
INGLORIUS
THE EPIC
OF
LEVIATHAN

Epic of Leviathan
By Sentry342

MC doesn't meet a God after his death so he didn't have an idea about what he had to do in the future or even if he will have power or not.

But all of this changes on MC's 4th birthday, when he awakens his quirk and receives a message from God. Only one mission is given to him and no other directions or commands.

Join the MC in his path to see (or read) how he completes the mission and which path he takes.

Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world.



Location

This story takes place throughout a multitude of worlds. This section will decide which world you start out in. You may freely decide which location you wish to arrive in. This will also determine the point in time that you may encounter Reo and his companions

1.) My Hero Academia
This is a world filled with superpowers known as quirks. They are primarily used by the many heroes and villains. You will be starting out the same year that the main cast is born. Meaning that you will have approximately sixteen years before canon events start.

2.) Harry Potter
This world is one filled with magic and wonder. It follows the tale of a young wizard who was orphaned at the end of a wizarding war and his adventures throughout life. You will see magical creatures, amazing wonders, and so much more within this world. You start out in the year 1984 about three years after Voldemort's body is destroyed and Harry is left with the Dursleys.

3.) Marvel Universe
This world is a fusion of many different variations of Marvel including the comics, movies, and even TV shows. The main base of this world appears to be the MCU and the X-Men movies. Despite this there are a vast number of comic book individuals present as well. This shift has also affected the power scaling simultaneously possessing beings on their movie level and comic levels. So be careful even a random individual could still pose a threat to you. You will be arriving in 2002 shortly before the Avengers and X-men movies occur.

4.) Doom Eternal
The war between Urdak and Hell has gone on for countless years. At some point earth and humanity was drawn into this conflict. One person that played a special role in this was the marine who would become the Doom Slayer. This being was empowered by his unending rage. Unfortunately the Slayer was killed in this timeline and Hell has been allowed to run rampant. Will you take up his crusade, join the hordes of hell, or simply do your best to remain neutral.

5.) DC
The world of DC is very similar to Marvel as both of them possess superheroes, villains, and numerous threats to the multiverse. The exact version of this world is unclear. It however should be one of the stronger versions of this universe due to the presence of the

Son Box Armor used by Batman. We are only shown a small glimpse into this world after Rumi battles and subsequently defeats most of the Justice League.

6.) Jurassic Park
Most children and a fair amount of adults love dinosaurs and wonder about what it was like when they wandered the earth. Well you can see exactly what it was like here. This is the world of Jurassic Park where dinosaurs have been reborn through the power of science and walk the earth once more. You will be arriving into this world approximately four years after the events of the first movie and shortly before the events of Jurassic Park 2 Lost World.

7.) Bleach x Food Wars
When a person dies their soul must then pass on to the afterlife. Within this world this duty is upheld by the Shinigami. They work to bring souls to the afterlife in order to purify them and to prevent them from becoming hollows. This world follows the tale of a child who was born with the power from each of this world's factions. As a result he was blessed with unmatched potential. Soon however Hela will arrive here on a mission from Lady Death who has ordered the death of all Quincies since they destroy souls. The most unique thing however is that this world has been fused with that of Shokugeki no Souma. All of the humans that normally aren't relevant are now a part of Food Wars.

8.) Danmachi
Welcome to the city of Orario, home to gods, their familia, and a wide array of other races. The city is primarily controlled by each god who maintains a retinue of adventures known as their familia. The primary attraction here is a massive labyrinth known as the Dungeon. This dungeon contains a large amount of monsters who are hunted by adventurers. Killing these monsters gives them experience which allows them to level up and become stronger. As a result this location is a wonderful location to train your body and increase your capabilities.

9.) Alien
Welcome to one of the most iconic horror worlds in fiction. This is the alien universe, home of the Xenomorph and the Yautja otherwise known as the Predators. This world is of little concern aside from the great hunt between the Yautja and the Serpents. Soon however most of the Xenomorphs will be cleansed by Hela and Ardat on behalf of another goddess.

