short but incredibly specific qualifications and things she most desires in a potential partner.
This list contains the following five requirements:

I. Above all, they must possess a deep well of untapped potential, as she wishes to mold him into a person of general-class abilities.
II. Must be fearless in order to be a person who can hunt the most dangerous species of the world with her, which is her hobby by the way.
III. Can't have been raised near the Capital. Just like her, he must have been raised on the outskirts of the Empire.
IV. As she wants to dominate and maintain her partner under her direct control, he must be younger than her and she's around her early 20s.
V. And, lastly and apparently the one that isn't completely mandatory, a person who has a pure and innocent smiling face would be nice for her.

Lastly, to make this Scenario more of a challenge, Esdeath will gain immunity against any mind control and/or seduction-based abilities you might have, so you'll need to actually use your charm and wits to conquer her. Good luck, you'll need it.

-Reward: By actually managing to conquer the heart of the ice commander and become her lover, **Esdeath** will follow you along your chain, effectively letting you take her as your Companion for free.

The Wild Hunter: After the death of some of the members of the special police squad Jaegers, the squad was deemed useless or weak by the higher council, so in order to aid them and to compensate for the squad's losses, a new squad will be set up to act as the Empire's secret police, the Wild Hunt, leadered by Syura, the son of Prime Minister Honest, that recruited "people with useful talents" during his travels, that also happen to be some of this world's most wicked and awful individuals. Each one of them is a monster and the group abuse their power and position to terrorize the entire Empire with their vile acts all over the Capital, such as mass massacres and rapes, causing and relishing in carnage.

This scenario is pretty simple: your goal is to directly kill each one of the six members of the Wild Hunt until the end of your stay here, before or after they arrive in the Capital, cause f#ck those guys!

Optionally, if you the kind of Jumper that believe in giving a chance of redemption for everyone (as there are even Jumpers that attempted to redeem AM), you can also try to redeem the members of Wild Hunt, however, the only one I believe that would be worthy of trying to help due to having an actual chance of being redeemed would be Cosmina, as she's actually insane due to the trauma of seeing her entire family being burned alive and, while she still partakes in the rest of the group's vile acts, if her sanity was recovered, she probably could become a far better individual, at least in theory but it's up to you to decide how you'll act.

-Reward: As your reward for acting as a bounty hunter, for each member of the Wild Hunt you kill, you'll receive **+100 CP** as your payment to spend anywhere in this jump after killing each target, up to a maximum of **+600 CP** if you kill the entire group. Alternatively, if you actually managed to redeem any of the six members, which I personally believe only Cosmina would be worthy of this effort, you'll be able to take them as your **Companions** for free if you want to.

Kill The Ten-Eyed Wolf: On the distant island of Wakoku, there are twenty two nations that are fighting for rulership over all of the island in a civil war, however, the most notable and developed nation among them is Tenrou, which have already conquered other smaller nations by destroying and replacing their ruling classes. This nation's military conquests are the result of the command of the King of Tenrou, Zuou, a man exceptionally cruel and ambitious even for the standards of this world whose main goals are to re-unify the entire Wakoku under one single kingdom and to achieve a body that is at the peak of vitality and longevity through the consumption of rare Freaks, regardless if he needs to spread rampant destruction to fulfill these two goals. In addition to ruling his nation with an iron fist and the destruction left behind his war campaigns, another one of most notable vile acts is his harem of a hundred and eight women, that, in their majority, are war prisoners and peasants that were made his sex slaves.
By taking this scenario, your goal is to stop Zuou, either by dethroning or killing him, ending the tyrannical reign and war campaign of the king of Tenrou. Of course, to begin, you'll need a way to arrive in Wakoku in the first place and, even after arriving there, don't expect that stopping this king will be an easy task even without considering the forces of Tenrou. Despite being a ruler, he isn't like Honest or the young Emperor, as Zuou is actually a formidable warrior of the highest class, whose strength could even reach the level of Esdeath if he were to put his hands in a powerful Teigu. But, even without a Teigu, his Meihou, the Blade of the Shadow Woman, has a power that actually matches that of the average Imperial Arm.

Furthermore, the Ten Stars of Tenrou is the elite group formed by the ten most loyal and powerful people of the kingdom, each one of them being at least on par with the Empire's generals. Each one of the Stars greatly admire Zuou and probably are completely loyal to them, but, in theory, at least two of them are more possible for you to convince them to betray their king and join you instead: Najasho (if he recover his memory and identity as a former member of the Elite Seven) and Moegi (well, if you're a man and manage to … entertain her well enough to change her loyalty).

-Reward: After freeing the people and the land of Wakoku from the most wicked king, you become the rightful heir to the throne of **Tenrou** itself, becoming the new ruler of this kingdom and with the people in general becoming completely loyal to you. Of course, some individuals and groups that were absolutely loyal to Zuou might still rebel against you, but, as a bonus, if you managed to convince some of the Ten Stars of Tenrou to join your faction, you'll be able to take these **Fallen Stars** as your Companions for free. Tenrou, its population and its resources will follow you to future settings, appearing somewhere in your starting world as well as retaining any modifications done to it. Lastly, your final reward is the goal Zuou so much sought: a **Body Worthy of a King**, that is at the peak of vitality and longevity, possessing several superhuman level physical attributes, all of them on par with Akame, and able to live up to 130 years if you're a human. Furthermore, this body also makes you perfectly compatible with any kind of biological modifications, such as the consumption of the flesh of Danger Beasts and similar beings for example.

