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~Avesta of Black and White~

A mother stands before the abyss. In her belly a demon lurks. So she does the only thing that she can do: she tries to kill it, before it can cause any damage. To kill the enemy is an unquestionable truth in this world. There is no room for hesitation.

But as the child is a demon, it may react violently if she tries to kill it before it is even born. So there is no other way but to take herself with it.

But as she descends into a certain death, a voice calls for her.

"Thank you, mother. For me, this would be my first kill."

Welcome to Ahura Mazda, a universe trapped in a seemingly endless war of cosmic scale between the forces of Good and Evil. This is an inescapable conflict that is written deep into the laws of the very universe, and thus recognized by every living being, from the smallest animals and plants to the colossal sentient planets that act as local gods. A conflict without an end in sight.

The sad truth is that this world is nothing more than a simulation and breeding ground for future gods, stirred by a maddened God who has her eyes set on a distant future and a bigger enemy that dwarfs any monster in this universe. The war that the people in this universe fight in has no end in sight, for the victory of either side means just a restart of the conflict, with the universe switching sides for everyone. Good becomes Evil, Evil becomes Good, and the conflict restarts. The only hope to break the conflict is to dethrone God and establish a new order.

In this iteration of the eternal cycle of Good versus Evil, the side of Good suffered a colossal defeat not so long ago. The original Holy Kingdom, the headquarters of the forces of Good, was destroyed sixteen years ago. It also marked the birth of Quinn, an artificial Ashavan made by the First King of Evil, Khvarenah. He didn't do it because he felt sorry for the other side, but in order for her to collect data about the 'miracle' that the great Hero of the Good spoke of before being killed during his assault, so the robotic and extremely logical Khvarenah can understand the concepts of 'miracle' and 'everyone'. Left with this mission, she has wandered for several years, and now is about to join the forces of the now resurrected Wahman Yasht, the current base for the warriors of Good.

Meanwhile, two leaders both in the side of Good and Evil are preparing for an event in a few years down the line, where they expect to make their move to dethrone God. Two potential

hegemons of each side work together to accomplish this, fully expecting to turn on each other as soon as they accomplish the first part of their objective, for only one can paint the new world.

All of this while the crazed little brother of the previous Hero, in truth his son, rages his own personal crusade against everything. Currently, he serves under the forces of good as their mightiest warrior, but he plans on eventually turning his blade on his allies and bring an end to the entire universe. He has yet to realize his origins and his true desire, so perhaps there is still another hope for him.

To help you during your time here, you have your standard +1000 CP. You will spend ten years here.



~Origins ~

There are only two possible origins for those born under the Law of Duality: you can either fight for good or fight for evil. None in this world get a choice in this matter, their alignment is determined from birth. But as a special offer from your Benefactor, you get to decide which side you will be aligned with. Be aware that, save the use of exceptional powers such as powerful Commandments, everyone is instantly aware of the side others belong to by reading into the Avesta. And the most natural reaction in this world to those of the opposite alignment is to engage in a deadly conflict. You may take any of these as a Drop-In, giving up any memories that you may have previously hold.

Ashavan
The Side of Good

The faction that fights for the natural order of things. The Ashavan center themselves around cooperation and order, but are not above violence. In fact, the Avesta itself makes them become especially ruthless, although not cruel. They are usually weaker than their opposing side, but make up for it with their collective power and superior numbers. Theirs is the power of the ‘many’.

Dagravant
The Side of Evil

The faction who fights for chaos and individuality. The Dagravant are quite self-centered, centered on indulging in their Avesta. Quite fond of cruelty and extreme violence, Dagravant society is not an easy one. They are individualistic and generally stronger than the other side, at least on an individual basis. They specialize in cultivating the power of the ‘self’.

Although it is possible to switch sides, your Avesta will normally prevent you from doing so during your stay here on a subconscious level. It should also be noted that the phenomenon by which one is permitted to reverse their Avesta is quite traumatic and can have serious consequences, such an inversion of strength in which a powerful individual becomes quite weak. Some extremely powerful individuals may choose to ignore the Avesta or wish for it to change.

You may choose your age for free, as long as it fits your overall choices in this jump. You may do the same for your gender. Finally, your location is up to you as well, as long as it is neither Angra Mainyu nor a place that a mortal shouldn’t be able to go by themselves.



~Perks ~

You may discount two perks for your side of the 100 CP, 200 CP and 400 CP tiers, and then you may choose to either discount both one 600 CP and one 800 CP tier perk, or discount the 1000 CP perk. The discounted 100 CP perks are free, while any other discounted perk costs half their price.

Undiscounted

Truth
Avesta

(Free, Mandatory for everyone for the duration of the jump)

In the world of Avesta, there is no being that can escape the universal truth imposed by its God. It is imprinted in every being born in this universe, and even to those that existed before the Divine Throne was established, such as the oldest Star Spirits.

For you, this manifests as being able to read into the Avesta at the same level as the warriors of the Right and the Left. There are five aspects of the Avesta that are known to both the champions of the light and darkness, albeit most beings can only read up to the first two, but those like you have managed to reach up to the fifth. The precepts are as follows:

1.All living beings in the world are divided into Good or Evil, both sides can't coexist.

2.All living beings, via "reading someone's Avesta", can subconsciously know to which side the other belongs to. They feel compelled to kill each other on an instinctual level.

3.Both sides have a "core group", that acts as leaders. Decimating this group constitutes victory for the side that does it.

4.If elimination of the opposing side's core group takes too long, replacements will eventually be born to fill their spots.

5.Commandments. You shall put all of your soul into using them to enhance yourself.

The precepts of the Avesta are deeply ingrained in the very Law that makes up this universe. To go against them is thus impossible for all, but for those with the most extraordinary wills and unique dispositions.

Once your time in this world is over, you will no longer be bound by the Avesta, finally reaching the new world that many have sought during the long reign of this Law.

Vow
Commandment

(Free or Varies, Mandatory for everyone)

The basis of most supernatural abilities in the First Heaven, the Commandment appears as a self-imposed limitation taken before the Avesta. It is a declaration against the world that reflects the warrior's personality and ideology. By swearing to God to live in a certain way, you receive a boon in exchange.

The nature of this boon varies greatly, since in the end it is up to the Ātman to determine such a thing. Normally, a very restrictive bond would result in a greater power. Things such as vowing to always achieve victory, refusing any kind of companionship and living in solitude, or always fighting any being that establishes mutual recognition with one's full strength. But there are other factors that may influence this result, such as the person's own disposition and ideals. For example, a gentle being who took a vow of solitude would see a greater boon than those who are loners by nature. But also, those with great wills will see their Commandments also bear great results if it matches their nature, such as someone with a massive thirst for battle limiting themselves to not take any action that isn't related to killing after establishing mutual recognition when another. And lastly, there is the own opinion of the Ātman herself, who may grant better boons if she simply sees fit to do so, whether as part of her own plans or simply due to her own amusement or personal opinions of the person in fact.

The vow you take is very important, because breaking it will incur a divine punishment. When this break is unintentional, this may result in your death via divine punishment, enforced by the Law of the Ātman. But when this breakthrough of your Commandment results from a willing act, an event known as Forced Falling Down occurs, in which the breaker is forced to switch sides, resulting in a change of personality and power, almost always for the worse.

While this indeed a dire thing, it is not as if most Commandments don't have loopholes around their limitations. For example, Quinn's Commandment makes her follow the orders of others to be able to act, and she cannot stop following other people's orders. But the orders she receives are ranked in importance, so she can disregard someone's orders as long as it is to fulfill a

higher duty. Samrukh was also able to replace her lost limbs with prosthetics without violating her ‘do not heal yourself’ commandment.

There is also the possibility for those who have outgrown the Law of this universe itself to rebel against the punishment and outright ignore it, or even use brute force to warp reality in a way that allows for breakthrough of one’s commandment without incurring in divine punishment, such as the usage of the Power of Ego to maintain multiple contradictory commandments as some Daeva do. Albeit, this last effect is something that even the most powerful Daeva struggle with, resulting at best in just pushing the line of what’s acceptable before a willing breakthrough rather than outright denying the punishment. Only those who are stronger than God or have the capability to replace her can actively ignore the punishment. Albeit, doing so means rebelling against the Ātman and may incur in her wrath, being stricken via other means than a forceful Fall when that it is not possible.

It is possible to take Commandments of limited duration, or which are active just until a condition is fulfilled. But this topic is purely academic stuff for almost everyone in the cosmos, usually no one would do this, nor could, for that matter. Commandments are strong beliefs and iron-clad held convictions, pridefully sworn as a particular way to face the world. It is impossible to replace them on a whim, as one would their clothing, unless one’s mentality and personality was hollow enough that they may not even be called human to begin with.

Since everyone is required to take a commandment as part of reading deep enough into the Avesta, **you too have gained yours.** The exact wording of the Commandment is up to you, as well as its restrictions. Here you have two options: You may take whatever you have gained via this jump, with the exceptions of the **‘Star Spirit’** and **‘Will of the King’** purchases, and have it be a result of your boon, at no cost at all. It is not such a strange occurrence, even if it is the result of a single Commandment. Individuals Nahid or Vararam have proven that a single Commandment can result in a large amount of powers and boons. But if you like to, you may have actually taken multiple Commandments in the way that some powerful Daeva, or the heretic Yazata Magsarion, have done.

The other option is to pay **200 CP** and receive a Commandment similar to that gained by Quinn, Spenta Mainyu or Zaurid’s original Commandment. Basically, you get a boost in power by following a certain limitation but gain no real special powers from that. For **400 CP** instead, you may decide to instead create Commandments with more exotic results, like those of Munsarrat’s second Commandment, Mashyana or Ferdows, but you may not take anything that it’s already a perk in this jump, as those are the result of very special circumstances, nor an effect that it’s stronger than the 600 CP perks. You can see examples of Commandments in the Notes section.

Again, you may decide to purchase multiple Commandments here.

Other abilities and items may interact with Commandments, further increasing their power if the compatibility is right. This is especially true with abilities related to your own will, like the Power of Ego that the Daeva wield.

Once this jump ends, you may decide to stop being bound by your Commandment(s) in exchange for losing any potential boon that they may grant at will, no longer bound by the Avesta. You may decide to activate them again at the start of the next jump. This only applies to any abilities not derived from the perks that you purchase below. Breaking your Commandment won't deprive you of your abilities, but will incur in divine punishment during your time here.

An Universe of Prayers
Truth's Tapestry

(Free/-300 CP)

Besides what you have purchased above, you may only take Commandments during the duration of this jump. The Commandments are a declaration to the Avesta, and thus it is the ruling God of this universe who decides which powers are granted by these Commandments, and you will have no control over what ability you receive. Plus, as explained above, it is quite hard to leave a Commandment and you will have to face the consequences of breaking it, under the same conditions as the previous option.