10.) Naruto
This is a world filled with ninjas who have a habit of shouting and causing large explosions. This world is dominated by the Shinobi profession. These are powerful warriors who possess the ability to wield chakra and manipulate the elements. In addition there are many

clans who possess special bloodlines and powerful beings known as the tailed beasts. This world has an expansive amount of features that have yet to be revealed. This world is not explored by Reo and his companions. We are only given a glimpse when Lady Death becomes furious at Tobirama for creating Edo Tensai.

10.) Highschool DxD
What if every religion you had ever heard of was real? Well in this world that is not just a question. The Abrahamic faith, the Greeks, the Shinto, the Hindu, and practically every other group you can think of is here. This story focuses on the Abrahamic faith primarily known as the Three Factions made up of the Fallen Angels, the Devils, and the Angels.

11.) Different World
Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You will be arriving into your world when your respective setting begins. The exact time will vary depending on which story you arrive in. Should travel to a different setting then you will arrive at a similar point.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

Origins

World Jumper / Drop-In - Free

Due to the nature of this jump there is only one origin. You are a multiversal traveler who has been inserted into your chosen world by a powerful being similar to a R.O.B. (Random Omnipotent Being). In a way this jump is essentially a mini jumpchain without the freebies your benefactor normally gives you. Anyway I hope you're ready to get thrown straight into it.



Races

Humanoid - Free

This option covers all of the various species of humanoids without any special characteristics. This includes normal humans, individuals with mutation quirks, Wizards/Witches, Veela, mutants with an unawakened X-gene, and some other unique species. There are some unique traits to each race, but nothing that significantly increases their power. For example Wizards possess a magical core. Similarly Mutants with an unawakened X-gene will have the ability to awaken a unique power.

- Mutants - They have a 50% discount for one X-gene power
- Wizards/Witches - Gain access to HP Magic for free
- Various races like Veela have their innate abilities
- Normal Humans - Gain +100 CP

Solar Elf - 100 CP

Solar Elves are a special sub-species of elves that possess a connection to the sun. They possess the ability to draw power from the sun and use it to nourish their bodies. Each member of the species is naturally immortal and will not age. This is only ageless Immortality however they can still be killed. Their appearances resemble that of your standard fantasy elves with pointy ears, above average beauty, and an eternally youthful appearance. Lastly while they do gain power from the sun they are not weaker during nighttime.

Lunar Elf - 100 CP

Lunar Elves are a special sub-species of elves that possess a connection to the moon. They possess the ability to draw power from the moon and use it to nourish their bodies. Each member of the species is naturally immortal and will not age. This is only ageless Immortality however they can still be killed. Their appearances resemble that of your standard fantasy elves with pointy ears, above average beauty, and an eternally youthful appearance. Lastly while they do gain power from the moon they are not weaker during daytime.

Shinigami - 100 CP

Shinigami are the guardians of souls who guide them into reincarnation. They do this by bringing souls to the afterlife and purifying hollows. Shinigami's reside in Soul Society and work within the organization called Soul Society. The Shinigami are meant to be the faction closest to Heaven in this world. Their bodies are made of spiritual energy and they cannot be seen by beings with an insufficient amount of spiritual energy.

- Shinigami gain access to the Asauchi item for Free



Nine Tailed Fox - 200 CP

The Nine Tailed Fox is a species of youkai that possess a high degree of talent with illusions and fire magic. Demonstrating this is the unique skill called Fox Fire. This fire grows in power as the fox ages. When an old enough kitsune uses it they can compete with dragons. You may choose whether you wish to be a DxD nine tailed fox or a Marvel variant. The DxD version is stronger magically, but the Marvel version is more powerful physically. You may also create a clone for each tail that you possess similar to how Nemuri created Alter.

Hollow/Arcannar - 100/200 CP

Hollows are a race of corrupt beings born from human souls that were unable to move on. This process causes their Chain of Fate to corrode. Once the chain has corroded completely they will turn into a Hollow. Hollows come in a variety of forms. They primarily appear humanoid or resemble an animal initially. Hollows have three stages of evolution. First are Gillians, second are the Adjuchas, and lastly are the Vasto Lords. Each evolution is exponentially stronger than the last. You will be starting out as an Adjucha.