Drawbacks!

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

The Filler Plot (Free): By default, this world will be that of the manga continuity, but, if you prefer, you may choose to be in the anime continuity instead by taking this toggle. There are a few differences between both, as, in the anime setting, the Wild Hunt wasn't formed and the Tyrant didn't seem to be able to return to life through Incursio for example. Alternatively, if you don't want to go to any of the two versions, you can choose to arrive in some fanfiction version of Akame ga Kill instead, as long as this version doesn't make the setting easier/safer.

Zero! (Free/Incompatible with The Empire's Origin): Normally, you would arrive in this world in the same day as Tatsumi shows up in the Imperial Capital, however, by taking this toggle, you'll arrive earlier, on the same day as Akame finishes her first mission to kill a person during her time as a member of the Elite Seven, way before she defecting to Night Raid. In a few words, you'll arrive here at the beginning of the prequel story, Akame ga Kill! Zero.

The Empire's Origin (Free/Incompatible with Zero!): Or maybe you want to arrive even earlier. By taking this option, you'll arrive a thousand years ago. at the First Emperor's time, more precisely on the exact day he took the decision to create the Teigu. Normally, this toggle would cost you CP as you'll be arriving in a generally safer time with a good Empire despite the absence of the Teigu and a greater abundance of Super Class Danger Beasts, but, this option is free as arriving at this time makes you unable to take any Scenario as well as removing some of the possibilities you'd have access to normally.

Self-Insert (Free): So you want to be one of the named characters huh, well, if you take the appropriate background and this toggle, then you'll get to take their place. However, this won't give you any of their skills unless you actually buy them. Otherwise, you're free to go in as any character you would like.

Extended Stay (Varies): For every purchase of this drawback, the time you'll need to stay in this jump will be increased by 10 years, gaining +100 CP for each extra decade, for a total of 110 years, which will grant you +1000 CP. If you're planning to stay for too long here, just make sure you don't die of old age.

You're an S (+100 CP): Congratulations, my friend! As someone comparable to Esdeath herself, you're now officially a sadist, capable of deriving a great deal of pleasure from fighting, mainly in the damage you cause on your opponents, and from torturing people in the most varied ways. While you'll take any apparent opportunity to fight people or torture them, including making questionable decisions just to

increase how many battles you will get into as well as possibly torture enemies in the middle of battle if you aren't currently being attacked, as any civilized person, you still have enough restraint over your own desires so you won't torture random citizens in the middle of a town or starting fights in bars just to have an excuse to torture people.

You're an M (+100 CP): Congratulations, my friend! As someone comparable to Suzuka of the Four Rakshasa Demons, you're now officially a masochist, capable of deriving a great deal of pleasure from fighting, mainly in the damage your opponents cause on you, and from getting tortured by people! While you'll take any apparent opportunity to fight people or get tortured, like actively and directly seeking to fight people who are strong enough to hurt you or trying to put the moves on/pissing off such people, as any civilized person, you still have enough restraint over your own desires so you won't start fights in bars to get hurt in the middle of the fight or get yourself locked up for random crimes so they have a reason to torture you.

Abnormal Sex Drive (+100 CP): Beyond Suzuka's masochism and Esdeath's sadism, you'll notice other examples of people that have weird fetishes and kinks, like being attracted by marine animals/Danger Beasts or even being okay with corpses, that might in some cases cross all the limits and can only be classified as deviant. While you aren't one of these weirdest ones, far away from them actually, you also have some degree of abnormal sex drive, either by being too lustful towards a specific gender (like how Merraid was toward women and how Moegi is toward men), by having some specific kink/fetish or by just being a pervert that can't avoid spying other people during intimate moments even when already in love with someone else. Like the above drawbacks, you're still a civilized person with enough restraint over your own desires to know the right moments to fulfill them.

Marked by the War (+100 CP/Can be taken up to five times): In these hard times, which even without the difficulties caused by the corruption, there are still the dangers caused by the wild beasts and warfare, it's actually pretty normal for grievous wounds to end up causing people to lose limbs due to not treating them in time or due to severity of the wounds. Apparently, you've already suffered from this. As a result of some past battle or accident, you're missing one of your limbs, be it one of your arms or legs, but, fortunately, you can still utilize prosthetic limbs to replace them. Alternatively, you might be missing or suffering some sequelae related to some body part that was required for your fighting style, forcing you to change and adapt. A sniper might be missing an eye, an agile warrior that uses several acrobatic moves might have suffered some lesion on their membranous labyrinth that severely affected their sense of equilibrium, a fighter that utilizes twist and turns on their style might be suffering an incredibly stiff spine and back pain, an archer might have severely damaged their hands.
This drawback can be taken multiple times, one for each one of your limbs, rewarding you with a total of +500 CP if you sacrifice both of your arms and legs as well as the key for your former fighting style.

