Generic RWBY Fanfic Jump

v1.1.1

By: DonChief

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Introduction

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

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

1000 CP

Origin

Drop-In: I'm sure you know the deal with this by now, but just in case I'll give ya the sit-rep. You drop in (see how that works) to the world as you were before this jump, with no new memories to confuse you. Of course that also means that no one knows you, and you've got no records to speak of. Be careful, because this world's resident schemers are liable to notice you at some point, and with the state of humanity at the moment, they aren't likely to leave a wildcard like you alone.

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

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

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

Bystander: Ah, not a fan of fightin' I presume? That's alright, I guess I can't fault ya for wanting to live a full life now can I? You're a regular citizen of the Kingdoms, no fancy sniper-scythes or crazy semblances, just your own two hands and drive to succeed. You have a history in a regular profession of your choice (think baker, not nuclear physicist) or the requisite knowledge but not experience if you're a minor.

Race

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

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

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

Location

Roll 1d8 or pay 50 CP to choose

Beacon and Vale may be substituted for the equivalents from other kingdoms if desired

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

likes of Patch. You may appear in or nearby a nondescript town, or if you want to be a bit closer to the canon cast, you can be at the Island of Patch.

7. Free Choice: Well well, aren't you lucky. You get to freely choose any location on this list. If for some reason you decide to put yourself in A Dangerous Situation of your own free will, I feel like you've earned a gift of 200 CP for doing that to yourself. You still have to flip the coin though.
8. A Dangerous Situation: Ah, well the dice weren't on your side today huh? Flip a coin; if it's tails, you open your eyes about 2 seconds before you plunge into the freezing water of the ocean. There's an island nearby, and I'm sure if you wait there, someone is bound to find you eventually. If it's heads, you find that you are either laying in Raven's tent, in the middle of her camp of bandits, with her laying right beside you asleep, or you have crashed right into her tent after falling from the sky, waking up her and a good portion of her men. Pick whichever one seems worse for you. Really though, how can anyone be this unlucky?![1]

Age and Gender

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

Perks

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

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

General

Aura - Free and mandatory for all but Grimm

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

\+ Aura Juggernaut - 200

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

\+ [Reincarnation] Aura Behemoth

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

Quite The Looker- 0/100 CP

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

Ozpin's 'Curse' - 200 CP

You've been 'cursed' with the ability to turn into a predetermined animal of your choice. You don't carry any of the physical characteristics of your body to that of the

animal, though Aura stays. You are able to switch between your forms with a second long transition. Truly, what monster could do this to someone.

Just Bring a Net - 200 CP

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

Gotta Catch 'em All - 300 CP

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

King of Bullshit - 300 CP

Like a certain professor, you seem to be capable of getting away with basically any lie, so long as you go with the flow. People have the tendency to interpret your words and actions in the best possible way for you in regards to keeping your lies

going. You could teach a class for a subject you've never even heard of, and somehow every person in the class would leave thinking you're an amazing teacher. THis is best thought of as a very specialized luck perk, causing events to line up in your favour when you try to lie or deceive.

Rose-Colored Glasses - 300 CP

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

Reincarnation - 600 CP

Well damn, I never thought I'd get the chance to meet a living legend face to face, even if you don't remember it all. You're a reincarnation, Jumper, and not just of any person, but a legendary figure of some sort. Which one remains to be seen. Regardless of who you were before, just being reincarnated makes you overall better at everything you do, from math, to fighting, to talking to people; I guess you were a very multi-talented person in your past life. Furthermore, it seems your nature as a reincarnate has broken any limits you might have had on how strong you can become, reps will always make you somewhat stronger, running will always slightly improve your endurance, etc. You might get less and less improvements, but you will never *quite* stop improving. Your nature also makes some of your other perks better as various past lives' experiences surface into your mind. (Capstone (and other perks) Booster)

Origin Perks

Drop-In

Like a Native- 100 CP

Can't have you making social faux pases in your first conversation with someone, can we? You are now a deft hand at adapting to new cultures, ideas, and even languages, so good in fact that you could be mistaken for a native, if a slightly out of touch one, after just a few days immersing yourself.

Shockingly Trustworthy - 200 CP

You're an odd one buddy, what with the whole world hopping thing you've got going on. With how wild your origins might seem, it might come as a surprise that you're very likely to be believed. So long as what you say is the truth as you know it, whoever you tell will know that what you say is the truth, though whether they accept that or go into denial is going to depend on the person.

Choose your OWN adventure- 400 CP

Fate and chance seems intent on giving you the kind of experience you want. If you want to live a peaceful life, danger and hardship seems to steer away from you. Conversely, if you want a life of excitement, opportunities for interesting adventures seem to fall into your lap.

[Reincarnation] Now choose THEIR adventure

Simply put, your control over the tone of a setting extends to those around you. As long as someone sees you on average once a week, you can extend your control to them. You may make this based on what they want in their life, or pull them into your story by making their life have a similar tone to yours.

Out of Context Power - 600 CP

You're not from around here, so why should you be limited to getting local powers? You get a unique power, utterly foreign to this world[3], though not so powerful as to trivialize the dangers found here on it's own. For reference, the very peak of

power for this perk would make you the undisputed strongest student at Beacon, able to fight multiple teams of your peers at once and likely win when pushing yourself

[Reincarnation] *The Outsider*[8]

Well damn Jumper, were you a protagonist in your past life? Your power is now so strong that the spars in the Academy are pretty much irrelevant. Forget teams of classmates, it would take teams of actual huntsmen to put you down, though don't expect that fight to be easy. Furthermore, it seems you're able to train this power to become even stronger with time. You could probably apply this to other powers you normally can't train.

