金剛番長

KONGOH BANCHO

VOLUME 1



WHAT IS A "BANCHOU"?

A term that once denoted honorable men but has since grown obsolete. They will silently extend a hand out for the weak. They will fight to the very end. Even if there were a hundred, a thousand opponents, they will stand firm against them.

"BANCHOU" -- A MAN AMONG MEN!

Perhaps that's how it's meant to be, but the title of "Banchou" has resurfaced in a form both strange and familiar. Those who stand at the top of Japan believe the country is in need of a complete rebirth, and that belief led to the 23 Districts Project. 23 youths from Tokyo's 23 districts were selected to receive the best training, weapons, and surgical modification the country could muster, turning them into superhumans. These champions would be dubbed as "Banchous" and would take part in a battle royal to determine the new ruler of Japan, who will reshape the country according to their own ideals.

Enter Akira Kongou. Disgusted by such a destructive and self-righteous project, he rebelled against the two instigators of the project, his own father and brother: Homura and Takeshi Kongou, known as Dokyuu Banchou and Nippon Banchou respectively. From that point, he made it his life goal to dismantle the 23 District Project, and to do so enrolled himself in a high school in the Chiyoda district, to begin his search for the Banchous, unintentionally earning the title of "Kongou Banchou" himself.

Should events proceed undeterred, with the strength to crush boulders and the charisma to inspire entire communities to fight for their own future or turn former enemies into friends, the Kongou Banchou will soon carve his way through Tokyo's 23 Banchou. However, in response, Nippon Banchou may soon reveal goals and machinations far more extreme than his brother or father could have predicted.

Maybe you'll be able to change fate for the better, or maybe you wish to spread even greater chaos. Take these 1000 Congou Points [CP] to define your entry to this world.

SPECIES

Choose one species. Decide your age & gender freely. Though depending on your rank, things may get weird if you aren't middle or high school age.

Animal (+100 CP)

It's hard to say whether beings like Banchous or Kongous are fully "human" but you certainly aren't. You are some mundane earth animal. You maintain your intelligence and may even have some nice natural weaponry for your trouble, but good luck getting human society to accept a shark as their new ruler.

Human (Free)

The vanilla option. I'm going to give you the benefit of the doubt and assume you know what a human is. You can walk, talk, and kick some ass, or maybe you can't. After all, the majority of the 23 District Project's unlucky bystanders are regular humans. There aren't any fancy bells and whistles for this species.

Android (200 CP)

For some involved in the 23 District Project, rather than putting their own neck on the line, they'd choose to just build a Banchou to do the fighting for them. You are a humanoid machine. "Humanoid" in the sense that you can fit in a high school uniform, but your actual appearance is far from resembling an actual living being.

Even if you aren't a Banchou yourself, you're stronger than the weaker Banchou in the 23 District Project. Not to mention being made of metal makes you a force to be reckoned with, both offensively and defensively. You receive multiple discounts in the *Banchou's Arsenal* section and can choose to implant each purchase directly into your body for free. The stronger Banchous would still be able to dispatch you without much trouble if you weren't yourself a Banchou.

Mecha Banchou (400 CP)

Rather than a mass-produced model, you are a custom high-spec android, complete with an almost perfect human appearance, aside from clearly inorganic limbs. Your body was designed with Takeshi Kongou as the base, giving you the strength comparable to the Kongous, if not outright equal. You possess special sensors that lets you instantly identify individuals, analyze the physical condition of organic beings, or pick out fine details from great distances.

The original Mecha Banchou had an array of weapons and tools built into their body. If you don't want to go with their loadout (see *Notes*), you can instead receive 600 BP to customize your body. You may only spend this BP in the *Banchou's Arsenal* section. You receive all the same discounts as the base *Android* option. You must take the base form of the drawback *Mister Machine* for no points.

Kongou (500 CP)

Despite resembling homo sapiens, and even being able to reproduce with them, the Kongou are a separate lifeform with such immense natural power they sealed away their own ability to evolve 4.6 billion years ago.

Kongous are the same size as humans during childhood but grow immensely larger as they age. A teen Kongou is well over twice the size of any adult, and adults loom over most buildings in the same fashion. The hair of Kongou tend to develop into some formation of spikes, though its unclear how much of this is actually bone.

To match their size, the Kongous' physical abilities are immense. You could casually walk through a building fighting off yakuza with an entire car on one shoulder. You're tough enough to live through the impact of bullets, a speeding truck, a wrecking ball, and several whip strikes, in succession. Even most blades would just get caught in your muscles, and even if something does manage to hurt you, you can heal from cuts or broken bones in just a few hours.

You may choose freely whether you're another part of Akira's family, a completely unrelated branch of the Kongou bloodline, or perhaps a successful attempt to clone the Kongou genes, akin to Hakai Banchou. By selecting the Medium option of Banchou's Stature, you can be a rarity like Soara Kongou who retains much of the power of a Kongou while being otherwise indistinguishable from a regular human.

RANK

Choose one. Any rank other than DSC can be treated as Drop-In.

Civilian (+200 CP, +0 BP)

You're not a Banchou. Hell, you probably didn't know what the 23 Districts Project was until a few days ago. You likely don't have any special weapons or superhuman training. Which is why you're receiving some extra CP for taking this. At the very least there's no pressure to take place in all this madness if you don't want to.

Underling (+100 CP, +200 BP)

Not a Banchou, but the next best thing. You were recruited by one of the many Banchous to be their hands and feet. You don't have all their special training and you aren't in the running for the 23 District Project, but you still have the authority and some of the resources of the Japanese government at your back.

Banchou (Free, +400 BP)

One of the lucky few in the running for Japan's next dictator. Your own force of will and the Government's resources granted you superhuman power and charisma, that you will use to sway Japan to your ideals. Taking this means you'll have several other Banchou's after your territory. You may choose whether this comes with a tattoo on your neck of a phoenix alongside a symbol representing your Banchou theme.

Dark Student Council / DSC (200 CP, +600 BP)

The secret of the 23 District Project is that similar battles were occurring in every precinct of Japan, and you were one of the winners. You have battle experience that puts you well above any regular Banchou, in terms of strength, weapons, and manpower. Once Project Damocles is put into full effect, you'll be given almost absolute authority to reshape Japan at your own discretion, as long as you continue to obey Takeshi Kongou's command, and don't mind sharing.

COMPANIONS

Canon (50 CP /Per)

Take your pick from any of the characters native to this world. You'll find yourself repeatedly meeting them on good terms. If you can obtain their informed consent, they may come with you on your chain. Be warned that many characters have their own attachments here, so this will be a much harder sell for some than others.

Import (50 CP /Per)

You may choose an ally from your past travels or use this option to create a wholly new one. They receive 600 CP and can gain 600 more from Drawbacks. They also get whatever BP comes from their Species and Rank. If multiple of you come in as Banchous, you can choose to start the jump in an alliance.

Underlings (200 CP / First purchase Discounted)

You've managed to sway a sizable number of otherwise regular people to your cause. They follow your theme and aesthetics and have a weakened version of all your BP purchases. They could number anywhere between 100 and 500 and share a single companion slot. If you're wondering why this is so cheap, it's because that's really how little of a difference they'll make against Banchous. Also, the more underlings you get, the thinner their abilities will be spread between them. You'll have to make the call whether you want quantity or quality.

If taken as an Animal or Android, your underlings may be weaker forms of beasts or machines respectively, unless you'd prefer human underlings for some reason. As Kongous are so rare, Humans and Kongous will both have human underlings.

YOUR BANCHOU STYLE

Use your BP (Banchou Points) to personalize the advantages you received or refined in preparation for the impending battle. You may convert CP to BP at a rate of 1:1, or BP to CP at a rate of 2:1. Even with no BP, you may still take options that are Free to you.

Banchou's Title (Free / 100 BP)

Nobody enters the 23 District Project without an ideal, and those ideals can give birth to themes. This is your Banchou title, which people may start unironically calling you, if you demonstrate Banchou-like qualities. This can be as imposing as "100 Beasts Banchou" or silly as "Pudding Banchou". This grants the ability to come up with succinct speeches on the fly about how your theme ties into your ideals.

As one last bonus, this theme will modify the effects of most, if not all of the BP purchases here, if only superficially. You may pay 100 BP to have this re-skin all your other abilities to match your theme. Again, this is a purely superficial change. You must choose your theme now. Every effect of this perk is separately togglable.

Banchou's Battle Cry (Free)

The Banchous are essentially candidates for the main character of Japan, and what's a main character without a catchphrase? You have 1-3 one-sentence catchphrases that at least tonally matches your theme. No matter how forced and awkward it should be, friend and foe alike will frequently give you the perfect excuses to use them. Nobody ever finds these anything but cool, as long as it fits the situation.

Banchou's Privilege (Free)

A Banchou's uniform is their identity. You're given an impossible amount of leeway in how much you can customize your uniforms before anyone complains. Whether it be kabuki makeup at school or wearing a school uniform in the military. How far you can push this depends on how closely the changes match your theme. At the farthest extreme, you could dress as a straight-up clown or display a katana on your desk.

Banchou's Finisher (Free / 50 BP / 50 BP Civilian)

You possess 1-6 signature attacks. They can be as simple or as elaborate as you wish, as long as you find some way to link them into your theme. These take more out of you than regular attacks, but hit much harder, even if they don't look that different. Your own skill and power have a significant effect on how much stronger this is than your regular attacks. Pay an additional 50 BP to double the number of signature attacks. If taken with *Banchou's Battle Cry*, you can yell out the attack name when using these finishers. Not only will this not disrupt your breathing, but nobody will find this any less cool or impressive than the attack itself.