Danger Beast Attractant (+100 CP/+200 CP/+300 CP): There are a few materials that serve as natural repellent for certain Danger Beast species and then there is something in your, maybe it's your scent or aura, which actually attracts nearby wild beasts to your location, as well as making them aggressive towards you if they wouldn't be normally, instead of repelling them.
For 100 CP, this effect will be limited to only the lower class beasts, with the most dangerous creatures you'll attract being the Class 1 Danger Beasts, such as Marg Dons and Earth Dragons, that can be defeated with some ease by someone with skills on par with a captain.
For 200 CP, this effect will be enhanced to also affect Special Class beasts in addition to the weak ones, such as Air Mantas, Apemen, Nubis and Wyverns.
Lastly, for 300 CP, this effect will now attract any kind of Freaks, including the extremely powerful and dangerous Super Class Danger Beasts.
Regardless of the option you chose, I advise you to be extra careful everytime you're walking in wild areas, as you'll be the beasts' priority target almost every single time.

The Call to Adventure (+100 CP/+200 CP/+300 CP): Were you thinking you could lay low in order to evade the main conflicts related to this world's major forces? Now, by taking this drawback, you'll be forced into this world's "plot" to varying degrees, despite your best efforts to the contrary. Regardless of the version of this drawback you choose, it's still possible for you to alter the events of the plot through your own actions, however, you'll still be forced into other similarly dangerous challenges than the canon ones you would normally face.
For 100 CP, you'll be involved in the plot but your role will be more minor and it'll be generally more of a nuisance for you than an actual danger unless you purposefully get more involved in the upcoming battles.
For 200 CP, you'll take a more supportive role which will definitely place you in actual danger, yet it's still possible for you to try and avoid the big fights.
Lastly, for 300 CP, this drawback will put you in a priority role in the plot, basically guarating that you'll face the greatest challenges faced by the main canon characters. Such as, if you're siding with the Empire, then you'll be the one to face the entire Revolutionary Army by yourself and the entirety of Night Raid, while, if you're siding with the rebels, then you'll be put to battle Esdeath and Shikoutazer.

Hero(ine) of Justice (+200 CP): Because of your upbringing, you grew up with a strong fixation with "justice", but, unfortunately, also with a twisted sense of right and wrong, bordering on a completely literal black and white view of the world, with basically no shades of gray in between as you'll consider those on your side as absolutely right while those on the opposing side as pure evil. Fortunately, you aren't morally blind and still are sane, unlike Seryu that have lost her mind a long time ago, you can still work through it to develop at least a slightly better view of world, one that accepts a few shades of gray, but it's probably going to take a nudge (and a lot of effort) from an outside party to get you to try to seeing the world as it really is

instead you always seeing your allies as heroes of justice and your enemies as heinous villains.

The Demon in a Bottle (+200 CP): While some could say your mind is more vulnerable while others would say your condition is caused by some peculiarity of your physiology, but, regardless of the exact reason, you're far more prone to developing addictions of any nature. Performance enhancing drugs, recreational drugs, gambling, alcohol, men, women or even the transformations caused by some Teigu, with some things that are already chemically addictive such as actual drugs requiring just two usages for you to get addicted to them and the more you use them the worse your addiction becomes. Fortunately, it's possible you may be able to break your addiction(s), but it won't be easy, and you will need help from an external party, but, even so, it's better for you to avoid drugs and be very careful with other potentially addictive things.

Kill the Jumper (+200 CP): In addition to the Night Raid and the Jaegers, there are various other elite squads, groups and similar sub factions around the country and even on the lands beyond the Empire. Maybe you directly earned their hatred, they're targeting you because they affiliated with your enemies' forces or someone else hired them to come after you, you'll now be actively hunted by one of such groups of your choice. Regardless of your choice, this group will be at least on par with the power of the Night Raid and the Jaegers (without counting Esdeath), with weaker groups being appropriately boosted to at least match them.
This enhancement might come from them having more members than their canon counterpart or from them acquiring new weapons/abilities. If you're being hunted by the Rakshasa Demons, they might finally start wielding Teigu instead of relying only on their body manipulation abilities or maybe they'll have been further enhanced by using the Gravekeepers' Secret Arts for example.
If any similar group don't exist anymore or if they have yet to be formed, then some new appropriate elite squad of equivalent strength to the Night Raid will be created in order to hunt you. Lastly, it's impossible to convince any of these groups to stop hunting you to the point that, even if you join forces with their superiors, they might decide to desert just to keep hunting you.

Shadows of the Past (+200 CP): All you have done, the ghosts of your numerous victims won't let you not pay for your deeds and simply live in peace. Almost every night, you'll have nightmares involving each person you kill, either directly or even indirectly in some cases like using some trap or sending someone to kill them in your place. These nightmares are incredibly vivid and usually involve your victims, now turned into rotten corpses, that keep haunting you in your sleep, even if you don't feel any guilt for killing them. Furthermore, if you stay a long time without sleeping or if you don't need sleep at all, you'll start having hallucinations of your victims a few times during the day while you're awake instead of nightmares haunting your nights.