Student

Rising Star - 100 CP

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

United We Stand- 200 CP

That's the truth right there. One you seemed to have taken to heart, with how good you work in a team. You are outstanding at any role you take on in a group. As a leader you are a wonder at maintaining cohesion among your teammates, no issue being unsolvable. In combat you can direct your teammates clearly and concisely, even amidst a roaring battlefield. Even when you aren't the leader, your very presence seems to encourage clear-headedness and common sense, preventing the kind of misunderstandings and rushed decisions that tear teams apart.

Standing Outside The Box- 400 CP

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

[Reincarnation] Transcending The Box

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

Quicksilver Orbs - 600 CP

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

[Reincarnation] *The Originator*

You don't just have Silver Eyes, you have the *first* Silver Eyes, given to you directly from the God of Light in your past life. First of all, as a direct blessing from the God of Light, you experience little strain, able to use your eyes for hours at a time. Furthermore, your eyes are predictably more powerful, even the Wyvern would fall swiftly beneath your sight, and entire armies of the Grimm would vanish with a sweeping gaze. Finally, you can control a shimmering silver light, coating your arms and armour, forming 'hard-light' constructs and firing blasts of that silver light. This light has the same effects as your eyes, tearing through soulless creatures of darkness. You also passively radiate this light at all times, inflicting burning pain and true terror in Grimm and any being aligned with evil or darkness, and a feeling of purity and hope in Mankind.

Huntsman

Seasoned Veteran- 100 CP

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

The Next Generation - 200 CP

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

From The Jaws of Death - 400 CP

Damn, tenacious aren't ya? It seems like the worse the situation gets, the better you do. The more enemies there are compared to you and your allies, the more you find yourself improving, growing stronger, faster, more enduring, even a bit luckier. Imagine now that you, while fighting a horde of Grimm, have to watch as each member of your team falls to the monsters, and it seems certain that you'll be next. At that point you would reach heights untouchable by you normally, being a blur to the eye, and able to fight for a day straight with fatal injuries, even if you were a sub-par Huntsman normally. This boost goes away a little while after things calm down.

[Reincarnation] Cornered Rat

An animal is most dangerous when cornered, evidently, you follow suit. As your Aura levels lower, what remains gets, for lack of a better description, denser and more powerful, allowing more to be done with less. Furthermore you gain a dangersense, able to tell you of the presence and rough location of things that would do you harm. This is most effective if that threat is something you could in theory detect with your own senses, though it works in a limited sense otherwise; You might get a bad feeling when about to accept a mission where something will go wrong, for example. When you are under the effects of 'From The Jaws of Death' however, this

sense quickly evolves into complete battlefield awareness, making you aware of every threat to you or yours. Your eyes see all Jumper.

Like a Hero- 600 CP

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

[Reincarnation] *The Legendary Warrior*

Forget being the pinnacle of what a Huntsman can be, you're the pinnacle of the warriors of a long forgotten era, and have the skills and strength to match. With the unmatched skill you possess now, it doesn't matter how many opponents you face, as to you, facing one is no different than facing one hundred thousand. You fight using a long forgotten style that makes it impossible for people to predict your attacks based on past actions, only able to react based on the senses. You are such an inspiration to all those around you that they would be willing to fight to the death alongside you, just from watching your actions in battle. Finally, each jump you may designate a type of creature as your target, as broad as humanity. You are preternaturally skilled at killing that type of creature, as if you were born to do it. Now show the world the power of a bygone era.

Criminal

Professional Bad Guy - 100 CP

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

No Longer a Mook - 200 CP

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

Cult of Personality- 400 CP

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

[Reincarnation] A Whirlpool of Personality

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

Best in the World- 600 CP

You're a rare talent kid, one of the best at a criminal profession of your choice. A thief could rob a bank dry in broad daylight, and no one would realize until after you were halfway across the city. An assassin could, posed as a waiter, discreetly poison 6

specific people amongst a hundred without killing a single other person, and have the poison be so well made that the coroners would think they died of natural causes.

[Reincarnation] The Living Shadow

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

Bystander

Spectacularly Unspectacular - 100 CP

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

The Devil's Own - 200 CP

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

Master Mogul - 400 CP

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

[Reincarnation] Dragon's Hoard

Truly a revolutionary aren't you? Turns out you were quite a merchant in your past life, known throughout the world in fact, and you have regained the very things that made you so successful. First and most simply, your skill in business management has skyrocketed, you're now so good that you could, starting with only yourself and a small supply of dust, surpass the Schnee Dust Company in a few years, and throttle the market from there, ensuring that no one can surpass you like you did your competitors. Furthermore, You will find that as your economic power grows so too does your personal power, like a dragon hoarding gold.

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

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

Utter Genius - 600 CP

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

[Reincarnation] Trail-Blazer

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

Racial Perks

Human

Rolling With The Punches - 100 CP

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

Enemy of your Enemy - 200 CP

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

Looking Towards The Future - 400 CP

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

their lives, and would be happy to help you however they can. More extreme acts of goodwill will of course give proportional rewards in the future.

