

BlazBlue : Phase Zero
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The Story Thus Far

The date is January 2nd, and the year is 2100. Yesterday in the nation of Japan, three scientists conducted an experiment. Yuki Terumi, Relius Clover, and Shūichirō Ayatsuki. They attempted to bypass the Boundary and reach into the Blue. Or, since those words likely mean nothing to you, allow me to simplify them. They attempted to reach into another dimension, most likely the afterlife, and gain access to the spiritual battery that governs the cycle of reincarnation.

This experiment failed miserably. One of them became a disembodied ghost, one of them was catapulted into the future, and one was locked in a pocket dimension and began to degrade in body and mind. On top of their own consequences, a being now known as the Black Beast emerged from the Kiln - the gateway to the Boundary - and is now rampaging across Japan. In its wake it leaves an unknown atmospheric phenomenon.

Magic. The beast is bringing magic into the world. Or, more magic. Too much magic, in fact. While small amounts of magic is good for the body, the environment, all sorts of things really… Too much causes the body to begin to break down. I could explain the effects and consequences of this to you, but I'm sure you can figure it out.

Over the course of the next five years, the world will go to war with this creature as it slowly reduces Japan to a barren wasteland. They will even allow the use of nuclear warheads, a desperate gamble that fails utterly and only manages to wipe out Japan faster.

In the sixth year, the Black Beast will mysteriously go dormant thanks to a wandering and amnesiac warrior known as the Bloodedge. The world will take this time to regroup and resupply. A sage by the name of Nine will gather up the most capable warriors and scientists and begin to build a weapon actually capable of winning.

On January 1st of 2110, the six great heroes will slay the Black Beast. However, that is without your intervention. Thus, given that it's life would last exactly ten years, the amount of time you normally stay in a world, you will instead be staying until the beast dies. If that comes early or late, so be it.

With that in mind, please take these to help you actually accomplish that.

+1000 cp

Origins
Pick one

Temporal Anomaly
Much like the Black Beast itself, your point of origin in this world seems to be impossibly far away from where you are now. It's also quite possible that you are crippled in some manner, and possibly missing a handful of memories. Such journeys can be taxing on the body and mind. Man wasn't exactly meant to walk those roads, you know?

Magic Association
Perhaps I misspoke earlier? The Black Beast did indeed bring magic into the world. But that's not to say it didn't already exist. In this world, there exists a city that is an island, defended by magic and undetectable by normal means. It is known as Ishana, the mages guild academy, and you are now a student - current or former - of that school.

Void Information Administration Bureau
Now, strictly speaking this organization will not exist for at least a year or two, but until then allow me to tell you two things. One, you're sure to be recruited once it starts up. And two, if you're the kind of person who fits right in, you're probably a horrible person. ...That's probably not fair to you, but it WAS founded by one of the scientists who caused this mess in the first place.

Castle Alucard
The loosest coalition of the lot, bar the Anomalies. Heck, if you take this origin you might even have one in your guest room. Also, so many werewolf/vampire references. Regardless, you aren't affiliated with any group or organization. Instead, people are affiliated with you on account of your overwhelming power and desire to interfere in current events.

Age / Gender
Your age is 2d8 + 20, and your gender is the same as last jump. You can change both for 50 cp.

Discount Rules
100 cp perks and items are free to respective origins, and the remaining perks/items are 50% off.

Location
Somewhere in Japan or Europe. If Japan, I suggest leaving as fast as possible.

Perks

Temporal Anomaly

100 cp - Loved By God

As unlucky as you are to be an Anomaly at all, it seems the universe isn't a particularly harsh place to you. Simply put, you're quite lucky, though possibly in a roundabout way. Collapse on the side of the road and wake up with no memory? The young woman who finds you is in fact related to a scientist that can explain what the hell just happened. Or perhaps you're rescued by a kindly old man who offers you the opportunity to do… nothing at all?

200 cp - Bounced Off The Boundary

The Boundary is a horrible thing to muck with. Messing with time - or dimensional borders - while not always destined to failures, does tend to have disastrous consequences. If the Black Beast proves anything, it's exactly how bad an idea doing so really is. Regardless, you have a truly ludicrous ability to survive the fallout of doing so. So long as whatever space/time anomaly you're facing isn't an actual attack that's being aimed at you, you'll survive it. Yes, that includes getting sucked into a black hole and spat out somewhere else. Probably somewhen else as well.

