Fate - Magical Organizations

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Introduction

When you think of Magical Organizations, the first anyone thinks off is the Mage's Association, but that is far from the only group. In this story you are not part of the infamous Clock Tower, but part of another group that debbles in magic, who's connection to the Clock Tower and the Mage's Association varies greatly.

But a new tale has begun, as you have now entered the scene. Here is **+1000CP**. Whatever you're planning, I hope you are successful.

Affiliation

You wouldn't be here if you weren't part of a group, but your story will vary wildly depending on which group you are a part of. Strangely enough, any of these can count as a drop in, though I imagine they would have lots of questions.

Holy Church - Congratulations, you're part of the holy church. Likely hunting whatever heretics you come across. The church has given you many skills, and now you set off on a new adventure.

Atlas Institute - Welcome to the Pit, it's a different branch of the mage's association focused on Alchemy. As well as enhancing their own minds and thoughts. In this place, there are little taboos and penalties to prevent the creation of the most unethical of weapons. Their only one rule is that things which are created here must never leave.

Wandering Sea - If the depths of the Atlas Institute can be convered an underground tomb, than the Wandering Sea is not doubt a moving tomb. By far the more mysterious of the organizations. It's made up of many smaller groups. Generally, they look down upon the magecraft of today, and focus on the magecraft from the age of gods.

Dead Apostle Ancestors (400CP) - What's this? Normally this wouldn't be here, but I suppose there's an exception to every rule. For the uninformed, the council of Dead Apostles are essentially a council of vampire-like beings, though most of them don't normally work with each other.

(Do note however, that this organization's fate varies wildly depending on what timeline you are in. You may be the Twenty Eighth/Ninth Ancestor, or the only one depending on the timeline.)

Perks

(All perks are discounted for their associated Affiliation and discounted 100CP perks are free.)

Magic Potential - Free

Magic Circuits are the basic building blocks of this world's magic system. They're kind of like a nervous system physical representation on the body. These not only generate prana, the basic magical unit made through the combination of Mana and Od, but are also what allows any Magus to manipulate their energies to cast magic.

Different people have different amounts of magic circuits, and how efficient they are also vary. Straining them can cause pain and numbness, and any use at all will heat the physical body up.

You start with an average number of circuits, 20 in total, but each circuit is of great quality, similar to the Magic Circuits of Tohsaka Rin. You may also purchase extra 30 Magic Circuits for every 100cp you pay extra here.

Basic Training - Free

There are a lot of magical organizations lurking in the shadows. But regardless of what group you pick, you need to have some basic training right?

This perk gives you the most rudimentary knowledge about whatever group(s) you are a part of. It’s not much, just enough to be considered average in whatever role you are part of.

Necessary Heresy - 100CP

All these organizations have countless rules and regulations, but compromises are not unheard of. As long as you are acting within the spirit of the organization, you can ignore all but the most important rules of the organization and not receive punishment for it. The most you would get is a slap on the wrist, but even that would be rare.

Destined Frenemies - 200CP
It's not unheard of for these great organizations to fight each other. For example, even though the Holy Church and Mage's Association have a truce, they still have plenty of skirmishes behind the scenes. Luckily, you don't have to worry about the organization you're a part of getting in the way of any friendships you might make.

People will now only judge you by your character. And even should the organization's be brutally enemies, people will often give you the benefit of the doubt. Though I still wouldn't recommend joining a terrorist organization or anything. You can still be a criminal.

Countless Paths - 400CP
Sometimes life is more complicated than we realize. It's rare, but not entirely unheard of to switch from organizations, and now you know this more than anyone. You are allowed to choose a second Affiliation for this jump only. You will receive all discounts and freebies associated with your second Affiliation.

Please Teach Me Ciel Sensei! - 600CP
Despite all your valiant attempts, you may still die. Saying this world is dangerous would be a massive understatement. Luckily, you have your own rescue corner.

Whenever you die, you are briefly summoned to a high school classroom that no one else seems to know about. In this room are two figures. A young woman with blue hair and blue eyes and some strange neko creature.

While these two are quite silly at times, they both offer excellent advice and will teach you what you did wrong and how to avoid it next time. After teaching you for a bit, you will be revived. You only gain 1 extra 1-up with this perk, allowing you to escape death once.

If you die after you are revived. It will result in a chain failure unless you have other 1-up perks. Also every time you die you get to go to this classroom to get advice, not just once.