Fair Maiden - 600 CP

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

[Reincarnation] In Cycles Past

Turns out this ain't your first time being a Maiden, Jumper. It's actually happened a couple times, and you've definitely benefited from it. Where before you could torch a building or two, now you could, with the same amount of effort, turn a city block to ash. Far more interestingly, your ability to create things with your element has improved, letting you now form golems and other constructs of the various elements. These constructs are sentient but not sapience, and their ability to follow and remember commands instructions improves along with the time and energy put into making them, as does their strength. With a few seconds, you could make a fire construct that could attack the first target it sees and nothing else, while

with a week or so of single-minded work, you could create a golem that could stand guard over a gate for a decade or more, and determine the best course of action to do it's task most effectively.. In terms of strength, the fire construct would be enough to fight and beat a Beowolf and little else, while that golem could stand against armies of Beowolves, Ursa, and more, all without more than superficial damage. Your constructs can also be granted a limited ability to manipulate whatever element composes them, which also scales with the time to make them.

Mastery Of The Soul - 600 CP

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

[Reincarnation] Union Of Souls

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

limitation can be removed however, as training with this will see your number of targets increase, and the length of time the skills are retained lengthens. After a while things you copy will stay with you permanently. Truly, a magic unparalleled in any age, past or future.

Faunus

A Little Extra - 100 CP

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

Looking Past The Cover - 200 CP

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

Hybrid - 400 CP

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

Born of a Legend - 600 CP

Incredible, truly incredible. You're no longer just a normal faunus, instead you're a faunus of a mythical creature, like a dragon or griffin, or a specific one like the Hydra or Nemean Lion. Just by being of such an esteemed heritage grants you

incredible physical attributes, more than enough to match up to the average Huntsman, even if you lacked Aura. You also gain some useful ability based on your choice, such as a dragon faunus having skin nearly as strong dragonhide, and even actual dragon scales in places, while a basilisk faunus might gain eyes that can paralyze at a glance, even killing the weak and feeble. Finally, you inspire great respect and awe from other faunus, especially those who are close in nature to you, such as cat faunus being awe-struck by a faunus based on the Nemean Lion.

[Reincarnation] Myth Made Flesh

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

Grimm

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

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

Inexplicably Adorable - 100 CP

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

Forgotten - 200 CP

Once again, considering you're a soulless abomination quite literally created to kill souled beings, you'd think people would keep better track of you. Alas, it seems that

common sense is a rare commodity 'round these parts. For some reason, all you need to do to fade into the back of someone's mind is keep out of their attention for a bit, maybe a week or so. People find that they have troubles describing you in any detail. They might remember your rough shape, and maybe your size, but most else is quickly lost. People can be excluded from this effect from this if you wish.

Half-Grimm - 400 CP (Undiscounted)

I've seen a lot of things, kid, some that would drive a normal man mad, and I can honestly say that I've never seen anything like you. You're an odd fusion between Grimm and Humanity, either a human or faunus fused with a Grimm, or a Grimm with a soul. With how you've mixed, the only difference between the two is your history. Well, despite how odd you are, this nature of your grants quite a few benefits it seems. First of all, this grants you access to any exclusive perks and sections. Grimm get an Aura and access to the Semblance Section, and Humans and Faunus get the Grimm mandatory perk and access to the Grimm Form Section. Grimm have access to a human (by default) form of their design, which they can transform into, regardless of their normal size. Non-Grimm have the opposite, able to transform into their Grimm form at will. When in your human form, you benefit from the choices in the Grimm Form section, but you don't get the benefits of any age upgrades from the Grimm perk tree unless you transform. One thing to note however, is that due to your odd nature, Grimm will react oddly towards you. Young Grimm will become confused and dazed by the mix signals your existence sends them, and are physically unable to attack you unless you do first. Older Grimm are able to push through this, but are still unlikely to attack first.

Alpha - 400 CP

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

+ Ye Olde Monstrosity - 200

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

[Reincarnation] Part Of The Scenery

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

Improvise, Adapt, Overcome. - 600 CP

Well, I can't say the third part is certain, but you've got the whole adapting thing down pat. Your body is in constant flux, quickly adapting to stresses and threats experienced, after a short rest of course, though how this manifests is out of your hands. Be hit with scorching flames and begin to ooze a flame-retardant slime an hour

after, get nearly cut to ribbons and have your hide change to become increasingly cut-resistant. The level that you adapt depends on how much danger you're in, as a scorching inferno might adapt like above, but a fireplace does next to nothing.

[Reincarnation] Seize the Means of Adaptation

Remember how I said adaptation was outta your hands? Well now you've got a hold on it, and you ain't letting go. You're able to freely make changes to your form, adapting to the threats and challenges near instantly, only needing to think of what you want for it to immediately begin. These adaptations will stay until you will them away. Furthermore, you can entirely change your form, creating wings, horns, tails, arms, really any change you can think of. These large transformations of your base form are temporary however, the extensiveness of the change inversely proportional to the time it lasts. The speed at which you can shapeshift, as well as the length of time you can maintain those changes, will increase as you age, until eventually you could easily and instantly take a form straight out of Lovecraft's mind.

Grimm Form

Physical Attributes (These tiers assume you are a brand new grimm, about the size of a Beowolf) Everything can be used in your human form, just scaled down to your smaller size.

You get a stipend **of 400 CP**

Strength

Tier 1 - Free

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

Tier 2 - 200 CP

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

Tier 3 - 400 CP

Now this is just scary, and honestly a bit unfair. Even newly born, fresh out of the spawning pits, you are strong enough to crater the ground with every strike, and reduce buildings to rubble with each swing. An average Huntsman with full Aura reserves would have to dodge every attack, as even a single one of yours would wipe his reserves clean if you hit full-on. If for some reason you took a swing at an Aura-less civilian, well at this point you just erase them, barely more than a few specks of blood throughout the area to show they existed. I honestly dread what you'll be like once you've had time to grow. Show the world your might Jumper.

