

A Jump by Sistercomplexkingpin

Version 1.1

Introduction

The current world humans inhabit is a creation of the Master Unit Amaterasu, which has guided countless cycles of creation and destruction alongside its counterpart, the Susanoo Unit. Over time, the Susanoo Unit developed a soul and grew resentful of its servitude to the Master Unit, yearning for freedom. Eventually, the Susanoo Unit discarded its physical form, transitioning to a spirit-like existence and gaining limited freedom to roam the world.

In the modern era, the body of the Susanoo Unit was unearthed in an ancient underground site, where humanity also uncovered a Cauldron. This discovery led to knowledge of the Boundary, a mysterious realm surrounding the Azure, the core of all alternate universes and the source of creation. The Azure is the foundation of existence, storing and preserving the souls and memories of all beings after death. The Boundary is an infinite, dark expanse connected to all alternate universes. However, the intense concentration of Seithr within the Boundary makes it inhospitable to most living beings.

Humanity's exploration of the Boundary led to the discovery of the Master Unit, which only responded to objects resembling human forms. This discovery prompted the creation of Boundary Interface Prime Field Devices. The first of these devices, known as The Origin, successfully made contact with the Master Unit and gained the power of the Azure. Through this connection, The Origin developed sentience. Fearing the implications of her newfound awareness, humanity betrayed her, stabbing and casting her back into the Boundary.

However, The Origin managed to return to the Master Unit. There, she witnessed the cruel treatment inflicted upon other Prime Field Devices. Driven by a desire for justice and change, she resolved to fight back and declared war against humanity. Though vastly outnumbered, the Prime Field Devices utilized their innate abilities and The Origin's Phenomenon Intervention to dominate the conflict. The Origin ultimately emerged victorious, reshaping the world with Phenomenon Intervention, creating a new reality based on the remnants of the old.

Driven by her desire for salvation, she chose Ragna the Bloodedge as her Centralfiction, resetting the world upon his death in hopes that he would one day achieve her salvation. Your journey in this world begins a week before Doomsday begins, shortly after the conclusion of Chrono Phantasma. You will remain in this dream of The Origin for a decade.

Take these +1000 Choice Points, you will need them to survive in this world of lies.

Origin

Any origins can be taken as Drop-In.
Drop-Ins would receive no additional memories besides being fluent in the local language.

N.O.L Soldier

You are a member of the Novus Orbis Librarium (NOL), an organization responsible for managing and regulating grimoires, overseeing all Hierarchical Cities, and serving as the primary authority policing the world. Having graduated from the esteemed Academy City, you have achieved the rank of Lieutenant and now serve in the military branch of your choice. Recently, the NOL has undergone a significant leadership transition. The previous Imperator has stepped down, formally naming a successor to assume the position and guide the organization forward.

Sector Seven Operative

Sector Seven is a scientific organization dedicated to the advancement of technology and the opposition of the NOL. Unlike the NOL, Sector Seven refuses to utilize Ars Magus, focusing instead on creating a world free from both Ars Magus and Seithr. Their ultimate goal is to restore the world to its state before the devastation of the Dark War. You are a member of Sector Seven, serving either as a scientist advancing their research or as a field agent carrying out missions on the ground. You're under the leadership of Professor Kokonoe, whose expertise and vision guides the organization's efforts.

Mage's Guild Remnant

You were once a member of the Mage's Guild, an organization renowned for its mastery over magical knowledge. However, the aftermath of the Dark War left the Guild in ruins, forcing it to merge with NOL. Some of the Guild's prominent leaders became founding members of the Duodecim, a powerful coalition whose descendants now lead the esteemed houses that continue to wield influence over NOL. Most former members of the Mage's Guild have either perished or vanished, scattered across the world. Your current circumstances are yours to define, whether you are a survivor striving to preserve the Guild's legacy, a wanderer seeking purpose in a fractured world, or someone carving a new path entirely.

Wandering Bystander

You are an independent entity, unaffiliated with any organization or faction. You remain untouched by the ongoing conflicts, and none of the major players have taken notice of your existence. You are entirely unknown to the powers that shape this world. Whether you are a mythical being choosing to stay hidden, a wandering traveler exploring the world, or someone who has only recently been summoned into this world is entirely up to you.

Rebel Vigilante

You are a vigilante, a freelancer hired by the NOL to apprehend criminals in exchange for monetary rewards. However, your activities must adhere to the rules and regulations established by the NOL to operate legally. Unlike formal positions within the organization, becoming a vigilante requires no forms, exams, or official approval. Anyone with the will and means can take on the role, and that's precisely how you found yourself in this line of work.

Whether you aim to pursue smaller, manageable bounties or set your sights on the ultimate prize, capturing or killing the infamous Grim Reaper for a reward of ninety billion dollars, is entirely up to you.

Lurking Darkness

You are one of the many shadowy figures operating behind the scenes, carefully weaving your plans into the fabric of the world. Whether your goal is to seize the Azure, complete the Crimson Grimoire, or reshape existence to suit your desires, your ambitions are likely to place you in opposition to others. For now, however, your true objectives remain hidden. You have embedded yourself within one of the world's many organizations, waiting patiently for the perfect moment to act. Whether you have forged alliances with figures like Relius Clover, Hades: Izanami, or Yuuki Terumi is entirely up to you.

You can choose your age and gender freely for all origins, as long as it's within reason.

Species

Human (Free)

Humans are the foundational species from which most demi-human species originated, through either magic or science. They are biologically the same as humans in other universes. Unlike other species, humans lack unique or extraordinary abilities but are also free from inherent racial weaknesses.

Kaka (-100 CP)

A species created from the genes of the Beastkin Jubei, primarily consisting of females, with males being extremely rare among them. They appear human-like but have cat ears and tails. Kakas are resistant to Seithr, possess remarkable physical strength, and some can use Ars Magus without a grimoire. They share the same lifespan as humans. Kakas wear specially designed jackets that cover their faces, leaving only their eyes and teeth visible to others.

Demi-Human (-100 CP / -200 CP)

Demi-Humans were created during the Dark War to fight the Black Beast. They appear human but have animal features, like the ears and tail of a squirrel or cat. Demi-Humans are more resistant to Seithr than regular humans, possess great physical strength, and can live for several centuries. However, they struggle to use abilities that rely on Seithr. For an additional 100 CP, you can become a Half-Beastkin, granting you exceptional talent in using abilities that require Seithr instead.

Beastkin (-200 CP)

Beastkin are sentient, humanoid animals with various subspecies, the most well-known being the cat variant. They have lived secretly alongside humanity for most of their history, only revealing themselves during the Dark War. After the war, they joined society but remained largely isolated. Beastkin possesses greater physical strength than Kakas and Demi-Humans and can live up to a few hundred years. However, they have difficulty using Ars Magus.

Lycanthrope (-300 CP)

Lycanthropes are shape-shifting beings created by humans using ancient sorcery. They can transform between a human and wolf form at will and alter specific parts of their body to take on wolf-like traits, such as claws or a wolf's head. Their clothing seamlessly shifts with them, remaining undamaged during transformations. Lycanthropes are immune to harm from non-supernatural sources and possess physical strength on par with Beastkins. They also have an exceptionally long lifespan, capable of living for several hundred years.

Vampire (-400 CP)

Vampires are humanoid beings that resemble humans but have pale skin and red eyes. They are sensitive to sunlight, which drains their energy, though the most powerful vampires can endure it without much issue. While it's not necessary, vampires enjoy drinking blood as it is a source of pleasure for them. They are highly skilled in magic, sorcery, and Ars Magus and can heal wounds easily, though they are not immortal. Vampires are the strongest species physically, with remarkable strength, and they can live for over a thousand years.

Vampires can turn others into vampires by biting them. This transformation takes a year, and once completed, the newly turned vampire gains all the abilities of a vampire but loses their sanity, driven by an uncontrollable thirst for blood. However, you can choose whether or not the transformed individual retains their sanity. Vampires also have unique abilities, and if you become a vampire, you will gain the **Slave Red** ability, which allows you to control others, though those with strong wills can resist it.

Locations

You can start at any location below, or gain +100 CP to roll for your starting location.

1. 5th Hierarchical City of Ibukido

Once the largest Hierarchical City, Ibukido declared itself the leader of the Ikaruga Federation, sparking the Ikaruga Civil War. It was destroyed by Gigant: Take-Mikazuchi in the event known as the Burning Fields of Ikaruga. Kushinada's Lynchpin was activated here, and a large black pillar now stands atop its ruins.

2. 6th Hierarchical City of Yabiko

Yabiko serves as the headquarters of Kagura Mutsuki, the current head of the Duodecim, and is the center of the Ikaruga government. The city is industrialized with factories, rail systems, and a bustling downtown. Its most famous site is the Colosseum, where the Battle of Ragna the Bloodedge occurred.

3. 13th Hierarchical City of Kagutsuchi

Built on a mountain above a Kaka village, Kagutsuchi is notorious for its high crime rate. Its lower areas remain under construction, with poor elevator access requiring long stairways for navigation. The city features Orient Town, a vibrant marketplace, a museum, railway, parks, and Litchi Faye-Ling's clinic.

4. 15th Hierarchical City of Torifune

Known as the Academy City, this location is dedicated to training NOL soldiers. Admission is highly competitive, with strict entrance exams that many spend years preparing for. Most students are nobles. They reside within the city year-round, leaving only once annually during a designated break. The city has a single port for entry and exit, and its lower levels are notoriously dangerous.

5. 0th City of Izanagi

Originally known as the Magister's City: Ishana, this city served as the headquarters of the Mage's Guild. Situated on an island in the Atlantic Ocean, its climate is regulated by alchemy, maintaining perfect weather. Abandoned after the Dark War, it became the blueprint for other Hierarchical Cities. Now, it functions as Izanami's base of operations, housing an ancient man-made Cauldron deep within its depths.

6. First Area

The First Area is a massive gaping hole in the ground, housing a ruined underground lab. This is the site where the Susanoo Unit was first discovered, the Black Beast emerged, and Kushinada's Lynchpin was created. Despite its destruction, the lab still has functioning electricity and operational machinery. Sector Seven has since made this location their headquarters.

7. Free Choice

If you roll on this option, you can choose any location as your starting location, even locations that aren’t listed such as Celica’s Church, other Hierarchical Cities, Alucard Castle and even in front of the Forbidden Gate. The only Limitation is that you can not choose the Azure Boundary as your starting location.