+Curse of the Executioner (+100 CP/Requires Shadows of the Past): Instead of nightmares and hallucinations, the ghosts of your victims found a different way to haunt you or maybe you just went mad from guilt after taking too many lives, as you'll hear dark voices in your head, the moans of those that have been murdered by you directly or indirectly, constantly calling for you to join them in hell, without ever stopping or letting you to rest. This torment caused by these dark voices will drive you closer to insanity with each passing day, as it was enough to make even a previously regular executioner slowly descend into madness to the point of becoming a completely insane serial killer.

Universal Incompatibility (+300 CP): You're cursed, as, during your stay here, you'll be absolutely incompatible with every single Teigu, High Grade Meihou, Shingu and other similar weapons/artifacts forged from the organic materials taken from beasts. If you've acquired any Teigu or similar weapon, you'll need to rely on your allies to wield them in your place, as, by merely touching a Teigu, it'll immediately reject you and cause some degree of harm on you. You can't even carry a Teigu without wanting to use it, as this will be enough to trigger the same reaction from attempting to use it.

Empire's Most Wanted (+300 CP): Either due to your crimes or due to your possible affiliation with the rebellion, you're now among the list of the most wanted individuals of the entire Empire, on par with the members of Night Raid, to the point of already having wanted posters spread all over the Capital, containing your face and other informations about your features like appearances and your general abilities. For now, these posters will be only in the Capital and a few close cities, but, if they suspect that you're in some specific city, they'll also spread posters there and send spies to try to find you. Expect to eventually be targeted by squads such as the Jaegers or the Wild Hunt if you manage to escape for enough time.

The Root of Evil (+300 CP): Well, not necessarily, but, you're classified as one of the Revolutionary Army's highest priority targets on par those that they consider the source of the Empire's corruption, meaning that, for them, eliminating you is a task as important as eliminating the Prime Minister Honest himself. And don't think that you can convince them that you aren't a threat, as, while you could even convince a few individuals, the rest of the rebels will see you as a heinous villain whose vile acts make you deserve death. At the start, you'll be mostly targeted by a few lone agents and smaller squads, but, eventually, the Revolutionary Army will order Night Raid to come after you and, if you manage to survive long enough, they'll even send the entire army to lead with you if needed.

I Don't Understand the Feelings of the Weak! (+300 CP): In order to survive, you ended up losing something fundamental within your heart that you can't regain. Your empathy is completely gone, as well as a number of other bits of you having gone together with it, like the enjoyment of most forms of arts and beautiful views for

example. Furthermore, you're unable to understand the feelings and logic possessed by those who are weaker than you (or those that you believe that are weaker than you), meaning you no longer can even understand why they do things for example. Furthermore, you still can understand them tactically and even actually develop some attachment for them despite your sociopath traits, but any attachment and feeling you feel for them will still be basically alien to you. While your morality won't be changed in theory, with your lack of empathy and inability to understand the weak, it's very likely you'll at least end up enemies due to your inability to react properly and/or understand what's wrong with your actions.

A Greater World (+300 CP): During Syura's travels, he confirmed that the Empire is the most developed nation of the world, with the southern islands and the northern tundra being so rural to the point of didn't even having firearms and we already know that the nations of the eastern island aren't too developed either, while the only next civilization close to the Empire's level being the western kingdom due to its interesting unique culture and alchemy. Of course, the world is a big place, with the Empire and Wakoku being located in the regions where China and Japan would be respectively located on a mundane Earth, so, while the rest of the world's nations would be at most on the level of the western kingdom by default, by taking this drawback, this will be changed, with this world becoming a far more interesting and dangerous than before.
There will be more unique nations and treasures, including other weapons on par with the Imperial Arms, all around the world, including a few countries that can match the Empire at least in terms of development and military power even if not in the aspects of available resources and sheer size, as well as other threats, such as at least two or three individuals that could rivalize Esdeath in raw power.
Some possibilities of new nations/threats include a kingdom with an army of highly trained holy knights that have been being enhanced by the consumption of the blood of a demon-like beast, a massive fleet of ships of wandering pirates with mysterious body modifications that have fled from their sunken continent, a highly militarized country where alchemy was developed to allow for supernatural feats, some countries where people discovered how to mass produce basic extracts containing the power of four kinds of elemental beasts and even a union of five allied nations whose military is formed mostly by shinobi-like soldiers and that have created nine powerful Teigu-like weapons out of the bodies of nine particularly powerful Super Class Danger Beasts.

Kill Your Powers (+400 CP): Something went wrong during your entrance into this universe, as if a greater power influenced you, however, such a power doesn't appear to exist in this world. You've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

Bury Your Possessions (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

A Lone Wolf (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.