Also, once a week you can travel to this mystical classroom and ask the two for advice with something else. This doesn't count against the visit you get when you die.

Holy Church

Morality - 100CP
The Holy Church can do some very sketchy stuff, especially if you're one of their executors. Luckily, you're a lot more resilient than most. You have a resistance to any sort of mental trauma, what would break most people just a bad day for you. Furthemore, with a bit of focus, you have the ability to turn off your emotions and morality. Just, try not to become a bad guy okay?

Holy Words - 100CP
Anyone who knows better won't try to insult you, given your amazing ability to insult others. Simply put, you are amazing at taunting and insulting others, knowing exactly what it takes to get under someone's skin and hit right where it hurts. Just be careful to not bite off more than you can chew.

Mildly Faithful - 200CP
It's a bit of an open secret that some members of the Holy Church aren't the most faithful people, especially among the executors. Luckily, they don't have too many problems in spite of this, and now neither will you.

As long as you don't go fully against an organization's teachings, you will be able to use tools and techniques they have like you were a faithfull zealot. And tools and techniques that get more powerful the more faithful their user is will be able to be used at max power in your hands.

They need an Exorcism - 200CP
The Baptism Rite. If you're part of the church, you're allowed to learn it. It's the one spell everyone the church teaches officially and to anyone who asks. It is a simple ritual that instantly redirects a spiritual body, sending it back where it belongs.

Not only have you mastered the Baptism Rite, which allows you to theoretically banish even the strongest of demons. But the rite's blessing, to

a lesser extent, has infused itself into your very being. Meaning that your every action and attack can hurt spiritual beings such as ghosts and demons. But don't get too cocky, you won't be able to fight on an even level with a servant or strong demon with just this alone.

Holy Sight- 400CP
I'm not sure what training you went through to get this good, but I'm sure it was worth it. You have an incredible aim, hitting a target across a football field is child's play to you. Furthermore, your ranged weapons seem to do more damage than they should. A small handgun can punch through thick armor, and a throwing knife can penetrate concrete and keep going out the other side. This seems to scale with how powerful you are, so the more powerful you are, the more powerful your ranged weapons get.

Sacraments and Rites - 400CP
In truth, the Holy Church uses magic much more than they would like to admit. But they cover them up by using the term Sacraments, so it's not frowned upon.

There are many Sacraments the church has, and you seem to have mastered nearly all of them. Whether it be Barriers that can harm Vampires on contact, a rite to lighten the weight of an object, enhancing weapons with various effects, such as burning a target or stopping them by piercing their shadow, spells of mass hypnosis that are spread by incense (which is commonly used to conceal Vampire activity during a heretic hunt,) methods of telepathic communication.

Maybe you have even mastered Sacraments that take the form of bounded fields, which have many effects. Sancraid Phahn has a multi-layered defensive Bounded Field which is able to move with him, granting him extraordinary defensive power and magic resistance on a level of a servant. Meanwhile Ciel's bounded field is more like a cage, and is strong enough to temporarily restrain a Dead Apostle Ancestor. Even if you don't have these Sacraments it's merely a matter of time till you figure out how to reproduce them.

Idealized Blood - 600CP
How did you get these? Well, nevertheless you have seemingly stolen an Idea Blood from a Dead Apostle Ancestor, which you have turned into a powerful magic spell. An Idea Blood is the blood that makes an Ancestor an Ancestor. It's like a Singularity that paints over the planet's physical laws just by their will.

But you have stolen that and transformed it into a powerful magic spell for your own use. For Example, one of Ciel's spells is Calvaria Galgalim: Star of Calvaria. It's a giant wheel of light deployed in the stratosphere, it's over 50km long and 10km wide and glows like a guillotine of light. While it takes 3 minutes to deploy, which is the Spell's main disadvantage. In terms of Power it is on the same level as Excalibur. It possesses enough power to pin down Red Arcueid and split an entire city in half.

However, you also unlocked another special trait. When observing a technique or power that someone else uses, there's a chance you'll suddenly have an idea for a spell you can use to replicate it partly. Watch someone with an ice power and you may just realize how to manifest a strong ice spell.

(If you want another spell based on an Idea Blood, you may buy this perk again. You can make up your own, but please fanwank responsibility.)