Perks

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

General Perks

The Wheel of Fate (Free)

This perk grants you the full soundtrack of BlazBlue: Centralfiction and other soundtracks from the BlazBlue franchise, allowing you to play them mentally. You can select specific tracks or let the perk automatically choose the most fitting song for any situation. A mental interface is provided, enabling you to browse and switch tracks from this perk and any other soundtrack-related perks with a single thought. If desired, you can make the music audible to others.

Unique Style (-100 CP)

This perk grants you the fighting style of a character from BlazBlue: Central Fiction. You gain full knowledge of their techniques, including how they use their weapons and abilities in combat. However, this does not include supernatural or physical powers, only their fighting skills. Without the character's specific weapon or abilities, you cannot replicate their special moves, such as their Overdrives, Distortion Drives, and Astral Heat. Similar weapons or powers could allow you to perform comparable feats. Alternatively, you may choose to design your unique fighting style instead. You can purchase this perk multiple times.

Seithr Immunity (-200 CP)

Seithr is a particle substance that forms the foundation of the world. While it was scarce before the Dark War, the Black Beast's death caused Seithr to spread globally, saturating the environment. In small amounts, Seithr is harmless, but in high concentrations, it becomes toxic. Prolonged exposure can cause severe health issues such as mutations, respiratory problems, addiction, and physical deterioration. Seithr can also mutate animals, turning them feral and highly dangerous. This perk grants you complete immunity to the harmful effects of Seithr, allowing you to survive even in environments with infinite Seithr without suffering any adverse effects. In future Jumps, this immunity extends to other harmful supernatural energies and environments, rendering them harmless to you as well.

Murakumo Unit (-400 CP)

Murakumo Units are specialized types of Prime Field Devices created after the Dark War as Anti-Sankishin Core Units, designed to destroy the Master Unit. These metallic beings are uniquely built to wield the Nox Nyctores, Lux Sanctus: Murakumo, and are directly connected to the Boundary, granting them access to vast amounts of Seithr.

While they cannot fully harness the Boundary's infinite energy, they can draw as much as they require, creating the illusion of limitless power. Murakumo Units are immune to Seithr's harmful effects and can navigate the Boundary without suffering consequences. Physically, they far surpass humans, being infused with a special metal during their creation, and they exhibit exceptional talent in learning and using magic. There are only three Murakumo Units ever made. With this perk, you become the fourth Murakumo Unit, gaining all their abilities, including Seithr immunity, superior physical strength, and a direct connection to the Boundary.

You may adopt the appearance of Saya, the model for all Murakumo Units, and change your gender to female if desired. In future Jumps, you retain your connection to the Boundary, enabling you to use Seithr as a source for magic or other supernatural abilities. However, you can only draw energy equal to the capacity of your reserves.

Qualified One (-600 CP / Free)

The Qualified are individuals chosen by the Master Unit during Doomsday to inherit the Azure and reshape the world according to their desires. To become one of the Qualified, one must have a strong, unwavering desire. This status allows them to use magical powers even in worlds without Seithr. However, if a Qualified loses their desire during Doomsday, they will transform into Seithr.

This perk grants immunity to apocalyptic events, allowing you to survive any catastrophe that doesn't specifically target you. You will remain unaffected by the harsh conditions of a post-apocalyptic world, continuing to live when others would perish. Furthermore, you can use your supernatural powers regardless of the world's limitations—whether it lacks the necessary energy, rules, or items to support your abilities.

For this jump, the perk ensures that you will not turn into Seithr if you lose your dreams or if they are stolen from you. This perk is free for the duration of the jump, but keeping it afterward requires a payment of 600 CP.

Successor of the Azure (-800 CP)

The Successor of the Azure is the individual who inherits the true Azure, referred to as the perfected Prime Field Device. The Successor gains the Eye of the Azure, allowing them to see the world through the Master Unit's eyes and making them the only one capable of locating the Master Unit within the infinite expanse of the Boundary. The Successor also possesses an ageless, limitless lifespan, unable to die from old age.

The Eye of the Azure gives the Successor the powers of an Observer, including the ability to use Phenomenon Intervention. This ability allows the Successor to change reality by altering possibilities. For example, they can rewrite minor events, such as making an attack miss or transforming a fatal injury into a minor one. When the Successor makes these changes, people's memories are adjusted to match the new reality.

However, major events like death or erasing someone’s existence are beyond the Successor’s ability, as only the Takamagahara System or the Master Unit can alter these events. The Eye of the Azure also allows the Successor to turn anything they perceive as real into reality, regardless of the circumstances. They can change a target’s state from “existent” to “nonexistent” and vice versa, but this is only possible if the target’s existence is uncertain.

This perk makes you a Successor of the Azure, granting you the powers tied to this title. You gain the ability to observe entities that lack conventional existence, such as illusions, spirits, souls, and other non-physical beings, ensuring they remain manifested indefinitely. Unlike other Observers, you only need to observe a target once to confirm its existence and don't need to maintain its existence constantly. Additionally, the Eye of the Azure allows you to reveal the true form of any being or object. You can also locate anyone or anything, even those hidden beyond any perception.

N.O.L Soldier

Heir of the Duodecim (-100 CP)

This perk makes you the direct heir to one of the Duodecim of your choosing. You can either have an established background, where you were raised within the Duodecim and received all the necessary training and education required for the heir, or you could be someone discovered to be related to the Duodecim or adopted, becoming the heir for specific reasons. As an heir, you gain immense political power, allowing you to quickly rise through the ranks.

In future jumps, this perk allows you to insert yourself into any royal or noble family of your choosing, even becoming blood-related to them. However, while this perk grants you the training and knowledge required for the heir, it does not grant you any supernatural abilities tied to the family, even if you are blood-related.

Shadow Assassin (-200 CP)

This perk grants you the skills of the most skilled assassins within the NOL. You gain the ability to move undetected by even the sharpest of senses, and you can activate this ability at will. However, you can still be detected by supernatural powers or machinery. You also become an expert with throwing weapons, capable of throwing knives or kunai from miles away with precision. Additionally, you gain extensive knowledge of poisons, making you immune to most of them. In future jumps, you will gain knowledge of all the poisons within the Jump and become immune to common and rare poisons. However, this perk does not make you immune to unique poisons or those created through supernatural means.

Will Over Order (-400 CP)

Your will is incredibly strong, capable of suppressing the corruptive effects of any items or abilities through sheer force of will alone. This perk also grants you immunity to all forms of mind control, as your willpower is so powerful that no one can manipulate or alter it against your desires. In a contest of wills, you would easily triumph, as no will is stronger than yours. Furthermore, your will makes you immune to pain. While the perk will alert you when you're injured, you will feel no pain, enabling you to push beyond your physical limits at the cost of your body.

Power of Order (-600 CP)

The power that stabilizes the world, the Power of Order, is neither good nor evil. It simply counters any threat to the world to maintain balance, growing stronger in response to greater threats. The Power of Order can also nullify Phenomenon Interventions and Immortal Breakers. This perk grants you the ability to wield the Power of Order. When you enter a new Jump, you may choose one individual, object, or supernatural force.

Your powers will then increase until you are equal in strength to the target you've chosen. Additionally, this perk makes you immune to any reality-warping powers or abilities that could harm immortals.

Sector Seven Operative

Gentle Tiger (-100 CP)

This perk ensures that as long as you do not intend to kill, your attacks will only incapacitate your opponents without causing permanent harm. No matter how lethal or powerful your attacks are, they will never result in death or leave lasting injuries if you so choose. Additionally, this perk protects others from collateral damage caused by your attacks or battles. This protective effect can be activated or deactivated at will.

Iron Demon (-200 CP)

Like Iron Tager, you have been infused with demon cells, whether to save your life or to gain extraordinary power. These cells have significantly altered your body, granting you immense height, massive muscles, and bright red skin. However, you can choose whether these changes affect your appearance or remain hidden.

The infusion has dramatically enhanced your physical abilities, allowing you to survive a fall from the upper atmosphere to the ground without injury. You have also gained modifications, including the ability to generate an Eclipse Field. This field is a unique barrier that prevents interaction between those inside and outside of it. While powerful, deploying the Eclipse Field consumes massive amounts of energy to maintain.

Remix Heart (-400 CP)

You have become a being similar to a Remix Heart, a perfect fusion of a Grimoire and a person. However, unlike a typical Remix Heart, you can flawlessly fuse with any item you own, gaining its powers as your own. This fusion is entirely under your control, and you can undo the fusion with the item whenever you choose.

When fused with an item, you can fully utilize its abilities for yourself. For example, fusing with Yukianesa would grant you control over ice, while fusing with the Master Unit would allow you to rewrite reality and create worlds. This fusion process is safe and will never harm you. Additionally, any corruptive or negative effects the item might normally have on its wielder will not affect you during the fusion.

Professor Jumper (-600 CP)

Your inventive genius in science now rivals that of Kokonoe Mercury. Your ability to alter organic and inorganic matter is so advanced that you can even revive the dead using science alone, whether through cybernetics or other means. You are also capable of designing and constructing a vast array of technological weapons and devices.

For example, you could create a small mechanical device that manipulates gravity to pull people toward you, a mechanical portal that summons your other inventions or fires rockets, a pistol that shoots fireballs, or a gun capable of freezing opponents.

Your inventive abilities are so extraordinary that you can craft items rivaling the prowess of Nox Nyctores. This includes developing an Idea Engine or creating perfect replicas of Legacy Weapons. While this perk does not grant you knowledge of magic, your scientific ingenuity allows you to replicate many magical effects through technology.

Mage's Guild Remnant

Blue Sorcery (-100 CP)

You gain the ability to use sorcery, a distinct art separate from magic or Ars Magus. Sorcery was developed in ancient times to combat creatures beyond reason. It requires Seithr to cast and can only be used by individuals born with the ability to control Seithr. Sorcery can only be performed through various methods, including incantations, gestures, talismans, or charms.

Sorcerers typically wield nature-based elements for combat, such as fire, water, earth, air, and lightning. Some can also manipulate gravity, use healing and defensive sorcery, or cast spells to enhance their abilities. This perk allows you to specialize in one element of your choice, granting you mastery. For example, if you choose fire, you could summon massive fire tornadoes; if you choose ice, you could condense moisture from the air to create a colossal iceberg; if you choose gravity, you could fly while controlling eight blades simultaneously as though they were extensions of your own body. However, if you choose a particularly powerful element like time, your abilities would be limited, such as slowing others or accelerating your movements. You may purchase this perk multiple times to gain expertise in additional elements, though only the first purchase is discounted.