400 cp - Alternate Timeline Individual

In this world, there are four people who simply do not belong. In THIS world, those people who probably don't exist yet would be known as Ragna, Jin, Saya, and Noel. And much like the anomalies, you are from another timeline. Well, if you want to be anyways. All it really means is that you have fragmented memories of things that haven't happened yet. These memories mostly revolve around a single target, such as an individual who causes the apocalypse. Or if you're the amoral kind, the one who will try to stop you. As a side effect of your nature as someone from another timeline, any form of time manipulation, causes you to gain a new set of memories.

600 cp - Black Beast

Um. Why on earth? And how? ...Well, it seems that whatever the conditions are to create a Black Beast are, you meet some, if not all of them. You are in effect, a second black beast. I'm sure the world will be thrilled. As a being outside reason, you cannot be harmed by purely normal attack, such as the failed nuclear strikes. Beyond that, your mere presence generates magical energy. By default this is the local flavor, seithr, but given that it's poisonous to humanity in large enough doses you may wish to change that. In fact, you can flat out turn into a sort of mist that is actually raw magic, letting you move very VERY fast. And while this part is optional, you can turn into an eight headed snake monster the size of a rather large building. Regardless of that, you can spawn smaller monsters known as remains with all of those powers, albeit in a lesser form. Please consider killing the other one with this power and not going on a rampage?

Magic Association

100 cp - Born From Greatness

Magic, as it may or may not surprise you to know, moves in family lines more often than not. From great wizards to their children, and occasionally to their students. Would it surprise you to know that two children belonging to one of the three scientists responsible for the Great Dark War both possessed magical powers in excess of the norm? One gathered magic to her, and the other nullified it. One of those children, who could become Nine of the Ten Sages, had a daughter who surpassed even her. Common ability or otherwise, those you teach, those you care for, and take under your wing, are just a tad bit prone to gaining rare powers and skills. With such an amazing mentor, how could they ever be ordinary?

200 cp - Mind Eater

Mind Eater is a rather nasty magic spell. Originally made by Izanami, reverse engineered by Yuki Terumi, and reverse engineered again by Konoe Mercury, aka Nine. You'll be learning Nine's version of the spell. Yes, there are differences between them. Anyways, this version allows you to simply override the targets ego - in other words, even someone who utterly hates you would cheerfully do anything you ask of them. Moreover, due to sabotaging their self interest, they can't break out of this spell on their own. Someone else will need to help them. ...However, on account of me letting this spell go for such a low price, especially when this version doesn't exist yet, I'm going to have to put a limitation on it. You can only use this spell on one person at a time.

400 cp - Power of Order

The Power of Order is a strange one, almost completely at odds with the rest of the world. Just as the Black Beast brought more magic into the world, the Power of Order exists to cancel and erase that magic. In a sense, it's an anti magical power. However, that's not quite right. In effect, it's anti everything. In this world, there are people who can touch and interfere with fate and destiny - and the wielder of this power can interfere with them. As for what powers this, well it seems to be your strength of character. The more determined you are, the more confident, the more sure that what you're doing is just and true, the more powerful you become. Also of note, with a bit of practice and effort you'll be able to create an odd crystal material which radiates this power.

600 cp - Magic Formula Creation

The Power of Order was Celica Mercury's power, and the opposite of her sisters. Konoe Mercury, instead of repelling, resisting, and erasing magic, was born to embrace it. Magic simply make sense to her, as if it wants to be used. You were also born with this blessing. While I'm sure that you can figure out the uses for that, because it gets better. You see, Konoe, Nine, was also a genius of science. When the Black Beast began to overload the world with magic she flat out created a new system of magic that anyone could use in order to help combat it. She called it the magic formulas, and bound them into weapons that could cast for those unable to do so. On top of that, and with the help of Yuki Terumi, she took a second Black Beast and bound it into a power source for nine weapons of unparalleled might. With the blessing of your birth, magic is yours to command. With the blessing of your mind, science lets you bend the world. Together? You'll go down in history. Nine certainly did.

Void Information Administration Bureau

100 cp - The Original Asshole

Ladies and gentlemen, one of the three scientists responsible for this whole mess, and founding member of the VIAB, Yuki Terumi. The world's greatest - and quite possibly original - asshole. And apparently you've been taking lessons for him. Actually, it seems several members of VIAB have, given their general lack of morals. Did you know one scientist created a weapon that requires his own daughter to commit suicide to fully activate? Anyways, you are now aware of exactly how many laws, moral codes, and how much general common sense you are violating at any given time. On top of that, you know how to act in such a manner as to truly piss off anyone who tries to argue with you. Your actions are justified, thank you very much.