Banchou's Flag (Free / 50 BP Civilian / 50 BP / Upgraded Version Free Animals)

The 23 District Project has modified your uniform to an extensive degree. It could be designed for an unusual size or body shape, or to match a certain aesthetic like gothic lolita or samurai. It may come with unusual accessories like a fur coat, or dinosaur mask, etc. You're free to import other outfits you have, so long as the end result vaguely resembles a high school uniform. For an extra 50 BP, this will actively grow and shift to whatever size and shape it needs to match your current form.

Banchou's Record (Free / 50bp)

You receive an updating collection of character cards for you and your companions here. This comes with a character portrait and description, along with a variety of info including titles, signature moves, and stats. Pay 50 BP to apply to any non-companion allies and defeated foes. Comes with a card binder containing infinite pages. You never have trouble navigating to the card you want.

Banchou's Dominion (150bp / Free DSC)

You have a talent for getting people behind absolutely absurd plans, with equally absurd aesthetics and terminology. You could throw around words like "Banchou" and "Damocles", name your own faction the "Dark Student Council", and hinge your entire plan on the creation of superhuman highschoolers. So long as they'd find the end results desirable, and you seem to have the resources to pull it off, you'd get entire institutions to take your plans completely seriously.

Banchou's Voice (100 BP / Free Animal)

Just going to trust you have a use for this. This small device can be implanted into any animal with relatively little trouble, giving them the ability to understand and speak human language. You may choose what language this defaults to at the start of any jump. If used on you or your companions, you may start the jump with it installed. If installed on an animal that isn't normally intelligent, it will give them a base level of human intelligence, but they still won't be especially smart.

Banchou's Foresight (150 BP)

It can be a pain to form alliances when all of you live in different areas. With this, you find making such arrangements bizarrely easy. This could be as simple as making sure you all have free transport to the shared hideout. If you really pull out all the stops, you could get all your allies transferred to the same school, maybe even into the same classroom, even if they're different ages, all in one day.

Banchou's Charisma (Free Banchou, DSC / 150 BP)

Arguably more dangerous than their physical power is the Banchou's charisma. You can charm regular people in an instant, or sway them to your sense of aesthetics, even if it's objectively ridiculous. This is substantially more effective when the nature of your charisma matches your theme. This is also heavily affected by your reputation, power, and integrity. If you go above and beyond to defend your ideals, those around you will worship the ground you walk on, but if you've recently been publicly disgraced, or make a point to hide your accomplishments, the only people who'd continue following you are those who consider you a personal friend. Even if you meet all those conditions, this isn't nearly as effective on those who aren't already prone to following the crowd (i.e., mobs). Banchous and DSC get this free for this jump but must pay full price if they want to keep it.



Banchou's Allure (150 BP / 300 BP)

You are a practiced hypnotist. With a strong gaze and a few honeyed words, you can convince people of almost anything. If you styled yourself as a god, you could form an enormous cult overnight. However, without the proper setup to bolster the illusion, you're just an extremely effective conman. Even under ideal conditions, this is ineffective on those with strong wills or ideals. As a bonus, your grasp of the art makes you almost completely immune to all but the strongest forms of hypnosis

For double the price, you are a practitioner of Anjuin, an esoteric assassination technique that uses whistling to trap even strong-willed opponents in a hypnotic sleep that nothing short of an explosion would wake them from, not even a knife through their heart. Only those with an immunity to or experience with hypnotism would be able to resist this. This technique is strong enough to destroy precision equipment or electronics within 10m, you even know how to create devices directly controlled by this whistling. This technique can still be used if your lips are destroyed, as long as you're willing to poke a large hole in your throat.

Banchou's Influence (100 BP / 300 BP / Discount DSC)

You are able to enact change on your environment with bizarre ease, in a literal sense. You'll have to pick now what form this takes, preferably in alignment with your theme. Perhaps you can dig through the Earth so fast you're practically swimming or demolish a house so thoroughly it's like it was never there. Good tools will still help, but for you, tools that you can carry on your person are about as effective for this specific purpose as heavy-duty machinery.

For an extra 200, you can extend this effect to when you're commanding your underlings, who are not only as effective as you, but can work significantly faster on a significantly larger scale. With enough men, you could do a weeks' worth of fieldwork in a couple hours or construct a whole skyscraper over the course of a day, but only if you're calling the shots.

Banchou's Grit (Varies)

If a Banchou wants to fight for their right to rule, they don't need to just be strong, they need to be tough too, physically, and mentally. Pick only one.

Weakling (Free) – You aren't any tougher than you would be otherwise.

Tough (50 BP) – You can stay standing with cracked bones or bruised organs, with some effort. A well-aimed punch can still knock you out cold.

Tougher than Tough (100 BP) – You wouldn't outwardly react if someone shot you in the leg, but you'd still feel it. You could get run over by a car and have a decent chance of getting back up. Far from invincible, but still scary.

Hot Blooded (150 BP / Free Kongou) – You'd stay on your feet after taking a punch with the force of a missile. You'd even be able to keep fighting afterwards. That doesn't mean you'd be able to take a second attack on that level.

Inhuman (200bp / Free Android) – Not only do you have steel-like skin, but you also don't seem to feel pain. Even with severe injuries, your ability to keep fighting is more a matter of whether your body's mobility mechanisms are intact. You can still recognize damage, but it doesn't affect your judgement.

Banchou's Stature (Varies)

The size range of animals and humans alike here can get pretty absurd. If larger than your default size, comes with proportional strength, if smaller, your strength is maintained unless stated otherwise. You may freely change into this size post-jump, or even enter the jump with that having always been your size.

Small (Free / +200 BP) – Size of a child. Receive BP to have the power of one too.

Medium (Free) – Unchanged, or average for your age and species.

Large (100 BP / Free Kongou) – You loom well over most adults. You could easily be compared to the size of an entire car, or even a bulldozer.

Extra Large (200 BP / Discount Animal, Underling) – You are truly colossal. Easily the size of a house. At least you don't seem to be homeless because of this.

Super-Size Me (300 BP / Discount Kongou) – Even to the inhabitants of this world, you are a true monster, the size of a small skyscraper or mountain. It's a wonder how you get anywhere without destroying the city, but you manage somehow.

Banchou's Training (Varies)

Much of the Banchous' might come from weapons or augmentation, but much of it comes from more conventional training. You may purchase any options as many times as you like to enhance different combat styles, but only the first can be discounted.

Amateur (+200 BP) – You have little to no combat ability, even if you did prior.

Trainee (100 BP) – Your combat power is at the level that you stand shoulder-to-shoulder with top athletes, maybe even a bit above. However, this will barely pose a threat to even weaker Banchous.

Champion (200 BP / Discount Banchou) – Your strength is at the level of a proper Banchou. Your physical abilities are head and shoulders above any mainstream athlete, letting you dispatch such opponents with ease. The only beings that can stand up to you are either heavily modified, or freaks of nature.

Veteran (300 BP / Discount DSC) – In addition to absurd physical strength, your power has been tested and tempered in real battle. With this, you'd be able to take on 5 regular Banchous of average strength at the same time without much trouble.

Banchou's Physique (Varies / First Purchase Discounted Banchou)

Not all Banchous are content with strength or weapons. Some have their own biological quirks that have been enhanced and weaponized. You may purchase any option multiple times, but only the first purchase of each may be discounted. There are a number of potent constitutions that are not possible through this option.

Superficial Mutation (Free) – Your body has been altered in some way that affects your superficial appearance but provides little, if any, tangible advantage. It could be something like black sclera or pointed (but not necessarily sharp) teeth.

Localized Mutation (200 BP) – A specific part of your body has been enhanced to the point of being a potent weapon. Something like a long, prehensile, and razor-sharp tongue, or a diaphragm that can let you shatter concrete with just your voice.

Full-Body Mutation (300 BP) – You bear a mutation that extends throughout your whole body. Perhaps you have nearly indestructible bones, or excessive sweat that can form armor around you and dries as hard a steel. This could even be something truly strange, like the ability to twist every part of your body.

BANCHOU'S ARSENAL

Use BP to customize your trademark Banchou weapon or weapons.

Unarmed (+100bp)

You receive no weapon, ignore this whole section. Though this doesn't prevent you from making use of your own fists or using weapons from out of this jump.

Everyday (+50 BP / +0 BP Civilians)

The base of your weapon is some relatively mundane object that isn't inherently dangerous, such as a bookmark, or prayer beads.

Import (Free / 100 BP)

You may import a weapon or item you already have for customization in this section. This option is free as long as the imported items roughly matches your choices here. It can't be a gun if you didn't take *Firearms*, or mechanically complex without taking *Mechanical*, or have elemental properties without *Energetic*, etc. Or you can pay 100 BP and have free reign to do whatever the Hell you want with any kind of item.

Melee (Free / 100bp Civilians)

Your weapon is some kind of melee weapon. Like a sword, an axe, really anything you can cut, tear, or smash someone with. This can be as simple as a baseball bat, or as strange as teeth-shaped gloves. The most complex mechanism this can have without taking Mechanical is something like deployable spikes. You may choose to make your weapon massive, up to the size of a car, if you have the strength to wield it.

Numerous (Free / 50 BP / 200 BP)

You have multiples of your weapon. By default, this just means a duplicate of your weapon. If your weapon is on the smaller side, and the type that makes sense to be dual-wielded (twin pistoles, gloves, short swords, etc.) this is free. Otherwise, you'll have to pay 50 BP and work out the logistics of your own.

For an additional 150 BP, you have an arbitrarily large number of your weapon you can keep pulling out more and more of from who knows where. This upgraded version is free if your weapon is exceptionally simple and tiny, like throwing knives or coins.