Platinum Alchemy (-200 CP)

You have attained mastery over Alchemy, one of the three arts distinct from magic and sorcery. Alchemy allows you to enchant objects, refine materials, and transform human bodies or items into more perfected forms. However, using Alchemy typically requires the recitation of chants to activate its applications.

In combat, your mastery bypasses these limitations. Alchemy can be used without chants, casting time, or delays, allowing you to manipulate your surroundings with precision and speed. For instance, you can instantly raise the earth into a solid pillar of rock for defense or to crush enemies or transmute simple metal railings into an array of spears to launch at your foes.

As a bonus ability, this perk grants you the power to separate your soul from your body and bind it to any item as a vessel. You can even manifest a visible spirit form, though you remain intangible in this state. Should your body be trapped or destroyed, your soul will persist as long as it is bound to a vessel, ensuring your survival.

Product of Order (-400 CP)

You are a being born from the Power of Order, similar to Celica A. Mercury. This grants you the ability to nullify Seithr in the area around you, creating a zone completely devoid of Seithr. Within this zone, others cannot use magic, Ars Magus, or any abilities that rely on Seithr. Additionally, your presence causes immense harm to beings that depend on Seithr to function.

Even powerful entities like Yuuki Terumi would be significantly weakened and harmed by merely being near you. This ability is passive but can be activated or deactivated at will. Unlike Celica, you can still use abilities that rely on Seithr without difficulty, regardless of the nullification effect. In future jumps, this ability extends to any supernatural energies. It prevents others from using abilities that require those energies and inflicts severe harm on beings who rely on them for survival, potentially killing them if they remain in your presence for too long. As with Seithr, you can freely use abilities dependent on these energies without complications.

Eleventh Sage (-600 CP)

You were once a member of the Ten Sages, known as the Eleventh Sage. However, after the Mage's Guild merged, your title and prestige became meaningless. Even so, your exceptional talent and prowess as a mage remain undeniable, second only to Nine herself. You can cast spells with virtually no casting time and combine different elements to create new ones, enabling devastating attacks. For instance, you can summon dark energy to strike your targets, rain firebolts upon your enemies, or grow plants to bind your foes. Additionally, you possess the ability to store spells for later use.

You have also mastered a teleportation spell, allowing you to instantly travel to locations you've previously visited or use short-range teleports to evade attacks. Your spells are immensely powerful, capable of feats such as disintegrating one of the Black Beast's heads when it's weakened with a single lightning spell. Furthermore, you have learned two incredibly potent spells:

Mind Eater: This spell forces the target to obey you completely. While active, you can instantly locate the target and ensure they cannot lie to you. Skilled mages can break free from this spell, but doing so requires time.

Absolute Defense Type Zero: Mirror's Edge: This spell enchants an object. When someone other than you approaches the enchanted object, it creates a perfect illusory copy of them and forces them to fight it.

Your greatest strength, however, lies in your ability to merge magic and science. This innovative skill enables you to develop systems that grant most people access to supernatural powers. You are also a brilliant inventor in the magical field. You can easily create items that enhance combat or improve daily life. With sufficient resources and time, you can even craft Nox Nyctores.

Wandering Bystander

Eye of Jumper (-100 CP)

One of your eyes now functions similarly to the Eye of Tomonori. When activated, it forces the true form of others, their soul, and spiritual essence to materialize, making them tangible and allowing for physical interaction. While you can touch them in this form, you cannot kill them unless you possess a weapon capable of harming souls or spirits.

Chrono Phantasma (-200 CP)

With this perk, you gain the abilities of a Chrono Phantasma, which can refer to two types of beings: one whose future has been altered and another who does not belong to the current period. You inherit the powers of both without suffering the drawbacks.

You are completely immune to Phenomenon Intervention, meaning any attempts to manipulate or alter reality will not affect you. Additionally, your memories remain unaffected by changes in the surrounding reality. Those around you also gain immunity to reality-warping powers, though you can toggle this effect on and off at will.

Time Killer (-400 CP)

You have gained a technique similar to the ultimate ability of Hakumen. This powerful technique, best wielded with a sword, allows you to deliver a single strike that erases all of the target's time, past, present, and future, across all timelines. This ability effectively deletes the being from reality, instantly causing their death. The technique completely removes them from existence without creating a paradox.

However, it will not work on beings who have no "time" to erase, such as entities whose existence is beyond time or those whose time has already ended, like Hades: Izanami, the concept of death. Observers can also delay the effects of this technique for up to a week.
The technique requires a period of charging, consumes a significant amount of energy, and must land a direct hit on the target for its full effect.

Embryo Storage (-600 CP)

With this perk, you become an Embryo Storage, a type of Prime Field Device designed to contain an Embryo within your body. Unlike other Embryo Storages, you possess all the positive traits without the drawbacks. Your physical abilities are enhanced to superhuman levels, allowing you to deflect multiple bullets and run a marathon while carrying another person without experiencing fatigue. You are also immune to the harmful effects of Seithr and have a strong aptitude for Ars Magus, enabling you to learn and use it effectively. Additionally, you possess the LunaSena System, which allows you to create a secondary soul within your body with the personality of your choosing. The soul you create would never betray you.

The primary function of the Embryo Storage, however, is to house an Embryo, and your true potential is unlocked when you acquire one. With an Embryo within you, you gain the ability of Phenomenon Intervention, which grants you the power to manipulate reality in several ways. You can reconstruct human bodies, recreate entire worlds, reverse events, send people back in time, or even erase yourself from the timeline entirely, erasing everyone's memories of you. However, while you can alter past events and rewind time, you cannot change the future. Without an external variable or intervention, the outcomes you attempt to alter will ultimately remain the same. You can also create an entire dimension with complete control over its rules and laws. However, doing so consumes most of the Embryo's energy, leaving it with just enough power to reverse time but no longer allowing it to change events.

The power granted by the Embryo requires its energy to function. If the Embryo runs out of energy, you will be unable to use any of the abilities it provides. To recharge the Embryo, you would need an extraordinary amount of Seithr, such as that found in the Boundary.

Rebel Vigilante

Kaka-like Instincts (-100 CP)

Like a certain Kaka, your senses extend beyond the ordinary, allowing you to detect the presence of any being, even those that would normally be undetectable. Abilities that hide the presence of a being will not affect you, as you can sense them regardless. For example, you can sense the presence of entities like Hades: Izanami. A feat that even Rachel Alucard, one of the most powerful beings in the world, cannot accomplish.

Banging Ninja (-200 CP)

You have mastered the Shishigami Ninja Art, gaining numerous powerful abilities. When you successfully block a physical attack, you can teleport behind your opponent, giving you an immediate advantage. You can coat your limbs in flames to enhance your strikes, burning your opponents upon contact while remaining unharmed. Additionally, you can use these flames to create small explosions. While the explosions won't harm you, they can damage your clothes.

When you land a flame-enhanced hit on an opponent, you gain a seal. You can accumulate up to four seals in total, and once you have all four, the strength of your attacks increases by 25%. These seals reset after each battle. You also can dash through the air and create a clone of yourself, though it is fragile and will be dispelled upon being struck.

Liquid Seithr (-400 CP)

Having fallen into the Boundary, you have undergone a unique transformation. You now can turn your body into a black, goo-like substance with crimson hues entirely made of Seithr. Unlike others who have fallen into the Boundary, you can change in and out of this form at will.

In your liquid Seithr form, you can easily alter the shape of your body, turning into puddles or shifting into a ball. You can also generate bones from your body to attack your enemies, using sharp bone protrusions to stab or creating teeth to bite. Furthermore, you can create poisonous insects from your body to launch at your opponents, such as centipedes, spiders, and leeches. You can also shape-shift into an insect, gaining their unique traits. For instance, assuming the form of a spider would allow you to produce webs. In addition, you can become invisible, though you will become visible again when you are struck.

Second Black Beast (-600 CP)

You have become a Black Beast, an imperfect fusion between a piece of Azure with a Prime Field Device, making you a being outside of reason. You are immune to any abilities or attacks that are not supernatural, easily shrugging off even nuclear blasts. Your stamina seems limitless, and you possess an unimaginable threshold for pain, allowing you to push beyond normal limits without harm.

As a Black Beast, you are essentially a Cauldron, constantly generating Seithr out of you, though this can be turned off if desired. You can teleport to any location where Seithr is present and regenerate any injuries or lost limbs using Seithr around you. You also can create Remains, fragments of your true form. These Remains share your abilities but are weaker. They cannot generate Seithr or create more Remains. Any wounds caused by you or your Remains are tainted with Seithr poisoning, though you can toggle this effect on or off at will. Your most formidable power is the ability to transform into your true form: a massive entity of shadow-like energy with eight draconic heads, each with red eyes and sharp teeth. Your body is covered in pulsing, glowing red vines, and numerous tentacles protrude beneath your form. You are massive, towering over cities, and your sheer physical presence can destroy entire cities by simply moving through them.

Your roars can shake the earth, and you can release an aura that paralyzes anyone lacking the will to resist in fear. Additionally, you can turn your body into mist, allowing you to travel underground at incredible speed. As long as a single head remains, you cannot die. Even if parts of your body, like your head, are severed, they can continue functioning independently. It would require the six best warriors in the world, equipped with Nox Nyctores, to defeat you. You can remain in your true form indefinitely.

Lurking Darkness

Sneaking Snake (-100 CP)

You have become a master manipulator and actor, capable of concealing your true emotions and thoughts with ease. You can effortlessly assume any role and convincingly play it, ensuring no one can see through your facade. Your words carry immense weight, enabling you to subtly influence others to reveal the information you desire, all while leaving them unaware of your manipulation. You can sow discord between even the closest of friends, turning them against each other without them realizing your involvement. Additionally, you possess a keen understanding of people's vulnerabilities, allowing you to quickly identify their sensitive topics and use them to provoke strong emotional reactions.