The Queen of the Hunters (+400 CP/Incompatible with the Frozen Heart scenario): You're playing a dangerous game, Jumper, as you made the most dangerous woman in this world your enemy, even if by merely existing. You're now Esdeath's priority target, maybe because she sees you as the ultimate prey of all, because you're a major obstacle to her goals or because she simply hates you with all of her strength. But, regardless of the exact reasons, Esdeath will hunt you wherever you go, even if she needs to desert from the Empire and bring her army with her to support her. Of course, she would prefer to capture you alive to torture you, but, if this isn't a possibility, she won't hesitate in killing you as fast as possible. Esdeath is a woman of focus, power, commitment and sheer will, being someone that can't be reasoned with, that doesn't feel pity, remorse or fear. And she absolutely won't stop, until you are dead. Good luck, you'll definitely need it. However, if you've also take the **The Empire's Origin** toggle, instead of you being hunted by Esdeath, she'll be replaced by another being, as the one that will hunt you will be the Super Class Danger Beast that would normally be the source of the Demon's Extract's power, but the beast's ice power will also be boosted to be on par with Esdeath at her peak so, while it lacks intelligence due to its nature as a wild beast, it's a hunter even more ferocious and uncaring than her, being exactly as dangerous as her.

The King of the Beasts (+500 CP): The last known Tyrant, a draconic Super Class Danger Beast, was miraculously hunted down by the First Emperor's forces around a thousand of years ago and had its flesh used as the main material of two of the most notable Teigu, Incursio and Grand Chariot. However, that Tyrant wasn't the only member of the species, as a second one managed to escape the First Emperor's forces and have been living traveling all around the world, spreading destruction wherever it goes and collecting several different adaptations, including a few developed specifically to counter Teigu users that it fought during these centuries.

This thousand year-old Tyrant, for some reason, caught your scent and is now after you. In addition to being uncontrollable by any means and being impossible to convince it to stop hunting you, after evolving for so long, this ancient Tyrant had its ability to adapt supercharged, as it'll adapt and evolve immunities and/or counters to almost anything you can use against it, possibly half way through using it, as well as its animosity guiding its adaptability to ensure it'll also evolve some abilities that will be effective against you.

To make things worse, if you kill it, you'll eventually discover that death means little to this beast, as its body has several means to repair itself, even if it involves possessing another living being, and come back to life within one year at best, not only with all of its previous evolutions but also already adapted to counter/better resist what killed it. It doesn't mean it'll already have perfect immunity against whatever killed it, but, if you keep using the same method a few times, it'll eventually become completely immune against it.

You might be able to run, hide or even suppress it for a time, such as making a Teigu like Incursio from it if you willing to try, but the only way to truly kill it for good is to completely destroy its body, with not even a small piece of its flesh managing to escape alive.

Ending!

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Akame ga Kill!, ending your chain.

Move On: Go to the next jump and continue your adventure.

Capstone Boosted Perks!

Autonomous Teigu: As ordered by the First Emperor himself, no resources have been spared on your creation, to the point of even having his own blood infused on you - that resulted in you becoming a Teigu of a far higher quality than all the regular ones. While this doesn't mean that you're necessarily a Supreme Teigu on the level of the Shikoutazer, to represent the greater quality of the resources and materials used on your creation, you'll receive an extra +500 Teigu Points (TP) to spend on the **Teigu Builder Supplement** as you want.

The Secret Arts (600 CP Version): The Gravekeepers' Secret Arts aren't limited to just their body modifications but also hide a last secret ability that can only be used by their boss, the "Royal Family Curse". This curse, when activated, causes several markings to appear around the user's body and reflects the physical damage caused by the most recent wound they have received back onto their opponent, with the same markings also appearing on the opponent's body but only on the location where the wound is transferred to. Like how I explained before, this could only be used by the Gravekeepers' boss, however, considering the fact that you already broke the limits of which kind of creature you could mimic combined with the royal blood running in your veins, you have managed to acquire the ability to use the curse. There is no know limit of damage you can reflect, so it's safe to assume that you can transfer any wound that don't kill you immediately, however, there are definitely a few limitations, such as the curse will consume your stamina as you activate it and you can only reflect damage that was directly done by one of your opponents. Lastly, keep in mind that wounds that can't be healed naturally, such as the ones caused by Kiriichimonji, may still return to your opponent but they won't disappear from your body.

The True Owner: Maybe it's due to the Teigu somehow sensing the First Emperor's blood running in your veins, but, regardless of the exact reason, your compatibility with the Teigu (and other similar weapons and items post-jump) have been further enhanced to a whole new degree, as you're now "loved" by every Teigu you wield, with them basically seeing them as their favorite user and possibly their true owner, allowing you to use their special abilities better than anyone else and even cause the Teigu to evolve within reason the more you use them. Some examples with the Teigu include: you could fully evolve Incursio into its draconic form but it wouldn't forcefully fuse with you, the Demon's Extract wouldn't try to warp your mind, you would be able to partially fuse with Lionel at will, you would be able to use Murasame's trump card, Grand Chariot could partially recover its adaptability after you use it for some time and Pumpkin would never cause you to fall into a coma due to draining all of your spiritual energy.