Warranty (Free / 150 BP)

Whenever your weapon is damaged or even fully destroyed, it will show up in your warehouse or closest equivalent good as new within a week or so. For an additional cost, you have a backup of your weapon. This backup is notably more powerful than the base version, whether that means added weight and durability, or perhaps more dangerous mechanisms. It can also be directly transported to you by helicopter. However, if destroyed, it will not be repaired until halfway through the next jump.

Defense (50 BP)

Your weapon was designed to provide protection. It could be a shield, a reinforced umbrella, armor, etc. This is sturdy enough that only the strongest Banchous could even scratch this. With Implanted, this can take the form of sub-dermal armor.

Tethered (50 BP)

There's some flexible rope/wire like quality to your weapon. Perhaps it's a whip or razor-sharp wires. Or maybe you have a regular weapon that just has a wire at the end to retrieve if thrown, like a harpoon.

Treated (50 BP)

Your weapon has some strange chemical properties or treatment. Perhaps your whip is filled with paralyzing needles, or chains made from a pain-enhancing metal, or maybe it's just significantly more sturdy than conventional steel, etc.

Alive (50 BP)

Perhaps its rude to call it a "weapon" at this point, but yours is a living being, like a snake or horse. It may be exotic or modified, but the pretense is that this is an actual living creature. If taken with Mechanical, this could simply be a simple machine that resembles an organism, like an explosive made to resemble a human child.

Mobile (100 BP / Free w/ Mechanical Tier 3)

Your weapon helps you in navigating some environment. Maybe it helps you dig through the earth, or propel yourself through water, or glide short distances, or swing from rooftops, etc. You'll need *Mechanical* for anything powered or motorized.

Firearms (100bp/ 200bp)

Self-explanatory. Your weapon in some form of firearm. The default purchase just covers things like rifles or pistols, you'll nee to pay twice the BP for automatic or armor-piercing weaponry. You'll need *Energetic* for anything involving explosives.

Energetic (100 bp / 200bp / 300bp)

Your weapon makes use of some kind of element or energy. This could be a taser, a flamethrower, an explosive, liquid nitrogen, etc. For 100 BP more, this produces massive blasts of this force/energy that can poke a car-sized hole in a building from blocks away. For another 100 BP, this can be an explosive the size of a Tamagotchi, that can destroy everything within 1km when detonated. Taking energized alongside Mobile and Mechanical can allow for jet thrusters for flight.

Implanted (100bp / Free Android)

Your weapon or weapons have been implanted directly into your body. The exact form this takes depends on your weapon, but could be anything from armored bones, a knife in your elbow, or a prosthetic hand hiding a grenade launcher.

Mending (200bp)

Your weapon contains special nanomachines or some similar mechanism that let it repair damage gradually, even with missing parts. Small cracks and dents will mend after a few minutes but losing more than half its mass could take several weeks, longer if it had any complex mechanisms. If taken alongside *Implanted*, then this allows you to repair extensive damage, such as missing limbs, skin, or other vital components of your body, if given a few months.

Mechanical (100bp / 200bp / 400bp / Discount Android)

Your weapon has some mechanical components. For the base price, this is something relatively simple like a spinning drill or chainsaw.

For double that it can be something extremely elaborate like a full android body or a backpack full of hundreds of long mechanical arms.

For double that, your weapon is just a straight-up vehicle. Combine *Energized* and *Mobile* for a straight-up Jetpack. Or *Mobile*, *Firearm* and *Defensive* for a tank. Or just something simple like a car or motorcycle. If taken with implanted, your body is able to physically link with the vehicle.

TIERED PURCHASES

Perks and items are broken up into tiers. You receive two discounts for each perk tier, and one discount per item tier. You can even trade them around, with some restrictions.

- You may give up 1 discount of a given tier for a discount on any lower tier
- Discounts are 50% off by default and can stack.
- Anything discounted less than 50 CP (for perks) or 100 CP (for items) is Free.
- For purchases that can be taken multiple times, discounts are per-purchase.
- Perk discounts can be uses on items of the same or lower tier, but not vice versa.



D-TIER PERKS

All perks of this tier are 50cp to start.

Blehbleeeh!!

No matter how juvenile their tactics, children have a gift for getting under people's skin, and you've retained some of that. From you, even the most childish taunting it bizarrely effective, regardless of age. Especially irritable adults could start losing hair at being called a poopface or start screaming because of a funny face you made.

Make Some Sense Already!

For you, a disconnect in what you and those around you find socially "normal" or inability/refusal to read the room is usually seen as endearing, rather than annoying. Make a scene at stage show or scream at an otaku for talking about their hobbies, if nobody is hurt, their rection will likely be mildly amused but otherwise unbothered.

No Anti-Trust Laws

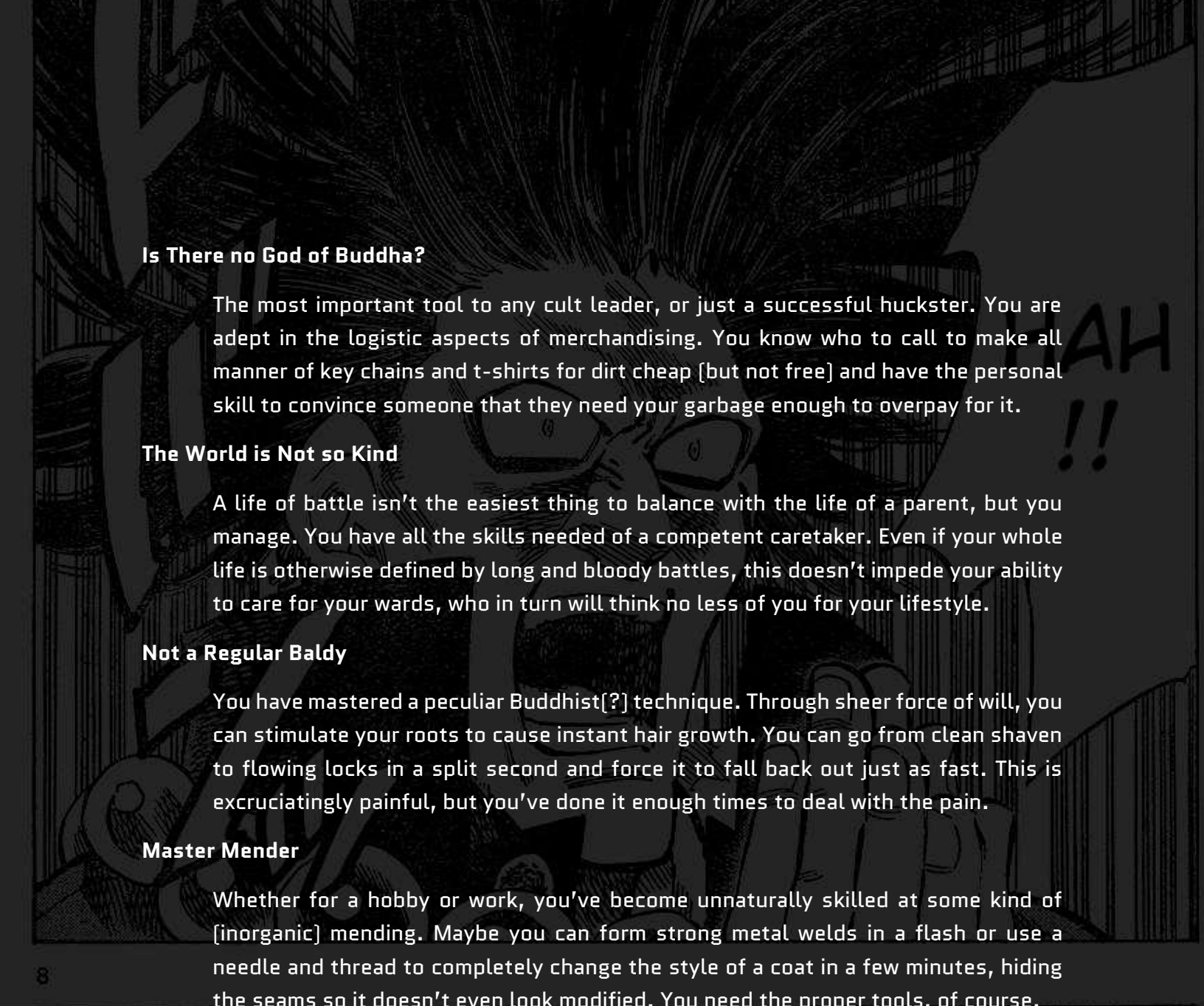
You have the odd ability to perfectly communicate through absolute nonsense and still be perfectly understood. This could be as simple as a speech impediment, or as severe as speaking backwards or repeating a single sentence over and over again. Listeners will be able to understand you perfectly, as if you had subtitles.

Pudding Takes Priority

You are an elite when it comes to making one particular dish or ingredient. The narrower this focus is, the more pronounced the effect. You could make pudding that anyone would wait in line hours for, or vanilla so good people would reserve it months in advanced. This doesn't have to be a dessert, any dish/ingredient is fine.

Sculpting With Soul

You have the talent of a masterful sculptor, and depending on your own empathy, you can craft elaborate murals on the spot that can bring grown men to tears, or design figures that would fly off the shelves, even before you make a name for yourself. If you have the strength for it, you can use your finger in place of a chisel.



Is There no God of Buddha?

The most important tool to any cult leader, or just a successful huckster. You are adept in the logistic aspects of merchandising. You know who to call to make all manner of key chains and t-shirts for dirt cheap (but not free) and have the personal skill to convince someone that they need your garbage enough to overpay for it.

The World is Not so Kind

A life of battle isn't the easiest thing to balance with the life of a parent, but you manage. You have all the skills needed of a competent caretaker. Even if your whole life is otherwise defined by long and bloody battles, this doesn't impede your ability to care for your wards, who in turn will think no less of you for your lifestyle.