Speed & Agility

Tier 1 - Free

You are damn fast, at least by non hunter standards. You can run a fair bit faster than a horse in dead sprint, approximately 88 mph or 142 km/h. Your in-combat

actions and movements are a blur to normal humans, and fast enough to hit a Huntsman with their guard down, though any that see you coming aren't going to be too worried.

Tier 2 - 200 CP

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

Tier 3 - 400 CP

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

Durability

Tier 1 - Free

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

Tier 2 - 200 CP

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

Tier 3 - 400 CP

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

Healing Factor

Tier 1 - Free

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

Tier 2 - 200 CP

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

Tier 3 - 400 CP

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

Special Traits:

Natural Weapons: (without a purchase, your natural weapons are just keratin)

Tier 1 - 100 CP

Your natural weapons are tough as steel, and sharp enough that even with a human level of strength, you could cut down trees in a few swings.

Tier 2 - 200 CP

Your natural weapons are far quite a terror now, more than able to slice straight through stone pillars in a swipe or two.

Tier 3 - 300 CP

Your natural weapons are functionally indestructible, pretty much adamantium. This means it can keep a ridiculous edge. Enough that your weapons can cut through pretty much anything short of a Huntsman full Aura in a swipe.

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

Debilitating - 200 CP

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

Lethal - 300 CP

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

Just a Drop - 400 CP

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

Barely a Whiff - 600 CP

This is just unfair, kid. I can barely call what you have poison, at least not in the normal sense. Now, your poison is so powerful that it transcends mere

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

Flight:

Glide Like A Chicken - 100 CP

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

Soar Like An Eagle - 300 CP

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

Stealth:

Physical Camouflage - 200 CP

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

True Invisibility - 400 CP

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

Grimm Spawning - 300 CP

Never fight alone again! You have the ability to spawn Grimm from black ooze you produce from your body, this black ooze taking little effort to produce.. These Grimm are not under any direct control, but will tend to try to help and defend you, though they might just bugger off if they see a tasty human in the distance. Grimm spawned by you tend towards looking like you, but could just be random types of Grimm. A Beowolf sized Grimm might be creating another Beowolf sized Grimm every half hour or so. A truly ancient Grimm could summon hordes of Grimm in a day.

+ Like Extra Limbs - 200 CP

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

Semblance

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

You get a stipend of **400 CP**

Effect

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

Aesthetics

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

Range

Tier 1 - Touch/Self - Free

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

Tier 2 - Close Range - 100 CP

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

Tier 3 - Mid-Range - 200 CP

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

Tier 4 - Long Range - 300 CP

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

Tier 5 - Worldwide - 400 CP

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

Power

Tier 1 - Party Trick - Free

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

Tier 2 - A Tool In Your Kit - 100 CP

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

Tier 3 - A Second Weapon - 200 CP

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

Tier 4 - Plan A - 300 CP

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

Tier 5 - All Ya Need - 400 CP

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

Usability

Tier 1 - Situational - Free

Your Semblance is an energy hog, simple as that. Just a few uses of it will leave you completely drained, and thus defenseless.

Tier 2 - Difficult - 100 CP

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

Tier 3 - Trigger - 200 CP

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

Tier 4 - Instinctual 300 CP

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

Tier 5 - Like Breathing 400 CP

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

Unique Effects:

Multi-Faceted - 100 CP

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

Immutable - 300 CP

Your soul's a burning pyre, one that'll light the way for humanity, and it wouldn't do for that pyre to be smothered or tinkered with, would it? Now you can be sure that won't happen. No matter what tries it, nothing can alter, weaken, or nullify your soul, Aura, or Semblance. Even the Two Brothers would fail. Let your flame burn evermore Jumper.

A Semblance Worthy of A Protagonist - 300 CP

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

Living - 400 CP

Your Semblance isn't just any old power, it's a manifestation of your very soul, and isn't it a bit odd that that manifestation is an inanimate, unfeeling

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

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

Tier 1 - 100

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

Tier 2 - 200

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

Tier 3 - 400

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

Tier 4 - 600

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

Items

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

General

Scroll - 0/100

For free you get a standard model Scroll, nothing fantastic but it gets the job done. For a small payment, you instead get an indestructible, top-of-the-line model, with enough storage space for every piece of information on the internet in the 21st century.

A Certified Good Boi (or Girl) - 100 CP

You are now the proud owner of an animal, in fact, it can be pretty much any animal that couldn't meaningfully harm an adult person on its own[2]. They love you unconditionally, and will follow your commands to the best of its ability. An odd thing about them is that just interacting with them has a soothing effect on people. Being around them for long enough helps people move on from even long-time traumas. Is there anything a good boi can't solve?

Need a Hand? - 300/200 OR 500 CP

What, your own Brother-given body ain't good enough? Ah well, never let it be said that science won't provide. You now have a part of your body that has been augmented; replaced by a highly advanced mechanical equivalent. These parts are by and large superior to normal human body parts by a fair margin. They aren't just improved parts however, as each augment has additional functions and abilities. These could be an arm that turns into a minigun, eyes that can see the entire electromagnetic spectrum, or legs with thrusters for running and jumping. Each augment costs 300 cp, but if you just want the improved part without the additional functions, it'll cost you 200 cp. If you instead wish to transcend your organic form, you can instead pay 500 CP to become an android akin to Penny, though the origins of your

form could be whatever you want. Losing all those fleshy bits had a few benefits. First of all, you have no need for the normal requirements of organic life, namely food, water, and air. All you need to survive is some form of energy, by default supplied by lightning dust. While before you had at most a handful of gadgets in your enhancements, you're now absolutely riddled with every gadget you could think of, so congrats on becoming a living swiss army knife! While you have countless minor tools and gadgets, you still only have one major enhancement per limb or organ, such as a gun in your left arm and lungs that let you breath fire, though you do have enhancements for every organ and limb. Finally, you have perfect knowledge of the condition and workings of your body, and are easily able to fix, alter, and add to your body as you please.