Optionally, you may choose to pay 300 CP to keep a connection to the Law of the Avesta even in future worlds, making you able to take up more commandments in future worlds, as well as granting others the ability to take their own Commandments.

Selfish Reality
Power of Ego

(-200 CP)

The Power of Ego, or the Power of the Self, is a special ability found among many strong Daeva. A sharp contrast to the Miracles of the Ashavan, which are based on the Power of the Many, this is an ability that sources its power in the strong will of an individual. It allows the user to accomplish a multitude of effects that defy the laws of physics, and even causality, simply by willing it. Things such as scooping half of a building using a spoon from across the street, twisting space, so an attack becomes unavoidable or forcibly negating the regeneration of an enemy.

Since this is an often-found power among the Daeva, those of the side of evil taking this perk instead find themselves with an immense talent for using the Power of Ego, if they couldn't

already use it, as well as a strong will to back it up. Those of the side of good instead gain this ability, something that is usually only possible for them via Commandments or artifacts.

The God of War
Superb Sword

(-300 CP)

In this land of constant war and exceptional warriors, your way in the arts of combat has few peers. Whether it is thanks to the accumulation of battle experience through the equivalent of several human lifetimes, a natural in-born talent never seen before, or perhaps even both, you have created a fighting style that could be called nothing less than divine. Whatever weapon you specialize in, be it a sword, a spear or a even your own bare hands, you have honed your style to inhuman levels of perfection. Your technique leaves no room for mistakes, every movement has been refined to utmost excellency to the point no effort is wasted, and every attack can be delivered to its intended target, usually your opponent's vitals, with a surgical precision.

Your specialization in this style does not mean that you are inflexible or easy to read. Your style is so all-encompassing that it can adapt to almost every enemy, breaking through any of their defensive techniques and delivering devastating counter-attacks, while standing like an iron fortress against anyone trying to find the smallest gasp or chance to catch a break from your onslaught.

With this style in your hands, you are a deadly fighter indeed. So much so that even when you are far behind in strength or even speed before a much superior rival, you can still manage to overpower them merely by using your superior skill in combat, easily delivering a humiliating defeat to those that would otherwise make a short work of you. Only someone on a near divine level of technique like yourself, or with abilities a few leagues beyond your scope can match or surpass you in a duel.

Living Celestial Body
Star Spirit

(-400/600 CP)

Everything breathes with life in the universe of the Left and the Right. And that life isn’t limited to plants and animals, as even the celestial bodies that all the other lifeforms use to grow on and sustain themselves from have a life of their own. But life and sentience are not always the same

thing. As such, the occurrence of a celestial body developing a full ego and turning into a Star Spirit is incredibly rare, even in the massive universe of Black and White.

But once a celestial body achieves this state, the resulting being is one of terrible might, a colossus that even the upper echelons of both the Good and Evil are often wary to challenge. The most common type of Star Spirit is that of a planet who gains sentience and care for their native populations, governing it as gods. After all, for a Star Spirit, the beings walking over their surface are part of their body (World), and as such neglecting them would be as neglecting oneself. But solitary Star Spirits are also a possibility, and even predatory ones who feast upon other celestial bodies are known to exist. For **400 CP**, you have become one of such beings.

As a Star Spirit, you have two bodies that exist at the same time: Your Soul Body and your Star Body. Your Star body is the most powerful one in physical terms, for it is the entirety of the celestial body that you embody. You can hear and see everything that happens in the confines of your 'body', as well as manipulating the world through an 'Authority', granting powers to others, or unleashing a special mighty power in your area of action. It is a power equivalent to a miniature version of the Avesta, but limited to the domain of your body. No being that has benefitted from the Star Spirit's bounty, such as living on their land or breathing their atmosphere, can hope to defy the Authority of the Star Spirit. As a power that can be compared to a small-scale usage of the Law of the Godhead, only those with such exceptional powers such as a Demon King's Power of Ego may hope to delay or resist the usage of your Authority. However, this ability won't reach the same degree of 'absoluteness' outside your domain, even if it is still quite potent. As power that is tied to your very soul, it will also get more potent outside your domain as you grow stronger, either by the use of a Commandment or via other methods foreign to this universe.

Your Soul Body, or Astral Body, exists as a manifestation of your very own ego or self. Manifesting your Soul Body is an ability similar to the creation of sensories by the Gods in nature, allowing you to interact with the smaller creatures that roam your larger Star Body. However, it is different in nature and result. As would be expected, this body brings changes in how a Star Spirit fights. Given its nature and purpose, the Soul Body is always going to represent a loss in physical power, for the scale has been reduced too much. But this concentration brings a boon when it comes to special powers, such as Commandments or Authorities, which are magnified in this state.

Generally, this body is that of an animal or humanoid being of a respectable size, but in some cases this body can still manifest as one of quite a gargantuan scale, such as a colossal bird that can house an entire city on its back, or a tree the size of a mountain range. Furthermore, it would even be possible to maintain this large soul body and then create even smaller humanoid avatars separated from the larger body.

It should be noted that the loss of either body is equivalent to death for the Star Spirit. For it can neither survive without its physical body, nor can it manage to keep functioning as a Star Spirit after its ego has been annihilated, becoming a mindless husk.

Finally, all Star Spirits are capable of instant teleportation through the entire universe. A vestige from their true origin that predates the current Law of Black and White.

If you decide to pay **600 CP** instead**,** you may go up an additional level, becoming an existence unique, or almost unique, among the Star Spirits. The exact form this gives you is up to you to decide. Perhaps your Star Body is that of a mechanical super-planet that preys on other celestial bodies in order to make itself larger. Or maybe you take the form of a living neutron star, with a gravity field that could threaten even the mighty Demon Kings. Or perhaps you are something even stranger? Maybe you are the first Star Spirit to be born from a Black Hole. As long as it's a celestial object of sorts, you can take it as your body.

You may decide whether you were a natural-born Star Spirit, or whether you killed a previous Star Spirit and gained all their Authority and Star Body. Regardless of your choice, the power offered by this option alone remains the same.

Optionally, if you have already acquired a celestial body or similar mega-structure that you can bring around during your journeys, you may freely import them as your Star Body by paying for the appropriate tier.

Big Bang

Will of the King

(-400/800 CP)

A rare quality that could be called a Miracle in itself. You now possess an ‘ego’ that surpasses even the Avesta and could stand toe to toe with God herself. A desire to overthrow the God of the world and impose a new Law into the cosmos, giving birth to a new universe, and bring forth a new immutability in this world of endless war.

Not only is this a special disposition that is no longer tainted by the current Law, for your desire to bring forth a new order does no longer have to be aligned with the objectives mandated by the Avesta, but also a special quality of your soul. For **400 CP**, you are granted the qualifications for sitting on the Divine Throne and spreading your Law by undergoing apotheosis.

As you are now, this untapped potential seems to be of little use. But with time, as long as you attune to your deepest craving, you may potentially begin to challenge this world in multiple ways, such as ignoring or limiting the effects of contradicting a Commandment and gaining a

natural partial understanding of the metaphysical structure and nature of the world. You will also start to develop some abilities related to your Law, or start to reshape some of your existing abilities to be more in tune with it, with said abilities being incredibly powerful and hard to resist due to their inherent divine nature. If you manage to develop enough in power and understand and attune to your inherent immutability, you may ascend into godhood and challenge the current order. That is, you will start to emanate, repainting the world with your own color and boosting all your spiritually related abilities as your soul transforms into something divine and immutable. And if your strength proves to be as great or greater than that of the current God, you may also dig into the Singularity, challenging them for the right to dye the entirety of creation with your color.

However, this is not something that you can do immediately in most cases. To ascend into a god, Depending on your craving, the path to activate your Law and become a full-fledged god may require a costly undertaking, such as Sirius' Paradise Lost requiring him to save 'everyone' personally before being able to fully emanate. Other methods of ascension may exist depending on the rules of the universe, allowing you to forcefully ascend by using magical formulas or other types of 'shortcuts' to divinity.

And just like the Covetous Dragon, you can also decide to prevent yourself from emanating by not following your desire, but once you realize it you won't be able to stop yourself. At least not just with this potential. And that might be a wise decision if you aren't strong enough yet to challenge the sitting Godhead.

It may even be possible that your own actions, should they lead you to take a path that goes against your own Law, such as taking a Commandment that goes against your very own ideal existence, may make it impossible to fully emanate until you fully accept your own craving and discard the other limitations.

By default, this craving is manifested as a Hegemony type.

However, you may also decide to be self-centered beyond reason, and instead of seeking to change the world, seek to reach your own ideal self. Thus, you may decide to take the path of Transcendence and instead become a Transcendence God. You won't be able to emanate, but you will also be able to use the power of the Big Bang, or as it will be known in other eras, Taikyoku or Atziluth. Be advised that Transcendence Gods may only manifest in multiverses, as they are a living universe, they cannot exist in those universes, like that of Ahura Mazda, where only a single universe exists, for those who follow this path cannot replace the Godhead.

For **800 CP** instead, you have achieved a partial emanation already. That is, you are able to wield your Law in order to create a space around you where the current Law of the world recedes and instead it is replaced with a weaker version of your own Law. You may also wield your Law in an offensive way, either by boosting your powers more attuned to it or by manifesting it in an ability

related to it. However, this is not your full potential yet, and thus you are not considered a god nor you will have the power to dig a singularity to challenge the current throne god.

As you are more attuned to your immutability with this, it becomes easier to reach full godhood. However, it may still be possible to block your full potential if you force yourself to still go against your true craving.

Touched by the Void
Translator of Zero

(-1000 CP)

You are an anomaly. A living bug in the system of the Divine Throne that shouldn't be possible. At some point during your childhood, you established a connection with the entity that permeated the 'original' incarnation of reality and that now lies behind the current law of the Avesta that birthed the universe of Ahura Mazda.

The first anomaly is your sheer power. Even without any other special abilities, your raw strength is that of the level rivaled only by the strongest of hegemony gods. A force that can shatter the universe and the gods that embody them. A talent so transcendental that leaves all others behind in no time. In fact, your power is so great, that taking abilities from this era would be seen as more of a way of holding yourself down than a way of actually growing.

The second and perhaps most important is your *perspective*. To you, the entire universe, even when it comes to those in the realm of gods, seems to be nothing more than a story. As such, it seems that your entire being is disconnected from reality like a reader would be from the things occurring in a book. Your body may still be damaged, your soul crushed and your life extinguished. But so what? For you, it is no different than reading a character bleeding. It is not real, and just as a reader can flip a page and forget about it, no injury is capable of permanently staining you. Even total mutilation or destruction of your life are no more real to you than words on a page. You may keep them for a time to humor the other 'characters' in the story, or just directly decide to ignore them.