Not a Regular Baldy

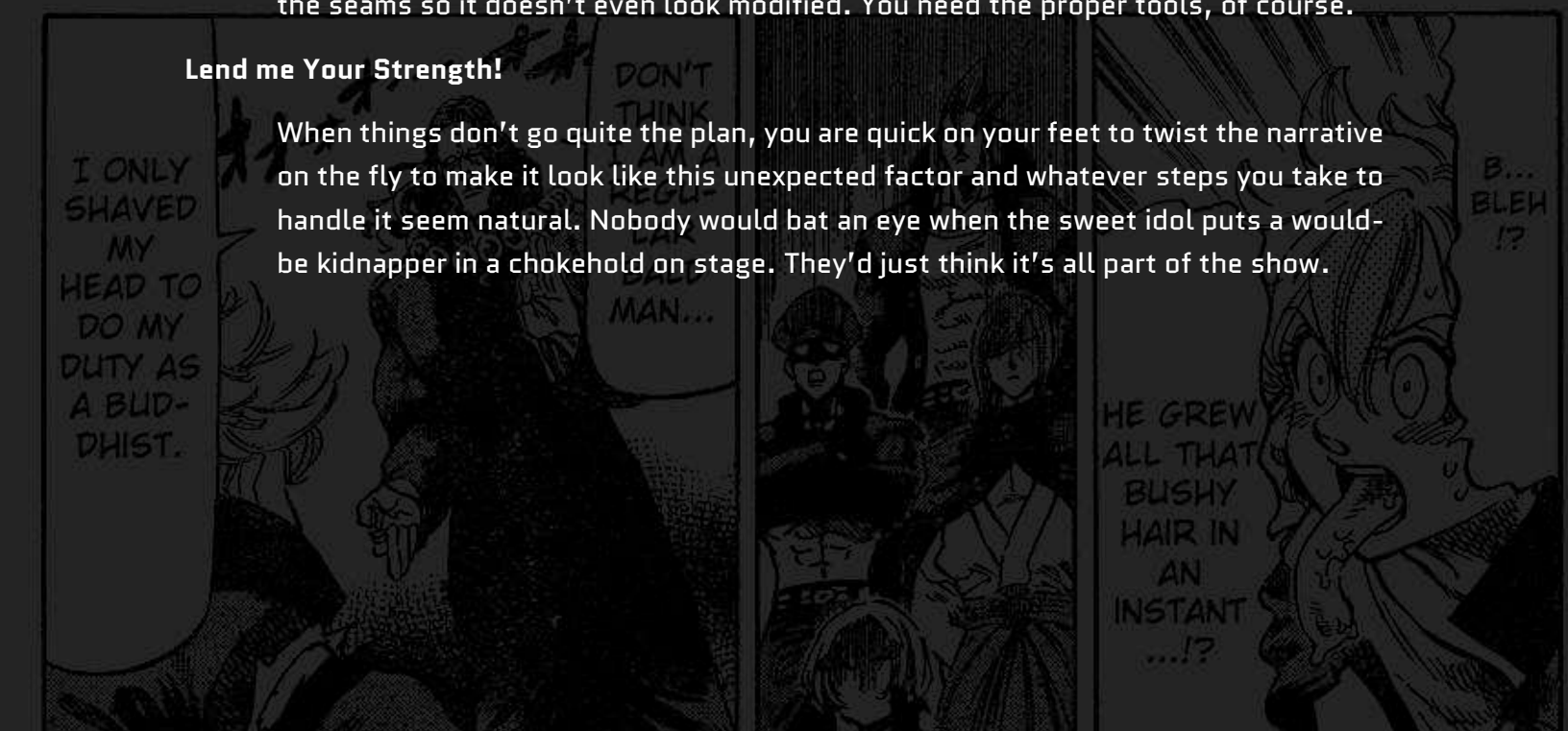
You have mastered a peculiar Buddhist(?) technique. Through sheer force of will, you can stimulate your roots to cause instant hair growth. You can go from clean shaven to flowing locks in a split second and force it to fall back out just as fast. This is excruciatingly painful, but you've done it enough times to deal with the pain.

Master Mender

Whether for a hobby or work, you've become unnaturally skilled at some kind of (inorganic) mending. Maybe you can form strong metal welds in a flash or use a needle and thread to completely change the style of a coat in a few minutes, hiding the seams so it doesn't even look modified. You need the proper tools, of course.

Lend me Your Strength!

When things don't go quite the plan, you are quick on your feet to twist the narrative on the fly to make it look like this unexpected factor and whatever steps you take to handle it seem natural. Nobody would bat an eye when the sweet idol puts a would-be kidnapper in a chokehold on stage. They'd just think it's all part of the show.



C-TIER PERKS

All perks of this tier are 100cp to start.

Keep the Change

Whether you stand as tall as a house or just can't control your strength, property damage caused without violent intent is a non-issue, if you can foot the bill. Even if you destroy a national monument because you couldn't be bothered to use the door, throw enough money to cover the repairs, and that's the last you'll hear of it.

He Has a Car!!

You have the combat intuition to incorporate even the most bizarre weapons into your arsenal. Whether it's a door, a tractor blade under your loincloth, a pompadour battering ram, etc. No matter how strange or unwieldy, you can intuit the most effective way to seamlessly incorporate these weapons into your fighting style.

That's Just What a Man Does

When danger is approaching those around you, you may choose to insert yourself in-between them and the hazard in a split-second. At these times, your body, especially your back, becomes almost twice as sturdy, perfect for a human shield. Does not apply if you are the only target, or intentionally put the other person in danger.

Definitely Unusual

By maintaining your composure, you can suppress your aura, making people find you significantly less scary. Even if you looked like a dinosaur in a unform, people's reaction would be "wow, that guy's pretty big" rather than "oh god please don't eat me". This suppression lifts if you lose your cool or build a reputation for doing so.

Using Your Head

While this does let you deal a mean headbutt, it also has another, less literal effect. When provided with an ultimatum or restrictions, you'll find that taking advantage of loopholes in their exact wording, even if not the spirit, will make the assailant slow to react and act on their threat. You'll still have to act quick before they catch on.

I Forbid Disguises

By covering at least half of your face, whether with a mask or just long bangs, people find it difficult to piece together your identity. If you try and push this by swapping between dozens of identities, people will find the similarities. Even those with strong feelings towards you can be fooled by acting against their preconceptions.

You Don't Find Men Like Him These Days

You have a naturally charming demeanor. This can either be a broad but shallow effect, where even strangers will find you attractive in a general sense, or deep but narrow, where people who you'd naturally have good chemistry will only become more and more conscious of your charm as you interact. Can buy twice for both.

What is "Death"?

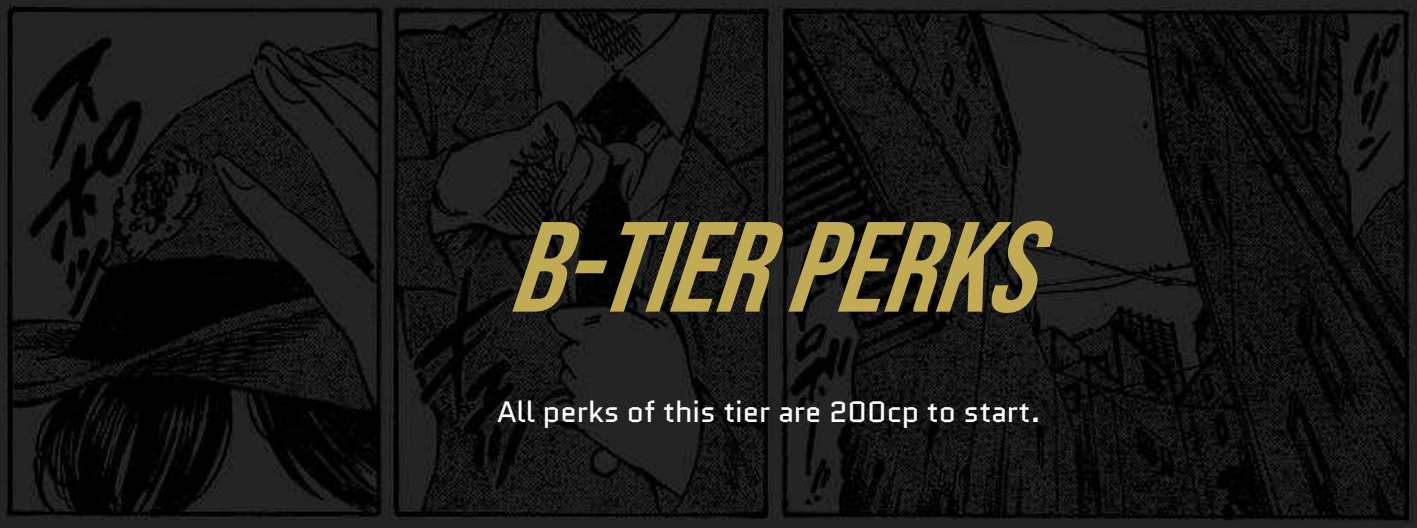
Something about your attacks lets you make non-lethal injuries look very lethal. Most wouldn't question the result of a hole poked in your opponent's gut, but I guess you missed their vitals... somehow. You can choose at the start of a jump whether you'll subconsciously pull your punches against enemies you don't truly want to kill.

I'll Use Every Means I Have

You are thorough, able to pick out every little vulnerability in your preparations and appropriate precautions. What windows to reinforce, what antidotes to buy, where to hide your turret, where to park your crane, when to bring out the child-shaped bomb, who to call for backup before you know you're being attacked, etc.

I Will Never Hesitate

This is what true guts looks like. You have the objectivity to instantly identify when self-harm is a strategic advantage, and the resolve to act on it. You'd know when blinding yourself is preferrable to seeing your opponent, or when to take an enemies strike to counterattack. These strategic injuries have a hard time killing you.