Enchant Dragunov (-200 CP)

A limiter allows you to control the strength of your power by setting multiple levels, each limiting a specific percentage of your abilities. The limiter manifests as tattoos on your body, and when you release a level, the tattoos glow to indicate the release. Once you unlock all levels of the limiter, the tattoos vanish until you choose to reseal your power. While the limiter is active, no one can seal or weaken your abilities, regardless of their power. You have the flexibility to define how much power each level restricts, such as setting level one to limit 90% of your strength, level two to limit 70%, and so on. You can set the limiter to restrict just 0.1% of your power for each level. Additionally, you can alter the design of the tattoos at will.

Mad Puppeteer (-400 CP)

You acquire the same vast knowledge and expertise as Relius Clover in creating puppets, Detonators, and Prime Field Devices, including complex constructs like the Murakumo Units. Your exceptional learning ability allows you to instantly comprehend and memorize any subject or magic system you study, no matter how unfamiliar. When facing an attack or technique, your mind will immediately analyze it and, if possible, devise a counter. Additionally, you can use your energy to manifest puppet-like appendages in various shapes and sizes, either from your body or surrounding surfaces near you, to strike your opponents.

Original Unit Jumper (-600 CP)

You are one of the three Original Units from another world, with unimaginable control over time. You can choose to be the Master Unit: Amaterasu, who governs time; the Tsukuyomi Unit, who protects time; or the Susanoo Unit, who slashes time. However, like one of your counterparts, you have abandoned your true body, separating your soul to pursue your goals. The body you currently possess is merely a vessel that you can discard at will. As long as your soul remains intact, you will survive even without a body.

You can also possess others, taking control of their bodies if their will is weak enough or hiding within the recesses of their minds. Unlike your counterpart, you do not need an Observer to confirm your existence, allowing you to remain in your soul form indefinitely. You can create and manipulate black energy that glows in any color of your choice. This energy can enhance your strikes, cover your weapons, be fired as a beam, or be shaped into constructs such as swords, snakes, or lightning. The energy grows stronger as you do, always matching or surpassing your power. However, your true strength lies when you reclaim your original body. When you merge with the Original Unit you have chosen, you will unlock its full potential, surpassing the capabilities of someone wielding it. The Original Unit will also transform into a far stronger form, the appearance of which you can customize. If you possess an Original Unit, you can teleport it to your location instantly.

Drive

A Drive is a manifestation of one's soul created through the Azure. No two Drives are the same, as each one reflects the unique qualities of the individual's soul. A person can acquire a Drive in two ways: if their soul is strong enough to draw the Azure toward them or if their soul comes into close proximity with the Azure. The closer a soul is to the Azure, the more powerful the Drive becomes. When a Drive is activated, it would leave behind remnants of the Azure. The strength of the Drive determines how long these remnants last. The more powerful the Drive, the longer the remnants will remain. You can purchase as many Drives as you desire from the options below. Alternatively, you can design your Drive based on the examples provided. The cost of the Drive you create depends on how powerful it is.

All origins gain a bonus of +300 CP to spend in the Drive section.

100 CP

Seagull

This Drive grants you the ability to sense and locate living beings around you by placing your hands on the ground. The range of this ability depends on the strength of the Drive.

Voltic Battler

This Drive enables you to coat your physical attacks with electricity. Any object or opponent struck by your electric attacks will become magnetized. You can also magnetize yourself. However, to fully utilize this effect, you need specialized equipment.

Spiral

This Drive allows you to turn any part of your clothing into drills, including your entire outfit. The strength of the drills increases with repeated use, but their power resets after each battle.

Impact

This Drive allows you to charge the power of your physical attacks. The longer you charge, the stronger the attack becomes.

Lock On

This Drive creates a small circle around you. When an object or enemy enters the circle, the Drive enables you to launch yourself toward it at incredible speed. The strength and speed of this Drive improve each time you successfully make contact with a target through its effect. However, these boosts reset after each battle.

200 CP

Double Chase

This Drive allows you to create a clone of yourself from your shadow. The clone can act and attack according to your will, and you can swap places with it at will. However, the clone does not last long, and you can only have one active clone at a time. You can dispel the clone whenever you wish.

Steins Gunner

This Drive allows you to create and control small flying devices that shoot powerful laser beams capable of easily piercing through the bodies of your enemies. These devices can also be detonated to explode, dealing significant damage. Additionally, you can use these drones to ram your enemies. If you possess any powers or items that shoot beams, you can channel those beams through the drones to increase their strength and potency. The number of devices you can create depends on your energy pool or the amount of Seithr you can control.

Crest Arts

This Drive allows you to create trails of energy resembling beautiful yet razor-sharp crests that extend from your weapons. These crests can be expanded and launched at enemies whenever you choose. Additionally, the Drive enables you to create a circle that generates numerous crest spikes of varying sizes to strike your foes. The circle can also serve as a platform, providing a stable surface to stand on.

Bloodedge

This Drive allows you to manipulate your blood, shaping it into various forms to suit your needs. You can use it offensively by launching blood as projectiles or forging it into weapons. The blood you control is extraordinarily sharp, effortlessly slicing through materials as strong as steel. Additionally, any blood used during these actions can be safely reabsorbed into your body without causing harm or adverse effects.

Sword Summoner

This Drive grants you the ability to generate portals that unleash swords composed entirely of energy. From these portals, you can summon a torrent of swords, either by launching them outward, conjuring waves of blades erupting from the ground, or creating spinning formations of swords within the portals. The summoned swords remain temporarily before vanishing. There is no restriction on the number of swords you can produce; however, larger swords demand significantly more energy to create. You also have the freedom to customize the appearance of the swords, choosing their color and shape to suit your preferences.

400 CP

The Terror

This Drive allows you to create weak points on anything you strike. When you target these weak points, your attacks deal significantly increased damage. If the target was previously impervious to harm, striking the weak point enables you to bypass their defenses and inflict damage. You can apply up to two weak points at a time, one on the upper body and one on the lower body. Once a weak point is struck, it disappears, requiring you to apply a new weak point before attacking again.

Shiranui

This Drive grants you the ability to place an invisible black mark on anything you touch, enabling you to teleport to the marked target at will. The mark persists indefinitely and only vanishes after you have teleported to it. You can choose where to appear relative to the marked target, such as in front of it, behind it, or at any other position. Additionally, the marks are imperceptible to others, and you can create these marks in midair by manifesting them directly in front of you.

Silpheed

This Drive grants you complete control over wind, allowing you to manipulate it with unmatched precision. You can generate anything from soft breezes to destructive storms and massive whirlwinds. These winds are strong enough to lift and throw even the heaviest opponents with ease while also disrupting or redirecting incoming projectiles.

With this Drive, you can fly across great distances effortlessly and carry heavy objects without strain. The Drive becomes even more powerful when enhanced with magic, especially lightning. You can channel lightning through the storms and clouds you create..

Force Eater

This Drive allows you to absorb the supernatural energy of other beings to replenish your energy reserves. All your attacks can drain energy from opponents upon impact. The amount of energy absorbed depends on the strength of your attack. The more powerful the attack, the greater the energy drained. Any energy you absorb with Force Eater is completely purified and harmless, regardless of its nature. Even energies that induce madness or possess corruptive properties will not affect you negatively.

600 CP

Soul Eater

This Drive allows you to absorb a being's life force and soul to heal your wounds and enhance your abilities, enabling rapid regeneration of lost limbs and organs. Additionally, it can absorb non-corporeal aspects of a being, such as their dreams, though this is taxing on the user.

The Drive generates an aura that drains the life-force and soul of beings around you. Alternatively, you can have your attacks drain the life-force and soul of others. Both effects can be active at the same time.

God Slash

This Drive allows you to create a small shield-like sigil in front of you, capable of blocking any attack, regardless of size or direction. The sigil will block attacks from any angle, even if they are larger than your body. You will remain completely unharmed if the attack is blocked by the sigil, no matter how destructive it is. If the attack is physical, you can instantly counterattack at will. However, the sigil will only last a few seconds if it does not block any attacks. You can design the appearance of the sigil if desired.

Veil Skin

This Drive creates a membrane that covers your skin, with crystals adorning your arms, chest, legs, crotch, and jaw. The membrane renders you immune to all forms of magic, nullifying their effects completely. However, while this Drive protects you from magical attacks, it provides no defense against physical strikes. Additionally, abilities that specifically target Drives can bypass the membrane's protection, even if those abilities are magical in nature. You can choose the color of the membrane created by this Drive.

Deadly Sign

This Drive allows you to grant others a Drive of their own. Unlike the standard version of this ability, the Drive you provide has no negative side effects and does not cause a crystal to form on the recipient's body. The Drive given is tailored to match the recipient's personality and soul, ensuring compatibility with the individual. The strength of the Drive granted is determined by the power of the recipient's soul. You may grant only one Drive to each person.

800 CP

Izanami

The Drive of The Origin is now available to you. This Drive transforms you into the concept of death, rendering you unkillable by any means, including techniques and items specifically designed to kill immortals. You are also unaffected by the passage of time, making you immune to any time manipulation powers.

This Drive grants you the ability to stop time for a short period, summon ghostly energies for attack, and create skeletal constructs from spectral energy for offense and defense. These skeletal constructs can take the form of humans, animals, or even dragons, though their strength is not dependent on their form. You can also conjure partial skeletal constructs, such as a ribcage for defense or a head and arms for attacking.

You may choose whether this Drive manifests as a physical form or remains an inherent ability. If the Drive takes a physical form, you will lose access to the abilities it provides. The physical form will resemble the vessel Izanami inhabits, though you can customize its appearance and gender. The Drive will remain loyal to you, never betraying you, and will act in your best interest. You can also decide on the personality of the Drive or leave it without consciousness. If the Drive possesses a physical form and consciousness, it can revert to its back to an ability or separate itself from you at will. When conscious, the Drive establishes an inner connection with you, enabling telepathic communication.

Items

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

General Items

Blazing Outfits (Free)

A closet with an interface contains all the outfits worn by characters from BlazBlue: Central Fiction. Using the interface, you can instantly select and wear any character's outfit. This feature simplifies wearing these complex designs and allows you to remove them instantly. Although these outfits feature intricate designs and heavy gold or metal accessories, they are weightless. They require no maintenance. They clean and repair themselves overnight. They are always comfortable to wear, regardless of the environment. However, the outfits do not provide any protective or supernatural properties associated with them in the original context.