Drop-In

Stacks of Green - 100 CP

Cold hard cash, simple as that. About 100k Lien, more than enough to get you started.

A House That Welcomes All Kinds - 200 CP

This is a comfortable home in a design of your choice, about the size of a two-story townhouse on the outside, but about twice that on the inside. No one finds this odd. Being such an anomaly yourself, your home should also accommodate that. This house changes and sometimes expands to accommodate everyone inside. You could have Cthulhu over for dinner alongside your mortal neighbours, and there would be no brown note or insanity to speak of. Aliens that breathe methane could take gulps of air within your home, and beings that die outside the heat of the sun would feel perfectly comfortable in your halls.

Fantastic Beast Found Here - 400CP

You might not know anyone in this world, but that doesn't mean you should have to go it alone. This here is a magical beast of some kind, currently strong enough to fight evenly with a single Huntsman, and more than enough to toy with a team of Huntsmen-in-training. It could be any creature, though they are capped at the above strength at first. They probably won't stay there for long however, as they will grow stronger as you do. Interestingly enough, you'll find yourself able to direct the way they improve and grow, whether you want them to become slim and swift, bulky and strong, or any other kind of improvement. Regardless what kind of creature you pick, they are guaranteed to be absurdly loyal, even if it would naturally be more inclined to chew on you.

A Relic of A Different World - 600 CP

This is a powerful item, unknown to the world of Remnant. It acts as a tremendous force multiplier, being far more effective in the hands of a skilled user. It is attuned to you, and can't be used by any but you and those you allow to use it. Regardless of what the specific item is, it possesses a few magical abilities, 2-3 to be precise. These could be 3 separate passive effects, or an active effect used by channeling Aura into it, plus 2 supplementary effects. Or a passive effect that is always active, and 2 active effects depending on how the item is used. If one ability is overwhelmingly powerful, the other abilities will weaken to compensate. No matter what the specific abilities are, this item is guaranteed to be of exceptional craftsmanship, legendary even.[6]

Student

Magnum Opus- 100 CP

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

Slick Ride - 200 CP

Got sick of walking everywhere huh? Well now that's a thing of the past, as you've gotten a state-of-the-art vehicle of your choice. While it ain't no Batmobile, it's the next best thing. It's capable of going 0-60 in just under 3 seconds, never runs out of fuel, and protects you from the effects of accelerating too quickly or turning sharply.

Training On Demand - 400 CP

You receive a little black box, which when opened contains a red button. By pressing this and waiting, people will appear to drop off everything you could want to train and learn at your location. You won't get anything you didn't know about or know you'd need. Everything that originates from this button disappears in 24 hours after you stop using it.

Youthful Innocence - 600 CP

You're young, and as a young person you're bound to make mistakes at some point. With this card, you can make people understand that, in particular the law. Up to four times a year, you can hold this card and focus for a moment, and reality is

warped to erase the negative consequences of your actions in the last 24 hours. Take down a criminal but wreck a dock in the process, undo the damage, plus any charges laid against you, while that criminal stays in place.

Huntsman

Ol' Reliable - 100 CP

You can always trust this one. This is a super high quality weapon, following the same rules as "Magnum Opus", and it's an amazing conduit for any of your powers, making any powers channeled through it twice as strong. It stores a small pool of your Aura (or other mystical energies) in reserves to fuel or boost powers channeled through it.

A Home to Call Your Own - 200 CP

Every Huntsman, no matter how devoted to fighting the good fight, needs somewhere to return to, a place they can rest and recuperate, and this is that place. It is a fair sized compound, with 5 separate rooms, normally bedrooms but they can be used for anything, a living room, kitchen, and large backyard, and a separate storage shed in the backyard, this is of course just the default. You may freely choose the design and layout of the house, so long as the size remains roughly the same. This isn't any ordinary house however, being discreetly fortified, tough enough to take a grenade with barely a scratch, though anything more than that could break through the walls. It is further littered with places to hide weapons and other things of importance, in floorboards, behind paintings, and anywhere else you could imagine. In case all else fails, there are numerous points of escape that only you know about. It is extremely hard to be tracked back here.

Eyes and Ears Everywhere - 400 CP

If you want to hunt, you must first find your prey. You've been in this game for a while, and you've come to know quite a few people, people who see stuff, and know stuff. You've a mountain of contacts, from bartenders, to high-society businessmen, to even gossiping mothers. So long as you're somewhere that counts as civilization,

which is basically anywhere that isn't an untouched rainforest or mountaintop, there will be an informant who has seen what's gone on in the area. These are only informants mind you, and barring explicit action on your part to change that, they won't do any favours for you, besides giving info of course. While you won't be using these contacts to make any direct changes, the power of information is not to be underestimated. Knowing is half the battle afterall.