B-TIER PERKS

All perks of this tier are 200cp to start.

Fairly and Cowardly

You are skilled at concealing your strength and pretending to go all-out in battle. On top of that, you find attacking your enemies' blind spots and defending your own unnaturally easy. You can practically teleport behind someone for a backstab or dice up someone trying to do the same to you as if you had eyes in the back of your head.

A Beautiful Death

You have a solid grasp of chemistry and organic science, but also some specialty. Maybe you can refine a special alloy, breed poisonous plants, create explosive candy, etc. This also comes with the knowledge for countering things related to your specialty, a plant breeder would know how to neutralize other poisons, for example.

That Wasn't Very Smart at All

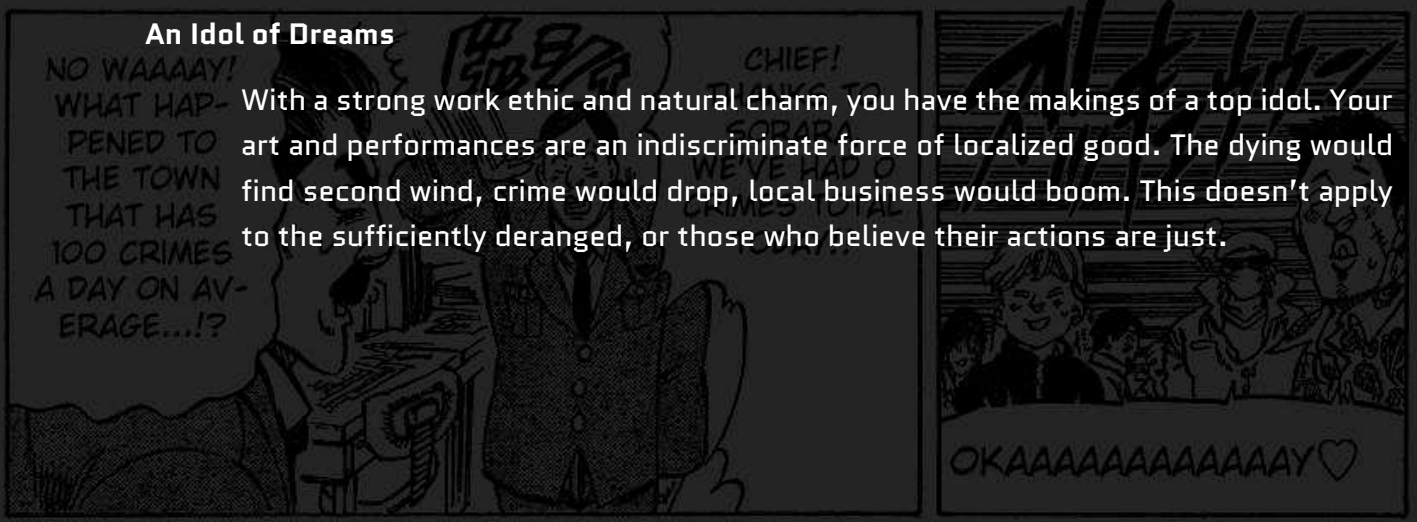
What a better form of karma. If you have the physical abilities to pull it off, you have a natural talent for catching weapons. This could be breaking a sword between your fingers, throwing a Molotov right back, or even catching a missile with your bare hands. When doing this, you'll instinctively grab it in the safest way possible.

No One's Watching

Your talent for misdirection is a truly lethal weapon. You can control an enemy's attention with ease, letting you vanish from their sight. You can enter a room without anyone noticing, throw your voice, make objects seemingly appear and disappear from thin air, and more, but an observant opponent may see through your tricks.

An Idol of Dreams

With a strong work ethic and natural charm, you have the makings of a top idol. Your art and performances are an indiscriminate force of localized good. The dying would find second wind, crime would drop, local business would boom. This doesn't apply to the sufficiently deranged, or those who believe their actions are just.



Tell me What "Life" Means

What an angel you are. People can't help but want to protect your smile, potentially beating down entire gangs for making you cry. Even machines may find excuses to make your safety their top priority. This doesn't affect anyone naturally inclined to cruelty but showing them kindness has a chance of touching something deep down.

The Prisoner Lifestyle

You practice the art of Sahaslara Mudra, granting inhuman flexibility and balance. Even if you were a bear of a man, you could jump around as if you were weightless and balance on a tightrope, without even using your legs. You can contort your body to fit in spaces half your size, or dodge attacks as if your spine was rubber.

Don't Sweat the Small Stuff

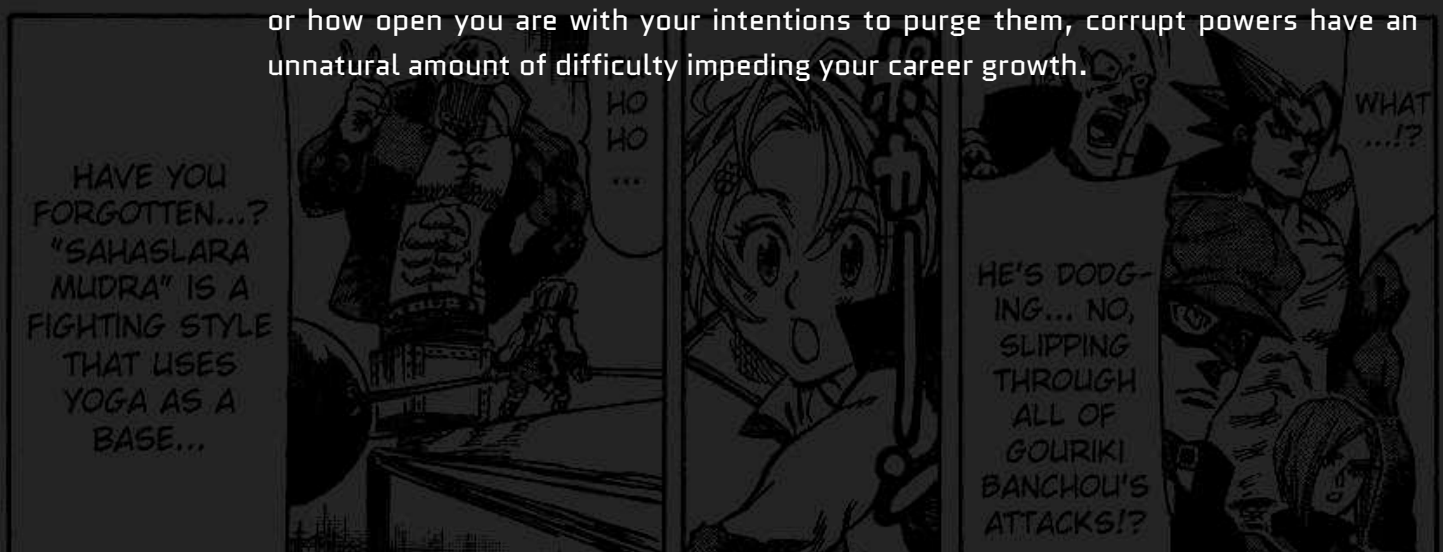
You have an odd connection with your family. You can inherit not only physical traits, but even skills. This won't give special powers you don't possess, but if your father had a particular hobby or fighting style, you'd end up borrowing some of those techniques and talent by pure instinct, even if you've never actually met said parent.

The Highest Praise

Give you a few hours, and you'd know the address of your enemy's parents, a few days and you'd know every detail of their life. You have a sixth sense for how far someone would go for their loved ones, and who they'd backstab in a heartbeat. You can sell this in such a way their logic is completely smothered by their emotions.

Look Up

Politics are just as dangerous as any warzone. You'll find that your intimidation factor directly correlates to your skill in politics. No matter how threatening they find you, or how open you are with your intentions to purge them, corrupt powers have an unnatural amount of difficulty impeding your career growth.



A-TIER PERKS

All perks of this tier are 400cp to start.

King of Beasts

This is more than the aura of a leader; this is the aura of a king. Your aura can instill such fear in sufficiently weak or weakened humans and animals, that they hallucinate a beast, that will thoroughly traumatize them against ever opposing you. You can simply glare at an otherwise loyal animal and have it turn on its master in a heartbeat.

I'll Rebuild Anyone

Combining mechanics and medicine, you're a true talent in cybernetic augmentation. You couldn't build a whole android, but you could implant weapons or armor inside someone's body and conceal them with fully functional mechanical prosthetics. Such procedures only take a few hours and leave no long-term scarring.