200 cp - Research Organization

Now, while not everyone in the organization knows exactly how much of a dick Terumi is, a large number of the command staff of the magic association does. And yet despite that, nobody ever seems to understand that he recruited lots of people like him. Thus, a great deal of the crimes against nature I'm sure you will commit while in his service are simply going to be ignored. For lack of a better phrase, as long as you aren't the biggest fish in the pond, you'll be singing like an angel. Just don't be the last one standing or you will be the big fish, okay? I think you'll find this particularly useful as a member of VIAB.

400 cp - Lynchpin Counter Creation

Oh hey, it's the guy who wanted his daughter to commit suicide! Uh. Anyways, you are now a rather unusual breed of scientist. See, you specialize in what I can only call sabotage. See, instead of making developments or advancing your understanding in the fields of science, you're really fucking good at fucking over your colleages. They invent something that generates magic? You invent something that erases it. They create something that opens a dimensional portal? You create something to nail it shut. So on and so forth. Just remember that most of the interesting tech in this world runs on souls in some way shape or form. This is the kind of dickery that Terumi would approve of.

600 cp - Smelting Experiment

All right, here we go. You're in the big leagues now. A smetling experiment is quite frankly a ludicrous idea. That the laws of nature will not allow for a particular outcome, so instead you will forge your lifes' work outside of reality itself, in the Boundary. Sometimes this also involves an attempt to reach the Blue, or instill a fragment of it into your experiment. Skipping all the technical terms and confusion, you are now knowledgeable on the creation of artificial humans, something that will come to be known as the murakumo units. In some ways, this is an attempt to combine a body with a weapon. In others, it's an attempt to bypass the Boundary by making a person made from it. For you? It means the creation of artificial human that are empowered by, and resistant to, whatever you made them from. Or, if you fuck it up on purpose, it means another Black Beast.

Castle Alucard

100 cp - No Life King

Technically speaking, that title is a comment about how Clavis Alucard is said to have lived for 1000 years and is a vampire. I prefer to think of it as him being bored as hell and interfering in other people's business. No matter what the reason, you now have a sixth sense for interesting people, places, and things. Not enough to say what you'll find if you decide to stick your nose into whatever's going on that's setting said sense off, but chances are it'll be worthwhile.

200 cp - Assasination Mission

Clavis Alucard really is an interfering busybody isn't he? Probably comes from his job as a bystander. Anyways, take that sixth sense of your and combine it with a good dose of general life experience and what do you get? A ridiculously good ability to interfere with the world around you. It's one thing to stumble across someone interesting lying wounded on the ground, it's another entirely to bring them into your home, convince them to trust you, and then give them a weapon of mass destruction. Or to convince them to assassinate someone for what you consider to be the good of the world. Hell, turn the guy sent to hunt you down for said interference into your butler. Twist the whims of fate in your favor.

400 cp - Innocent Bystander

Well now. That's an unusual power you have there. It's something akin to precognition, the ability to see every possible outcome of a scenario, no matter how unlikely. This is the power of Clavis Alucard, and eventually his daughter Rachel. The power of the Bystander. If you're familiar with the Observers, the Bystander is a far more powerful version with one great trade off. As someone who obtained the power naturally instead of learning it, using power actively will cost you greatly. Perhaps I should describe active use? All those outcomes you see? Those are passive. Using this power allows you to simply pick one and have it happen. A duel of fate, and someone slips on a banana peel. An experiment from three years ago causes a spacetime anomaly here and now that teleports someone to you. ...That said, the name bystander ought to tip you off - the power doesn't want to be used. For every improbability you cause, you'll suffer through something similar.

600cp - Illusionary Being

Castle Alucard, as you might imagine from the name, is home to a vampire. Well, a pair of them, the lord of the castle and his daughter. In addition, he employees a werewolf as his butler, and a pair of beastmen as his hands and eyes in the world at large. I offer you the opportunity to choose one of these three races as your own. Vampires are the most similar to humans. They can hide in shadows, control blood, and have an extended lifespan, but are weaker in sunlight and have to drink blood. Werewolves are physically powerful but have little else. However, the both of them qualify as outside of 'reason', and as such cannot be harmed by purely physical actions. Magic is required, in at least some capacity. Beastmen, unlike Vampires and Werewolves, trade that defense away in exchange for a truly ludicrous amount of physical prowess and enhanced lifespan. The greatest warrior in the world, Jubei, is one of the two Beastmen working for Castle Alucard.