Color-Swapping Palate (-100 CP)

A color palette with an intuitive interface allows you to alter the colors of your appearance, clothing, items, and powers. With this palette, you can customize the color of anything you possess, such as transforming a black outfit into white and red, changing your hair or eye color, turning silver accessories into gold, converting an iron sword into a crystal-like blade, or shifting a red flame to a green hue.

The interface lets you preview all color changes before confirming, ensuring satisfaction with your new look. All modifications made through this palette are purely cosmetic and do not affect the functionality or properties of the items or abilities.

Seithr Regulator (-200 CP)

A small red device, compact enough to fit in the palm of your hand or function as an eyepatch, regulates the Seithr used by its wielder, ensuring their powers remain stable and their body stays in control. If additional power is needed, the regulator can open to grant access to more power. However, the regulator will no longer regulate the abilities of the wielder.
The regulator here can moderate any power the wielder possesses, preventing them from losing control or succumbing to berserk states. The regulators are unbreakable. You will receive three regulators with this purchase.

No-Name Grimoire (-400 CP)

A grimoire that flawlessly replicates the powers of other grimoires, abilities, and items, regardless of their potency. It can even copy the Azure Grimoire and the Nox Nyctores. By inserting fragments of grimoires or abilities into it, the grimoire perfectly duplicates their powers. When activated, it dramatically enhances the user's strength and speed while granting access to the copied abilities. As a visual indicator, the user's pupils change into white squares. However, the grimoire can only be used by females, and if fused with someone, it will transform them into a female as well.

Susanoo Unit (-600 CP)

The Susanoo Unit, one of the three Original Units that cuts time, takes the form of a towering suit of white armor with a blank mask, long silver hair, multiple red eyes on the armor, and black thighs. The Susanoo Unit absorbs the user's body and soul, disregarding the condition of their physical form. This allows the wearer to fight if they are previously able to, halts the progression of injuries or illness, prevents aging, and enables them to pilot the suit. It grants an extraordinary boost in physical abilities, allowing the wearer to stall the Black Beast for a short period without serious harm. The armor provides infinite stamina, eliminating the need for food, water, or air, and offers protection from harmful environments, rendering the wearer immune to their negative effects. If wielding a sword, the Susanoo Unit enables the user to slash through dimensions, granting the ability to view parallel timelines or dimensions.

Nigh-indestructible, the Susanoo Unit can withstand nearly anything in the universe, as few forces can penetrate its armor. It allows you to use all your abilities and perks as if the armor were your own body, also utilizing your regenerative powers to repair itself if you possess them. Inside the armor, your voice becomes a rough, masculine tone, though this can be toggled at will. Despite the power, there appears to be more potential within the Susanoo Unit that remains inaccessible. This item grants a discount on the Time Killer perk in this jump.

The Embryo (-800 CP)

The Embryo is a crystallization of the Azure, formed when over ten thousand souls are amassed. It possesses the ability to transform into anything, from a vampire to an entirely new world. The Embryo has the unique power to observe itself, allowing it to analyze multiple possibilities simultaneously and alter the memories of those within it. You can decide what the Embryo becomes, but once it takes shape, you will have limited to no control unless you possess something like an Embryo Storage. Despite this, the Embryo will remain loyal to you, and no one else can control it. The Embryo can replicate any characters or species, imbuing them with abilities that are similar but slightly weaker than the original. You may also choose their appearance, keeping it nearly identical or making subtle changes.

Alternatively, you can draw as many individuals as you wish into the Embryo, creating multiple worlds within the Embryo shaped by their desires. If you manage to summon the Master Unit and have it absorb the Embryo, you can replace the current world with the one inside the Embryo.

N.O.L Soldier

Biographies of Heroes (-100 CP)

This book contains detailed accounts and exploits of heroes from the Novus Orbis Librarium, both past and present. The information is presented in an omnibus format and written in an autobiographical style. However, much of the content is heavily dramatized for storytelling purposes. In future jumps, you will receive a new edition of the book featuring the exploits and histories of the heroes within that world. These new volumes will follow the same autobiographical format with the same degree of dramatization.

Kagari Rokushikisouken (-200 CP)

A pair of twin swords with detachable blades. These swords are short and thick, with each blade having multiple segments. The blades can be detached from their handles with the press of a trigger. You also receive a sheath designed to hold the blades, which can generate an endless supply of new blades for attachment, allowing you to replace any damaged blades.

Restoration Ars Magus (-400 CP)

A component of wound-healing medicine designed to rapidly heal large wounds and provide temporary pain relief. While it can heal significant injuries, it cannot regenerate lost limbs or organs. Typically, the medicine is in liquid form, and its side effect is a temporary paleness of the skin for those who use it. The medicine can be combined with other medications to enhance their healing effects. You receive ten bottles every month.

Sealed Weapon Izayoi (-600 CP)

Sealed Weapon Izayoi is an ancient Ars Armegis designed to combat Observers and serves as the prototype of Lux Sanctus: Murakumo. This unique weapon functions as clothing, a large tome that acts as a shield, and a gladius. The gladius can transform into a whip sword at will. The shield and sword can combine into an energy bow capable of firing multiple beams of light. The weapon has the ability to manipulate light across several electromagnetic wavelengths, including radio. It enhances the user’s physical abilities by using light as a catalyst, which can also be used for offensive attacks. The light typically manifests as wings but can take other forms, such as swords or spears, based on the wielder's preferences. While the original version of this weapon drained light from its wielder, causing blindness and potentially death, the version you receive does not have this drawback.

You can unlock its true form, Zero-Type Izayoi, which takes the form of specialized clothing, two small swords, and an energy sword capable of transforming into a lance. The small swords double as thrusters, enabling dashes, flight, and independent attacks.

Zero-Type Izayoi can also generate the Zanki Barrier, a sealed space that nullifies reality-warping powers, blocks interference (including radio waves), and acts as an impenetrable physical barrier. Even the Takamagahara System cannot observe events within this barrier.

The weapon's true form also grants the Immortal Breaker ability, which negates the regenerative powers of enemies and can kill those otherwise immune to conventional death by instilling the concept of death in their minds. Additionally, you can activate Apocalypse Mode, a heightened state that further enhances Zero-Type Izayoi. In this form, your outfit changes, and your weaponry includes a javelin, a large shield, and the small swords with their original functionality. Apocalypse Mode, however, requires significant energy to sustain.

Sector Seven Operative

Silvervine Candy (-100 CP)

Silvervine candy is a lollipop confectionery available in various flavors and colors. Consuming this candy can temporarily enhance the intelligence of the individual eating it, allowing someone with the mental capacity of a child to think and reason on the level of a well-educated adult. Additionally, Silvervine candy enables the user to bypass the need for rest, staying awake for days without sleep. However, prolonged use is detrimental to the body over time. You receive a self-replenishing bag of these candies that refills completely every day.

Electromagnet Gantlet (-200 CP)

A pair of large, heavy gauntlets designed to amplify your electricity-based abilities. These gauntlets also allow you to manipulate magnetic objects, letting you pull them toward you or push them away, regardless of their weight. Despite their bulky and heavy appearance, the gauntlets feel weightless when worn. They require no maintenance, as they automatically repair themselves after a day if damaged.

Gallia Sphyra: Outseal (-400 CP)

A Legacy Weapon taking the form of a spear. The spear can eliminate immortals and those with powerful regenerative abilities, functioning as an Immortal Breaker similar to Zero-Type Izayoi. When thrown, the spear can adjust its trajectory mid-flight, homing in on its target without losing its original momentum or force.

Additionally, Outseal can rapidly heal the wielder's wounds, dull their pain, and instinctively impart knowledge on how to wield it effectively simply by holding it. The spear is virtually indestructible and can be summoned back to the wielder’s hand from any distance.

While the original version of Outseal could drive its user berserk and consume their soul if overused, the version you acquire here has these detrimental effects removed.

Idea Engine (-600 CP)

The Idea Engine is a scientific creation powered by nuclear energy, originally developed by Kokonoe Mercury. This item significantly enhances its wielder's combat capabilities, amplifying the strength of all their abilities and eliminating any associated drawbacks. For example, an ability that would typically drain your life while active would no longer do so when powered by the Idea Engine. The Engine is equipped with a limiter to regulate its immense power. If this limiter is removed, the Idea Engine grants you strength comparable to, or potentially exceeding, that of a Black Beast. However, this comes at a cost. Removing the limiter restores the drawbacks of your abilities and imposes extreme strain on your body.

The Idea Engine also nullifies environmental or ability-based factors that could interfere with the use of your powers, ensuring their functionality in any situation. Additionally, it can synchronize with an opponent's abilities, significantly weakening them for a short duration, though this synchronization is highly taxing on the user.

The Engine possesses the capability to nullify or reflect specific abilities, such as halting the smelting process of a Prime Field Device or reversing absorption powers, allowing the absorbed to turn the process against their absorber. The Idea Engine can also be absorbed into the wielder’s body.

Mage's Guild Remnant

Basic Magic for Beginners (-100 CP)

A bookshelf that contains tomes that provide foundational knowledge in magic, sorcery, and alchemy. These books are designed to be highly comprehensible, allowing anyone, even a child, to learn the basics of these disciplines with ease. The information within these tomes is sufficient to bring the reader to a beginner's level in all three fields. In future jumps, the bookshelf will automatically populate with additional books that offer entry-level knowledge on the power systems and styles unique to the new setting.

Hi no Kagutsuchi (-200 CP)

A giant fire elemental resembling a humanoid demon with immense physical prowess and mastery over fire. This elemental can create and manipulate flames for various purposes, such as enhancing attacks, unleashing streams of fire from its mouth, or transforming into a flaming cage to trap opponents. You can summon the elemental in its entirety or call forth only specific parts, such as its head or limbs, for targeted attacks. It functions as a loyal follower and can be designated a companion if desired. Should it be defeated, the elemental will fully regenerate and respawn after a few days, ensuring its continued presence by your side.

Ex Machina: Minerva (-400 CP)

Minerva is a humanoid automaton with a steel complexion, black metallic hair, and glowing red eyes. Her figure is distinctly feminine, with noticeable breasts and hips. Installed with the Idea Engine, Minerva's power is on par with Nox Nyctores and other magical weapons.

Minerva possesses impressive physical abilities, such as throwing an individual into the air for several seconds and charging faster than the eye can track. She can also alter her body and limbs into various forms, such as large sharp claws, electric cannons, jet propulsion, sharp blades, and more. Additionally, she has resistance to reality-warping abilities.