The Curse - 600CP
Or this could be a blessing, depending on your viewpoint. Now I'm not sure how you got this, but either way you'll be a menace on the battlefield. Your body has achieved physical immortality, you do not age at all, and you recover from any damage. It's important to note that this is not healing or regeneration, but more like any wounds caused to her are "rewound." After getting hurt, blood sprays everywhere, but within a moment, the wound and all of the blood are gone, returned to how it was before as if being rewound like a video. This ability is so powerful that even if you are incinerated to ashes, time will reverse you to your original state.

Do note, that while your body is immortal, your mind and soul are not and are susceptible to damage. Furthermore, there are some beings in this world that can impose the very concept of death on you, nullifying your immortality. These beings are rare, you'll likely never see them, but they're out there.

Atlas Institute

Basics of Alchemy - 100CP
Atlas has ascended far past what most people would consider to be Alchemy. But still, it's nice to have the basics. You are adept in all forms of Alchemy, turning base metal into gold is adorably easy. You'll have no problem with the transformation of matter, only the most rare and unique of materials are out of your reach.

Quiet Mind - 100CP
In truth, Atlas believes that humans have evolved to gather information, analyze it and then directly solve any problems perceived. So you have a way of quieting your mind. This basically snaps your mind into a very quick period of silence which banishes unnecessary emotions and any distractions. This can be done multiple times, repeatedly. This technique can even shrug off weak forms of mind control, assuming you know your mind is being affected of course.

Lock and Key- 200CP
Atlas has many tools which could potentially be used to save the world, however Atlas has realized that though these tools can save the world, they can just as easily destroy it. So a countless number of mighty weapons are kept and disarmed in Atlas's many halls.

And now you have an incredible ability to disarm things, to ensure they don't hurt others. There is nothing that you can't make passive. With some work, you could even disarm things you don't completely understand.

Thought Acceleration - 200CP
It's a simple ability yet terrifyingly useful. You're able to accelerate how fast you can think. You start out at being able to think twice as fast as a normal person, which allows you to efficiently multitask as well as increasing your reaction speed. With practice, you can increase how fast you can think,

perhaps thinking three to four times faster than a normal person. But beware as without sufficient training this can seriously burn your brain out.

Uncontainable - 400CP
Atlas hate's the thought of anything leaving its hands. It's so bad that their own headquarters was designed to be a labyrinth, making it nigh impossible for anyone to escape. Too bad you throw a wrench into their plans.

Simply put, it is impossible to contain you. Chains break, spells vanish, seals weaken. If you do not want to be contained, then you will not be contained. Sometimes it feels like the world itself will go out of its way to ensure your freedom.

Memory Partition - 400CP
The sign of a true member of Atlas, you've unlocked the Memory Partition. As the name implies, you are able to partition your thoughts to form multiple thought processes. While normal people have only one "room" in their brains, meaning they can focus only on one thought at a time. Through Memory Partition, you can add partitions inside one room to create several rooms, therefore having several thought processes. You start out being able to partition your thoughts into three rooms, but with practice this can be increased. Perhaps one day you will be able to achieve 8 partitions, which is the highest ever recorded.

"We have no need to be the strongest. We create that which is the strongest." - 600CP
Among all the great members of Atlas, you stand near the top. That is, assuming of course your not all ready the best member of Atlas. From Creating Homunculi, Mystic Codes or even Conceptual Weapons, you can make them all.

For the informed, I will give a very basic overview of Homunculi, Mystic Codes and Conceptual Weapons.

A homunculus is a magical being, an artificial lifeform created without the normal biological process of birth. That starts out fully mature, in fact the concept of age is nearly irrelevant to them. They are born with all of their required knowledge for whatever task they were made for upon being created, and usually have powerful mystic circuits as well. Unfortunately, homunculi have a downside of some sort. They can be physically frail, have mental defects, or short lifespans - usually some trade-off to their creation process.

A Mystic Code is a supporting item utilized by mages that come in two types. The first is an Amplifier, which can strengthen or support their magic by storing reserve energy for later use or directly amplifying a spell. With the second 'Specialized' Mystic Code, can perform a given spell or function upon being activated by the user's magical energy. This could even be utilized by those without magical circuits under certain conditions.

And finally, A Conceptual Weapon, is a weapon that has a concept embedded within it. Due to this concept it is able to disrupt and damage physical laws or magical beings, sometimes even formless things that normally couldn't be damaged by mundane means. It does so by imposing its given concept onto the world, and inflicting it on those the user attacks with the Weapon.

What's nearly as important however, is that all your creations are loyal to you. Even the ones that shouldn't be able to think refuse to go against your command.