General

50 cp - Irregular Appearance

Maybe it's the magic in the air, but the people in this world all seem to be lookers of one kind or another. Some of them are also stylish motherfuckers, and that's not accounting for things like unusual hair and eye color. I mean, Nine has pink hair, Terumi has green, and both have yellow eyes. It's gotta be magic, right? Well, regardless of whatever fancy name the locals have given it, the fact of the matter is that you're some combination of beautiful, stylish, and strikingly unusual in looks. Enough to stand out from all the normal people if nothing else.

50 cp - Event Causality Language

I'll be honest with you. Those words mean absolutely nothing. They're just there to look fancy. But, but! You know that now. See, you now actually understand at least some of this nonsense. I can't promise you the science behind it, but all these nonsense words that people here seem to live to use? Actually make sense now. On top of that, you can continue to speak the local dialect in future worlds. Spread the confusion!

200 cp - I Studied The Sword (Discounted to Temporal Anomaly and Castle Alucard)

While magic is quite prevalent, lots of people grab a magic sword and then call it a day. Of course, when you have a sword personally made by Konoe Mercury and Yuki Terumi working in collaboration, that probably is enough to call it a day. Two of the six great heroes, Jubei and Hakumen, wielded those blades. But that said, I can assure you they did not call it a day when it came to their sword skills. Much like the two of them, you are now a master swordman. Maybe you utilize a style based on ancient teachings, or maybe you made one up based on your own abilities and that of your blade. Maybe you don't even have a blade and it's just pure martial prowess and whatever powers you have. Whichever way it is, it's a formidable force.

200 cp - Earth, Water, Wind, And Fire (Discounted to Magic Association and Void Bureau)

If two wielded swords, then what did the other four wield? Well, one was a fist fighter, one wielded a wand that created matter, another and infinitely long chain, all made by Nine. Nine herself relied on her own magical talents, and an oversized fire elemental. But this isn't about weapons. See, of those four heroes, three of them knew what's known as alchemy. Strictly speaking it's the art of improving things - material objects, the body, even the soul. Making them more perfect. However, it also represents a certain level of control over the world around you. Stomping your feet and creating an earthen barrier. Clapping your hands and creating an explosion. Roaring and summoning a small hurricane. More spiritual uses require invocations and reagents, but simply moving matter around needs only a simple gesture.

Items

Temporal Anomaly

100 cp - Bloodedge

A rather complex blade, if we're being honest. The sword edge of the blade slides up and down the 'hilt', which runs up the entire back end. It's less a sword and more a sharp edge attached to a staff. It does have a relatively unique trick to it though. Since the blade can slide, the sword can change shape to a limited extent, becoming a scythe using the 'tip' of the blade or an oddly shaped hammer using the 'bottom' of the blade. By all accounts the sword doesn't have a name, and is instead modeled after the sword owned by the Bloodedge. Or maybe it is his sword…?

200 cp - Bootstrap Paradox

Before we begin, I'll preface with the encouragement that you import something into this item. Moving on, whatever this is - by default the above sword, or a red cloak/coat thingee - seems to be completely indestructible. Even the Arch Enemy Event Weapons, one of which boasts the power to cut anything, can't so much as nick these. You see, they're caught in a bootstrap paradox. They belonged to the Bloodedge, were given to Jubei of the six heroes, who eventually passed them onto a student of his. Who eventually took the name Bloodedge, only to travel back in time and lose his memory. At no point in that story is the weapon forged. It simply exists without a beginning and without an end. Normally this would also prevent you from upgrading it, but that's not something you'll have to worry about. Also, while this is technically two items, you only receive one - to balance this, you can buy it multiple times.

400 cp - Fake Arm

How interesting. This black cube seems to have a limited shapeshifting capacity. It's covered your arm in this black goop. Actually, if you happen to be missing an arm, it's flat out replaced it. On top of that, it seems to have an unusual power. Let's call it... Soul Eater. And it does just what it sounds like - with it, you can eat souls. Actually, it's a bit more. Absorb blood like a vampire to heal, eat souls to repair and strengthen your own, even memories can be consumed in a mockery of a mind wipe. Just keep in mind, this can only be used while it's equipped. That and it's intensely exhausting to use.

600 cp - Susanoo Unit

The Susanoo Unit is the 'sword' that defends the Amaterasu Unit. That said, that information won't be relevant for almost 90 years. More to the point, the Susanoo is technically a robot, and a quite powerful one. As of right now, it is without a pilot - a soul. Normally you'd have to sacrifice your body to get inside, but I've modified it to eat both and spit them back out when you're done. The body has what amounts to near limitless amount of stamina, and enough physical power to stand on par with a Beastman. However, it's true power is the ability to cut time. Ending any form of time manipulation, or even decreasing an opponent's lifespan with every swing - or cutting it away all at once to kill even an immortal being. Lastly, and once again time related, the Susanoo can cut through time to reach alternate timelines. Oh, and it's completely immune to any form of paradox, as it can simply cut those to ribbons.