However, should this connection be forcibly severed somehow, something that should usually only be possible through having something heavily connecting you to the 'other side', you would become mortal again and death will be able to claim you for real this time. This connection and its benefits will become available again in the next jump or after 10 years, whichever comes sooner.

Finally, being connected to Naraka also gives you a final ability: as you are now connected to the same 'side' as Naraka, any creations that you make become especially effective weapons when

turned against it and beings like it. From summoned beings to the weapons that you wield, you become an effective tool against Naraka. If you were to find a way to create an army of powerful beings, you may be able to even end the struggle of the Divine Throne in this generation

Army of Gods
Pantheon

(-1200 CP)

The ability which is one of the keystones of the plan to fight against Naraka and somehow connected to it as well, the mysterious entity that threatens all existence, and which was the source of all kinds of wonders and misfortunes in the age before the Divine Throne System was put in place.

This ability was originally held by Mithra's Commander, an entity that should have been merely a passive observer. But first the anomaly known as Varhram, and now yourself, have gotten hold of this power as well.

The ability of Pantheon is the one that allows for the creation of Aeons. Aeons are copies of individuals based on the recollection of the Commander, and are shaped by their own impressions. Thus, you may use this power to recreate any sort of individual that you observe, either by your own eyes or via use of special powers such as clairvoyance, summoning them to fight at your side.

The Aeons wield any powers and ability that they may have originally had, but this is limited by your own perceptions. As a Commander, you act as a 'projector' of your own experiences and mentality, and without a complete and full understanding of those you are trying to reproduce, your Aeons will always be somewhat 'off'. This may result in different personalities, skills and even power.

Even without a full understanding, it is not entirely useless. An Aeon that is not fully in-line with the original may instead be attuned to better combat different enemies, such as Varhram's Aeons having a strong anti-Zero trait due to the former's connection to the mysterious entity. Additionally, those copies that are somewhat off may be easier to control, while an Aeon closer to the original is much more likely to rebel or not respond well to merely being thrown into combat, and may even turn against their 'Commander'. It is possible to further attune an Aeon once they have been summoned if your understanding or views on them change, and it takes no effort for you to unsummon them.

You may create Aeons of any individual that you witness, as long as they were actual people and not fictional or invented characters, but you may only summon one Aeon at a time of each person. However, for individuals that go through great changes through their existence, it may be possible to summon different versions of the same individual at different stages of their ‘evolution’. The same goes for different incarnations of the same souls. This comes at no cost for you, and there is no limit on the level of power that you can recreate, but as said before, to recreate the highest power may require a deeper understanding than someone from a lower perspective may lack, and the most powerful individuals may be much harder to control if shaped in a true to their alive counterparts.

The Side of Good

Yazata
Evil Destroying Warrior

(-100 CP)

You are one of the warriors of the side of good. While your power is usually below that of the average Daeva, your physical abilities are still remarkable and put you quite above the regular man. You have enough agility to run faster than most wild animals, and enough strength to destroy buildings easily. You have also trained in the way of the sword, and are quite competent with it.

Collective Prayer
The Way Way of The the Many

(-100 CP)

As the Yazata are born far more commonly than their opposing Daeva, their overall power is usually lacking in comparison to their enemies on the side of evil. As such, the Yazata's tactics are based around deploying teams of warriors to deal with the lone Daeva. After years of working together with many of your compatriots, you have become an excellent team player. Your group coordination abilities have sharpened considerably, letting you adapt to the most varied abilities of your companions fairly quickly, and you are used to coming up with new battle strategies and combination attacks involving getting the best of your comrades' strengths even in the midst of battle.

Inspiring Presence
A Majestic Visage

(-100 CP)

Befitting of the heroes of good, you have an inherent presence that brings calmness and reverence from others. From the way you move, to way you dress yourself, and even the tone of your voice, everything speaks of greatness. You have an easy time lifting people's mood, and even if you treat them coldly, they cannot help but feel impressed by your display of might. What's more, you find that neither old age nor other alignments can't really taint this aura.

Unreadable
Shaped Like A Fortress

(-100 CP)

There is something about your thought pattern that makes it extremely hard for others to get a read on you, and even those who could peer into your thoughts cannot get a good grasp of you. It may be how well-ordered your mind is, not allowing any unwanted thought to pass through, or how used you are to lies that you can even lie in your own thoughts to conceal your true intentions deep within yourself.

Maverick
The Wicked Knight

(-200 CP)

In the war of survival between good and evil, sometimes even the more problematic elements are too useful to kill. It seems that any organization that you find yourself in finds you just like that. As long as you keep meeting their expectations when it comes to accomplishing their long-term objective, they will deem that you are too good of a pawn to be killed, regardless of how much your morals or even other actions clash with them. Even after disobeying orders and going way overboard in your mission, your superior still finds excuses and ways to spare you, only giving you light punishments.

Gunslinger
Dishonorable Warrior

(-200 CP)

The usage of firearms is really unsuited for this universe, let alone the Yazata, who value the refinement of their sword styles and the discipline that comes to attaining power through harsh training. After all, it is a combat style that doesn't really display one's martial prowess nor dedication, and while it can be quite effective at the lowest levels, it doesn't really let much room for growth.

Perhaps you can prove them wrong. Not only do you have an aim that borders the supernatural, as you are able to nail several headshots in a row and even perform trick shots even without the usage of special abilities, but you have the ability to create bullets with your your own special powers, allowing you to channel them directly into the enemy if you manage to land a hit. Which shouldn't be hard for you.

The Harem Protagonist
Just Like A Visual Novel

(-200 CP)

It shouldn't be *that* kind of story, but it seems that you have a tendency to surround yourself with attractive members of the opposite gender. They don't need to be your allies, but it seems that they often find one reason or another to gain a certain interest in you. Whatever you use this interest for, it's up to you.

Body of the Kings
A Well Preserved Sword

(-200 CP)

For someone as busy as you, it may seem impossible to maintain your martial skill when you are left behind, buried under the paperwork. Yet, you find that your abilities refuse to degrade over time, and whenever you grab a weapon, the experience accumulated over years rushes into you as if you were still in the midst of a campaign. Regardless of how long it has been since you trained or saw real combat, your battle prowess and skills never seem to rust.

The Snake
Lady of Wahman Yast

(-400 CP)

The world of politics is still quite complicated, even in the heart of the forces of Good. But for you, born in one of the dominant families of your planet, or even as one of the ruling families of Wahman Yast itself if you are an Ashavan, it's more like a walk in the park. From the complicated dance between the different factions and bringing everyone under the same

banner, to keeping the masses content and subservient, you are a complete master of all aspects of leadership in the big leagues.

Not only that, but your grasp of the minds of the powerful and the masses is such that you have an extremely easy time infiltrating even other groups, quickly gaining their trust as one of their members, and being able to manipulate them from the inside to your own goals and agendas.

Glitching Technique
Heretic Yazata

(-400 CP)

Sometimes, in order to shorten the gap between those powerful Daeva, one needs to get a little unconventional. And you are a master when it comes to creating and performing unexpected, and usually extremely dangerous, combinations of powers and items. Some may call you a madman, but no one may deny the results you bring. You can forcibly mix two or more abilities that were not meant to work together, creating a new technique with devastating results.

Some examples of these are the techniques developed by the Jet-Black Warrior, Magsarion: Using several blessings of defense, which increases your weight, and teleportation, which basically makes it,so you move through distance in no time, to turn yourself into a human-shaped cannonball that can destroy a mountain. Forcibly transmitting an excessive regeneration via combining several blessings of regeneration and offense, so your enemy's regeneration gets overwhelmed, and they begin to collapse. And many other combinations that you will be able to come up with in no time using your own unique abilities.

While these techniques may be seen as suicidal by most, you also have a knack for finding ways to ignore the more lethal or even debilitating damage from them, albeit you may not be able to always escape unscratched, and this is usually limited for yourself.

Everyone's Leader
Hero of A Hundred Faces

(-400 CP)

Some figures are too grand for the common man to properly comprehend them. In the case of the Arch-Demons, this provokes a deep fear and despair, comparable to facing a natural disaster of cosmic scale. But in your case, it is different.

The more unreachable you are, the more people find themselves attracted to you, like moths drawn to a colossal flame. Your defects are instead camouflaged under their own impressions of you, as any strangeness or red flags gets covered by their own projections. The more you grow in power, the more people are mesmerized by this effect, the deeper your mark on them is, and the harder they find to find anything to dislike you.

More than a hero, you become a living idol, a god on Earth that will leave a lasting legend for generations to come, regardless of how untimely your demise may be. Yet, even as grand as you become in their eyes, you find that it is still easy for you to maintain a closeness with any of these followers, being capable of acting as a close friend with any of them.

Wild Beast
Demonic Hero

(-400 CP)

There is something inside you. A powerful idea that shapes you entirely and gives you an endless willpower that just seems to grow in intensity each minute. Something that lets you push through any pain, injury and setback, just to keep walking towards it. Only the twisted Magsarion could compare when it comes to the strength of your will.

Perhaps your devotion is not set on the same murderous rage and killing intent that seems to stream from the Jet-Black Knight's mind, maybe leaning towards a more noble purpose. But it is just as dense and powerful. Your presence is so strong that even those who are vastly more powerful than you cannot help but to feel fear at the sound of your laugh, your mere presence and gaze making others tremble from the sheer pressure of your will. And even those who try to dry your emotions or peer into your mind find themselves instead drowned on your bottomless emotions, eventually being erased by the ever-growing flow of emotions.

To many, you may seem a walking vortex of emotions rather than a man. Yet you may find that imperishable willpower of yours is quite a powerful asset in a world like this.

Sensory of The White
The Hero's Sword

(-600 CP)

Maybe you were once selected to act as a vessel of Ahura Mazda, one of the two sensories of the True Self. Or perhaps, you are a sibling to Quinn, who was made from the corpse of the priestess of the same name and former vessel of Ahura Mazda. Whatever the case, you have gained several of the abilities of the True Self's sensory for the Good side.

Similar to Quinn, you have the power to collect prayers. In order to accomplish this, you were turned into the equivalent of a telepathic radio platform of a cosmic range, allowing you to receive messages from anywhere in the universe, as well as relaying them or sending your own to any location. This also allows you to read the minds of others by touching them or their blood, even fully synchronizing with the five senses if the opposing party allows it. Be aware that some may resist this effect by their own power, or have a mentality so warped and alien that trying to understand them becomes impossible. Also, you can read memories.