For an additional 100 CP you may become an Arcannar. Arcannar are hollows who have removed their mask. This could be done by the Hollows themselves or via the Hōgyoku. Arcannar possesses a human form and gains access abilities similar to a Shinigami.

- Arcannar gain access to the Asauchi item for Free

True Phoenix - 300 CP

Phoenixs are immortal birds born from fire. Their immortality allows them to be reborn from their ashes. This means that it is possible to kill them, if you extinguish their flames. This is a difficult task however as they have a wide array of abilities such as immunity to all flames, teleportation capable of bypassing defenses, a powerful healing factor, and a large amount of other abilities. This version of the phoenix is an amalgamation of the different versions from each universe including Harry Potter, Marvel, and DxD.

Devil - 100/200/400 CP

Devils are a race of beings created by Lucifer after he rebelled against God and was cast down from heaven. Devils possess a life span of approximately 10,000 years. Devils are naturally stronger than humans and possess the ability to fly due to their bat-like wings. In addition all Devils have the ability to use Devil magic which is powered by imagination. For 100 CP you may become a Reincarnated Devil. Reincarnated Devils are members of other races who have been turned into devils through the use of an Evil Piece. Unfortunately they are not treated as well due to their impure status by many of the pureblood devils. For 200 CP you may become a pure blooded devil. You may choose to be a part of one of the 72 clans if you wish, including any extinct clans. For 400 CP you may become a Super Devil. Super Devils are incredibly powerful beings who possess strength far beyond that of a normal devil. For reference there are only three current Super Devils who have been born naturally.

- Pure Blooded Devils and Super Devils may take one purchase of Clan Trait from the powers section for Free

Transcendent Hybrid - 500 CP

One of the main reasons that Aizen was fascinated by Ichigo was his incredible potential as he was a hybrid of Shinigami, Hollow, Quincy, and Fullbringer. He was a unique being only seen once within the series. By taking this however he will not be the only one anymore. This option will make you a perfect hybrid between all of the races mentioned above allowing you to use all of their abilities. You will also be granted an unbelievable amount of

potential allowing you to rapidly strengthen yourself. In a few years you could match beings who have been training for thousands of years, at least when it comes to raw power.

Angel / Fallen Angel - 200/400/600 CP

Angels are a holy race created by the God of the Bible. Angels possess the ability to use light based powers and gain sets of wings as they grow stronger. They start off with two wings and can have up to twelve. Similarly to Devils Angels possess powerful bodies much stronger than humans on average. For 200 CP you may choose to become a normal Angel or a Fallen Angel. Should you choose to be a normal Angel then you will not have to worry about falling and becoming a Fallen Angel. For 400 CP you may choose to directly become a Seraph on par with Gabriel and Michael. You may optionally be one of the original Seraphs created directly by God or you could be a recent addition that has someone appeared. Lastly for 600 CP you may directly rise up and replace the God of the Bible. This will occur by granting you his divinity and allowing you to claim the throne of Heaven. You will be the leader of Heaven and one of the strongest beings in this multiverse on par with an average Cosmic Being.



Quincy - 100/+600 CP

Quincy are humans who carry the blood of the Soul King's son. Quincies possess powerful abilities to manipulate Reishi. This allows them to form weapons made from spiritual energy. Their most unique ability is the ability to destroy souls. This ability has made them the enemy of many groups however such as the Shinigami and earned them the hatred of Lady Death. I would suggest you think very carefully about whether or not you wish to offend these beings. This however will give you 600 CP due to the immense danger. Alternatively you could be given protection from your benefactor. This will safeguard from

Lady Death's decree, but it means you will be given up on the additional CP. If you choose this option then you must pay 100 CP to gain this race's powers.

Cosmic Being - 600/900 CP

Cosmic beings are the physical embodiments of a concept belonging to the universe. Some examples of this are the Leviathan of Destruction (Destruction), the Phoenix Force (Life), and Galactus (Balance). These beings represent their concepts and possess absolute mastery over their concept and immunity to their concept. For example if you were the embodiment of Time then it would be impossible to use time magic against you.

- For an additional 300 CP or 900 CP total, you may become an omniversal cosmic being instead. This functions similarly to the first option, but you are a much higher level being. This option makes you a being on par with Lady Death, Ardat, and Hydriana.