Magic Association

100 cp - Magic Association Uniform

I've gotta say, the Magic Association has really got style down pat. They made part of their standard uniform a miniskirt! Well, only for the women, but still. Anyways, you now have one such uniform. Wearing it isn't actually required, but if you're a student at the associations academy - which by the way is an entire city - then It'd probably be a good thing for you to wear this. As for why you would do that? Well, the outfit has been modified to enhance your own magics by a small amount, as well as to defend against it. It's not much, but it's useful.

200 cp - Sorcery Tomes

Before Nine created the magic formulas, she tried to teach the world sorcery. Sadly, sorcery still requires a level of affinity for magic, and that's something a significant portion of the world is missing. Hence the magic formula. Anyways, this set of books was Nine's first attempt, a collection of introductory tomes, as well as a few for dummies equivalents that she wrote herself. On top of that, these books can flat out grant magical capacity to a total of six people per year. Now, there's nothing in here that's particularly advanced, but you should be able to grant a fairly decent understanding of the basics.

400 cp - Izayoi

Sealed Armament Izayoi. Weaving Zero Izayoi. Immortal Breaker Izayoi. A mass produced weapon that was created ages ago, many of them have since been destroyed. In truth, they were a prototype for what will eventually become known as the Murakumo. In its sealed form, the weapon takes the shape of a pike and a shield that looks like a book. When released, a suit of armor and a sword. In both forms, Izayoi is resistant to the power of the Observers and Bystander. Oddly enough, it also draws in waves from the electromagnetic spectrum, thus interfering with radio and whatnot. When released, the sword becomes an Immortal Breaker, capable of killing things that shouldn't be able to die via forcing the concept of death into them.

600 cp - Magic City Ishana

The Magic City of Ishana is the home base of the Magic Association, as well as where their school for magic is located. Sitting on an island in the middle of the atlantic ocean, the island has a magical shield on it that prevents the non-magicals from finding it, detecting it, or even seeing it, as well as defending it from the Black Beasts excessive amounts of magic. Though it may be only a single island, make no mistake, it's a fully fledged city - it has its own airport for crying out loud. For you, who I assume to be a graduate of the magic academy, it has everything you'd ever need in a workshop in the sub basements. Though a word of warning? The city is ruled by the Ten Sages - such as Nine, one of the six heroes - you'd probably best be wary of the rest. Seven and Eight tried to kill Nine's sister for the sake of science, and One is Relius Clover aka one of the three responsible for the Black Beast.

Void Information Administration Bureau

100 cp - Grimoire Compendium

Despite the name, a Grimoire isn't actually a book. Or rather, it doesn't have to be. Anything that assists in the casting of magic qualifies. The Bloodedge's arm is one, as is the entirety of Yuki Terumi's body. They're even the same kind. Anyways, this item is simply your notes on science. Any weapon or interesting thing you observe is recorded, as well as whatever thoughts you have one it. Simply put, it saves you the time of actually writing these things down.

200 cp - Spare Self

Yuki Terumi is an unusual person. His body is quite fake. After the failed experiment, he was left disembodied and in need of another one. Thankfully his conspirator Relius Clover had one prepared. Unfortunately, Relius himself was catapulted 80 years into the future and won't be back for quite some time. The smelted body, Kazuma, had just enough time to begin to grow a personality - one quite similar to Terumi, obviously. In a similar manner, you now have a clone of yourself. It's not quite a 1up, though it can be used as one under the right circumstances.

400 cp - Kushinada's Nail

Shūichirō Ayatsuki's masterpiece. His Lynchpin, meant to slam the lid on the Cauldrons and shut magic down. The one he needed to kill his daughter to activate. As you might imagine, that didn't go well. The nail, taking the form of an exceedingly large nail crossed with a drill - as in, an eighteen wheeler large - is situated in a Cauldron underneath the Magic City of Ishana. Unfortunately, activating it still comes with a cost. You need to feed it a soul with powers relating to life. The daughter, Celica, is supposed to have been capable of powering it for five years. Once activated, it cannot be turned off until it runs out of power, but it will completely shut down any and all magic in the world. That said, it ALSO need to be nailed into a spot with weak dimensional walls to work at all.