Future Prediction - 600CP
Atlas often looks into the future to try to avoid distaties, this ability may help. By taking in a vast amount of data in your surroundings, you can predict likely cause-and-effect relations to see into the near future. This is very helpful in combat, allowing you to see your enemies moves before you make them. However be aware that some things may blindside this future prediction if you are unaware of them.

Strangely, you also have a knack for creating highly-advanced machines capable of calculating the future. Perhaps with time and effort, all the world's mysteries will be known to you.

Wandering Sea

Riddles and Riddles - 100CP
You are far too good at speaking in riddles and confusing, vague terms whenever you want to annoy someone or hide information. If you put effort in, you could say something that means basically nothing and stall until your voice gave out. This skill is also useful if you want to hide important information behind smoke and mirrors or tell a technical truth in a way that's very misleading.

The Wise - 100CP
You constantly project an air of mystery around you. Your very presence seems to be one of a wise elder. Which helps when you want people to listen to you.

Tradition Protection - 200CP
Normally the more technology you have the more powerful you are, but Mystery tends to throw a wrench into that idea. Simply put, the more technologically advanced your opponents are compared to you, the less effective their attacks are. But even if your technological equals Tradition Protection still protects you from stand technology. For example modern radar often fails to pick up anything with Tradition Protection.

RuneCraft - 200CP
While RuneCraft is in great decline in the outside world, it lives on in the Wandering Sea. While you don't know of the great primordial runes, you have a good idea of most all runes. And while it may take time to engrave them, they can be activated quickly just by pressing a bit of magic energy into them.

The main power of runes is that it's a language, and there's a rune for practically everything. From fire runes to runes that can track others to runes that can even erase memories. Combining multiple runes together can make even more effects as well, such as bounded fields or massive explosions. Maybe one day you'll even unlock some primordial runes.

Artificial Circuits Mastery - 400CP
Huh, it seems you took one look at how Magic Circuits are kind of similar to the human nervous system and ran with it.

You can create Artificial Circuits out of groups of your very own nerve cells. These Artificial Circuits function the same as Magic Circuits, having the same efficiency as your natural ones. You can safely make as many Artificial circuits as you have Magic Circuits with no effect on your body. Of course, you can sacrifice even more of your nerves for more Artificial Circuits, but this could result in temporary or even permanent damage to your body.

But many you're more than okay with sacrificing a limb? In that case you can transform nearly all the nerves in a limb into essentially a giant magic circuit. Not only does sacrificing a limb give you 500 Artificial Circuits, it also doubles the efficiency of all Artificial Circuits and Magic Circuits in your body. You can keep sacrificing limbs, which would double your circuits efficiency again.

Do note that sacrificing a limb will result in it being nearly completely paralyzed, but maybe all this magic energy is worth the sacrifice? If you change your mind, you can turn your limbs back to normal. However do note that you will lose the benefits the sacrifice gave you, and it will take a while for the nerves in your sacrificed limb to recover.

The Power Of Mystery - 400CP
Mystery is quite literally a vital part of the world of magecraft. Mystery is part of all things and comes from the root. It is the source of all supernatural phenomena and accumulates over time and grows stronger with age. But with the advancement of technology, Mystery fades. But it seems Mystery is far from dead with you around.

Simply put. You are incredibly, unnaturally good at keeping secrets and making mystery's. As soon as you get your hands on something. It's near impossible to learn about it afterwards. It would take someone on the level

of Sherlock Holmes to uncover your secrets. And even then, you may just be able to beat him.

Your great knowledge of Mystery gives you one final gift. At your whim, evidence of you and your actions can completely disappear. Information on your presence, identity, your actions or involvement can be erased. Even memories and recordings disappear, however this won't erase everything. like corpses and shattered buildings intact in reality and the minds of those who witnessed. Do note that powerful magical defences can prevent this information erasure.

Keep Wandering - 600CP
Regardless of your feelings on the group, you have to admit that the Wandering Sea itself is very impressive. The island has essentially vanished from the universe, drifting away from space and time. Only return once a day every year. Even when the island was 'destroyed', the magi dismissed it as a mere nuisance, as it only affected the outer facility.

To understand how the Wandering Sea operates, you must understand Textures. Textures are layers of reality which dictate the current laws of physics. Think of textures as separate planes of reality that exist simultaneously, but are generally imperceptible to one another. The planet has multiple textures, with the two most famous being the present physical world and the reverse side.