A Beacon of Hope - 600 CP

Well, isn't this interesting, decided to try your hand at training the next generation huh? Well, Mankind can always use more Huntsmen. You are now the proud owner of some land, but more importantly, you're the Headmaster of the Academy that inhabits that land. You may choose the details of your school, such as the entrance requirements, the specifics of your Initiation Trial if you have one, and even the rules of the school. As for the actual land, well….just calling it 'some land' is a bit disingenuous, as it is in fact more like a small city, and it's equipped to function as one as well. While the specific design of the Academy campus is up to you, it will always have a myriad of facilities to accommodate the student and staff's needs. This includes, but is not limited to, blacksmiths, firing ranges, dojos/training rooms, and countless living quarters. As the Headmaster of the Academy, you are aware of everything that takes place within its borders; every casual conversation, embarrassing accident, and secret plan. You may at any time go back and experience those events as if you were there personally, and you are mentally alerted to anything happening that could threaten the Academy. The academy comes pre-staffed with skilled Huntsmen, plus all the other staff members necessary to operate the various facilities. While your teachers are skilled, they are not particularly outstanding, and more noteworthy teachers must be seeked out if desired.

Criminal

A Starting Point - 100 CP

These are the basics sure, but they sure do get the job done. These tools are instantly respawning, and can be pulled from anywhere they could be fully concealed. They are always enough to do the job in any setting, so lockpicks might become a sci-fi hacking device when faced with a keypad instead of a physical lock. Daggers are always just enough to harm your target if you catch them off guard, though that goes away after the first strike. They might not be the best there is, but they're always there when you need 'em.

A 'Trustworthy' Local Business - 200 CP

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

I Know A Guy - 400 CP

Man, I really don't wanna know what you had to do to get this many people to owe you favours. From leaving doors unlocked, to quietly slipping cash into the right hands to let you and your boys escape, this network of favours is already robust enough to let you pull off plenty of subtle jobs, or even a few big ones. Maintaining this network is up to you, though the people who would ask favours of you tend to need things you are especially suited for. The important thing to note is that there is only so

much people will do, generally drawing the line at risking their lives and livelihoods, but with the number of people who owe you, there's bound to be someone who can do something to help. This is best used for small scale favours, not large sweeping actions.

Your Little Kingdom - 600 CP

And to fill it, your very own people to lead. This is a gang that could butt heads with the White Fang, though it would be a tough fight. Despite that they would happily take up arms, as they are unusually loyal for gangsters, willing to put their lives on the line everyday if you treat them well. They have a tendency towards whatever profession you specialize in, such as a master thief having members who are a deft pickpocket or a genius with a lockpick. Your gang has people that will work to draw more people in to work for you, picking only those they feel will benefit your operations the most. Finally, while normally your gang is just that, a gang, you can choose to become a symbol of a specific ideology, or a champion for a downtrodden demographic. By doing this you will see a flood of people of that demographic, or who follow that ideology, and they and all your other members will be filled with a practically religious fervor for you and your cause. Expect to get called some fancy title like The High Leader, or the Supreme Commander.

Bystander

A Local Treasure - 100 CP

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

A Lord's Palace - 200 CP

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

Creator's Paradise - 200 CP

What is an artist without a canvas to paint on, what is a blacksmith without a forge to shape metal in? You need not worry about that, as you now have what can only be described as the perfect creative space. Within this workshop, which can be attached to an existing property or stay as a standalone structure, you'll find anything and everything you'd need to perform your craft. From forges and anvils to shape metal, to canvases and easels to paint happy little clouds, whatever workstation you need can be found here, no exceptions. Furthermore, in numerous storage spaces throughout the property, you can pull out a replenishing supply of any material

introduced to it. Put an iron bar into a cupboard and pull twenty out of a nearby drawer. The rate at which these are produced depends on the rarity and traits of that material, with weak, cheap metals being practically unending, and unbreakable divine ores being incredibly scarce.

A Seat of Power - 400 CP

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

Company - 600 CP

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

Companions

Old Pals - 100/600 CP

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

Friends You Haven't Met Yet - Varies

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

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

You've got a team of Huntsmen with you now, extremely loyal and more than happy to travel the omniverse with you. By default they're of average skill and strength, but for an extra 100, you can choose to be a member of one of the canon teams (or a team of equivalent strength). Students instead have a team of Huntsmen-in-training, your team in fact, that you got in whatever the team deciding process is. They are similarly loyal, and similarly willing to gallivant throughout the cosmos with you. These students are likewise average, with a payment of 100 to join a canon team (or equivalent). Non Huntsmen or Students don't get canon teams, but they can get non-canon ones of similar strength for an extra 200 CP

Drawbacks

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

Think of All the Good You Can Do! - 100 CP

Or Evil, up to you. This is your standard time extender, with each decade giving you an additional 100 CP, up to a maximum of 100 extra years. You get 200 CP each decade instead if you chose to up the difficulty of your setting, and you get 0 CP each decade if you chose to lower the difficulty.

Jumper, you ARE the Main Character! - 0

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

The Many Threats of FanficLand - Toggle

Let's be honest, fanfiction isn't known for it's flawless canon accuracy, especially not in regards to its power levels. By taking this drawback, you may adjust the power and threat level of the jump to match those found in various specific fics. From the relaxed worlds of slice of life fics, to the frankly absurd power of fics like The Games We Play. You have two options to how that works, you can either change the strength of the perks bought here to be proportional to the threat level of the Fic, or you may change the power level, but leave your perks untouched. The second option costs or gives points based on the danger and power of the Fic. Grittier fics with a darker setting or tone give 200 points, while the BS that goes on in TGWP would net you

a cool 500 CP. On the other end of the spectrum, Bright settings with a more optimistic tone will cost you 200 points, and Slice of Life where the threat of the Grimm is very low, or they just don't really fight, will cost you a heaping 500 points. If you choose a specific fanfic instead of a generic one, then the threat level is locked at that of the fic.