Raw Violence

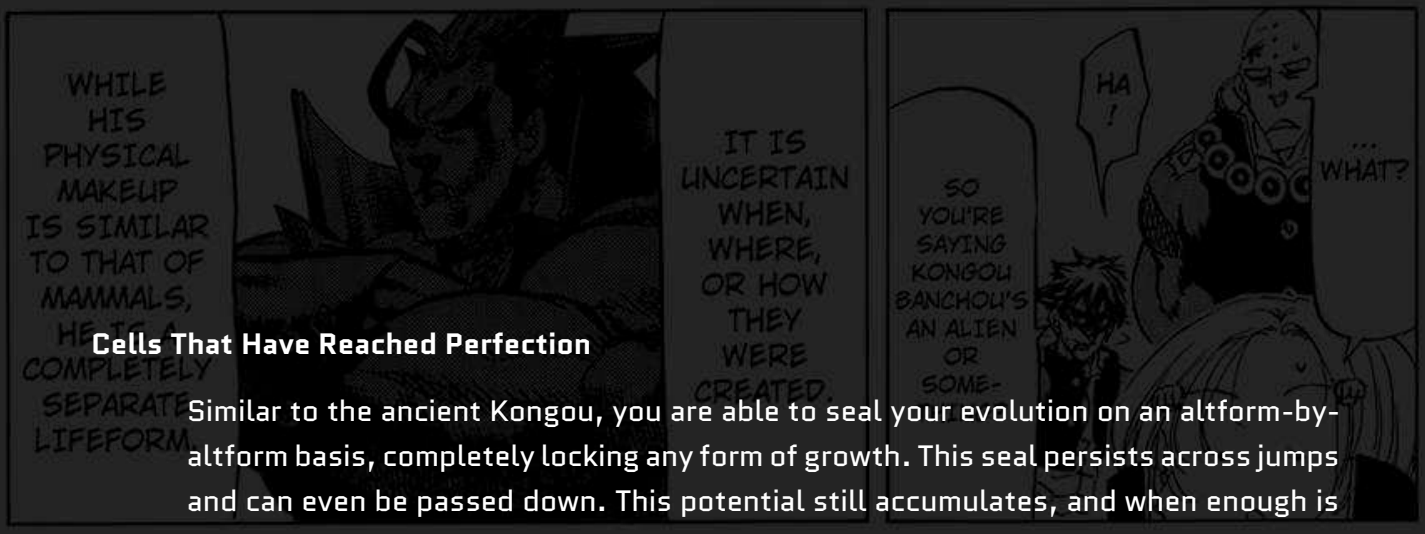
A favorite technique of the Kongou Banchou. Your muscle control can let you pump up parts of your body to make them hard as steel or to deflect attacks by flexing. You can pump up your whole body to raise all your physical abilities exponentially, but this is very draining, only usable for a couple minutes once or twice a day.

Scorpion's Stinger

Using just your fingers, you can execute countless different acupuncture techniques. By hitting the right spots, you can dull an opponent's mind or body, cause their blood vessels to explode, make them incapable of lying, or even briefly overclock their physical abilities. This can be resisted with a sufficiently absurd physique or will.

It's not the Same

Whether it's a copied body, powers, techniques, ect. you can intuitively identify when up against an intentionally made "copy". If you've experienced the original, the copy will feel far weaker than it should be. You'll almost never have as much trouble with a copy unless the copy is just that much stronger than the original normally.



Cells That Have Reached Perfection

Similar to the ancient Kongou, you are able to seal your evolution on an altform-by-altform basis, completely locking any form of growth. This seal persists across jumps and can even be passed down. This potential still accumulates, and when enough is built up, releasing it will produce explosive evolution. See *Notes* for details.

Proof of Being a Master

Even before the project, you were capable of superhuman feats of strength and dexterity, like dicing a building with wind pressure in a flash, or perfectly calculating the ricochets of shrapnel cut by your blade in even chaotic environments. It's up to you how this manifests if you choose a style other than swordsmanship.

The Capacity to Accept Everything, Even Weakness

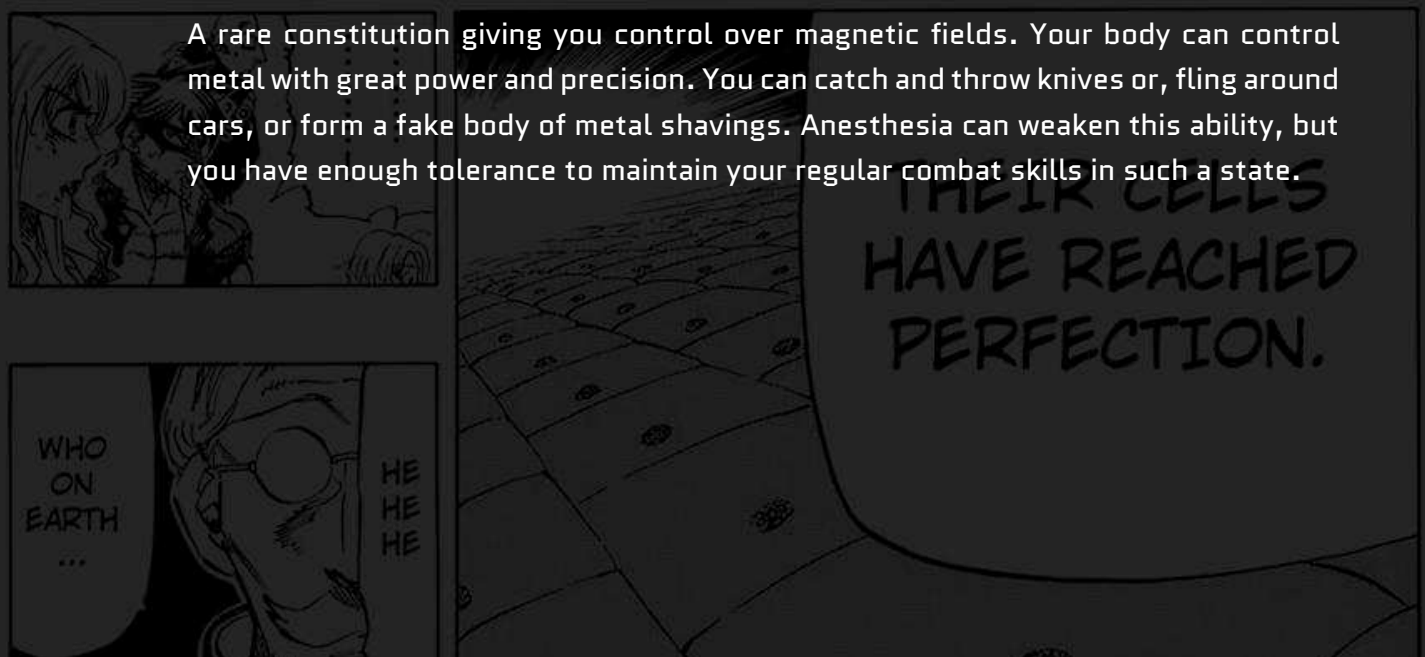
It's not just the weak affected by your charm. Your charisma is extremely effective on those who consider themselves strong. When you defeat someone in a battle, it's scarily easy to incite a change of heart or befriend those you defeat, as long as both accept the loss, and managed to find some redeeming quality in the other.

Hyperion Constitution

One of the rarest constitutions of the world. You possess well over a dozen times the amount of muscle fibers as a human of the same size, even if you don't look outwardly muscular. Spikes that could pierce solid steel would bend under you, you could swing cars like maracas, or briefly block a fist the size of a house.

Super Electromagnetic Constitution

A rare constitution giving you control over magnetic fields. Your body can control metal with great power and precision. You can catch and throw knives or, fling around cars, or form a fake body of metal shavings. Anesthesia can weaken this ability, but you have enough tolerance to maintain your regular combat skills in such a state.



S-TIER PERKS

All perks of this tier are 600cp to start.

The One Who Opens All Doors

It seems you studied under the Ousama Banchou for a time. You've mastered his methodology of unlocking a species' dormant potential. What this entails will vary on a case-by-case basis but unlocking the potential of a specific physiology or species will require decades of research and experimentation. See *Notes* for details.

Successor of Yatagarasu

After much convincing, the ex-Yatagarasu Gokurou took you under his wing, teaching you his martial arts. You can infuse your attacks with shockwaves that can slice through steel, read and copy an opponent's techniques before they make them, and even use Kongou-Killer acupuncture to temporarily de-age yourself or your target.

Mind Snatcher

The Mind Snatcher: an implant that brainwashes targets into loyal slaves without any loss in intelligence or skill. As this directly alters memories, they don't even know they're being controlled. Without further improvements, the device is weak to shocks or impacts. Comes with skill to heal even severe injuries like damaged eyes.

Omega Placebo

An almost unprecedented super-constitution where you can use your imagination to heal injuries or reconstruct your body into any person you've met or read about, real or fictional. A fragile ego or lack of understanding of your muse will prevent you from bringing out this power's true potential. More details in *Notes*.

A Revolution to End All Revolutions

Science is your weapon. You could produce an army of battle-androids or restructure a skyscraper into a mecha in just a couple years. With the right collaborators, you could make something comparable to Mecha-Banchou. You have an uncanny ability to get an obscene amount of resources for cheap mass production of your creations.

He Who Creates Banchous

Much like how research into the Kongou led to the Banchou's superhuman abilities, you can study certain species, even those with unimaginable natural abilities, and use your findings to improve the abilities of other species. With dedicated research, you may figure out how to clone the original species, like the Hakai Banchou.

Like I Care!

There is no power greater than will. If your will is strong enough, you deal far more and take far less damage than should be possible, negate effects that shouldn't be affected by will, and even will yourself back to life once per jump. Should your will dwarf your opponent's, it's possible to one-shot a foe who dwarfs you in raw power.

Nightmare Weapon

Possibly a byproduct in the creation of Hakai Banchou, you are a force of pure destruction. Not only could you shatter bone and iron alike with a single strike, but the shrapnel would go on to pierce through buildings miles away. You can also survive entire decades without food, air, or water, and don't seem to bleed when cut.

C-TIER ITEMS

All C-tier items are 100cp to start.

Keitai Banchou

A must-have for any self-respecting highschooler. This flip phone perfectly matches your tastes and comes pre-loaded with the contacts of all your phone-having companions. You don't have to pay for service, and this always seems to be able to connect to other phones, even when there logically shouldn't be any reception.

Emergency Switch

You are able to hand this small pendant to an individual of your choosing. When pressing the button on this, it instantly alerts you and gives a mental map of their location relative to yourself. If the pendant is left with someone who won't follow you on your chain, you will be given a new pendant at the start of the next jump.

An Unbalanced Diet

Sometimes a clean fight is just too much trouble. These laxatives are potent enough to leave genetically enhanced superhumans in crippling pain and glued to the toilet for hours. You can summon any small food item containing this laxative. You can't summon more until they've made their way through the last victim's system.