The secret to the Wandering Sea is that it itself is a texture in between the present physical world and the reverse side. And you have Mastered the use and manipulation of textures. You could easily shift from one texture to another. And with a bit of time and practice, create new textures all together. It's hard for your enemies to reach you when you're on another plane of existence.

Yumia - 600CP

Ah, it seems you're a descendant of the Meinster family. The Meinster family is a family of witches, which means you're something not quite human anymore.

Witches are more fairy than human, and your body reflects that. Your magic circuits are so powerful it's like your entire body is covered in magic crests. Which greatly cuts down the need to speak incantations as well as provide a regeneration which could even let you survive a hole in your chest. Do note that it will still be extremely painful to regenerate however.

Your nature also grants you a unique form of immortality. You cannot be killed except under very specific conditions. If someone attacks you with animosity, fear, nature, or even random chance, you will recover no matter how badly you are injured. However if you are attacked with an act motivated by love, this immortality will not activate. Also be aware that there are beings in this setting capable of killing immortal beings.

Dead Apostle Ancestor

The Hunt - 100cp
While I wouldn't call dead apostles savage beasts, they do have some of their instincts. Including you. You have an instinctual knowledge on how to hunt and hide, making it easy to stalk even wary targets. And when you go in for the kill you're as swift as a thunderbolt, barely leaving a trace behind.

Refined Mentalility - 100CP
Becoming a dead apostle usually has unfortunate effects on your psyche. It can feel like you lost your vision in life and boredom becomes your greatest enemy. Dead Apostles began games of conquest to help fight off this boredom. Fortunately for you, you do not have to rely on such things.

Whether for a miracle or something else, the mental changes that normally happen when someone turns into a dead apostle left you untouched. You may even turn off the instincts dead apostle's have if you find them displeasing, though do note that some of those instincts are there for a reason.

Skills from another life - 200CP
You were not always a Dead Apostle. While a Dead Apostle's connection to their past lives can be complicated, they always seem to keep most of their skills from their past lives. This applies to you as well. In fact the 'curse' of being a dead apostle seems to have only improved your skills.

Choose one small skill of your choice. (You can't choose big skills like magic or combat. But a certain type of magic or fighting style would be fine.) You have advanced your skills so far that you start to enter the realm of the supernatural. If your chosen skill is singing, your songs could bring tears to thousands and even cast spells through the power of song. If your skill is skating you could literally skate up a building, ect.

Servant Finder - 200CP

What Dead Apostle doesn't have good and faithful servants? Well, I guarantee finding good servants won't be a problem for you anyway. You have an instinctive sense for people that could be useful to you. You'll almost always find someone with interesting skills or unique powers that you may be able to sway.

But what use are servants when you eventually overpower your servants by magnitudes? While you'll likely be stronger than all of your servants, you can ensure your servants are never too far behind. You can sacrifice some of your power to temporarily or permanently gift your skills, powers and perks to your minions. While your power may be weakened by gifting a part of it to others, over time your lost power will gradually return to you. If your minion displeases you, you have the ability to revoke the gifts you have given them.

Ascending Past Weaknesses - 400CP
When Dead Apostles become more powerful, there always seems to be some trade off. But you're either lucky, or are above such things. You still have the weaknesses of your race, but they are lessened to a significant margin. The sun burns instead of incinerate, where others need gallons of blood you only need a couple of drinks, curses which normally destroy your kind are weakened against you, maybe you'll be able to wield unholy weapons even if you're a holy creature.

King Of The Castle - 400CP
It's nearly unheard of for a Dead Apostle to not have minions of some sort, and now you'll never have to fear them betraying you. Any minions you make, can not go against you in any capacity. It doesn't matter whether or not you literally created them, summoned them or turned them into a dead apostle like you. They will always be loyal to you and go with both the letter and spirit of your commands.

Furthermore, as King Of The Castle all things they consume / absorb are rightfully yours, regardless of the distance between you. You can decide

how much you take if you don't want it all. But now you have no need to hunt for blood on your own when your minions can get it for you.

Brillant Blood - 600CP
All Dead Apostles have a principle, a reason for being made manifest. ThPrinciple's can range from fixations, like the bow or sword, to concepts like freezing or melting. But more importantly, a principle can help you unlock your Idea Blood.

The Idea Blood grants its user underlying abilities based on their underlying principle. It is so powerful, that it can elevate a low ranked Dead Apostle all the way up to Ancestor status.