Pure and Innocent Smile: Your innocent smile combined with your pure charm are able to melt and conquer even the coldest hearts, however, no matter how powerful their love for you might be, sometimes not even it can help them to become better, as not even Esdeath's love for Tatsumi was able to change her ways for example. Fortunately, this won't be a problem for you, as the love people feel for you (not necessarily romantic love) and your company has the effect of helping them to gradually become better as individuals or, how some would say it, your love could "fix" them in a way. Someone that took the creed that "the strong survives and the weak dies" to the heart could potentially learn how to care about others and stop having the mentality of a natural disaster with a consciousness, while still remaining sadistic in essence for example. Additionally, people you're in a relationship with will have an explosive growth boost on their power, with them not only growing stronger quickly but also developing several new techniques in a similar way as Esdeath that developed all of her trump cards after she fell in love.

The Elite Eight: As one of the eight greatest assassins of the Empire, you're near to the natural peak of humankind when it comes to physical power, however, there are still three ways for someone to bypass this limit: modifying their own body to grant them superhuman attributes, be willing to destroy their own body usually through the consumption of enhancement drugs or they must be willing to discard their humanity and to embrace their inner demon. To achieve greater strength, you chose the third option. During your training under Gozuki, you purposely got cut by Murasame's blade but, miraculously, instead of dying due to its curse, your will to discard your humanity combined with your royal blood allowed your body to resist and assimilate it instead, essentially gaining access to its trump card even without being its user. Normally, the curse will remain dormant inside you, but, at will, you can temporarily awaken it, causing your scleras to turn black with red markings appearing all over your body as well as a dark aura enveloping your body. When activated, the power of the poisonous curse will act as a performance enhancer that will greatly

strengthen you, to the point that your physical attributes will match Esdeath during her fight with Akame, as well as causing enormous pain while it's active.
However, this cursed power has a price, as, in addition to it causing strain in your body, once you return to normal, the red markings will temporarily linger on your body and keep causing severe pain, as well as making your body feel heavier and weaker. The markings will stay on your body for one hour for each minute you keep the curse awakened, so, if you use its power for three minutes, you'll keep feeling its side effects for another three hours for example.
Lastly, even if you have already been cursed by it, this doesn't mean that you're immune to the effects of Murasame's blade, so, if you're cut by it a second time, you'll still be affected by its curse again and you'll probably die from it this time.

The Reaper of Oarburgh: Your royal blood made you even more compatible with the Wrigglers' trump card ability, as, when you transform into a human/Wriggler hybrid, you'll also acquire the ability to mimic every one of the abilities all of your types of Wrigglers possess instead of being limited to the butterflies' traits, greatly increasing your versability in combat. Some examples of abilities you can now use in your hybrid form are shifting your arms into claws specialized on tearing flesh apart, implanting organic bombs on the ground, gain incredibly tough shells to serve as armor and shields, develop stingers to inject poison as well as the ability to use the poison of your moths and bees in addition to your regular poison that damages your victims' eyesight. Additionally, if you're able to control other kinds of insects in the same way as you control your Wrigglers, your hybrid form will become able to mimic their abilities too.

The Great General: There are certain beings whose monstrous power is more than enough to lay waste to armies with ease and to change the tides of the war by themselves, making strategies and war tactics basically worthless when they're part of the equation. However, such beings and threats will spark your ingenuity and creativity, boosting your planning skills as well as allowing you to quickly take stock of the situation and use all the available information related to said threats to develop precise plans and countermeasures to lead and even potentially defeat them, taking a fraction of the time such plans would take to be developed and being far more accurate without risk of you underestimating your enemies. You'll also quickly be able to analyze and discover what are the requirements to defeat any threat, no matter how expensive or rare such requirements are, such as Esdeath that, at her peak, needed more than ten Teigu users, including Akame wielding Murasame, and the entire Revolutionary Army. Lastly, thanks to your legendary planning skills and status as a member of royalty, you were promoted to the rank of Great General of the Empire, sharing your level of authority over the imperial military with the Great General Budo himself if you haven't decided to desert the army.

Dual-Wielding Skill: Using multiple Teigu at once is considered an impossible feat for most people not due to actually being impossible but because the strain and

energy consumption caused by them is so great that, if someone were to be bold enough to merely attempt to do this, it would be enough to destroy their body quickly. However, you were already an exception to this, but, beyond this world, there are several “unique powers” that each person can only have one of them, like how each person can probably only absorb the power of a single Extract-type Teigu. Fortunately, you’re also an exception to this rule, as you’re now able to acquire multiple powers that originally would be limited to just one (or another limited number) under normal conditions. Some examples of usages of this perk in other settings are consuming multiple Devil Fruits, gaining multiple blessings by devouring Mato’s Peaches, gaining multiple Stands or having a chimera kagune composed of three or four kagune types. Additionally, you won’t need to worry about having any side effects from having multiple of said abilities, to the point you could even have a virtually unlimited number of quirks without suffering any consequence for example.