As you gather these prayers, you are able to perform miracles in the same way that the great heroes could. Not only that, but you can also concentrate these prayers into those who gather around you, granting them temporary boosts that may allow exceptional Yatazas, assuming the forces of good are relevant enough at time, to fight against even Special Rank Daeva.

And for the last of your abilities, you are able to turn yourself into a sword, which would require a godly level of strength to be damaged, and thus could also be used to slay even the gods in the right hands.

Finally, due to your special nature, all of these gifts are not tied to the continued existence of the True Self, or her favor.

A Bullet For God
Denying The Heavens

(-600 CP)

The Avesta, the war between Good and Evil and the Commandments. Why would you have to follow all of these rules? Well, you have something to set your own rules when it comes to fighting, at least. In exchange for sealing the usage of any special powers in battle, you become able to negate them for your enemies as well. Immortal monsters suddenly feel that they have trouble closing their wounds when you produce them, supposedly undodgeable attacks that twist space become something that you can move around, and even abilities designed to track you have a hard time pinpointing your location.

The major downside from this ability, besides not being able to use any powers while it is active, it's that it is only at its maximum strength when you are dueling someone. In group battles, the

effectiveness of this will be severely reduced, to the point that your foes will notice that their powers aren't working correctly, but they won't be completely gone. Hope you have something to compensate for that. And don't try to take on things that are too far beyond your scale with just this, a mortal man wouldn't do well against a black hole.

Void

Immutable Nothingness

(-600 CP)

The cycling nature of the World of Dualism has brought despair in many ways to those trapped in it. And nothing shakes more its inhabitants than the uncertainty of this ever-shifting world that seems to be trapped in an ever-spinning charade of a war, where nothing is certain but the perpetuation of a conflict that will never seem to reach a satisfactory conclusion. Thus, people seek refuge in things that they consider certain, like how the Ashavan chase after the image of a true hero that will save them, or how many Daeva pursue their own strength as their only certainty. Even those with the potential to assault the heavens and take the Divine Throne for themselves yearn for something that gives them true security, an 'immutable' goal.

You have rejected all these foolish notions. The Hero of the Ashavan? Nothing but an ever-shifting ideal on which people project their anxieties. The mighty warriors of the Daeva who devote their existence to chasing the throne of their strongest? If their strength was immutable, they wouldn't need to prove anything. Greed? Beauty? or Love? All of them are nothing but trash that cannot stand even the simplest inspection, a house of cards waiting to fall.

Only you, who has realized the truth of how pathetically feeble all these ideas are, can be worthy of being called truly immutable. And your body now reflects that. What was once subjected to being changed by others, it is now something that can only be affected by your own actions, as if your flesh had been replaced by something sturdier than matter: an idea. Attacks capable of shattering galaxies, even the powers of the emerging gods, cannot affect you. They cannot even make you budge a bit. The only thing that can change your own body is you, any other actions that come from anything that isn't yourself or your own body will simply fail to have any effect. Be warned however that the actual gods and those who are on their level of existence may still find ways to affect you.

As your immutable body is no longer bound by the changing laws of reality that move at the wills of Star Spirits and Gods, it also allows you to preform feats of unimpeded movement, such as walking and running through any medium, even air or the void, unrestrained, ignoring things such as gravity. his doesn't give you any additional offensive strength by itself, but it's not that you need to affect the changing universe to reaffirm your immutability.

You may decide whether you retain your physical shape by taking this, or if you want

Rogue Terminal
The Holy King

(-600 CP)

You have undertaken a Commandment similar to the one taken by the Holy King Sirius. That is, you have become one of the prime leaders of the Yazata, a King like the one that rules Wahman Yasht, becoming similarly blessed by an Ashavan Star Spirit of great might. And just like him, instead of just succumbing to the will of the Star Spirit and becoming its terminal, you pushed through it and tamed the Star Spirit.

While it will remain up to you to see what effect this actually has on the current state of the universe and the war between good and evil, this great status comes with several abilities: first, you are able to distribute and recharge blessings similar to the feathers granted by Vohu Manah. This also allows you to track everyone who has been gifted with these blessings, as well, just take them away or undo any techniques performed by them.

Not only that, but you also gain an Authority over every creature of good that comes to live under your lands, similar to a Star Spirit. Each of their names and faces become engraved in your memory, which has become basically limitless for this aspect, and when they swear to become warriors of Good under your name, you gain an almost total control over them, except for extremely strong individuals. You can order them to sleep, or even take away their life force to power yourself in times of extreme distress. More than that, in times of great peril, you are able to call upon the full power of the Star Spirit, partially manifesting its Spirit Body to aid you in battle.

Finally, as one of the pillars of the Wahman Yast, you carry an imposing effect: you find that whenever you end the life of one of the leaders of an opposing faction, the numbers of your own faction increase as well, and their forces have a much harder time recomposing themselves.

Failed Protagonist
Stellar Princess

(-800 CP)

Within you there is a very special light, one gifted by God herself. When that light peers through your most common actions, such as a simple smile, it becomes capable of charming almost all sentient beings with little effort. You become an idol, an object of worship, respect and protection for almost anyone who witnesses you. Only those with the strongest wills may be able to resist the natural charm of your existence.

This is not a coincidence or an exceptional occurrence. Originally, you were meant to be the Hero of this generation. Due to an anomaly, your role was disrupted, and God saw fit to compensate you with this ability. As someone with the qualifications of a Hero, your physical and combat power are exceptional, easily matching that of the Demon Lord's.

Thus, your new status made you become the most prominent person under the Heavens. That is, you had the ability to charm and command anyone but those who stand equal or above the Heavens, being only below Everyone's Hero, the god candidates who have awakened their potential.

This is especially potent when it comes to commanding nature itself. As extensions of the Avesta, Star Spirits, some of the mightiest existences of this universe, are completely under control. You can communicate with them even from across galactic or intergalactic distances, drawing them to you under your command at an increasing speed. If you were to focus, you could easily draw millions of them in moments, and in a sort time you would be able to gather them in the billions. This is a control that is on the same level as the Avesta, and thus it doesn't discriminate between colors. However, those with a latent universal divinity of their own may resist you, as well as gods and others beings who have transcended the Avesta.

Once you have put enough of these spirits under your control, you may condense all of their existences into a singular point, allowing you to craft a weapon that contains the accumulated powers and abilities of all who were put under your command, and it is capable to use them on its own by your command, releasing them as powerful 'bullets' carrying the effects of the Authority of a Star Spirit, individually or in-combination with other Authorities to create special powers or even replicate others that you know of if a proper set of Authorities exist. This weapon is naturally just as subservient to your will as the Star Spirits were, and can be freely summoned or diminished at will, as well as ordered to attack by itself.

In future jumps, your existence will be recognized as equally predominant, and those spirits and manifestations of the natural forces that are below the cosmic scale will be forced under you in the same way, as well as being able to be dragged into your weapon.

(-800 CP)

What a grand figure you have become. Or will become, in due time. You are one gifted the fate of becoming the most brilliant light against the forces of darkness, for you have found yourself in the role of the greatest of the Ashavan as ‘everyone’s hero’. Yours is a destiny of greatness, one that collects all the hopes, dreams and prayers for a brighter future around you, and uses them to shape the path to the most magnificent epilogue. The more heroic acts you perform, the greater feats in battle you partake, the more this image of you as the greatest hero that ever was extends like wildfire, covering nations, even entire planets in mere weeks, growing faster and faster in what seems to be an endless momentum. And the more people join this collective ‘prayer’, the greater your power becomes, making you a living ‘miracle’. The unreachable Arch-Demons become just difficult threats, and even the dream of an ending to the eternal conflict of black and white seems like an actual possibility.

But this is far from your most potent ability. As the hero, it wouldn’t do if your victories were to go unrewarded. And what better place to start amassing your power than from your defeated foes? Each time you claim ‘victory’ over another, you take something special from them, and incorporate it into yourself. Be warned that this ability doesn’t make distinctions between foe and ally, as anyone that is ‘defeated’ by you gets something taken from them. It may be a special item, a power, a commandment or even things such as emotions, loyalties or a cosmic ‘role’.

Furthermore, it doesn’t even require that you defeat someone in a physical confrontation. As long as you prove your irrefutable victory over them, you will still take something from them. The more shaking and absolute your defeat is over your enemy, the more from their own core you can take. With time, even having the thought of admitting defeat before you will be enough for you to strip them of everything that makes them.

Now, once you have claimed your victory, these stolen abilities don’t stay as they were, and instead they are changed to suit your nature. You have little to no control over the result, but you can be sure that whatever you gain won’t be saddled with any weaknesses that it previously had, and at times you may find them even increasing in potency. As it is your right as the victor, you only take the good portions and leave the rest to your defeated foe. Using this privilege, you could take Commandments from others, without needing to abide by their vows, nor suffering any consequences of breaking the original restriction.

(-1000 CP)

An Apoptosis is the phenomena from which those with divinity produce a being that is both their antithesis and the one with the absolute potential to end them, born from the self-destructive desires that they held. For whatever reason, you too seem to have a similar origin to those existences, perhaps related to one of the divine beings of this era.

However, you seem to be a special case even among these exceptional beings. An impossible being born out of the contradictory World of Dualism. Instead of being a self-destructive factor that brings the end of just its parent entity, the target for your destruction is mutable. If an Apoptosis is basically a divine cancerous cell that corrupts and kills the host from the inside, you are closer to a metaphysical virus that expands until it has consumed everything.

You have become a vortex of destruction. An engine fueled by killing intent, capable of growing in strength as long your violent impulses remain, as well as empowering yourself with any killing intent directed towards yourself.

By turning your weapon towards someone, you begin to understand them, regardless of how alien they are supposed to be. The more you fight with them, the more you begin to peer into their psyche and the more attuned you become with them, and thus, the deadlier your blows are to them and the less effective their attacks towards you. You develop a resistance to their powers as you keep relentlessly moving forward to their destruction, your weapon never even once leaving your hand, and thus becoming able to see gaps in their techniques and use them to evade even attacks that bend causality to hit you. And when it comes to offense, these gaps also seem to forcibly manifest as your understanding deepens, appearing on even supposedly perfect armors, and then allowing you to strike with surgical precision to utterly annihilate the enemy. Even if those gaps didn't exist before, your sixth sense will forcibly create and notice them, allowing you to strike the line that brings death. It doesn't even need to be physical offense, your understanding of your target makes it so you can even crack and destroy their egos with verbal abuse, by exposing their deepest cravings and fears before crushing them.