For example, Vlov Arkhangel's Idea Blood is Freezing. It allows him to create weapons of ice, freeze anyone near him to death, drop the temperature to no less than -273°C, Instantly freeze a building and everything inside, as well as generate structures of ice such as spears, which he can create and fire as projectiles fast enough to compete with a machine gun's rate of fire, and even make a blizzard strong enough to cover an entire city.

With this perk, you now have an Idea Blood of your own. What its properties and principle are is up to you to decide. You can buy this perk multiple times if you want more Idea Bloods.

Never Ending Cycle - 600CP
Death and Rebirth is a never ending cycle, one that you are aware of a bit more than most. Somehow, you managed to copy the immortality of one Michael Roa Valdamjong.

Whenever you die your spirit will travel to the nearest compatible vessel, (which is usually human, but any other 'race' you possess a form for is also perfectly fine.) And slowly begin to overtake the vessel's consciousness until their memories, skills and everything else is completely consumed by you. This process will usually take a couple of weeks for you. Once they are fully

consumed, you can reincarnate once again if you are slain. If you don't have a chosen vessel, you can wander around for a while as a spirit.

However, take note that there are things that can exorcise you or destroy your soul. Should your soul be destroyed or you die before you fully consume a host, this immortality will not save you and you will die, perhaps for the final time.

TATARI - 800CP
TATARI is a complicated beast. I will do my best to summarize. TATARI is a very powerful Reality Marble that allows the materialization of the rumors and fears of a region into physical entities. (Which are also called Tatari's.)

The main aspect of this power is that you can bring people's fears to life and force them to be loyal to you. You can summon general fears, such as famous monsters, people long dead. Or more interestingly, summon nightmarish versions of others. In the case that you summon a nightmarish version of someone / someone that was previously alive, it is just as strong as their normal counterpart. Once you summon a nightmare, It will be loyal to you and saved into a mental storage of sorts. So you can summon it again even if it is not feared anymore.

With the full power of your Reality Marble, you can bring an entire city's fears to life, but do note you only have enough magical energy to maintain an entire city's fears for one night.

Do note that this power thrives on psychological and conceptual elements like fear, anxiety, and chaos. These abstract phenomena are central to your power. As such, individuals whose strength is rooted in intrinsic willpower, precise control, or natural order are at odds with this power's chaotic essence. So summoning a nightmarish version of someone who has high willpower or control will be weaker than their normal counterpart.

But Perhaps most importantly, you can now become something like a spirit, or a living phenomenon. You can disperse into a spirit like entility becoming invisible and intangible to nearly all and living on as a curse. Best of all, being remembered and feared is a form of immortality for you. As rumors of you and your dreadful actions spread, they help keep you alive. For the memory and fears of you keep you living and allow you to recover from any harm.

However be warned, if people forget about you or no longer fear you. Or if you are stripped of your power or forced into a physical form. This immortality fades, and you are vulnerable to death once more.

Another Brunestud- 800CP
Ah, it seems there's another one that's potentially worthy of the Brunestud name. Whether or not you are similar to Altrouge Brunestud or not, you now have a bit of True Ancestor Blood in you now.

First off, this True Ancestor blood gives you a massive power boost to your Dead Apostle abilities and dulls your weaknesses, easily making you stronger than a good chunk of Dead Apostle Ancestors.

(If you took the Ascending Past Weaknesses Perk, you are now immune to most of your weaknesses you would have as a Dead Apostle. You can walk into the sun just fine and you'll only have to worry about anything made against you or your kind. Like the Black Keys the Holy Church Uses)

In fact, because of both your strength and the True Ancestor blood inside of you, you've started to gain dominion and control over other Dead Apostles, and to a lesser extent other bloodsuckers.

How well you can control others depends on their strength relative to yours. The stronger you are compared to other bloodsuckers, the more control you'll have over them. Even with this perk, you likely won't be able to force any Dead Apostle Ancestors to submit. But anything less? They'll have no choice but to obey your commands.

You also have some basic control over Marble Phantasm, though not nearly as much as your sister Arcueid Brunestud. The Marble Phantasm is basically the ability to manipulate probability to do anything possible in nature, no matter how small the probability. Its uses are incredibly varied, like turning the air into razor sharp vacuum to slice up an opponent, but leaving the hallway they were in untouched. Or do something like melting the ice caps, or even making lava erupt right beneath an opponent.