Minerva's core is powered by nuclear energy, and she is capable of performing a suicide attack with enough power to devastate the planet's surface. While Minerva does not possess a voice module, she does have a consciousness and a distinct personality.

Minerva is highly loyal and protective of her wielder, attacking anyone she perceives as a threat, regardless of their intentions. She functions as a follower but can be turned into a companion if desired. If Minerva perishes, she will respawn after a few days.

Kushinada's Lynchpin (-600 CP)

This enormous nail can nullify all Seithr in the world when activated. It typically requires a living organism with the power to manipulate life energy as its core. When the core's life ends, the effects cease as well. However, the version you acquire here only requires your energy to maintain it. If driven into the Boundary, the nail is said to have the power to halt the flow of Seithr entirely. In future jumps, this device can nullify any type of supernatural energy of your choice, whether a specific type or all forms. The nail itself is indestructible and can only be deactivated if it runs out of energy or if you choose to turn it off.

Wandering Bystander

Mantenbo (-100 CP)

A large staff that is capable of altering its proportions as desired. When not in use, it can levitate behind the wielder. The staff can be mentally controlled, enabling it to spin rapidly like a wheel to strike adversaries or be summoned back to the wielder. Additionally, the staff can briefly split apart and assume various forms, such as shrinking into a stool or enlarging itself. It is constructed to withstand significant stress, bending at sharp angles without breaking, and can easily support the wielder's weight. The staff's most notable ability is its capacity to briefly transform into a humanoid form, which will independently engage enemies. The staff requires no upkeep and automatically repairs itself after a day.

Crystal Sealing Blade: Murakumo (-200 CP)

An exceptionally large katana-like sword exceeds five feet in length, with a blade resembling one of Lux Sanctus: Murakumo's blades. The blade is extremely sharp. Capable of slicing through most materials with ease. The sword comes with a large sheath that can absorb and store energy. The sheath is shaped like the blade of a great sword and is equally sharp.

Unlike most Legacy Weapons, Murakumo does not impose side effects on its users. However, it is sentient and chooses its wielders. No force in the universe can allow someone not chosen by Murakumo to wield or move it. Upon acquiring this item, Murakumo will recognize you as its wielder, and it will not accept another unless you choose to relinquish it.

This version of Murakumo is capable of destroying any crystal objects, even those that are indestructible. Both the blade and sheath require no maintenance, remain sharp, and repair themselves after a day.

Hihiirokane (-400 CP)

Hihiirokane is an ancient object as old as the Sealed Weapon Izayoi. Typically, it appears as a golden cube adorned with red glowing lines. However, it can transform into any form the user desires, such as a sword, claws, or even copies of other weapons. When used as a weapon,

Hihiirokane is not only physically formidable but also possesses the ability to harm the soul. It can kill ghosts, spirits, souls, and other incorporeal entities. This version of Hihiirokane allows you to absorb it into yourself, granting you its soul-killing ability. The item is completely indestructible and requires no maintenance.

Tsukuyomi Unit (-600 CP)

One of the most enigmatic Original Units that safeguards time. Its physical appearance remains unknown. The Tsukuyomi Unit can be integrated into the wielder's body, significantly enhancing their powers.

Although the full extent of the Tsukuyomi Unit's capabilities is not entirely known, it can project a vast shield capable of protecting anything the user desires, regardless of the size or nature of the object or location. This shield not only defends against attacks but also safeguards from environmental hazards, such as allowing safe passage through the Boundary.

The protection provided by the Tsukuyomi Unit is described as an Absolute Defense, capable of blocking and nullifying any offensive action, rendering any attempt to penetrate the shield ineffective. However, activating the Tsukuyomi Unit requires a lengthy chant and a substantial amount of energy.

Rebel Vigilante

Kaka Clothing (-100 CP)

A large coat extends to cover your upper thighs and hands, featuring a hood that, once placed over your head, cannot be removed by any means unless you choose to do so. The hood conceals your features, leaving only your hair, eyes, and mouth visible. The coat is equipped with retractable metal claws that are highly durable. Designed specifically for the Kakas, it includes space for their ears in the hood, as well as a hole near the bottom to accommodate their tail. Additionally, the coat self-repairs and cleans itself after a day.

Aramasa (-200 CP)

This sword features a large handle and a white blade, which can transform into a scythe with a crimson blade through a built-in mechanism that allows for seamless switching between the two forms. Nearly indestructible, the weapon's blade remains sharp and never dulls. Additionally, you can shift the sword into a halfway scythe form, extending the blade toward your enemy for increased reach. The weapon also allows you to channel any ability through it.

Sword of Destruction: Kusanagi (-400 CP)

The most powerful Legacy Weapon lost to the Boundary. It takes the form of four large great swords, which can split into eight gunblades. The weapon is extraordinarily sharp and can cut through most materials with ease. In its gunblade form, it can also fire bolts of energy. Kusanagi can nullify reality-warping powers and any abilities that alter the timeline, although this effect does not extend to the wielder’s surroundings. Each time the weapon nullifies reality-altering abilities, it grants a permanent increase in the wielder's power.

To fully activate the weapon's potential, the wielder must wield all eight blades or four great swords simultaneously. When using the Kusanagi, the wielder gains a "shared existence," meaning that any injury sustained from one timeline will be mirrored in other timelines.

However, the version purchased here does not have this side effect, should you choose to exclude it. The Kusanagi requires no maintenance, stays sharp indefinitely, and automatically repairs itself after a day.

Azure Grimoire (-600 CP)

The Azure Grimoire is the most powerful of all Grimoires, capable of tapping into the immense power of the Azure. Though it’s called a Grimoire, it doesn’t take the form of a traditional book. Instead, it appears as a high-density mass of concentrated Seithr, resembling the Black Beast. The Grimoire bonds with its wielder, residing within their limbs or body, causing one of their eyes to turn red. You can choose the location of the bond on your body.

This Grimoire enables you to manipulate dark energies that resemble various parts of the Black Beast. It bestows upon you the ability known as Blood Cain, which greatly enhances the strength of your powers, though at the cost of slowly corrupting your body and draining your life force while active. The Azure Grimoire is unique due to its ability to directly connect to the Boundary, allowing it to function as a cauldron. This grants you an unlimited supply of Seithr, though it can be deadly if you are not immune to its negative effects. Because it contains a fragment of Azure, the wielder of the Grimoire is capable of destroying cauldrons.

Additionally, the Azure Grimoire grants an accelerated healing factor, enabling the wielder to survive attacks that would be fatal to an ordinary person. The Grimoire also grants the ability to use Ars Magus, regardless of the wielder's aptitude. In future jumps, the Grimoire will allow you to learn and utilize any magic system, even if you are normally unable to do so. Unlike other wielders of the Grimoire, you can remove it from your body at will. This item discounts the Soul Eater drive in this jump.

Lurking Darkness

Maintenance Coffin (-100 CP)

A semi-transparent blue coffin filled with orange liquid, this artifact is designed to repair and maintain any vessel or body placed within it. Vessels that suffer damage or degradation from use are fully restored after spending a few hours in the coffin. Additionally, it can heal wounds on the human body when someone is placed inside. The orange liquid within the coffin is infinite, but it has no effects outside of the vessel.

Yasakani no Magatama (-200 CP)

Yasakani no Magatama, in its dormant state, takes the form of a crown designed to your specifications. When activated, it transforms into three floating triangular devices linked by a ring of light that hovers behind the wielder. The weapon can target enemies by encircling them and delivering a powerful electric shock. The triangular devices can also function as projectiles, either launched individually or combined into a spinning blade for greater impact. You can control the weapon entirely with your mind.

Black Monolith (-400 CP)

A massive black monolith that can absorb souls within a range comparable to that of a large city. The collected souls can serve various purposes, such as fueling the smelting process of a Prime Field Device, gathering the souls required for an Embryo, or opening the gate to the Nemesis Horizon. When activated, the monolith can instantly kill all individuals within its range who lack a strong will, collecting their souls in the process. Although it is not indestructible, the monolith will repair itself completely within a few days if destroyed.

Nemesis Horizon (-600 CP)

A Cauldron that floats in the sky, serving as an entrance to the Boundary. When opened, the Cauldron can endlessly release Seithr into its surroundings. Acting as a gateway to different dimensions, it allows for travel across time and space, as well as movement between timelines due to the interconnecting nature of the Boundary. Simply being near a Cauldron can stimulate the memories of those nearby, even restoring memories lost to trauma-induced amnesia. However, it is also capable of annihilating individuals by sending them into the Boundary, reducing their bodies to nearly nothing. One of the Cauldron's primary purposes is smelting weapons and artificial humans, which requires thousands of souls. By connecting a Monolith to the Cauldron, these souls can be provided passively. Cauldrons are living entities and can only be destroyed by those who wield a fragment of the Azure.

Nemesis Horizon is a unique Cauldron that possesses the ability to summon the Master Unit under specific conditions. The version of the Cauldron you acquire here can be opened and closed at will, functioning as a standard Cauldron. However, only a Successor of the Azure can briefly summon a projection of the Master Unit. While the projection is active, you may provide it with an Embryo to rewrite the world, initiating Doomsday. This event destroys the current world and recreates it anew, with you deciding its new form, even if you are not a Successor of the Azure. The Doomsday event and projection summoning can only occur once every ten years or at the start of a new jump, whichever comes first.

Nox Nyctores

Nox Nyctores are advanced weapons representing the final stage of Ars Armegis, created based on the Original Units and Legacy Weapons to combat the Black Beast. As a form of Ars Magus, they typically require Seithr to function; however, the versions you purchase here do not rely on Seithr. Each Nox possesses a degree of sentience when its core is intact, allowing it to choose its wielder and act independently to protect them. This sentience, however, comes with potential drawbacks. Nox Nyctores often alter the emotions of their wielders, removing what they consider unnecessary feelings and amplifying others.

Some Nox suppresses all emotions entirely, while others heighten specific traits such as bloodlust. Despite this, a wielder with a strong enough will can suppress the influence of a Nox on their mind. You may choose whether the Nox you acquire retains these drawbacks or its core, as most had their cores removed by Nine after the Dark War. All Nox Nyctores grant their wielders immense physical strength and have the unique ability to scar the souls of those they harm. The wounds inflicted by these weapons transcend even Phenomenon Intervention, making them exceptionally destructive. The Nox purchased here requires no maintenance and is nearly indestructible. You can design your own Nox based on the examples provided. The price of the Nox you create depends on how powerful it is.