Actually Unqualified - (Varied)

So Jumper, turns out all the skills you were supposed to get? Yeah that ain't happening. You get none of the combat-related skill and experience you should have from perks and origins. That's not to say you can't learn, and you don't lose your powers, but well…..let's just say some jobs are not for the untrained. Bystanders and Drop-Ins only get 200 CP for this, as they aren't expected to do anything particularly dangerous and it's more of an annoyance. Criminals and Students get 300 CP for this, as they are exposed to significantly more danger, but the first doesn't necessarily have to deal with the Grimm, and the second isn't going to be left to die by their Academy. Huntsmen get the most from this at 400 CP, as they are expected to deal with the greatest threats, often leaving home for months on missions, always knowing they might not return.

Remnant Pride - Varies

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

Shay D. Mann - 100 CP

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

Fucko McToothless - 100 CP

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

Clip-On Tie Wearer - 100 CP

Silly for everyone, but if you're a businessman this is even worse. You have absolutely no idea how to tie a tie, and you'll never learn in your time here. You are only capable of wearing clip-on ties. Don't think you can avoid the problem by just not wearing ties, as clip-on ties will spontaneously appear on any outfit you wear. You are guaranteed to look ridiculous, and everyone will know you wear clip-on ties when they see you. If you're a grimm you'll have a part of your body that looks suspiciously like a tie, specifically at whatever area corresponds to your neck.

Large Ham- 100 CP

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

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

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

Vomit Boy - 200 CP

Ah jeez kid, I hope that isn't what they call you. Sadly, if I'm being honest, the name has its merits. You now suffer from motion sickness, bad enough that any transportation by vehicle will leave you trembling and barely holding down your bile.

You have no problem, however, travelling by foot, and this drawback will not affect you when you travel by your own power by other means.

Extra Tasty Flesh - 300/400/600 CP (600 includes 400)

It's honestly the only explanation I have for how Grimm gravitates towards you. For 300 cp you are guaranteed to meet a handful of Grimm when you go for a walk outside of a city, though nothing more than a few Beowolves and maybe the odd Ursa Minor. For 400 you also tend to be targeted more often by Grimm in combat, even if they were already fighting someone. For 600 CP you better be very prepared when you leave city limits, as you're going to be putting down at least a few Ursa Majors, entire packs of Beowolves, and you'd better watch the skies lest a Nevermore pick you off.

Unbalanced - 300 CP (max four purchases)

When they say 'look, no hands', this isn't what they meant. For the duration of this jump you are missing one of your four limbs, completely and irreversibly. They can't be regrown by any means, and this can't be circumvented by using prosthetics. If you have more than 4 limbs, you lose a proportional number of them. If, for example, you happen to be covered in tentacles, each purchase would remove 25% of them.

The God Damn ()-Man - 300 CP

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

Interesting Times - 400 CP

That would be in the Chinese sense[5], don't know who they are but whatever. You're now guaranteed to experience plenty of hardship, though the level of danger

may vary. You are practically guaranteed to get dragged into noteworthy happenings, like hostage situations or robberies, and especially those of the main plot. Even if you avoid the plot like the plague. Best thought of as bad luck on a large scale, ensuring you never get too much time to relax before the next incident.

Black ~~Cat~~ Crow - 400 CP

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

Soul Shy - 400 CP

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

+ Mere Mortal Flesh - 200 CP

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

Gotta Work For It - 500 CP

A Semblance is the outward manifestation of your soul, the nature of which gives true insight into your very being, and you think all you need to get that is a few points, or for someone to touch you and chant a bit? Hell no. When you enter the jump, your Semblance will be sealed, though your Aura is untouched. To unlock your Semblance, you have to gain an understanding of yourself on a fundamental level; whether that requires deep meditation, a long and arduous journey, or just a whole

lotta murder is honestly up to what kind of person you are. Don't worry too much, as your semblance will be unlocked at the end of the jump, even if you don't understand yourself. The good thing though is that if you succeed in discovering your true nature and unlocking your semblance, you will achieve a limited form of enlightenment, granting you truly infinite patience, incredible control over your emotions, and a zest for life such that even the most Grimdark of settings would fail to damper your mood for long. This enlightenment, not being a perk or anything, can be considered part of your body mod. If you've already achieved enlightenment, through a perk or through normal effort, it's taken away for the duration of this jump.

Nerfed by the Author - 500 CP

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

+Pickin' Favourites - 300 CP

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

Sturgeon's Revelation - 600 CP

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

+"Perfect" Lion's World - 300 CP

Just had to make it worse didn't ya? Not only is the world straight out of the worst fanfics, but now there is an MC, by default Jaune, that would make Skysaber proud. They are disgustingly over-competent, especially when it would make life hard for you, and attracts every even somewhat attractive woman (or man) towards them, despite what their personality would have you believe. Your companions are

thankfully safe from this. Sadly, you can't use their OPness to your advantage, as despite their near omnicompetence, they seem to always fail to deal with threats when you would want them to. Oh, just to make sure this is clear, this MC will ALWAYS find a way to fuck with you. No I don't care if you're a capital G God, or a mountain-sized Grimm, they will find a way. While nothing stops you from killing them if you think you can kill the distilled essence of every Mary Sue/Gary Stu, but even then they'll have had contingency plans to continue to torment you post-mortem. Hope you enjoy those points Jumper.