The Murderer - 1000CP
What a horrible thing you are, you're cutting into Beast territory with this ability. But very well.

At the start of a jump, you can choose a species, group or person to be your target. When a species or group is chosen, you gain a conceptual advantage against your target(s). Attacks from your target(s) doing only half as much damage as they naturally should for example.

However, this ability shines in the act of murder. Your ability to murder your selected target is magnitudes times stronger than what you can normally dish out. Even if you were only as strong as a regular human, you can rip through gods like they were made of wet tissue paper if they were your target. You will even find yourself gaining minor abilities to help you hunt and kill your target. Such as having the ability to automatically know where your targets are in a certain radius around you.

The worst part about this however is that you can switch what your Target is. You can only have one Target at a time, and cannot switch to another Target for an hour after you switched. But even with that limitation, there is little in this world that can stop you.

Items

(You get one discount for each price tier. You may import items from previous jumps into other similar items.)

Living money - 100CP
Every month, you receive 10,000 yen (or another currency of the same amount) to do with as you please. Somehow, all this money is completely legal despite literally appearing out of thin air.

A Big Fan - 100CP
Huh, that's weird. You seem to have a copy of every form of Type Moon media. From official works to figurines to fanfiction. I wonder what you will do with this.

Black Keys - 200CP
An uncommon weapon in an executioner's arsenal, but one your enemies will never forget. Black Keys take the form of long and slender rapier-like swords with blades measuring over one meter and extremely short hilts. They are conceptual weapons and just as effective on spiritual enemies as on regular ones. And by striking an opponent's shadow you can bind your movements.

Using magic the blades can retract into the hilts, making them easy to carry and hide. You also seem to always have an infinite supply somewhere on your person, by reaching into a pocket or out of sight you can pull some out.

Nice House - 200CP
You are now in possession of a small cozy home to do with as you please. The house always seems to smell nice and strangely you don’t seem to have to pay any bills or fee’s for the house. Though you may occasionally need to restock the food.

Torture Instrument: Virgin Pain - 400CP

This is a conceptual device reshaped as armour. It's grey with red stripes and fits around your body snugly. This armour does a couple of things. Firstly, it doubles all your strength and speed, as well as gives you resistance to all magic attacks. Any magic attack that hits it will only do half as much damage as it normally does. Also, this armour will always be at least an order of magnitude more durable than your skin, ensuring it's always useful.

However this armor comes with a cost. This armour was inspired by the witch trials who punished witches and all those who wear the armour should not take it off until the armour has affirmed whether they're a witch or not, either dying if it does declare them a witch or if they take off the armour before it has affirmed weather they are witches or not.

If it does believe you are a witch, it will impale you like an iron maiden. But if you had some sort of regeneration power, you could simply regenerate from the damage and force the armour to recalibrate and begin the affirming process all over again.

Etherlite - 400CP
The Etherlite looks and acts like a whip, but in actuality is an artificial nervous system. Besides being very long and sharp, the Etherlite can attach to the opponent's skin, integrating with their central nervous system.

Once it is attached to someone, you can read their thoughts and memories, control them like a puppet, send electricity through the Etherlite to burn a victim's brain. With practice you may even be able to copy and manipulate memories. Once connected, it cannot be removed except by you, and if it is cut, it will burn the entire host's body.

Seventh Holy Scripture - 600CP
An incredibly powerful you at your disposal. The Seventh Holy Scripture was made using to backbone of a unicorn horn. It has multiple forms, It can operate as a gunblade form, a bayoneted-form, a segmented-whip greatsword form, while it can also be deployed as a ballista form.

But its most powerful use is its ability to destroy souls themselves. Any ‘Immortal’ being can be slain with this weapon. Vampires go through many lengths to avoid death, will you show them that it’s inevitable?

Logos React - 600CP
One of the seven superweapons of Atlas. The Logos React is essentialy a giant magical computer, similar to the Moon Cell or a Philosopher's Stone.

The Logos React can record and recreate minds, and through its computation ability, it can calculate multiple possibilities to create countless virtual worlds inside itself. Once you input your desired conditions, it simulates a limited observable environment in which to conduct the thought experiment in a virtual world that is essentially indistinguishable from reality.

Its parameters can be set however one likes, so it could be said to create real experiences through a dreamlike state. On a limited scale, one can use Logos React to see how hypothetical versions of history would play out. If the simulation inside Logos React discovers a contradiction, the simulation begins to collapse. However, due to you buying this. The collapse to the simulation will just cause Logas React to quickly reset and will not potentially destroy half of wales.