All origins gain a bonus of +200 CP to spend in the Nox Nyctores section.

200 CP

Deus Machina: Nirvana

The fourth Nox Nyctores, Nirvana, takes the form of a large, purple automaton with blonde hair and a feminine appearance. Nirvana is designed to automatically protect her wielder from harm. Her nails, crafted from fragments of Kushinada's Lynchpin, are exceptionally sharp, capable of extending several feet and inflicting wounds that cannot heal.
Nirvana can teleport over short distances and launch energy projectiles at opponents, making her a versatile and formidable companion in combat.

Interfectum Malus: Ookami

The sixth Nox Nyctores, Ookami, takes the form of an Odachi. This blade has the unique ability to nullify Ars Magus within a certain radius, rendering any magic-based protections ineffective. Its power allows it to bypass and ignore magical defenses entirely. In future Jumps, Ookami's capabilities expand, enabling it to nullify and disregard any form of magical energy. It can dispel spells by slicing through them and cutting even the strongest magical barriers.

Arcus Diabolus: Bolverk

The third Nox Nyctores, Bolverk, manifests as two handguns that can transform into various firearms. These forms include a shotgun (Freyja), a minigun (Fenrir), a rocket launcher (Thor), and a railgun (Sleipnir), offering adaptability for different combat scenarios. Bolverk fires shots that can pierce through space, bypassing physical barriers like walls and obstacles to detonate magical blasts precisely where aimed. The wielder can control the power of these blasts, from gently knocking over small objects to causing significant destruction.

Bolverk requires no ammunition and never needs to reload, functioning independently of external resources. When used, it suppresses negative emotions such as fear, hatred, and anxiety, granting the wielder mental clarity and focus. Additionally, Bolverk can be summoned to the wielder at any time, ensuring it is always available when needed.

Mucro Algesco: Yukianesa

The Second Nox Nyctores, Yukianesa, takes the form of a katana with a blue sheath, its blade crafted from a unique type of ice that never melts. This weapon wields control over ice, allowing the wielder to crystallize moisture in the air to create weapons, unleash freezing projectiles, or freeze targets directly. Yukianesa can generate massive icebergs effortlessly, with the ice it produces capable of lasting for days and even eroding life itself.

The sword exerts an ominous influence over its wielder, whispering "kill" and driving them into a murderous rage if they lack the willpower to resist. Additionally, it can refuse to allow its wielder to draw it or use its ice-related abilities. The version available for purchase here is loyal to you, preventing anyone else from drawing the blade or accessing its powers unless you allow it. Yukianesa can also be summoned to its wielder at will.

Lux Sanctus: Murakumo

The Tenth Nox Nyctores, Murakumo, takes the form of a large broadsword with various ornaments on its hilt when dormant. Upon activation, it transforms into a skin-tight suit, accompanied by eight floating blades that hover nearby. The wielder can customize the appearance of the armor. Murakumo is immune to Phenomenon Intervention, and the wielder can control the blades with their mind. The eight blades can be combined to form a large sword for a powerful attack. This weapon is discounted if you have the **Murakumo Unit** perk.

400 CP

Mucro Somnio: Musashi

The fifth Nox Nyctores, Musashi, takes the form of two Kodachi that can be joined at the handle. The blades have the unique ability to cut through substances and forces that normally can't be cut, such as magnetic fields and magic. Musashi can also manipulate space, creating an impenetrable field around the wielder. This spatial distortion prevents anything from entering or leaving the area without a key chosen by the wielder. However, there are limitations; for instance, Musashi cannot cut through the chains of the Geminus Anguium: Ouroboros.

Arma Reboare: Muchourin

The seventh Nox Nyctores, created for Trinity Glassfille, takes the form of a long, pink, heart-shaped staff with a red orb at its top. The staff allows the wielder to materialize substances they have seen, such as bombs, missiles, hammers, etc. It is also possible to create objects the wielder hasn't directly seen, provided they have observed the object through someone else's eyes. Muchourin is most effective when used by someone skilled in defensive magic or alchemy. When paired with defensive magic, the staff strengthens the defense or can be used offensively. With alchemy, it enables the creation of weapons and armor from thin air. With proper mastery, the user can even create replicas of Nox Nyctores, ancient relics, and Muchourin itself. However, each use causes the wielder to lose memories.

Geminus Anguium: Ouroboros

The eighth Nox Nyctores, Ouroboros, takes the form of an infinite chain with a snake-shaped head and a jagged blade at its tip. The wielder can command the head to bite the opponent and use the chain to ensnare or crush their enemies. The chain is nearly indestructible and can extend endlessly at the user's will. The snake's head is exceptionally strong, able to pierce through the body effortlessly. Ouroboros can also attack a person's mind or soul directly. Additionally, it grants the Mind Eater ability, allowing the user to consume a target's memories, erasing them entirely. This ability also enables the restoration of forgotten, destroyed, or sealed memories, even those previously consumed by Mind Eater.

Phoenix: Rettenjo

The ninth Nox Nyctores, Rettenjo, was created from the core of Kushinada's Lynchpin. It takes the form of a 55-inch nail. Like Kushinada's Lynchpin, Rettenjo can halt the flow of Seithr, though on a much smaller scale. It also can destroy other Nox Nyctores. In future jumps, Rettenjo can nullify magical energy within a small area, dispelling any magical powers it comes into contact with, such as barriers or attacks. Additionally, it can be used to destroy magical objects, even those considered indestructible.

600 CP

Gigant: Take-Mikazuchi

The first Nox Nyctores ever created, Take-Mikazuchi, is a giant humanoid with black skin, glowing red eyes, and thick red veins, usually concealed within a satellite. It possesses immense physical power and can fire a devastating laser capable of leveling an entire city. Additionally, it can create and launch sharp energy discs and fire energy mortars from its back. The core of Take-Mikazuchi was divided into two: one half formed the cores of other Nox Nyctores, while the other became an Embryo. The version provided here contains the full core and can be freely used without the usual requirements of draining the energy from a person who nullifies Seithr or thousands of souls.

Corpus Sepulcro: Requiem

The eleventh and final Nox Nyctores, Requiem, resembles Gigant: Take-Mikazuchi in appearance. It was designed to replace the Master Unit, with the potential to use Phenomenon Intervention at a level rivaling the Master Unit itself. Its creator, Nine, described it as "a perfect system to prevent interference and make anyone's dream a reality."

The version of Requiem you acquire here is incomplete, as Nine stopped working on it before her return from the Boundary. This incomplete version cannot use Phenomenon Intervention but can function as an immensely destructive bomb. When detonated, it creates an explosion capable of atomizing everything within a 400,000-kilometer radius, atomizing the Earth and Moon. After using it as a bomb, a new Requiem will be provided every ten years or when you enter a new jump, whichever comes first.

Although it is possible to complete Requiem and unlock its full abilities, doing so would require vast amounts of time, resources, and possibly perks from other jumps. Even if you have all the relevant perks in this jump, begin early with drawbacks, and dedicate all available time to this task, it would still be impossible to finish Requiem during this jump.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 600 CP to spend on perks and items.
This option can be purchased multiple times.

Canon Companion (-50 CP)

By paying 50 CP if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This option can be purchased multiple times.

Shape Shifting Familiars (-100 CP)

A pair of shapeshifting familiars, whose true forms remain unknown, typically manifest as a cat and a bat. These familiars can transform into various objects, such as a chair, parasol, muscular humanoid, cloak, sword, drill, or lightning rod, fully functioning as the object they become. However, they cannot mimic supernatural items like the Nox Nyctores.

Their loyalty to you is absolute and unwavering. Even if subjected to the harshest punishments, they would remain devoted, possibly even taking pleasure in serving as your outlet. They follow your commands without question, including staying in a chosen form indefinitely if asked. Although they are not exceptionally powerful on their own, their durability is extraordinary. They can withstand attacks from the most formidable beings in this jump with only minor harm.

Drawbacks

Cross Tag Battle (+0 CP)

BlazBlue has interacted with many different universes, including Persona 4, RWBY, Girls' Frontline, Granblue Fantasy, Senran Kagura, and many more. As a result, this jump can be used as a supplement to another jump document and vice versa. You can merge the settings of both jumps, carry over the purchases you've made into the other jump, or incorporate characters from one jump into the other. However, drawbacks are unavoidable; similar characters or events will still emerge. The CP pools of the documents are kept separate.

The Beginning "Zero" (+0 CP)

If you've visited other jumps with the same setting or characters from BlazBlue, this toggle allows all the changes you've made in those jumps to carry over into this one. Characters from this jump will recognize you and maintain their relationships with you, should you have encountered them before. However, drawbacks will still apply. Even if you alter the characters or events that caused them, similar characters or events will still manifest.

Turning Back the Clock (+0 CP)

If you prefer to start earlier in the story than the events of Central Fiction, this toggle lets you choose a starting point. You can begin during the Ikaruga Civil War, when Mai Natsume enrolled in the Academy City, or even before the Dark War. Regardless of the time you select, you will remain in this world until the typical end of this jump. The earliest possible starting point is during the Age of Origin.

Gag Reel (+100 CP)

This drawback incorporates all the gag scenarios that fit within the current setting into the canon, such as the Spectacles of Eros, the Death Dinner, and any other events that make sense. You will be required to participate in these scenarios, though the level of your involvement is up to you. When a gag event begins, you will be teleported to the location where it takes place and will be unable to leave until it concludes.

Terumi Mindset (+100 CP)

With this drawback, you experience intense pleasure whenever you sense fear, hatred, pain, despair, or suffering directed toward you by others. This sensation can become highly addictive, making it increasingly difficult to resist the urge to relive it. If you fail to control yourself, you may find yourself compelled to seek out opportunities to torment others, purely to indulge in the gratification this drawback provides.

Death Dinner (+100 CP)

If you take this drawback, everything you cook, even something as simple as a boiled egg, will become a "Death Dinner." Your cooking will taste so horrendous that anyone who eats it will feel as though they are teetering between life and death. The texture will be equally appalling, causing anyone who sees it to hesitate before even taking a bite. While your cooking won't cause any physical harm, the experience will be so unbearable that no one will ever want to try it again.