Apex Predator: Fate itself has already favored you as one of the greatest threats in this world, but, now, with the metaphysical value of the royal blood running in your veins, it’ll also ensure that you’ll continue being such threat in a way that represent your nature as a true hunter. This will manifest as a narrative advantage that will proportionally enhance your power and fuel your abilities the more the odds are stacked against you, either by being put against beings more powerful than you or by being greatly outnumbered by your enemies’ forces.
After all, as a hunter whose nature matches that of a true monster, the worse the odds are stacked against you, the fiercer you’ll fight, just like a cornered beast. Are you capable of devastating an entire city with a few attacks? If you’re cornered by an army of over a million soldiers and at least one being on par with Esdeath, your power would be massively enhanced to the point that you’ll be able to lay waste to an entire country and cause massive destruction on a continental scale.
Of course, this boost has its limits, as it may multiply your current power by several times and give you an absurdly giant energy reserve if you’re facing an impossible opposition, but don’t expect you to have a chance only due to this perk’s effect if you go face a godlike entity whose power dwarves yours so much that it’s basically incomparable to yours.

Living Disaster: A hunter’s philosophy is that “the strong survive and the weak die" and you, my friend, are one of the strongest around here. In terms of inner energy, physical stamina and spiritual power that serve as the fuel for most of this world’s supernatural abilities, you’re an existence closer to a walking natural disaster with a consciousness rather than a human being, possessing energy reserves that dwarf everyone else and can only be matched to Esdeath herself at her peak, being able to capable of even using the Ice Commander in Chief technique if you managed to acquire the Demon’s Extract, without needing to absorb an external energy supply, but of course getting tired after such feat. Post-jump, any other reserve of exoteric energy you might possess will also be similarly enhanced to match your condition as a living disaster. Using the Jujutsu Kaisen universe as an example, if you normally

had enough cursed energy to match the average sorcerer, your reserves of such power would be enhanced to even surpass Yuta's reserves and even reach closer to the level of Sukuna, which is also considered a walking calamity in that world.

Eternal Golden Age: Now, in addition to this perk affecting the organizations you create, its effects will be extended to also include any organization you join if you want them to be immune to corruption of any form in the same way as the organizations created by you are protected, regardless if you're just one of their basic members or if you're one of their leaders instead. However, this effect can only protect organizations that aren't corrupted already, so, if you were to join the Empire, the country wouldn't be affected by this perk as it's already corrupted up to its very core.

Prime Corrupt: While you'll still be out of the Empire's succession line due to Honest's schemes, in future jumps, you may choose to not only be a member of one of the setting's main royal families but also to be near to the top of the succession line instead of being a distant relative, staying only behind the main heirs that usually are the children of the current ruler, and thus making far easier for you to inherit the throne in order for you to rule without the need of a puppet king/queen/emperor.

Forger of Imperial Arms: By using the benefits granted by your royal heritage, you managed to study secret scrolls that only the First Emperor's descendents have access to, further enhancing your Teigu crafting skills and making you able to finally fully understand the process of creating Teigu-like weapons and tools. First of all, you're now able to create items of the same types of the Demon's Extract (a Teigu that is actually the power of an beast extracted and formed into a liquid that then grant its power to the one that ingest it) and Lionel (an item that temporarily converts the user into a hybrid of the Danger Beast used on its creation). Furthermore, you're also able to alter the materials enough to remove the need for compatibility, allowing anyone to use your Teigu-like weapons as long as they have the needed strength to wield such incredible items in the first place. Lastly, thanks to your extensive knowledge of the Imperial Arms, you're also able to not only repair Teigu and similar items but also modify and enhance them without needing to worry with your modifications being incompatible and/or making it flawed or weaker, be it to add more parts taken from Danger Beasts from them or to fix their flaws, like the inherent flaws of the Shingu that makes them consume more energy for example.

Biological Engineering: Despite their differences, both the Empire's science and the foreign alchemy converged on which path to follow in the attempt of creating something that might reach the level of that ultimate Teigu, as both Dr. Stylish and Dorothea decided that the only thing that would be capable of eventually rivaling that legendary weapon would be a monster capable of growing stronger and evolving by consuming others. Apparently, you reached the same conclusion as them, as you're able to grant your biological creations the ability to evolve by devouring others and

consuming their bodies' nutrients, which works essentially equal to the one granted by the **Devourer Class Beast** perk, however, only subjects with high potential will be able to be grow endlessly stronger as long as they can keep consuming nutrients of high quality. Additionally, if you don't want your monstrous creations to evolve endlessly, you can also easily implant limiters on them that prevent them from growing stronger after a certain specific point.

Leader of the Pack: You might lack the innate talents that one would expect from a perfect ruler, but you're still a great leader for your own group of misfits. In addition to having good general leadership skills, your speciality is promoting harmony and incentivizing teamwork no matter how different and peculiar the members of your team are, as well as preventing conflicts between members with different morals and ideologies and even eventually helping them to actually form a bond between themselves, something that not even Syura managed to do with the Wild Hunt's members. Such a skill in making dysfunctional teams to function perfectly will be perfect if you wish to gather the greatest world-class talents to join you, as such individuals tend to range from lawful good heroes to awful evil psychopaths, so, if you want to recruit both types of people, you're going to need this perk's effect.