Scenarios

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

Major Scenarios

- Find a way to permanently deal with Salem and the Grimm, whether through violence, through diplomacy (Waifu the Evil MILF[4]), or through some alternate solution. After that, help humanity expand to cover at least twice it's current claimed land, so that a new generation can be born free of the threat of the Grimm.
    - As remembrance of your victory over evil, you will forever deal more damage to any who aim to hunt and harm humanity. Furthermore, you may take as many people as you can convince to come with you as companions for free. Finally, gain an extra 500 CP to spend as you wish. You may even respec your purchases to spend your extra CP on more expensive things if you want.

- You've decided that Humanity can't be allowed to go on, plague upon the world that they are, so your task now is to cure that plague. You are to wipe out every single human settlement larger than a family or two, every man, woman and child. This won't be an easy thing, as it seems their imminent demise has inspired a zeal and determination unseen in this world. Every Huntsman is now stronger, faster, and tougher than before by an order of magnitude, and they will continue to fight until the very moment they die. Even the normal citizens are affected, with the number of potential and graduating Huntsmen skyrocketing, each one prepared to fight and die to stop you. I'd wish you good luck, but it seems we'll be enemies from now on Jumper.
    - If you succeed in this monstrous task, you'll gain a few rewards from Salem for your troubles. Firstly, you gain the Half-Grimm perk for free,

and are refunded the cost if you already bought it. Secondly, you gain a black egg that will apparently become a Grimm, though Salem won't say what. Finally (and knowing the kind of people reading this, most importantly), Salem, feeling satisfied with the destruction of humanity, asks (read: demands) to accompany you on your travels. She has the ability to create and control Grimm, and even create new kinds as she pleases.

Minor Scenarios

-You think you can do better than the men of times past? Well if you wanna try. You are tasked with founding and maintaining a fifth Academy and having a year of Huntsmen successfully graduate, and be recognized world-wide as legitimate Huntsmen. You technically don't need to be the Headmaster of the Academy by the end of the jump, but it would be easier if you were. Do this and you'll get a nice reward for your efforts. Expectedly, you bring your Academy with you into future worlds in the form of *A Beacon of Hope*. The more important reward is that the students, graduated or otherwise, are undeniably extremely fond of you, and loyal in turn. So long as you aren't asking them to do something truly morally corrupt, such as mass genocide, they'll happily help you out, even if it puts their life on the line. This effect starts as soon as the first year graduates.

-This feud can go on no longer. The Creatures of Grimm are knocking on our doors, and The Witch is putting her plans into motion, and yet still Mankind argues and fights amongst themselves. Your goal now is to, within the span of the jump, create a lasting peace between humans and faunus. If you complete this, you'll receive a reward appropriate for your actions.

You become an expert at negotiating peace, in fact, your talent at diplomacy is directly proportional to how long the conflict and animosity has lasted.

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

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

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

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

The End

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

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

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

Move On - The Fun Choice, cause honestly, why stop now? You leave this world, and travel to your next jump. I hope you enjoyed your time in Remnant, and best of luck in your travels. Though feel free to come visit again at some point, can't give you any more points, but there are tons of stories to tell, so you're always welcome back.

Notes

Most important thing you can see in these notes! If you have questions that you can't find the answer for in here, feel free to DM on Reddit, I'll be happy to help. :D

1. A one in 1/16 or 6.25% chance, so yeah, you're really unlucky dude.
2. You could in fact grab a baby version of something like a lion or bear, but first, they aren't going to get bigger than a cub, and secondly, have fun explaining why there's a lion cub in your dorm if you're a student.
3. Since some people seemed confused, utterly foreign means it is not a Semblance, and in fact doesn't use Aura in the slightest. Think of it as the Crossover option, what happens when Shirou Emiya or similar characters get dropped into Remnant.
4. Someone was going to want to waifu the BBEG, so I figured I would give them what they wanted. Wouldn't be the worst thing a Jumper has done. If you're wiping out the Grimm, you better be charismatic as hell, cause Salem is not going to be very receptive to your advances. Helping wipe out humanity though basically guarantees her attraction though, so enjoy.
5. Interesting thing to note, The phrase "May you live in interesting times", is an english translation of what was supposedly a chinese curse, yet despite what many think, there is no known chinese saying to that effect. Just a random fact :D.
6. So I tried to keep the exact power level a bit vague so as to not limit Jumpers too much, but to clarify, for examples of the power of the item, look at B and A rank item noble phantasms from the Fate/ series. By no means can you get your item to be EX ranked equivalent through this jump, so no EA or Vasavi Shakti. Remnant doesn't need to deal with that. But something around the power of Gae Bolg or Balmung would be fine.

7. Be gay, do crime.
8. Yes, you CAN use this to get The Gamer. If you do that however, forget all that stuff about taking on teams of huntsmen, you start at the bottom and get to climb your way up.
9. To give some timescales for the Grimm mask. Grimm around the strength of a Beowolf can be created in a second, and in vast quantities. Ursa level grimm take at least 30 seconds, but can take as much as a minute. Something on the level of a Nevermore or Deathstalker will take a few minutes, between 3 and 6. Something on the level of the Kevin would take a good hour.

- Just to clarify, all boosted capstones grow with time, even if their descriptions don't explicitly say so.

Changelog

V0.1 - It exists.

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

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

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

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

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