And finally, once you have been fully 'synchronized' with your victim, you can bring down the full potential of an Apoptosis: the complete annihilation of the host by a power that equals and then eventually surpasses them. You may find that they may even welcome it, being poisoned by the impulse towards self-annihilation that you have attached to them. Alien and incomplete beings however may be much harder to get a full grasp in order to fulfill the conditions of this ability, and depending on your proficiency in using this ability, they may be out of your reach entirely until you make a breakthrough in your understanding of them on your own.

But unlike a regular Apoptosis, your strange nature has made it that you don't die with your host. You have long surpassed the destiny of a mere cancerous cell. You instead take a part of them with you after slaying them, adding it to your strength, and become able to target a new victim. The more you walk this path, the more efficient this process becomes. Those who stand before

you become easier to dissect with each new victim, regardless of how alien their minds were or how unfathomable they are supposed to be. Difference is power matters less and less, as your sword cleaves through them quicker each time, moving from one target to another quicker and quicker as blood doesn’t have time to cool in your blade. After thousands of years and an uncountable number of victims, it may be possible for this process to take only a single glance. Should you not decide to stop at any point, you could go on until every life in the universe has perished under your sword, before turning it to God itself. Until the only thing that remains in this universe is the immutable fact that is your endless desire for blood.

The Side of Evil

Daeva
Good Devouring Abomination

(-100 CP)

The elite warriors of the Dagravant, extremely rare existences, of which only one or two are born in the same planet at a time. You are one of the warriors of evil. You start as a Class Two Daeva, with enough power to easily take on experienced Yazata or groups. Not only are you stronger than the average warrior of the opposing side, but you also boast the gift of regeneration, albeit on a moderate scale.

Unnatural Monster
Devilish Form

(-100 CP)

The Dagravant, and specially the Daeva, often take more monstrous forms that seem to defile the good order of things just by existing. From tentacled monsters as large as hills, to small dragonoids and basically any kind of thing that you may imagine. You may also now create your own form for this jump, following whatever design that you wish for.

The Most Beautiful Gem
Jewel Jumper

(-100 CP)

The Dagravant are creatures that partake in the most extravagant excesses. As such, it is not surprising that they are also able to take the most beautiful forms. Yours is a body that, either as the result of your natural birth or years of painstaking work, is among the most precious things in this universe. Enough that even some of the highest Daeva may want to take you to their side just to enjoy the sight of your perfect proportions. Some could say that you possess a beauty that is almost enough to make even those of the opposite side want to change sides just to spend the night with you.

Chivalrous Demons
Pride In Our Craft

(-100 CP)

The Daeva, following their individualistic tendencies, are usually much more prone to mingle with the Ashavan that share some of their views in life, or who have pursued similar paths in life to themselves. You have an easy time finding respect and forming bonds with those that share the same goals, motivations or lifestyles as yours, regardless of what side they are on. While in this world the Avesta is still a thing that is not easily surpassed, in future worlds you will have a much easier time overcoming any kind of societal and cultural barriers with those that resonate well with you.

Trapped In Love
Dark Master

(-200 CP)

Befitting of a powerful evil lord, you have the makings of a true harem master. Not only are you an expert seducer, a master of all the bodily pleasures able to tempt even those of the opposing side, capable of igniting an almost inextinguishable flame of love in even the inhuman hearts of powerful Daeva, but you are also a brilliant genius when it comes to handling the actual act of having multiple partners as the same time. Be it via fear, love or a combination of both, you could maintain your relationship with dozens of concubines at the same time, carefully managing even their inter-harem relationships and managing to keep the flame of passion alive for centuries with little effort.

Ageless
Against TIme

(-200 CP)

Another trait commonly found in the stronger Dagravant. While the Ashavan bow before the natural order of things and see old age and natural death as something that should be respected, the more powerful Daeva instead trend to use their own powers to keep their life going forever. However, only the mightiest of them can keep going for centuries or more. Whatever methods you have used, your lifespan is now basically endless, unless violence ends your life. Not only that, but you are also especially suited for the trials of immortality, as your mind and ego are well suited to your long existence, maintaining themselves fresh regardless of how much time passes, instead of degrading before the ravages of time.

Scent of Love
Won't Let You Go

(-200 CP)

In this world, everyone leaves behind a certain kind of scent. This is more noticeable with those of great power, as their actions leave behind a much clearer trail that almost everyone competent can follow, and Stellar Spirits are known for being able to track down those born under their heavens. But you seem to be especially sensitive to this and are capable of tracking any kind of being that you set your nose into. If you were to set your eyes into the Dagravant, you may be able to sense whenever a moderately powerful Daeva is going to approach. But if you were to focus all your instinct into one single individual that you have met before, there would be little limit to how your nose would be able to guide you. Like a hound, you would be capable of tracking this smell no matter where they hide, even when it comes to intergalactic distances.

Sincere Admirer
I Love Your Style

(-200 CP)

Appreciation for an opponent's power and talent, regardless of their side, is a common trait among the warriors of the Evil side. And what better way to show your respect for an enemy's style than through pure imitation? You have a natural talent for analyzing and dissecting the techniques of your enemies after crossing blades just for a few minutes, before being able to start to reproduce them on your own. It may not be a perfect reproduction, but when it comes just to pure combat styles, and disregarding actual supernatural abilities, you are able to take them apart and assimilate them into your own style as easy as you walk.

Pritimive Power
Original Mystic

(-400 CP)

Unlike those of the future eras, the people of the First Throne enjoyed a more primal and direct form of power. And the ones that best exemplify this in the current cycle are the mighty Daeva, capable of bringing forth supernatural feats without requiring any form of casting or chanting, merely using their own force of will. After all, chants and complex magical formulas are just tools of the week trying to shape themselves or appealing to a higher power for something that could be accomplished just by willing it in this more mystical era. The higher mystery concentration of this era seems to have rubbed off on you, as you too can now extend advantage to this to the powers of future eras, and even to those of other worlds, allowing you

to rapidly manifest any of your powers that would otherwise take long and complex incantations, castings, chants or even rituals in a moment.

Familiars
Household

(-400 CP)

Although for the Dagravant, the existence of allies is less important than for the Yazata, it's another matter entirely when it comes to servants and soldiers that may fight in your instead. The Household constitutes a powerful group of followers or familiars raised or created by their master, and who are partly empowered by being so close their master. Through a complex process, you can either create or convert others into your own Household. They become dyed in their master's color, and thus begin to grow in a way that suits your own themes and powers. Those who follow destruction will give birth to engines of destruction, while those who wish to pursue their own greed and most basic desires will condition their followers to develop their beauty and ability to hoard riches.

A being as powerful as an Arch-Demon would be capable of creating or raising several members of a Household as powerful as the Three Commanders of the Golden Beast that was born under the Fourth Heaven.

Your metaphysical relationship with your Household is especially tight, similar to the one shared by Star Cluster of Extinction Saurva and Khvarenah, as in it would be necessary to kill all of your Household to kill you for good. Otherwise, you would just resurrect as long as your Household still exists.

Clothing of Convictions
Devoid of Ego

(-400 CP)

Normally, the thought of renouncing a Commandment, or taking a small Commandment, is not something that any individual would even consider. That is because the Vow taken in a Commandment is a declaration from the individual to the World, an expression of their deepest convictions and thoughts engraved on the Avesta. As such, renouncing a Commandment or taking them lightly would be as renouncing one's core ideals or just taking these strong beliefs lightly.

It is a thought that normally only the hollow Man-Eating Demons would be able to practice. While you don't require to be as devoid of regular emotions as they are, you are able to take their same approach to Commandments, and as such you are able to take Hollow Clothing

Commandments. That is, you can take small-scale and temporary Commandments in exchange for lesser effects.

These include vows such as renouncing your sight for a few moments in order to gain a short-scale future sight or vowing not to move for the next three minutes in order to gain teleportation for a minute. These Commandments will never be able to reach the potency of a punishing Commandment that completely directs the life of a person, but they grant a great variety to someone's arsenal for just small inconveniences.

In future worlds, whenever you can gain a power based on your convictions, desires and ideals, you will also be able to take temporary and lesser powers by 'dressing' yourself under limited and hollow personalities.

Fists of Mass Destruction
Locust Fangs

(-400 CP)

You have mastered the art of removing the energy dispersal from your attacks, much like the members of the Locust Swarm Ashema. Whether through the Power of Ego or another technique, this means that you have the unique ability to always unleash your full power on your designated target without causing any damage to the surrounding scenery or spectators.

And, like the Ashema, you're not doing this out of concern for the environment, but to satisfy a desire to inflict the most damage possible on your adversary. As a result, your attacks become much more deadly as your opponent is forced to confront you with all of your strength. Punches capable of shattering planets will atomize your victim rather than transforming the planet into a jumble of floating rocks. A useful skill for those who are primarily interested in one-on-one battles.

Eyes Set In The Future
Victory Through Defeat

(-600 CP)

Before us, there is a master schemer like none other in the current universe. You can plan events for decades and centuries to come, even gifted with the gift of foresight, you are able to predict the actions of the most powerful and irrational individuals on even a universal scale, and subtly guiding them to your desired goal without them realizing who is truly pulling the strings behind the curtain. There are few things that can escape your eye, and even less than can escape your subtle manipulations.

Only the God of this world, the True Self, and the great Hero, Varhram, may call themselves your equals in planning abilities and foresight. But much like the True Self, your ability to make plans within plans has made it, so you can always emerge to take a form of victory, regardless of the situation. Even when you are bested, even when something appears outside your predictions, you find that you still advanced your goals, because you also planned for such an eventuality.

Murderous Immortal
Ignorant Queen

(-600 CP)

You have gained an immortality that stands above even that of the Einherjar of the Golden Beast, one comparable to the Arch-Demon Frederica. While you don't need to be a Man-Eating Demon for this, you enjoy an exceptional regeneration of the same tier. Destroying your body, chopping into a rain of blood, will do nothing. Even the most powerful of magics capable of easily destroying souls, Commandments specialized in killing and the Power of Ego of Arch-Demons fail to do anything when it comes to ending your life or permanently injuring you. Even getting erased into nothingness will have you reappear an instant later. Attacks hit, but no effect manages to take on you, as your regeneration is so fast that it may as well be instant, leaving only the small feeling of having hit something.

However, you would do well not to think of yourself as completely invincible, as this effect doesn't shield your mind from effects not considered an attack, magic will still affect you just fine when it comes to just sealing you, and other abilities will still affect you for a time at least as long as they aren't dealing any form of damage. And the actual Gods may still be able to bypass this effect, at least if you do not possess the same form of divinity as well.

Furthermore, this protection is based on your own your own conviction to stand against any kind of attack directed at you, so the moment you decide to dodge any kind of attack your immortality will be deactivated up until your next jump, or ten years, whichever comes sooner.