Slayer of Wicked Kings: Your fate is not only that of the one that slays wicked kings and/or takes them out of the position of authority and power, but your fate is also that to be an actual king/queen to the people oppressed by these corrupt rulers. Every time you manage to overthrow a ruler, you're able to assume the throne or whatever authority position they used to occupy with ease, without needing to worry about rebellions and other possible occurrences that could happen when a country is conquered by another force. Furthermore, you can also merge different countries and kingdoms you rule with far more ease than normally, with the resulting nation inheriting the best aspects of both of them, such as their laws, science and culture for example. Of course, the forces directly related to the former rule could still antagonize you, but the people in general would continue their regular lives and won't rebel against the new ruler as long as you're actually a good ruler for them.

Super Class Threat: You're a being that surpasses all other Danger Beasts/Freaks, as the royal blood infused in you enhances your power to a degree worthy of an existence that can only be called an Emperor/Empress of the Monsters. If before, as a Super Class Danger Beast, your magical abilities, destructive power and strength were already enough to lay waste to cities and armies with ease, now, you're capable of destroying mountains and alter the local geography with ease, as your raw power now even surpass Esdeath's power at her peak and the supreme Teigu. Lastly, as there are no other beasts in your class, there are no canon species to choose, but, if you prefer, you can choose any canon species of beasts to upgrade to your level.

Draconic Life Force: Your life force is so powerful that it's able to remain in your body even after your death, giving an opportunity to cheat it if you play your cards well. If you're out of 1-up bonus, you may choose to transfer your life force and soul to parts of your still-living flesh, either it was recently consumed by other beings (at least on the level of an average human) or it was implanted on them somehow, giving you a chance to be reborn by growing and evolving through consuming their strong emotions until you eventually manage to overtake their body or find a way to rebuild your original body outside them, in the same way as Tyrant will be reborn through Incursio and Tatsumi's body. Alternatively, if you know the means to create weapons and armor suits out of living materials, these items will attempt to grow and possess their users the more they're wielded by them, until you're reborn through them in the same way as before. However, there is a limitation, if you don't manage to be reborn until the end of the jump, you'll count as a permanent death and it'll be a Chain-fail.

Notes!

1. If you're a **Danger Beast** and have taken the **Imperial Blood** perk, you won't be a descendent of the First Emperor and only have been infused with the royal blood artificially, having all the benefits this heritage grants you while still being a beast and not a human;
2. The capstone boosted version of the **Forger of Imperial Arms** perk also gives you the knowledge of how to safely remove Extract-type Teigu from their users;
3. Originally, I wanted to add Zennishi's suggestion of a scenario for the Jumper to act as something of a caretaker for the Emperor boy and make sure they turn out well despite Honest's designs for him, but, as there is already a Scenario focused on fixing the Empire from the inside, I preferred to not add it for now;
4. About the **Night Raid** companion option, Susanoo also counts as a member of Night Raid despite being a biological Teigu. Furthermore, if you take him as a Companion, he'll become a fully independent being instead of a Teigu that needs an user;
5. About the **Jaegers** companion option, if you take Bols together with you, he'll be accompanied by his wife and daughter, as he would never let his family behind in this world;
6. If you take **Esdeath** as your Companion, she'll have all of her abilities (or at least the potential to develop then), including her time stop;
7. You can't use the **Self-Insert** toggle to replace a named character that is related to some drawback/scenario that you've taken;
8. If you take both the **Hero(ine) of Justice** and **I Don't Understand the Feelings of the Weak!** drawbacks, you'll be as crazy as Seryu;
9. **Drawbacks** are removed after the end of your jump;
10. Thanks to LuckEClover, Such_Future_6653, CreativeWar4093, BerialAstral, Shadowgear1004, Sundarapandiyan1, Zennishi, ArchAngel621, Hotchi2207, jordidipo2324, Birthday088, starshah, NeedleworkerChance48, Andrew10023, Archerof64 and FrequentNectarine for all of your suggestions (I hope I haven't forgotten anyone);
11. A special thanks to BerialAstral for motivating me to make this jump and for finally giving me a reason to watch/read Akame ga Kill.

History!

V 1.1: First Update

-Corrected some errors;
-Modified **The Art of War** perk to add a combat enhancement and renamed it to **The Great General**;
-Combined **The Strong Dominates the Weak** and the **Conqueror of Monsters** perks;
-Removed the capstone boosted version of the **Conqueror of Monsters** perk;
-Added an upgraded tier for the **Anime Looks** perk;
-Added a special gift in the form of a +300 CP stipend to spend on items and Teigu (because Teigu also count as items);
-Added a new reward for the **Kill The Ten-Eyed Wolf** scenario (suggested by Zennishi);
-Added new perks:
    -**Apex Predator**;
    -**Mutated Physiology**;
    -**Autonomous Teigu**;
-Added new drawback:
    -**The Call to Adventure**;
    -**Kill the Jumper**;

V 1.0: Released