600 cp - Cauldron

A fun little story for you. In the future, the cities of the world will all be built on top of Cauldrons. The Magic City Ishana is built on one. Every base of the Void Bureau is or will be built on one. People just can't seem to get enough of them. Well, I suppose they are useful. What exactly is a Cauldron? Well, it's a portal into the Boundary. It leaks small amounts of magic, so you can use them as a power source. It's also useful - but not required, under the right circumstances - to Smelt something, such as Nine's Arch Enemy Event Weapons. If you're really clever or really lucky, it can also be used to travel through time. Though, a warning. The Boundary is NOT welcoming to most life forms. Using it as a method of travel is just asking to have your soul torn apart. ...Well, moving on. Much like the Void Bureau and the cities of the future, you now have a Cauldron. Specifically, one under every major property you own. Please mad science responsibly.

Castle Alucard

100 cp - Immortal Breakers Employment Agency

Strictly speaking this name refers to a long defunct mercenary group composed of Valkenhayn R. Hellsing and Relius Clover. They tried to kill Clavis Alucard, and Valkenhayn somehow ended up as his butler. Regardless, as a Bystander Clavis was forever moving through proxies and hiring mercenaries. This will assist you in doing just that. As a fighter of some kind, it will act as a quest board, and fill up with worthy causes and whatnot. As a planner, it'll instead send those same requests out to a handful of people who just might accept. Either way, I'm sure it will be useful to you.

200 cp - Hihiirokane

A relic of the beastmen tribe, formerly wielded by Jubei's younger brother. No one knows who it truly belongs to, or how it was created, or even why the beastmen have it. Even Nine, with access to all the knowledge of the Magic Association, doesn't know anything about it other than 'old'. But even if you don't know anything about it, it does have a rather useful power. You see, this sword has the power to cut souls. I suppose you could call it an anti-ghost blade. As long as you're holding the blade, you can even see any ghosts, spirits, disembodied souls that happen to be floating around regardless of your actual ability to do so.

400 cp - Kaka Tribe

The Beastmen home village was destroyed by the Black Beast during the Great Dark War. Just another casualty of human arrogance. Somewhere along the line, magicians and scientists looked at the strongest man in the world, the Beastman Jubei of the Six Great Heroes, and thought to themselves, "Let's make more". And so they cloned him, dozens of dozens of times, and created the Kaka. While there is a certain level of variation on their appearance due to intentional flubs in the design, they don't actually resemble Jubei that greatly - he was all but literally a cat that walked and talked, while some of the Kaka are more humanoid. True, some are like him, but not all. Crimes of science aside, you how have a new village with a total of 300 Kaka.

600 cp - Moonlit Castle

Clavis Alucard's castle, his home… That I have no idea where is. It's either on the dark side of the moon or in it's own pocket dimension. Then again, the castle is cloaked in an eternal night, with the only light being the moon, so… Does it really matter? Moving on, time inside the castle actually moves slower than the real world, a week inside is a month outside. As for the castle itself, it's appearance changes depending on your mood and health. In Clavis's old age, it was just a tad bit crumbling and covered in ivy. Once in Rachel's care, it was spotless, ivyless, and had gardens filled with black roses. For you, who knows? Additionally, the castle is not defenseless - anyone who breaks in will have to contend with the Mirrors Edge, a magic formula that creates a perfect illusion of the intruder and forces them to defeat themselves.

General

300 cp - Existential Recycling Materials

In 80 years when Relius Clover reenters the world, he and Yuki Terumi will team back up for more mad science. More presently, Seven and Eight will soon start work on a machine called Highlander Takemikazuchi, which will eventually come to be known as the first of the Arch Enemy Event Weapons. Much like Kushinada's Nail, it seems that Celica Mercury's soul is necessary to power it. They'll skim a bit off the top and fire it at the Black Beast. At that point 'Kazuma' will wander into the story and convince them to murder most of Ishana, meld their souls into a new black beast, and then turn that into a new power source for the weapon. Quantity over Quality. With that in mind, I've arranged for you to have one half of that amount, split into eight parts much like Nine would do. In effect, several thousand souls compressed into eight jet black marbles. What exactly do you plan to do with these?

400 cp - Arch Enemy Event Weapon

If you're anything like Nine, you'll take the eight small cores and then make a bunch of weapons to arm the world's greatest heroes with so that they can actually stand against the black beast. Which is exactly what she did. After beating the shit out of Eight and Seven for hurting her sister. Regardless, after taking it for herself she split in half, and the second half in eight. Each one of these fragments was used in the creation of the nine Arch Enemy Event Weapons The second was a sword that controlled and created ice. The third was a gun that fired bullets that pierced space. The fourth and sixth were an automaton and a sword that negated magic formula. The fifth was a sword that could cut through anything. The six was a staff that enhanced alchemy by creating and destroying matter. The eighth was an infinitely long chain that damaged the mind of the target. The ninth was an overly large nail that completely nullified magic, and could destroy the others. The first, and most powerful, was what amounted to a killsat, firing lasers large enough to wipe a city off the map. That last one will be an extra 200 cp, for the record.