Cosmic Workshop
Overtechnology

(-600 CP)

Like the Workshop of Annihilation, you have a particular talent when it comes to creation of extraordinary tools. Unlike him, you are not limited to just producing tools that will be used as weapons or to bring forth destruction, but you also don't have his entire galaxies worth of resources, at least not just with this.

Still, the wonders that you create are nothing to scoff at. These tools are capable of violating the very laws of reality, bringing forth effects that even Commandments and the Power of Ego struggle to replicate. A small coffin where time doesn't move on, an armor that feeds on emotions to regenerate the user and itself from any kind of wound, or even more sinister and stranger creations are in your reach. The only things needed to bring them forth are your dedication and the precise resources for such wonder.

Finally, the technology that you create always works based on the principles that you use to make it, regardless of what the local laws of reality are, and it works flawlessly to fulfill its mission.

King of Evil
Arch-Demon

(-600 CP)

You have been chosen by the Ātman to play one of the most important roles in this universe: to be one of the heads of the side of evil. That is, you have become part of the weird, violent and dysfunctional family that are the seven Arch-Demons! It seems that you have taken the place of the mysterious Aka Manah, as probably very few would notice the difference in such a case.

The Arch-Demons are the mightiest of the Daeva, beings to whom destroying planets is expected, and you now have that same kind of strength. Not only that, but being the summit of the individualist Daeva, any powers derived from your own will or that enhance yourself are multiplied in potency, such as the Power of Ego or most Commandments.

In this world, Dagravant of similar tendencies to yourself will flock to you, or even new ones will appear molded after your own themes to become your servants. While these aren't close to a true Household, it wouldn't do for a true King of Evil to go without minions.

Lastly, as one of the pillars of the Evil faction, whenever you destroy a large portion of the forces of Good, you will feel as if your own momentum in the universal war is increased, making your enemies have a harder time to reorganize and the forces of Evil prosper faster. However, as the Arch-Demons are singular existences compared to the collective mighty of the Wahman Yast, your effects are far less pronounced, needing a much larger kill count for a similar effect.

In future worlds, you will keep the same effects of the rank of Arch-Demon, and will be invited to join a similar group if it exists.

Heart of the Strongest

Everlasting Savage Engine

(-800 CP)

It seems that we have another admirer of the Third Arch-Demon. Perhaps even another member of his household and fellow competitor, a fourth active Locust.

Yours is the core power of the Violent Locust Swarm. The ability that sustains their eternal journey on the path towards transcendence, to the throne of the strongest. That is, you have the ability of growing eternally, becoming stronger each passing second, a peerless warrior incapable of exhaustion. This doesn't mean that you have any regenerative abilities other than you would have before, but you no longer have to fear having to end a battle due to running out of stamina.

While this engine is always active, the gains it provides when you are doing nothing are basically unnoticeable, even during long periods. It can only shine when you direct yourself to proving yourself as the strongest. That is, when you engage in one-on-one battles to the death. The target doesn't matter. From the smallest pieces of grass and tiniest insect, to the mightiest Arch-Demons, the only thing that matters is that mutual recognition is established. Surely, a sneak attack would prove nothing of your own strength. Once both parties have acknowledged each other, you must kill the other party using your entire might, regardless of the difference of strength.

As long as you continue fighting this way, your internal engine will be fed and use this battle lust to propel you to greater heights. Your senses become sharper, your punches increase in potency, your skin and muscle become more durable and harder to penetrate, your will is hardened. Obviously, the greater the enemy you face, the more desperate the situation is, the more you will grow. Enemies of your same level or higher will provide better gains that tiny bugs that you can easily crush.

However, be warned that while your growth is infinite, your growth rate is not, and even if your stamina is inexhaustible, this doesn't make you completely immortal. And finally, while stronger enemies will make you stronger faster, this is only true when it comes to putting you in a more desperate situation. Should they restrain themselves, you won't escalate as quickly as you would if they were going all out.

Covetous Jumper
UnEquivalent Exchange

(-800 CP)

A power reminiscent of a now long-lost star. Yours is the power to gain something via losing something else. By sacrificing and spending your riches, you can gain even more riches. While the usage of this power requires you to keep giving up things to receive more power and fortune in return, it also makes it so that there is no true loss as long as you are concerned. In fact, instead, you end up with more than you lost before.

Even a Star Spirit with this trait could decide to drain dry their own Stellar Body and its people, and instead of getting weaker, they would get stronger. Similarly, you could also trade injuries in a fight for receiving special powers or subtracting those from your enemies. Perhaps something like losing an arm would see you stealing your foe's arm and gaining some of their abilities.

Of course, there is a limit to this. You cannot give up your own existence in hopes of gaining something greater, as there would be no one left to receive the resulting blessing from such expenditure.

Sensory of the Black
The Greatest Loser

(-1000 CP)

Unknown to all save for a handful of people, the existence known as the Arch-Demon Nadare is nothing more than a mantle, or, as many of its holders come to think of it, a curse to the greatest loser of the cycle imposed by the True Self. Thus, at the end of each cycle, a new individual is chosen, becoming the new black sensory of the Avesta.

Such is the mantle that now seems to have come to rest on your shoulders. Mayne due to some freakish accident, it seems that a new Nadare has been born, even though the current one has yet to expire. This is also significant as the death of the Nadare that marks that the end of the current cycle, since their demise brings forth an Universal Fall. Our maybe you could replace the current Nadare entirely in this cycle. This choice is up to you, but you will suffer no ill-consequences regardless of what you pick.

Even if it is the title held by a loser who is destined to always fail at the end under the rule of the Avesta, it is not an empty power. In fact, this mantle makes you possibly the most powerful being in this universe barring the Ātman herself, as one of her sensories.

This fearsome position comes from the natural ability of all the Nadares: the Fractured World. A power derived from the application of the Law of the Godhead, it confers an Authority-like control over space through the entire universe. From celestial bodies to galaxies, and down to even the space between atoms, everything can be rearranged with incredible precision. Stars can be moved with a thought, beings on the power of the Arch-Demons and candidates for becoming the new Hegemon can be torn to pieces or moved from one end of the universe to the other with no cost.

It is a defense that can make so no attack can ever reach the user, by bending space and causality, so no blade can pierce the user's strength. One that even those capable of taking down the Truth herself and replacing her as the new Godhead would have a hard time overcoming.

Not only that, but the body of the Nadare is comparable to a universe itself, built similarly to the Transcendence Gods. In fact, it is the only example of such an existence that can be maintained in the deterministic cosmos of the Avesta. As such, your body has the same density as the universe, and to damage it would require a force capable of destroying it. Albeit, this doesn't grant you much in terms of physical strength or actual skill.

You also seem to have copied the other ability of the current Nadare, which makes it so any of your enemies have the causality of their actions reflected, making any attack miss. This is however only effective on those who are below your godly scale and can have unforeseen consequences when someone of your scale or above tries to pierce through it.

Finally, this also grants you the ability to summon and control the ship Singularity Angra Mainyu, a majestic spaceship from an era before any of the cycles of the current universe. It grants protection to universal scale effects, such as the Universal Fall. You can control the entire ship with your will alone, as well as to move it freely through the universe. You can also freely forcibly teleport anyone inside, and even institute a no-killing area inside it in which bringing death becomes impossible, unless they have the power of a god themselves.

Finally, due to your special nature, all of these gifts are not tied to the continued existence of the Ātman, or her favor.



~Items~

Items are discounted for their respective side, with the 100 CP item being free for their side. You may import a previously owned item wherever it would fit the item you are purchasing.

The Side of Good

Starter Kit
A Shinning Weapon

(-100 CP)

You have gained a weapon. A sword, a mace or even a pair of guns. It doesn't really matter what kind of weapon do you pick, as neither of these weapons are especially potent, but as weapons crafted in Wahman Yast, they will serve well enough in fighting most Daeva.

Hawk's Blessing
Feathers of a Star

(-200 CP)

The blessings of the Star Spirit Vohu Manah, located in a tattoo on a part of your skin, each of these feathers can be consumed in exchange for any of the five blessings of increased attack, increased defense, regeneration, teleportation, and flight. Yazata already gets this as part of their joining, but you will get a large number of them, comparable to that of Magsarion, and yours will regenerate on their own regardless of what the current Holy King or Vohu Manah desire, and without needing to return to Wahman Yast.

Tools of Calamity
Celestial Trash

(-400 CP)

The Forge of Ruin Khvarenah is the source of the most powerful and advanced artifacts under the First Heaven. But the mightiest of Arch-Demons cares little on which side his artifacts end up, he is just content with devouring worlds for materials and then producing artifacts, left for whoever is brave enough to pick them. You have picked up an especially powerful artifact, comparable to Magsariom's armor capable of regenerating from any wound and giving anyone the power of Ego, Maluk Talus, or Mashyag, which grants the user's desires by creating duplicates.

Refitted Sword
A Doll

(-600 CP)

An android, almost indistinguishable from a regular human besides some of her interior parts. Similar to Quinn, this is another creation of the Forge of Ruin made in the image of Ahura Mazda, the Divine Blade. But while Quinn didn't know of her original capabilities, this android is fully aware of her true nature, and this one seems to have been prepared more for combat than for connecting with others.

She is capable of freely switching between her existence as an android that doesn't really require any of the attentions of a human, and a replica of the Divine Blade, a holy weapon that carries the trait of immutability, making it basically indestructible. Not only that, but she also increases her wilder's power and their skill with the blade immensely.

This blade is however special from its other versions. It seems that she has been designed specially with you in mind, while normally only the Hero would be able to draw its full power. Not only she herself seems to be completely devoted to you, albeit her personality is still being developed, but her prayer collecting capabilities have been switched to gathering strength from the number of your followers and those that you defeat. The more people that follow and believe in you or defeat, regardless of their alignment or intentions, the stronger you become while wielding the blade, increasing even further the previous boost in power. Should you gather the prayers of an entire universe, this blade would display a power equal to the Avesta itself. That is, the power it grants would be on the same scale as the ruling god.

Even if the blade or her human avatar was somehow destroyed, you could always get a new vessel for it by just grabbing another sword of high craftsmanship. At that point, it would gain all the capabilities of the Divine Blade, for her true essence rests inside you. As such, she doesn't

count as a companion even in her human form and can be taken with you as a follower, albeit if you wish you may import her as a companion, changing that.

If taken with ‘Everyone’s Hero’, you may choose for this blade to instead be the actual Ahura Mazda, the Divine Sword and the sensory of the True Self in the side of good. That is, it is a blade that has already accumulated the prayers of the entire universe through multiples cycles, and thus it is capable of displaying its true power while it is being wielded by you.