To Perfect the Greatest Pudding Ever

You've been given a guide to gathering the ingredients for the perfect pudding. This can involve anything from acquiring a reclusive witch's specialty vanilla or milking a barn-sized cow. The challenge is different for each world, but the more difficult the challenge, the better the taste. You can choose a dish other than pudding for this.

B-TIER ITEMS

All B-tier items are 200cp to start.

Sanctuary

You are the owner of a large complex to act as your base. It could be a Buddhist-style temple, a traditional Japanese mansion, or anything in-between. This is able to house all your underlings or gangs, no matter how many you have. All damage sustained is repaired over a month, but other than that, all this has is size.

Are You Prepared?

Whoever made this pickup truck knew what they were doing. As humble as this looks, it appears that this truck can transport just about any amount of weight. Anything over a few tons will cause it to drag on the ground, but oddly it won't lose any speed this way. Damage is repaired weekly. The actual storage space is still small.

I'll Smash you to Pieces

It's anyone's guess how you got this. You have an enormous crane equipped with a large wrecking ball, and of course an operation manual. Somehow, as long as there's enough space for it, you have no trouble bringing this crane wherever you need it, whether it's the middle of the forest, or inside a building.

I Was Already Prepared

I was under the impression these things were poison-specific, but I guess not. You've acquired access to an all-purpose antidote. Any non-supernatural poison or venom is quickly nullified by taking this small pill. Each purchase of this gives you and all your companions one pill, which if used will not restock until the next jump.

A-TIER ITEMS

All A-tier items are 400cp to start.

I Never Go Back on my Word

Choose a property under your ownership, if you have nothing that fits, a small run-down building will be provided. This property will be reinforced to the point you could fend off a small army. From bullet- and explosion- proof windows and walls, hidden machine guns, to a bomb shelter with enough rations to last a few years.

Increase Speed and Altitude

You have either one massive helicopter or a whole convoy of smaller helicopters. Just one call and you can have them transport just about item smaller than an aircraft carrier to its destination, even if that item is you. The pilots aren't suicidal, so they'll have to drop off just outside of any active battles or hazards.

Frilled Lizard

One of your parents holds a high position of power, whether in some large company or your school. They love you to death and have no qualms about you abusing their authority to give out favors or walk all over your peers and direct superiors alike. Be careful you don't butt heads with someone unconcerned with such matters.

Grave Monument

In every jump, you have access to a massive monument resembling a figure of your choice. The statue is facing a plot of land. By managing to immobilize an enemy long enough to bury them in the plot, hey will be sealed away until disturbed by an outside force. The status is capable of releasing the seal by launching eye lasers at the plot.

S-TIER ITEMS

All S-tier items are 600cp to start.

Trade Those Leather Shoes for Rubber Boots

You're the owner of a town-sized stretch of farmland. You can choose what mundane crops grow here or modify it to cultivate your own crops. You can import this into future jumps, where a number of mundane farmers will care for it at no cost, or make it a warehouse extension, in which case you must provide/create your own workforce.

Proving Grounds

This top-secret research facility was designed to produce the Yatagarasu soldiers. Containing several special arenas and deadly trials. You receive research data showing how to use these to train super soldiers that can fight on-par with Kongous, but just one or two successful results requires hundreds of sacrifices, if not more.

A Proper Young Master

It appears you're the heir to quit a large conglomerate. In addition to social standing, you have no shortage of funds, and you can use their facilities to produce specialty weapons. This can be combined with *Frilled Lizard* to magnify the power your name holds. Just be wary you don't offend anyone with greater power than your family.

The World's Key

A variant of Ousama Banchou's research to unseal the Kongou's dormant potential, this has been modified. This syringe will "unlock" the dormant potential of one of your bodies/altforms, but there are risks involved, see *Notes* for details. At the start of each jump, your evolved forms are "re-locked", and you will receive a new syringe.

DRAWBACKS

You may obtain up to 1000 CP from Drawbacks, 600 CP for companions. You may take more drawbacks for greater challenge but will not gain anything for doing so.

Is He Going to be Alright? (+100 CP)

It's a wonder what kind of life you lived. Virtually all conveniences of the modern world are foreign to you. Vending machines, maid cafes, flip-phones, emails, you just can't wrap your head around any of it. For anything more advanced than a doorknob, you'll almost immediately begin to panic and start using brute force.

That's What Got Him? (+100 CP)

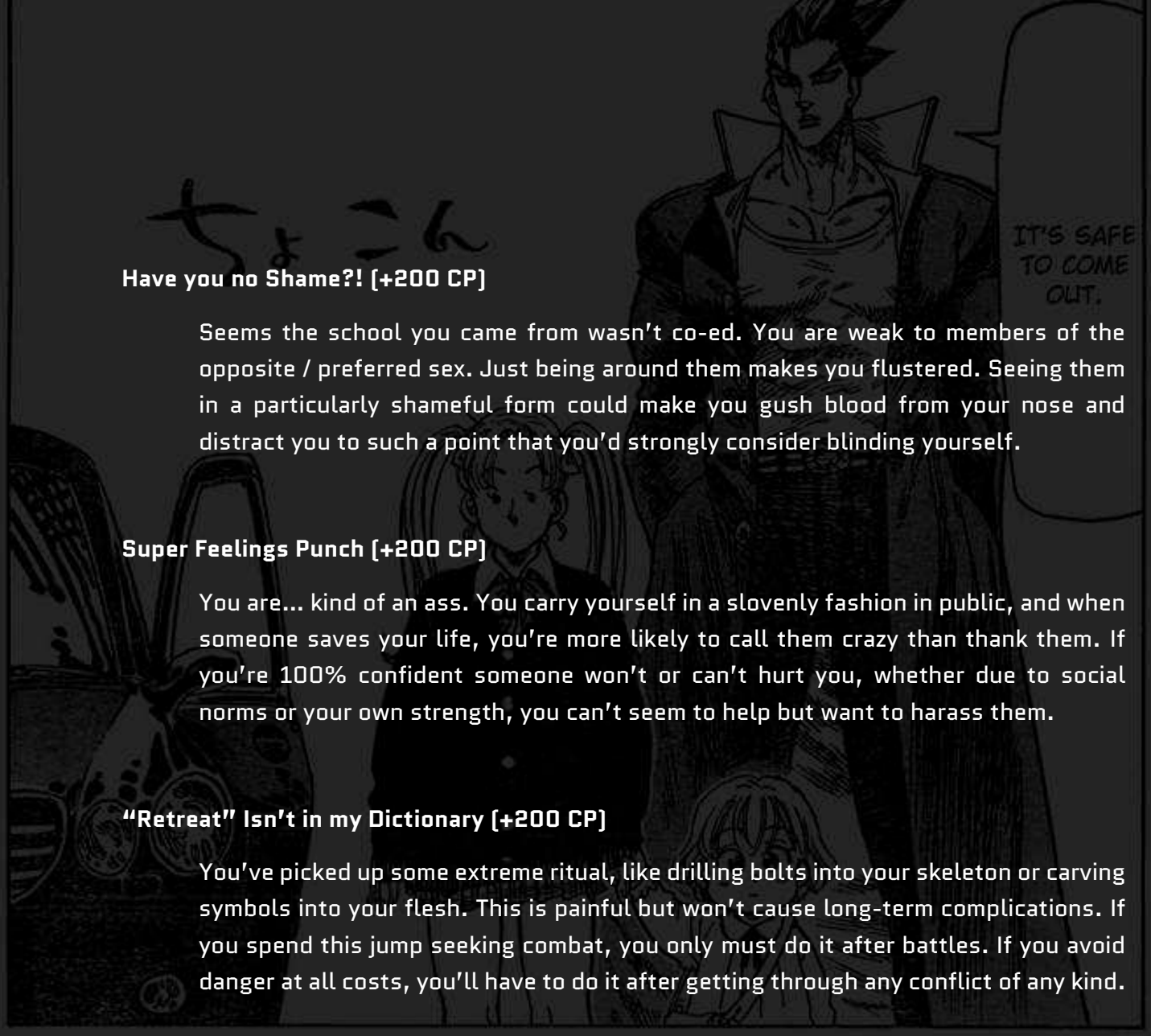
You are abnormally weak to taunting. This could make you more irritable in general. Alternatively, there may be one thing specifically that immediately robs you of all composure, like making silly faces or blowing raspberries. This weakness must be something simple, and your enemies won't have a hard time figuring this out.

Troublesome Underlings (+100 CP)

Good help is hard to find. You have the absolute worst luck with underlings. They either clash with your personality or are just plain clumsy. This can be dispersed across all your Underlings from the respective companion option or take the form of one unruly underling that just can't stop embarrassing you and making scenes.

For the Rebirth of Japan (+100 CP / +200 CP)

You are swallowed in your own ideals, to the point that you're blind to even the most obvious flaws in your logic. By default, this just makes you far more stubborn and less reasonable, but not impossible to talk down. For double the payout, your ideals almost always manifest in the most destructive and short-sighted way possible.



Have you no Shame?! (+200 CP)

Seems the school you came from wasn't co-ed. You are weak to members of the opposite / preferred sex. Just being around them makes you flustered. Seeing them in a particularly shameful form could make you gush blood from your nose and distract you to such a point that you'd strongly consider blinding yourself.