500 cp - Beast In A Bottle

Or maybe you'd rather make your own? We certainly have the science for it. Instead of dividing it into half and then the half into eight, she apparently split the half in nine, because we have a tenth core. It's yours if you want it. And trust me, it'll give you a massive upgrade. A cutting enhancement now cuts through damn near anything. A flame enchantment creates a firestorm. A gun enchanted to split it's bullets in half suddenly shoots dozens of bullets from a single round of ammunition.

Companions

100 cp - Canon Companion
Immediately upon arriving in the past, both of temporal anomalies were found by someone who helped them recover from their wounds. Someone they knew in the future, even if they didn't remember it. Friendship really is the greatest treasure, isn't it? That's why I'm offering you the option to take one such person with you into future jumps. There are three simple rules. One, they must agree. Two, they must be alive - or returned to life - at the end of the jump. And three, they have to actually be alive right now. You are 100 years before the story of Blazblue proper after all. ...I lied, there's four. If they're a member of the Six Great Heroes, they cost 200 cp. That's not too bad is it?

100 cp - Companion Import
While the Bloodedge may have fought and stalemated the Black Beast for an entire year, it was finally defeated by teamwork. With that in mind, I'd be remiss to not offer you a chance to bring some of your friends as backup. For 100 cp, a single companion. For 100 cp more, five in total. For a third 100 cp, you may bring in eight companion into the jump. Regardless of which version you choose, they recieve and origin and 600 cp to work with.

Drawbacks

+0 cp - Phase Shift
The story this jump is based on is both a prologue and a side story to Blazblue proper. If you so wish, you can move directly to the other Blazblue jump after this one ends. It's only right to go there next, right? Though, you may not want to… Anyways, you can move on after the Black Beast dies, or if you think you can take it you can stick around the long way. There's one or two options for an enhanced lifespan, so you might be able to.

+100 cp - Confusion : Stupidity
What's with all the weirdass names? Why are some of them in latin? Why can't anyone give a straight answer to your questions?!? ...It seems that this universes signature dialect is now something forbidden to you. Getting a straight answer out of someone isn't something that happens without at least five straight minutes of science buzzwords. If you aren't terribly confused, something is probably about to go horribly wrong.

+100 cp - Crash Landing
The two Temporal Anomalies in this world were both rather wounded upon their arrival, and partially amnesiac as well. They only really knew enough to point them in a useful direction, or towards someone they knew. One got better much quicker on account of abandoning his body though. Anyways, you start the jump out heavily wounded for one reason or another, and possibly missing a few days or weeks worth of memories.

+100 cp - Orderly Minded
While Celica herself didn't experience any issues with this despite being RIGHT NEXT to something she was born to fight, users of the Power of Order will sometimes go berserk when confronted with their target. And you seem to have a similar issue. Not that exact one, but similar. On occasion, your mind will go ice cold, emotion fading away. The greater good, what needs to be done for the sake of the world, cold hard logic weighing one life against another, is all that's left of you during those periods. Thankfully they aren't that common, but if you don't have the willpower to resist them the results can be… not pretty.

+200 cp - Empty Life
Life is so… meaningless in the end, isn't it? Why do we exist at all? Whats the fucking point of living? Those are all questions Kazuma Kval asked of the Magic Association, and ones he never got an answer to. Regardless of if you're someone's clone - and god forbid you're Terumi's clone - you seem to have the same near zero emotional capacity and empty existence that Kazuma has. While not pleasant in it's own right, it also makes you an odd brand of gullible when it comes to breaking laws and doing morally ambiguous things. Or just things that are flat out *wrong*.

+200 cp - Seithr Poisoning
Magic, in low doses, can be healthy. Magic, in its current state of overdose? It's poisonous. And you, while not dying from it, are heavily damaged. Your emotions are numbed and your body is degrading. All you can care about is one upping your rival, so utterly devoted to a meaningless idea. Everything else fades away even as your body slowly gives out on you. Rest and care might be able to help you get better, maybe even make it go away. But can you really sit still for that long when these fools are trying to stop you from finally achieving the only goal that matters? ...While the specifics are up to you, and you may not be a scientist, I think you get the idea.