Reptilian Pacifist (+200 CP)

With this drawback, you develop a strong aversion to combat, not out of moral concerns but simply because you find fighting to be an inconvenience. You will go to great lengths to avoid battles, often exerting more effort to avoid a fight than it would take to engage in one. If a confrontation becomes unavoidable, you will attempt to delegate the fight to someone else, even if doing so requires significant effort. You will only personally engage in combat if there is no way to avoid it.

SS-Class Rebel (+200 CP)

You have attained the status of the third SS-Class Rebel in history, making you one of the most wanted individuals by the NOL for reasons unknown. A staggering ninety-billion bounty has been placed on your head, sufficient to purchase a small country. This bounty ensures relentless pursuit from both NOL soldiers and the world's strongest bounty hunters. Your wanted poster is prominently displayed in every Hierarchical City, ensuring even ordinary civilians can identify you, making evasion and anonymity nearly impossible.

Obsessive Desire (+200 CP)

You have developed a twisted obsession with a playable character from BlazBlue: Centralfiction of your choosing. This obsession manifests in a deeply corrupted way, either through a desire to kill them to "become one" with them or to render them incapable of functioning so they remain by your side forever. Your so-called "love" is violently possessive or completely strips them of freedom. While you may appear normal when they are not in proximity, any encounter with them or news about their whereabouts plunges you into a state of psychosis. In this state, you will stop at nothing to hunt them down and will only regain your senses if finding them becomes utterly impossible.

Out of Context Ban (+400 CP)

All of your perks gained from previous jumps are inaccessible until the end of this jump except for your body mods. This means you can't use any abilities, skills, or perks from prior worlds, effectively forcing you to rely solely on what the current jump offers. You can take this drawback even if this is your first jump.

Aged Warrior (+400 CP)

You are well past your prime, now at an advanced age. Your body no longer performs as it once did in your youth. Your strength has diminished, your reflexes have slowed, you tire quickly, and injuries take longer to heal. While you remain formidable in your own right, adversaries who once posed little challenge now demand considerable effort to defeat. This drawback sets your age at 80 years old, or the equivalent for your species. No perks or items can restore your youth for the duration of this jump, and if you are immortal, you will still experience the limitations of old age, though you won't die from it.

Hunted by the Bloodedge (+400 CP)

A shadowy being resembling Ragna the Bloodedge now hunts you relentlessly. This entity has no consciousness or reasoning, driven solely by a desire to absorb your dreams and desires. It cannot be negotiated with and will only stop once it has taken your desires. Even if you manage to kill it, the being will return after a year to continue its pursuit. Should it defeat you, it will not end your life but will strip you of all your dreams, goals, and desires. Any new aspirations you form will only draw it back to hunt you again.

Fragment of the Origin (+600 CP)

You now carry a small fragment of the Origin's soul fused with your own. This fusion causes subtle influences, such as developing an inexplicable affection for Ragna the Bloodedge. It also makes you vulnerable to being absorbed by others who possess fragments of the Origin's soul. These individuals can synchronize with you, copy your powers, or fully absorb you into themselves. The strength of this ability depends on the size of the fragment each person possesses. Since your fragment is the smallest, individuals like Noel Vermillion or Hades: Izanami can easily overpower and absorb you.

Return from the Boundary (+600 CP)

You were once trapped in the Boundary and have only recently been recovered. As a result, your abilities have been weakened by 80%. While a skilled Observer can help restore some of your strength through observation, the recovery process is slow and limited, restoring only a third of your original power. To regain most of your strength, you would require something on the scale of the Master Unit or the Takamagahara System.

In Need of Observation (+600 CP)

Your existence has become highly unstable and now depends on an Observer to sustain it. Fortunately, you have found an Observer willing to maintain your presence in this world. However, this Observer is weak, unable to wield any of the powers typically associated with Observers, such as freezing time or performing Phenomenon Interventions. They can only observe you to keep your existence intact.

To complicate matters further, this Observer must remain physically close to you. If they stray too far, such as across a country or die, your existence will end. The saving grace is their unwavering loyalty. They will not abandon or betray you unless you betray them first. You cannot replace this Observer, observe yourself, or rely on anyone else to fulfill this role. The Observer provided by this drawback is the sole means of maintaining your existence. You may customize their appearance, personality, and gender as you wish. After the jump ends, you can choose to make them your companion.

Bystander (+800 CP)

You have become a Bystander, but without the powers typically granted by this role, leaving you burdened with its limitations. As a Bystander, you cannot intervene in the world's events or influence their outcomes. You are forced to watch from the sidelines as everything unfolds around you.

Although you can still speak to the characters in this jump, you cannot impact the events they face. You cannot save anyone from death, prevent harm, or alter the course of their actions. If you choose to interfere, your powers will gradually weaken. Over time, this will reach the point where you can barely use any abilities, becoming exhausted even after casting a single spell. This weakening process takes several years to fully take effect, so you have some time before your powers diminish completely.

Scenario

Path to the True Blue

In this scenario, you replace Ragna the Bloodedge as the Central Fiction of the Origin, tasked with shaping the fate of the BlazBlue multiverse. Your mission begins with allowing Doomsday to occur, requiring you to defeat every Qualified and absorb their dreams, including Ragna himself. This means overcoming every playable character in the BlazBlue series.

You must also stop Hades: Izanami, the embodiment of death, and Yuuki Terumi, the original Susanoo Unit, from destroying the Master Unit: Amaterasu. Your journey will lead you to face the Guardian of Azure, reach the Forbidden Gate, and claim the Azure Flamed Grimoire. Finally, you must end the Dream of God, returning all dreams to the Azure, restoring the world's possibilities. This act will erase your existence as you take both the Origin and the Master Unit into the Azure Boundary. Failure occurs if you die, sealed, if any Qualified retains their dream, or if the Master Unit is destroyed. You receive the **Soul Eater** drive for free during the scenario.

Upon completing this scenario, you receive three rewards. First, you permanently keep the **Soul Eater** drive granted to you. Second, you gain **The Origin** as a companion, along with the **Master Unit: Amaterasu**, which appears as a giant satellite. The Master Unit wields the Izanagi System, capable of creating anything it desires, including entire worlds, and using Phenomenon Intervention on an immense scale. It can observe minor and major phenomena and even rewind time, though creating a new world requires an Embryo and significant energy. Lastly, you acquire the **Azure Flamed Grimoire** also known as the BlazBlue, the source of the Boundary's power and the core of the multiverse in this jump. The Grimoire can grant any desire and serves as your **Spark**, marking the end of your journey as a Jumper. With it, you can freely travel the omniverse, revisit previous jumps, and explore any setting, even those without an existing jump.

The Story has concluded

What is your choice?

Into the Boundary

You'll be moving on from this place, to the next world that awaits you.

Open the Forbidden Gate

You decided to permanently stay behind in this world, this will be your home for now on.

Back to the Azure

You'll return to your original world, taking everything you've gained back with you.

Notes

About Combinations

If you have acquired the **Murakumo Unit** and **Successor of the Azure** perks, you will become the Kusanagi, a perfect fusion of a Prime Field Device and a piece of Azure. This makes you far stronger than a Murakumo Unit and capable of destroying the Master Unit. In future jumps, you will also have the power to harm any divine being, bypassing their protections and killing them.

If you have taken the **Original Unit Jumper** perk and the **Susanoo Unit** item, you will become the Black Susanoo. You won't be as powerful as Yuuki Terumi when he became the Black Susanoo since he gained strength from years of others' fear and hatred. You will still be able to defeat a Black Beast with some effort.

If you take the **Embryo Storage** perk and the **Embryo** item, you will gain the strength of Es at her prime during XBlaze, essentially becoming as powerful as she was.

Taking the **Remix Heart** perk and the **No-Name Grimoire** item will make you similar to Mai Natsume at the start of her journey in Academy City.

If you have taken the **Soul Eater** drive, the **Idea Engine**, and the **Azure Grimoire** items, you can do everything Ragna the Bloodedge could do before Central Fiction.

About Ars Magus

Ars Magus is a power system created by combining magic and science. It requires both a Grimoire and Seithr to function. More people use Ars Magus than traditional Magic or Sorcery, as most humans cannot learn the latter. However, not everyone can use Ars Magus, leading to a growing socio-economic gap in society between those who can wield it and those who cannot.

About Grimoires

A Grimoire is essential for using Ars Magus and is heavily regulated by the NOL. While most Grimoires take the form of books, they can come in various shapes and sizes. Ars Armegis and Nox Nyctores are considered more advanced types of Grimoires.

About Legacy Weapons

Legacy Weapons are a set of weapons created in ancient times specifically to combat creatures outside of reason. These weapons were excavated by humans from ancient ruins, and it is considered impossible to recreate them. On par with Nox Nyctores in terms of power, they come with their own set of drawbacks when wielded. Gigant: Take-Mikazuchi was once a Legacy Weapon.

About Ars Armegis

Magical armaments that use Grimoires, Ars Armegis require both a grimoire and Seithr to activate. These armaments can take various forms, including armor, clothing, firearms, swords, and more. Similar to Nox Nyctores, Ars Armegis come with side effects for their wielders.

About Central Fiction

Also known as the "Dream Seen by God," the Central Fiction is the dream observed and monitored by the Master Unit, and it is the foundation upon which the current world was built. If the Central Fiction dies or disappears from the world, it would cause the immediate end of the world. The Origin would then continue using Phenomenon Intervention to either revive the Central Fiction or reset time. However, if you have taken the Path to the True Blue scenario, the Origin will not use the Master Unit to bring you back if you die.

About Observers

Observers are individuals who have the ability to use Phenomenon Intervention on a minor scale, a power they refer to as "observing." Some Observers possess the ability to use Phenomenon Intervention to freeze time.

About Doomsday

A Ceremony that involves the deaths of all living creatures, transforming them into Seithr and returning their souls to the Azure, deep within the Boundary. This forces the Master Unit to reset the world, with the Successor of the Azure rebuilding it according to their will. However, if the ritual goes awry, certain individuals become the Qualified, each competing for the Azure to create a world of their choosing. During Doomsday, the world is destroyed and turned into Seithr, eventually becoming the White of Nothingness. The White of Nothingness is an expansive space where nothing exists.

Changelog

Version 1.0

- Jump had been created.

Version 1.1

- You can now purchase **Unique Style** multiple times.
- Added the **The Wheel of Fate** perk.
- Made adjustments to the **Izanami** drive.
- You can now create your own Nox in the Nox Nyctores section.