Out of this World - Varies

Given the unique nature of this world you may choose any race that is not listed. This will also include races from other worlds that you add via drawback. For example, if the world you choose to include Worm then you could choose to become an Endbringer or an Entity. You can base the cost of the species on the examples above. In this case an Endbringer would cost 400cp and an Entity would cost 600cp. Try to be fair when deciding the prices of species based on their power levels.

Skills and Perks

All jumpers will be given a set of floating discounts to be used as they wish. You will receive two discounts per perk tier. 100 CP perks will become free and subsequent purchases if applicable will be 50% off. You may also use higher tier discounts on lower perks, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400 CP, 200 CP, and 100 CP may be combined to make a 400 CP perk free.

General Perks

Crossing Into Another's Domain - 100 CP
The gods do not take kindly to those who interfere with their domains. For example Lady Death despises those who perform necromancy or those who attempt to escape their natural deaths. Some individuals however are given leniency in their actions. You are now one of the individuals. You will be forgiven by various beings and gods if you go against their domains. This doesn't mean that you can insult someone to their face and get away with it, but Poseidon won't get mad at you if you are eating a fish or throw something in the ocean.

Love of Cooking - 100 CP
Even if you don't care about cooking, everyone loves to have a good meal. This perk allows you to spread the wonders and joy of cooking fantasies into other worlds. This will cause the setting to develop a larger focus on cooking. It won't completely alter the world, but it will make chefs more prominent and greatly increase the quality of the setting's cooking. As a bonus this will greatly increase your cooking talent as well.

Here's a Bowl of Ramen on the House - 100 CP
He may be a minor character, but Teuchi the owner of the ramen stand is a beloved character from the Naruto world. He is a very talented chef and his stall has a habit of attracting characters important to the setting. This perk has two effects: First you gain Teuchi's legendary talent when it comes to making ramen. Second you gain his ability to attract the protagonist and others individuals who are important to the setting. For example in Bleach you could run into some of the captains when going about your business or you could meet an Espada when you are walking through the woods. These meetings will provide you with an opportunity to meet these individuals in a positive situation.

Escalations the Name of the Game - 200 CP
When you have a good idea you need to run with it and press your advantage while the iron is hot. This perk makes it so that it actually is possible. You gain the ability to rapidly expand and grow on a truly impressive scale. Each time you purchase this you may apply it to one aspect you possess. For example some options include your perks, powers, skills, and properties. If you choose properties then you would gain the opportunity to rapidly expand your businesses. Maybe you would start out with a single restaurant and you could end up with a restaurant in every country on the planet in a few months.

This will only provide the opportunities however, you will need to seize them yourself. If you choose skills on the other hand you would probably constantly run into experienced individuals who want to pass on their skills. You would probably need to pass a test, but if you succeeded then you would certainly gain a powerful teacher.

Comic Book Beauty 50/100/200cp
For some reason almost every being in each of these settings who is important is incredibly attractive. For 50cp you are considered to be a 10 out of 10 and near peak beauty for a normal human. This will also remove any natural imperfections or anything that would subtract from your appearance. For 100cp you are worthy of being compared to the likes of top tier beauties of an anime. Anyone of your preferred gender who sees you will be enthralled upon first meeting you. For 200cp you are unmatched in the looks department. The only being even close to you is the omniversal goddess of beauty. Your face alone could swoon the masses and the gods would admire you.

I'm a Monster So What - 200 CP
When things become bad enough one of the common tropes is for the heroes to ally with the villains to defeat a bigger threat. This typically also results in them getting some sort of reward such as being pardoned or left alone despite their previous offenses. This perk replicates this by giving you two effects. First is that if you ever decide that you are done with everything you can simply stop. It might not make sense, but everyone will be willing to let you leave the game and be done. This protection will only work however if you are really done. If you decide you want to hop back into the game then the protection will disappear as well. Second, you can make it so that your positives outweigh any negatives. For example Frieza in Dragon Ball Super is a monster who has enslaved and conquered large portions of the galaxy. Despite this he has been left alone by the heroes as long as he doesn't attack them and is willing to assist them if needed like the Tournament of Power or a similar situation.