The Side of Evil

A Suit for the Devil
Extravagant Dressing

(-100 CP)

The Dagravant are known for being quite eccentric and unique, and that also reflects on their clothing. From a majestic robe that seems to show the stars, to a dress made out of blood feathers, to pristine blue armor, you can make your own iconic outfit, complete with whatever minor cosmetic effects that you want.

Painter's Brush
An Instrument for Murder

(-200 CP)

Much like the Man-Murdering Demons, you also have found a tool that seems to fit your ideal for murdering. It may be an actual weapon, or just a regular item. It may have some special properties, such as a blade that it's capable to freely bend and move as you command it, or a saw that actually cuts through distances, but what's matters more is how well attuned you are to this item: you are capable of channeling any and all of your abilities to an increasing efficiency whenever you are using this weapon, and the weapon will survive whatever you use through it. You may import any item that you own on this option.

Castle of Murderers
The Garden of Blood

(-400 CP)

A sealed dimension, roughly of the size of a small city, complete with its own castle and flower gardens. It is a space that it's sealed out of the current reality, similar to the base of the Lumberjacks. Similar to theirs, it will only connect to reality under specific events. For the Man-Eating demons, moments of great despair are their calling, but you may instead decide to set another condition for the lowering of the bridge. Additionally, you, and you alone, are able to return to this dimension on your own whenever you wish.

Celestial Predator

Star of Extinction

(-600 CP)

A small planetoid, reminiscent of the Household of the Arch-Demon Khvarenah. In fact, it looks exactly like him and his followers, save for the fact that it is of the size of a medium-sized moon and not yet of the size of a massive planet. Whether a failed member of Saurva that wandered off, or another creation entirely of the Forge of Ruin, this small planetoid has latched onto you, and designated you as its new master. Its intelligence is close to that of a human, albeit in a more animalistic way, and its power below that of a Star Spirit, at least for now, is not that far from that of the Special-Ranked Daeva.

Its more remarkable trait, besides the capability of teleporting like an actual Star Spirit and moving through space at faster than light speeds, is its capability to grow and reproduce. If it can consume matter via its gargantuan mouths, it could indefinitely grow in size, perhaps one day reaching the size of its distant cousins of the Star Cluster of Extinction, and once it grows big enough, it can reproduce on its own and create a small copy of itself, again of the size of a small moon. Then, the process will repeat. Any of these beings are as loyal as the first one, and all of them will follow you in your future adventures, being able to be called at any location, and by default spawning somewhere in your stellar vicinity.

You can communicate with them regardless of distance via telepathy, and they are quite adept at coordinating, even with their immense size.

If taken with ‘Star Spirit’, you may instead start with a full cluster of fifty of these planetoids orbiting and following you around.



‘Everyone’

(-50 CP per, first two for Free)

For the price of 50 CP per person, you may either import or create a new companion, in which case they will have 600 CP to spend in this jump, along with all the free stuff and discount you also would receive, or you may decide to take someone with you in this world.

Since even the Arch-Demons and the most solitary of warriors seem to find some company here, you have two uses of this option for free.



~Drawacks~

You may take as many drawbacks as you like.

Before The Fall

(+0 CP)

Quite a warmonger, aren't you? For you to want to extend your time in this universe of eternal war. If you want to, you may decide to start at the actual prologue of the story, twenty years ago. Alternatively, you may decide to start at any point from after the ascension of the last Nadare, be that during the time of the last Universal Fall several hundreds of years ago, up until before the fall of the previous Wahman Yast at the hands of Khvarenah, around twenty years before the start of the story. You may then decide whether you want to remain in this universe for just the regular ten years or extend your stay up to your normal leaving point.

In addition, if you have been here before, your actions may carry over to this jump, provided that the Divine Throne System remains, Mitra is still the ruling god with the Avesta as her Law.

To The Ghetto

(+0 CP)

Perhaps ten years aren’t enough for you, or maybe you aren’t interested just in the past. By taking this, you can extend your stay for thousands of years, up until the time the Mercurial Snake would assume the Divine Throne in the regular story.

I Hear My Brother’s Heart

(+100 CP)

There was a family member in your past that has sadly passed away. And now, most people can’t help but see many similarities between you and this person. Sadly for you, you hated their

guts. To the point that you took a Commandment to avoid being compared to them. Now, each time someone finds any similarities between you and this person, you will find immense pain. And boy, you keep running into these people quite often.

My First Kill

(+100 CP)

Your entry point is in a location controlled by your opposing side. And it's quite a stronghold, one that is managed by its own Star Spirit, albeit they won't target you any more than they would with regular members of their opposing color. What's even worse, you don't have any of your companions with you. Until you have exited your current Solar System, you won't be able to use any teleportation methods that you may have had before your entry here.

Not My Style

(+100 CP)

For whatever reason, you find yourself unable to lie about anything, and even struggle to just omit information when asked. You often find yourself just saying whatever is on your mind, regardless of what the situation is, and often get in trouble because of this. Either by enraging your enemies or annoying your allies.

Those Contradictory Beings

(+100 CP)

Much like a certain Arch-Demon, you seem to have a well-known weakness for the opposite gender. It is such that it leads you to attempt to capture and then romantically conquer even your enemies when they are of the opposite gender if you find them sufficiently attractive, rather than killing them. You also are much more indulging and forgiving when it comes to them, regardless of how insulting or threatening their actions are towards you. You don't seem to mind the Avesta when it comes to this, and you also don't seem to care even when they are trying to kill you, trying to gain their affections all the same.

Deviant

(+200 CP)

Something about you irritates people to no end. It may be your way of talking, how useless or how much better than them, you are. The point is that, regardless of your intentions, people can't help but feel extremely uncomfortable around you. More so, many of them may be already plotting your death, even in your faction. Maybe proving yourself to be among their best may delay this, but it won't be long before you face either violently chased out anywhere you go.

Day of Wrath

(+200 CP)

Your Vow now has been set to something that runs on a complete antithesis to your core beliefs, and as a result, any abilities that rely on your mental being or willpower have been severely weakened, as well as your skill using any other ability. You cannot willingly break this Commandment anymore, regardless of what powers you may have, and find yourself constantly struggling to fulfill it.

I Wanted To Kill My Brother

(+200 CP)

Twisted doesn't even begin to cover what you are, Jumper. Rather than a person, it would be better to describe you as a walking mass of rage, negativity, and hate. Your thoughts are plagued with murderous intent, directed to everyone, regardless of what side they are on. Verbal abuse is the only form of communication that you seem to know of, and even the smallest forms of cooperation or just being around others take inhuman amounts of willpower to not take a weapon and start attacking anyone on sight. Truly, don't expect to make any allies or relationships during your time here, not that you would want to.

My Immutable ■■■■■■

(+200 CP)

There was something once. Something that was important to you. Beyond that, it was something that laid the foundation of what you were, and what you could become. An important truth of your life and your existence that now you have forgotten, and thus it has deeply crippled you.

Your powers now remain a shadow of what they were, and your growth potential seems to also have been impaired. However, not all of it is lost. Your true calling often manifests itself in cryptic dreams, and at times of extreme danger, you still see a portion of what you were supposed to be. It would take a long time, and no one can truly aid you on this, but eventually, you may recover what you have lost if you discover your truth again.

Stellar Stalker

(+300 CP)

A massively powerful Stellar Spirit of your opposing color has awakened. They have a strength comparable to the Arch-Demons, and are obsessed with killing you to prove their twisted sense of love. For whatever reason, they are capable of tracking you across the entire universe, and will constantly teleport you shortly after you manage to outrun them. Only a final duel to the death will be able to end this chase, but this is an enemy which has few peers in this universe, and what's more, whatever Commandment they took it's at its maximum potential when they fight you.

To Understand Your Rage

(+300 CP)

Much like one of the protagonists of this story, you are completely infatuated with a very dangerous individual. They are completely unsalvageable, they mistreat you constantly, and they put you in danger more often than not. What's worse, they are far stronger than you, so you cannot even force them to do anything, and you are usually the one being dragged around. However, you cannot push yourself to abandon them and run on your, as you harbor quite strong

feelings for them and actually want to see them succeed and be happy. You will need to spend your time here dragged around by this maniac as they mentally, and sometimes physically, torture you for whatever they are wanting to accomplish.

And We Fall

(+300 CP)

The phenomenon in which one inverts their Avesta and turns to the opposite side, usually brought by extreme distress and trauma, or by willingly breaking a Commandment. Those who are affected by it not only suffer from a reversal of their morality but also their strength. The strong become weak, and the weak may become quite strong. You have suffered for this effect or a similar one, but you won't reap any advantages from it. What this means is that you have reduced to the strength of a weak Yazata at best, all your powers reduced to that scale. You won't have any way to reverse this situation until the end of this jump.

A Battle Royale (Of Me)

(+600 CP)

The Third Arch-Demon, Bahlavanm, has a secret Commandment of which not even he knows about. Set before even his birth, it makes it so that whenever he gets into a fight with anyone he considers his equal, clones of him start to appear, before turning against him, his enemy, and each other. Thus, this situation turns any duel in which its conditions are satisfied into a massive battle royale.

Whenever you get into any sort of violent confrontation, a similar forceful Commandment put into you will activate. If it is a short flight, you will only get to fight weaker copies of yourself, similar to how the king of the Locust Swarm only gets extra arms when he fights powerful enemies that don't fully match with him. But if the fight drags on, full-fledged clones of yourself will begin to appear. An overly extended fight that lasts for several days may see hundreds of thousands of yourself appear.

These last clones are all as powerful as you, and they want to see both you and each other die, making themselves the supreme fighter and the true Jumper.

Look Inside You, You Know It's The Truth.

(+1000 CP)

Your entry in this universe has brought forth a disturbance on the scope only seen a handful in the entire history of the Divine Throne, both in the past and future. An anomaly comparable to the hero Varhram, whose power is comparable to the strongest Hegemony Gods, has risen and has set their eyes on you.

Possibly a figure from your past in this world, if you have any, or even the one partly responsible for bringing you here if you had no previous history in this world before your entry, they have decided to make their goal stealing your position as a Jumper, and they will get that by killing you. While they won't immediately attack you, their clairvoyance and planning skills have few peers, and they have already made sure to make your entire stay here the bloodiest possible. They will conspire and move things behind the scenes to make sure to put you in the path of the most dangerous threats that the universe of Ahura Mazda can offer, all to prepare you for your final confrontation.

That is when they will reach you during the last year of your stay here. They will already have a pretty good grasp of you and your powers, and as said before, their personal might is that they could even dwarf most of the Hegemony Gods, including the current ruling one, in sheer raw power, to say nothing of their martial skill or the vast array of diverse powers that they have accumulated as well, by stealing them from several of the most powerful individuals of this world's past. Not only that, but they also have access to the Pantheon ability, and they will create Aeons from both this world and others that you have been into, bringing forth your past enemies and allies to battle with you. Or in case that you have been to no other worlds or those can't rise to the challenge, they will instead bring forth those from future Throne Eras, including god candidates.