Super Feelings Punch (+200 CP)

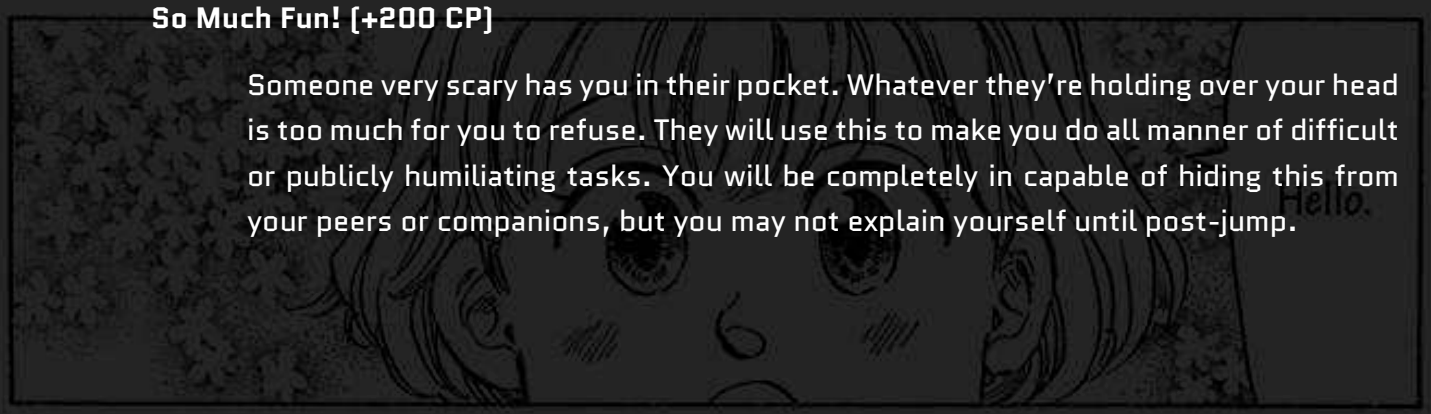
You are... kind of an ass. You carry yourself in a slovenly fashion in public, and when someone saves your life, you're more likely to call them crazy than thank them. If you're 100% confident someone won't or can't hurt you, whether due to social norms or your own strength, you can't seem to help but want to harass them.

"Retreat" Isn't in my Dictionary (+200 CP)

You've picked up some extreme ritual, like drilling bolts into your skeleton or carving symbols into your flesh. This is painful but won't cause long-term complications. If you spend this jump seeking combat, you only must do it after battles. If you avoid danger at all costs, you'll have to do it after getting through any conflict of any kind.

So Much Fun! (+200 CP)

Someone very scary has you in their pocket. Whatever they're holding over your head is too much for you to refuse. They will use this to make you do all manner of difficult or publicly humiliating tasks. You will be completely in capable of hiding this from your peers or companions, but you may not explain yourself until post-jump.





I Hate Liars the Most (+300 CP)

You are just a normal person. If you're an animal, you're a regular animal, if you're a machine, you aren't a combat model. Any supernatural or combat/survival focused abilities are sealed. This doesn't reduce your intelligence, so you may be able to make up the difference with scheming or technology.

I Wanted to be the One to Break You (+300 CP)

Much like Hakai Banchou, you are possessed by a love of destruction in all forms. You love breaking machines, buildings, people, whatever. You have a hard time even differentiating living from non-living things. Once you begin on a rampage, there's no guarantee you'll be able to recognize your own allies before you break them.

Start of a Sob Story (+300 CP)

You are the sole provider for a run-down orphanage, and its inhabitants are all your companions, depowered and de-aged. Your enemies will often try to hold them hostage. Any that die will be revived by the jump's end, but you don't know that. If you have no companions, orphans will be provided that you are equally attached to.

Mister Machine (+300 CP / +400 CP)

Your mind is robotic in nature, or maybe childlike is more accurate. You are subservient to an arrogant and verbally abusive master. You don't even think about why you obey him, that's just how you were programmed. It is possible to re-gain your sense of self with the right stimulus, but until then, things will be unpleasant.

For an extra 100 CP payout, your master's goals are in direct opposition to your own. They'll want you to kill anyone you care about, sabotage any goals you pursue with your own hands, and if you push back too much, they'll try and throw you away. You'll have to hope someone saves you before it's too late.

They Just Wanted Some Friends (+400 CP)

Before you show up, someone managed to get to all your allies/companions first and place them under mind control. They've even managed to enhance their abilities exponentially (they do not retain this powerup once freed). If you're too slow, the mastermind will have time to patch out any weakness you find in the mind control.

There are Some Things you Can't Break (+400 CP)

Akira Kongou managed to do the impossible using pure willpower. Now everyone but you seem to have this level of reality-warping willpower. They can resist effects or pierce defenses they really shouldn't be able to, hit far harder than their body should allow, and even come back from the dead if their body is mostly intact. Have fun.

Endless Vows (+400 CP)

Seems the multiversal traveler look is a common one. You and your companions can't seem to stop running into rival characters who mirror your own specialty and aesthetics. They may not be quite as strong as you, but they get scarily close, and likely have one or two differences gimmicks that make them harder to deal with.

White isn't Part of the Dress Code (+200 CP / +400 CP / +600 CP)

One of the DSC's four emperors have decided you are too much of a threat and are determined to eliminate you at absolutely any cost.

- Bungaku Banchou: Can emulate the form and power of fictional characters, or real people she loves, such as Takeshi Kongou.
- Ousama Banchou: The mad scientist behind the Banchou, and surprisingly close to Kongou strength himself.
- Kenpei Banchou: Master swordsman who took down most of the strongest Tokyo Banchous with hardly any effort. Can dice a building in a split second.
- Gedou Banchou: Best hand-to-hand combat in the DSC, but specializes in dirty tricks, hidden weapons, and making his opponents life a living Hell.

For an additional 200 CP payout, you will have to contend with all four at once. And for yet another 200 CP, the entire DSC, including Takeshi Kongou, have put the Damocles project on hold until you're out of the picture.

END OF THE BATTLE

Go Home

Perhaps watching this battle unfold has given you a greater appreciation for what's truly important. Whether you see your old world in desperate need of rebirth, or your protection, you have resolved yourself to end your chain to return to your roots.

Stay Here

Whether it's the influence you've had on the world, or the inhabitants that have had an effect on you, you've found something worth settling down for. You will remain in this world, drawing your days of adventure across the multiverse to a close.

Move On

"Banchou" isn't something bound to any world, it's something inside. You continue your travels, bringing the Banchou spirit with you. That, or you're so sick of muscle-headed speeches about honor and friendship that you'd rather put these 10 years behind you.

NOTES

Jump by Gene

Kongou Banchou is a bizarre shonen. Except for Kongou and Nippon Banchou's endgame kaiju power-up, pretty much all training happens before the start of the series.

Discounts that payout BP behave like any other Drawback and are revoked post-jump.

Any item is open to imports, as long as they're roughly the same type of item.

On replicating the cannon *Mecha-Banchou* – *Melee*: metal fists (Free), *Tethered*: launching fists (50 BP), *Defense*: Steel skin (50 BP), *Mobile*: rocket shoes (100 BP), *Energetic*: hand blasts (200 BP), *Mending*: healing nanomachines, *Mechanical*: mechanized body (200 BP / 100 BP w/ discount), *Implanted*: everything (100 BP, Free w/ discount).

On *Trade Those Leather Shoes for Rubber Boots* – If you choose to make it a warehouse extension, the extension will contain a small pocket dimension with all the conditions that would be needed to grow mundane crops.

On Hyperion Constitution – It feels weird putting this in A-Tier, but I reserved S-Tier for perks that would let you pose a serious threat to Akira Kongou as a regular human without anything else, and Gouriki Banchou is canonically weaker than Akira.

On *Omega Placebo* – This power is OP on paper, but jobs hard. You're limited to what you can emulate with biology manipulation alone, so turning into an angel won't let you call down lightening, and you could change your body parts into weapons, but they're still biological and can take damage. Your transformation is based on your understanding of who you're copying, while this can make you quite strong, you won't be able to copy a fraction of the power of someone whose power or personality you can't fully grasp, and if they end up growing in power, you certainly wouldn't grow with them.

Regarding the unsealing of evolution. I realize I made a few purchases referencing this. This is specifically based on Akira and Takeshi Kongou's final powerup, where they turned into Kaijus. Most cases won't be extreme, the effect is Magnified for Kongous, because they have several billion years of saved-up evolution to unlock.

The World's Key – This "unlocks" the dormant potential of a specific body or altform. The effects are instant, but only last one jump. The power unlocked depends on the specific body or form. Maybe rather than brute strength, it would enhance intelligence or race-specific abilities. The potency depends on how much potential has been lying dormant for how long. Use your own judgement for what exactly that means in settings without weird genetic sealing. Some forms will have very little potential to be unlocked, others will have so much dormant potential that it will need to vent a substantial amount of power upon "unlocking" resulting in a powered-up berserker form that will spread indiscriminate destruction until its vented enough power and the recipient manages to recover their mind.

The One Who Opens All Doors – The science behind *The World's Key*. Rather than having immediate effects, this lets you do research on unsealing dormant potential. It takes decades of research and experimentation to figure out how to unseal the potential of one specific species. If someone has a completely unique physiology, you could attempt to unlock their potential as if they were an entire species, but it will still take just as long. Like The World's Key, there's no telling how exactly this will manifest, and some species just don't have much potential to be unlocked. Since this is a more precise process, you may be able to avoid the key's "venting" process. Whether this "unlocking" persists between jumps depends on how you handle bodily modification between jumps in your chain.

Cells That Have Reached Perfection – You can seal away all growth potential and abilities from your altforms and even your descendants. In combination with either of the above purchases, this increases the amount of potential there is to be unlocked over time. It'll take thousands of years to see results, and billions for anything on the level of the evolved Kongous. You can unlock the seals you placed, though it may be more difficult, depending on how long they've been in-place, but doing so won't release any potential that was already dormant when you placed the seals. You'll want one of the above effects for that, which will also make the unlocking process much easier. You don't have to actively be using the form to accumulate potential, but the seal will prevent growth in any form of that body.