+200 cp - Forsaken Child
Speaking of obsession, let's talk about that guy who built a machine powered by his daughters soul one more time. See, much like Celica, you apparently have an asshole parent or relative of some kind who built something designed to be powered by your soul, alive and screaming as it slowly rips you to pieces. Actually, several people did that. At least five. Probably more that you don't know about as the knowledge of your miraculously compatible soul spreads. Hell, even Nine might get in on it if things get bad enough. I would suggest skipping your next family reunion.

+300 cp - Kill Your Heart
A Black Beast is honestly a simple thing to make. All you need is a Murakumo - an artificial lifeform - and a fragment of the Blue. And it just so happens that a man with a fragment and a Murakumo that was utterly obsessed with him fell into a Cauldron together, and landed 100 years in the past, in the middle of Terumi, Clover, and Ayatsuki's experiment. At least, that's the normal way things would go. Now? The Black Beast is made from you and your companions. Well, if you have any. Regardless, the Black Beast is now appropriately scaled up to match the difference between the normal Bloodedge and the berserking Black Beast. If you don't have any companions, then it's simply replaced by the Beast of the Origin instead, a monstrously powerful Black Beast that god herself is afraid of.

+300 cp - Big Hero Jumper
...No. No no nonono. Why would you do this, jumper? Are you so desperate for points? Fine. Allow me to explain. The Six Great Heroes no longer exist. Valkenhayn was killed by Clavis decades ago, having refused his offer of employment. Konoe died defending her sister from her father's experiments before she could ever become Nine. Jubei was ripped apart for samples in the process of making the Kaka. Trinity Glassfille is simply gone, who knows what happened to her. Hakumen? A journey through the Boundary is a risky one, and if you falter for even a moment, you'll die or be driven insane. He didn't make it out alive. Yuki Terumi is the only surviving member, but Kazuma is gone or never made and without a body he isn't reachable. Hell, even Ragna is gone, the same as Hakumen. Can you truly take on the Black Beast alone? And even if you can, do you have any idea what this will do to the timeline? God have mercy on our souls.

Ending

Congrats on killing the Black Beast. Hopefully you didn't damage the world or the timeline too much.

Calamity Trigger - Stay Here

Central Fiction - Go Home

Continuum Shift - Move On

Notes

Q - Can I companion Ragna?
A - It's not a great idea, but probably yeah.

Q - Can I companion [Someone else from Blazblue]?
A - You are 100 years before the events of the first game. 50/50 odds on them not being alive yet.

Q - What is Smelting?
A - Smelting is making artificial humans, and occasionally weapons. This doesn't always mean a Murakumo, nor does it always involve the Boundary.

Q - Is Bootstrap Paradox discounted to further purchases?
A - Yes. If you buy it as a TA, it's 50 cp a shot. As anything else, 100 cp.

Q - This shit is confusing. What should I do in this world?
A - If you do nothing else, Mind Eater Kazuma/Terumi a second time.

Q - Who are the six great heroes?
A - Wolf butler, sword cat, generic alchemist, sexy witch, backstabbing snakes, and cyborg samurai.

Q - I have no idea who those are.
A - Valkenhayn R Hellsing, Mitsuyoshi/Jubei, Trinity Glassfille, Konoe Mercury/Nine, Yuki Terumi/Kazuma Kval, and Jin Kisaragi/Hakumen.

Q - Are all these items copies or the original?
A - Whichever you think makes for a better story.

Q - How dangerous is Yuki Terumi?
A - Very. That said, he's in a coma for the first four years, is a ghost for one, is sealed away for one, and is brainwashed by Nine for the remainder. And as soon as he gets free things go straight to hell.

Q - What about the powers you didn't list for [Item or perk]?
A - Either I forgot them or I don't know about them. Either way, please assume that they work as per canon.

Q - You mentioned a 'Murakumo' a few times. Whats thats?
A - They're artificial humans made to explore the Boundary without being ripped to pieces or going insane. They… may or may not exist yet? It's not really clear.

Q - How powerful is the Beast of Origin?
A - If you and eight companions took the Black Beast option and did a fusion dance, you would still be weaker than it.

Q - Do the Recycling Materials respawn?
A - Yes. You get eight more each jump.

Q - Why am I not in charge of the Magic City? I bought it, shouldn't I at least be high ranking?
A - Ishana apparently has authority = asskicking, which is why sage One aka Relius, is in charge.

Q - Wait, isn't he missing? Can I take over?
A - Buying either Smelting Experiment or Magic Formula Creation, and the Alchemy perk would let you be on it's ruling council.