Black Barrel Replica - 800CP
A copy of the greatest weapon Atlas has. It is a conceptual weapon of natural life span, capable of killing most immortal beings. It demonstrates a toxin in proportion to the predestined span of the target's life. Basically meaning it can force an immortal being into having a mortal lifespan. Though do be aware you have to be able to hit the target for this weapon to take effect.

This weapon has multiple forms, from handguns to rifles to a giant cannon. The bigger these weapons form, the more powerful its attacks will be.

A Faction Of Your Own - 800CP
Maybe you want to take more than yourself on your adventure. Who am I to stop you? You are now the head of your own faction. (If you took countless path's you may only choose one faction.) Even if they naturally shouldn't all members of the faction possess Fiat-Backed Loyalty to you.

Companions

Import - 50CP
For 50CP you may import a companion or create a new one. Each companion has 600CP to spend on perks and Nega-Skills.

Canon - 50CP
Has someone caught your eye? For 50CP you may choose to take someone along with you on your journeys.

Cute Dog(?) - 600CP
I actually can't tell what it's supposed to be. It has white fur, purple eyes, large wolven ears and a fluffy tail. Whatever this creature is, it holds a great appreciation for you. It will happily cuddle up to you like a puppy.

However, this being is secretly a Great Nature Spirit, it can shapeshift into various forms meant for combat. This spirit has the power to destroy a building with a single swipe, take similar attacks without a scratch, and outspeed even the fastest cars. And as this Spirit grows older it will only grow stronger.

Most dangerously however, is that it has access to **The Murderer** perk. What will you do with this great beast?

Drawbacks

Supplement Mode - +0
If desired you can supplement this jump into any Type Moon jump and/or insert any history from previous jumps into this jump.

Modern Criminal - +100CP
Unfortunately, you either committed a great crime or were framed. You will frequently find that the police in your starting country are after you. Believing you to be a crimminal. It's not impossible to clear your name, but it certainly won't be easy.

Psychotic - +100CP
You're actually not a psychopath. At least this drawback doesn't make you one. But the aura around you makes others incredibly uneasy around you, and people will often guess you're an insane crazy killer of some sort. People can see past this after they get time to know you however.

Not to great cook - +100CP
Hope you don't mind having a lot of take out. Because you are an absolutely terrible cook. Anything you make can be considered a poison. Please don't try to cook anything.

Tasty Blood - +200CP
For some reason or another, bloodsuckers just believe your blood is absolutely divine. To them it's sweeter than even chocolate. Which might be a problem for you. Any bloodsuckers can sniff you out from miles away, and it does quite a bit to get a taste of your blood. Though they can retreat and decide you're not worth the effort.

Voiceless - +200CP
You can't speak, at best maybe you could growl something that just so happens to sound like a word. You can't mindspeak either, though other methods of communication like writing are possible. This isn't a massive problem, but will make communication and most magecraft difficult.

Painful Circuits - +200CP
Uh oh. I'm not sure what happened, but half of your magic circuits seemed to be slightly defective. Don't worry, they still work normally, but when you use them they cause a great amount of pain.

Stuck In The Story - +400CP
Good News, you'll have quite a few stories to tell. Bad news is that the plot is constantly trying to throw you into their mess. A Phantasmal Beast has gone rogue? You bumped into him on his rampage. A Magnus is kidnapping others? You're his next victim. No matter how far you go, you always find yourself in some sort of drama.

Curse Of Pride - +400CP
It seems you don't quite know of the dangers of hubris. You have a frankly incredible pride for yourself and your abilities, enough to even give Gilgamesh pause. In fact, you think yourself so great that against foes much stronger than you, you can't help but see them as weaker than you.

Don't worry, after a few bruises from your enemies your pride will go down, but I have no doubt It will certainly rise again soon.

Hunted - +400CP
I'm not sure what you did or who you pissed off. But one of the major factions here wants your head. While they won't organize armies to get you, and won't risk war with another faction. You can bet that if they hear you're nearby they will hunt you if they can get away with it.

You can buy this multiple times for multiple factions.

Ending

It seems your journey has come to an end. Like usual you have three choices. But what will you choose?

Do you want to **Go Home** to your original world?
Do you want to **Stay Here** in this world?
Do you want to **Continue on** to the next world?

Notes

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