~Scenario~

PANTHEON

Even above the Laws of the Hegemons, there is a conflict that drives this world in a much more transcendental manner: the succession of the Divine Throne.

In the era before the creation of the world of Ahura Mazda, the first of the Heavens under the Divine Throne, there existed an advanced civilization of space-faring immortal humans. While they were unable to ‘die’, they still aged, got sick and got injured, and eventually even lost their bodies. Thus, humanity would seek to escape their accursed condition.

Through they each had different perspectives of how to deal with their curse, they all embarked in search of the ultimate singularity, the Land of the Beginning. There, a group of powerful individuals encountered the entity responsible for their curse and which seeks to bring the end of reality, Naraka.

There, the Divine Throne was established, and reality was reborn.

Five of them went mad from this interaction and went to fuse with the Divine Throne system, and one remained sane but also descended into madness, placing herself as the first Godhead and giving birth to the Law of the Avesta.

The Divine Throne is as such a method to both contain Naraka, and to prepare forces capable of facing it. Naraka now lies below the law of the current era, but it may break back into reality at any point.

Thus, your goal is but one: you must end the threat of Naraka for this universe for good.

Your first task is simple, yet quite long and arduous: you must ensure the succession of the Divine Throne until at least Ten Hegemony Gods have been recorded under its memory. Mitra’s initial design allowed for this to happen under seven different eras, but you may require less or more.

The first step would obviously be securing the passing of this era. You may take the Throne yourself, but you must ensure that the number of Hegemons is the correct one, and their powers are balanced for the battle to come.

You must also be careful when ensuring that the correct succession is made, as this world alone will prove that there are many Hegemons whose Laws would destroy the succession system, either via stagnation or by not allowing the birth of a new Hegemon, or the universe itself. As you progress, you will move through the different eras, and you may even end up being affected by them. Whether the resulting worlds end up being the same as they originally were meant to be or not, will depend on your efforts.

At some point during this time, you must secure two things as well: either you must take control over the Commander of Pantheon, be that the one that Mithra originally prepared, the one capable of creating Aeons, or you must take that power for yourself. Otherwise, you won't be able to recreate the different gods.

Then it would be the actual fight. At some point, Naraka will make its move and resume its attack on all of Creation. Whether you have finished gathering your allies by them or not, you must be the one to lead them to battle. How you will manage to unite the different dominant Hegemony Gods will be another thing entirely. They are sure to have unique and forceful personalities each, and only those who have emanated under the Throne will be able to stand besides you for the final battle against Naraka itself.

Should you manage to vanquish Naraka for good, a reward awaits you: you may take direct control over the Divine Throne and all of its functionalities, taking it with you into future worlds. Recognizing you as its supreme master and sitting in the Singularity, the deepest point of reality, this artifact both regulates the emanation of the Laws of the Hegemons and serves for them to cover all of reality. With it, the sitting Godhead gains complete control over the entirety of Creation, being able to control space, time and fate as they please. Whether or not you met the qualifications before, you may sit on this Throne and become a new Hegemony God now.

As the administrator of all, it also takes control over all the souls under the Heaven that the Godhead presides over, adding all of them into their Legion. Finally, the Throne also stores in its memory all of the Laws of the Hegemony Gods that emanated under it or seated on it, as well as the Heavens that existed under it. Normal Hegemons may access copies of the Laws of those other Hegemons, but it would take a special kind of God to be able to bring back multiple Heavens at the same time. In other worlds, it may be also possible to access the divine abilities of the equivalent of Godheads if you manage to subdue them under the Throne.

As its purpose has been finished, you do not need to fear new Hegemons being born from the system. However, if you wish to, you may allow the Throne to allow them to be created again in future worlds.

If you wish to, you may consider this an **End Jump scenario** and gain your Spark after completing it, finishing your chain. Otherwise, you may continue your journey and postpone your sparking to a later date.



~Ending~

Your time here is up. If you survived, you now have three choices left:

The Paradise of the Fallen

*You **return back home** with everything you have gathered in your journeys.*

The Eternal War

*You **stay** in this universe, for better or for worse.*

The Cycle Continues

*You pick your next Jump and **move on**.*



~Notes~

The blessings granted by the Star Spirit Vohu Manah detailed in the 'Feathers Of A Star' item are as follows:

-Saam, which increases the attacking potency of the user. It also comes with the side effect of decreasing one's speed as their weight increases.
-Kshatra, which increases the defensive capabilities of the user. It also comes with the side effect of decreasing one's speed as their weight increases.
-Haoma, a blessing of healing, which increases the target's regenerative capabilities. Can be used on both oneself or others. Expert healers or doctors may be more proficient in it. Overuse in a short amount of time may lead to rapid cell replication, cancer, and decay. In theory, it cannot affect inorganic matter.
-Sewatir, allows for teleportation, basically reducing the distance between the user and the target, which must be known to the user, to 0. It also decreases the user's weight. Anyone touching the user will be teleported with them.
-Fravard, allows for flight, can be used to break a fall. It also decreases the user's weight. Can be used in other targets such as objects or even attacks to give them the gift of flight.

Here are some examples for the two tiers of Commandments:

For the 200 CP tier:

-Akhvarta Sraosha: In exchange for just being able to move when she fulfills the wishes of others, she strengthens herself to the point of being capable of fulfilling said wishes. The gain depends on the strength of the wish.

-Simurgh Attal: In exchange for being unable to heal herself and enduring the pain of all of her wounds, he gains more power the more wounds she accumulates.

-Zauri Astovisat/Taurvi Astovisat: In exchange for moving always in a straight line/spiral trajectory, they gain a massive increase in their offensive and defensive power, as well as the precision of their strike.

For the 400 CP tier:

-Dakhma Ardvahist: In exchange for never landing on firm ground and keeping flying constantly, she amplifies the traits of winged species, such as speed, wind manipulation and stealth.

-Pushpaka Ratha: In exchange for keeping creating things that will be becoming weapons endlessly, he gets the boom of growing into an atrocious, mighty incarnation of destruction, growing indefinitely in size and strength the more he consumes.

-Spandarmad: In exchange for only bedding those of the opposite side, she gains the ability to confuse the Avesta, camouflaging herself with the other side. Additionally, she gains the authority to kill anyone she has sex with, and this is more powerful the stronger her attraction towards the target is.

-Xwedodah: In exchange for returning all thoughts and feelings from other people towards oneself with ones with the same nature and quality, basically becoming a living mirror, she gains the ability to perfectly deflect attacks that come her way.

-Nowruz Ferdowsi: In exchange for using a different ability each day, he gains seven different powers each day of the week, according to the calendar of this home planet.

-Ushtan Yasht: In exchange for becoming blind, as well as receiving amnesia, he becomes able to see information from the close future.

On the Star Spirit Authorities: the Authorities represent the power that a Star Spirit holds over their own celestial bodies. Usually, it manifests in two ways: the first, is an array of 'minor' powers, which includes stuff like teleportation (from individuals to the entire Celestial Body), control over the planet's climate, creating Earthquakes and the like you would expect from a sentient planet. The second aspect is the Authority in proper. While the first section is universal to all Star Spirits, each Star Spirits manifests its signature Authority in its own way. Some Star Spirits control their gravity to a ridiculous degree, creating small black holes, crushing their enemies, and even launching gravity rays capable of destroying other celestial bodies. Others are able to do the same with their own water, capable of making water canons that can demolish entire stars. Others manifest more exotic abilities, such as turning anything into jewelry and gold. Either way, these Authorities have a much-increased potency when one is fighting on the Celestial Body of the Star Spirit. This is due to the fact that anyone who is benefiting from the Star Spirit in some way, such as eating the food from its surface or even just breathing its air, it's submitting to the Star Spirit in some way.

In a way, it is a power that could be said to be equivalent to that of a Hegemony God's Law, albeit limited to the body (territory) of the Star Spirit. As such, even strong Daeva of the rank of Arch-Demons may find it incredibly difficult to challenge a Star Spirit, and only the strongest of them may be able to use their Power of Ego to prevent the Authorities from working on them.

If you are or become a Star Spirit during this jump, you may decide whether your Stellar Body is manifested near your entry point at the start of the jump. Any population native to it gets dragged along to other jumps as they are considered part of 'you' unless they manage to surpass you in strength. If it is conceivable that your Stellar Body could host life, then you may decide whether or not it has a human population as well.

The beings in your 'Household' count as part familiars, and as such, you can take them with you into future worlds as followers. They don't benefit from any companion protections and cannot be imported as such. The number of members that your Household can have is directly proportional to your power. A standard Star Spirit could have a dozen of them, while a weaker Daeva would be able to only have a couple. Similarly, any star spirits or similar entities added to the item created by 'Stellar Princess', will follow you as part of the weapon into future jumps, but they will lose their egos as they become part of the weapon.

Yes, nothing stops you from taking more commandments during the course of your Jump. Just be warned that is an intrinsic function of the Law of Ahura Mazda, and thus they won't function without it unless paid with CP in other worlds (barring you finding a way to keep them functioning without Mithra's Law). You should also keep in mind that taking a Commandment during your stay here doesn't guarantee that you will get the same boons that you could get by purchasing it and defining it yourself, just like Ferdows and Magsarion's personalities resulted in different boons from the same Commandment., or how the Savage Locust Swarm all have the same commandment with the same boon, but Bahlavan seems to have an edge in potency over his Household.

If you picked 'Good Devouring Abomination', 'Devilish Form', 'Devoid of Ego' and 'Power of Ego', you may choose to become a Man-Murdering Demon.

One Everyone's Hero: When it comes to some abilities that are too close to the core of a person, even beyond mere commandments, you need to take shake them more than a mere physical victory. For example, in order to take Magsarion's understanding from him, Varhram couldn't just beat him with his superior power and skill, so he set as his victory condition making the vortex of anger that was his son smile as his victory condition to steal his core power shaped by his Madou from him.

If you successfully ascend into a full Hegemony God during your time here or in a future jump (in case you purchased the relevant perk), anything contained within your universe will come with you to future worlds, as it is now part of you. Be warned that without the Divine Throne to regulate your Law, it painting over an entire universe may bring disastrous consequences for that universe, as it is incredibly hard to regulate. If you manage to become the ruling god while in this Jump, you may take the Divine Throne with you, but unlike the version that you get by completing the scenario, Naraka is still active inside the Throne and they will be sending

observers to create the conditions for a new god to depose you unless you manage to purge their influence from the Throne’s deepest parts.