Divinity Extraction - 200 CP
Divinities are the crystallized essence of a god. This represents their authority over their domains. This divinity can be extracted if you know what you are doing and if the god in question is subdued. This perk grants you the ability to extract divinities from gods. The best part is that you may give these divinities to others or you may absorb them yourself. Normally the body of an individual would have to be strong enough to absorb them, but the divinities you extract will strengthen the individuals body so that they can handle the strain.

The Dark Times - 200 CP
While the emergence of powers is an amazing event it brings great chaos with it as well. For example when Quirks first appeared in My Hero Academia society basically collapsed as governments desperately tried to deal with this new variable and some super powered individuals declared themselves warlords. The solution was to embrace the powers with the emergence of heroes.

This perk has two effects: First you gain the ability to set up and establish a new status quo. You could set everything up like a standard superhero society or you could design a system of your own creation. You may design how businesses work, how people with powers are treated, and everything else that falls under society's influence. Second, since this only occurs in worlds with superpowers you gain the ability to introduce superpowers into a setting. You may choose exactly how this occurs before the jump begins. For example how much of the population has superpowers and how strong they can become.

The Shadows Are Our Ally - 200 CP
Now when you think about how many people organizations there are that remain hidden from the world you have to wonder are they that good at hiding or is everyone else incompetent. The answer to that question when it comes to you is that you simply are that good. Somehow you are able to create powerful organizations and conspiracy groups without realizing it. You are now capable of establishing and recruiting individuals without being discovered by anyone. It will be impossible for anyone to discover you until you willingly reveal yourself. Some examples of this would be Akatsuki or Kara from Naruto. These groups remained completely undetected until they decided to reveal themselves.

Magical Creatures and How to Govern Them - 200 CP
We are never really given real insight into how magical creatures govern themselves with the Harry Potter world. The only thing we are shown is how they are treated by the magical government. They are treated poorly due to a combination of cultural differences and the bigoted hatred of the pure bloods.

This perk can at least help you deal with the first part. You have studied the cultures of other races extensively and learned how to manage them with ease. You have the skills and knowledge to manage them and to merge them into an existing system. You can do this in a way that eliminates any resentment and prevents the development of any future issues. Every change you make will be one that results in each group being satisfied and happy for the most part. Post jump this will update to include knowledge of other cultures, fantasy races, and any aliens in the setting.

Why Does This Keep Happening - 300 CP
One of the reasons that the Doom Patrol is so interesting is due to their constant tendency to encounter bizarre situations. The only good thing however is that most of these adventures seem to constantly end in them becoming stronger or acquiring some new advantages. This perk gives you the ability to share this bizarre power. You may toggle this effect on and off at will. Whenever it is enabled you will constantly run into individuals or situations which draw you into various types of plots. If you manage to deal with the situation then you will receive some sort of power boost, artifact, or another type of advantage. These boons will always be useful in some way or fit one of your desires.

Transcendent Being - 400 CP
As mentioned in the races section Ichigo is considered a transcendent being because he is a hybrid of every race in the setting granting him potential to surpass them all. This perk allows you to gain this concept and receive a number of benefits. First this perk enables you to combine all of your alt forms together to create a superpowered being that contains the powers and advantages of every form. This form will get stronger and stronger as you add more and more species into it. This occurs due to the synergy between them. You will also be able to freely combine techniques unique to each race creating your own variations. Second, you will be able to claim you are a member of every species and be accepted into their ranks much like how almost every faction tried to recruit Ichigo. Should you accept these offers then you will be able to quickly learn any techniques that are unique to your race and quickly become an important member of the faction. This will also include any exclusive groups within each species. As long as you try to join and at least loosely fit their requirements you can join. Third, you gain the ability to absorb new races and become them. The exact method will depend on the race. For example a being made of pure energy would require you to simply absorb some of their energy. Most races however would probably require to somehow absorb their blood/DNA. This could be done through a process like transfusion. Lastly you will gain the ability to purchase any race offered in a jump to fuse into your hybrid form. You will still have to pay the full price for each race though.

Power of the Machines - 400 CP
While evolution has created many powerful beings some of the multiverses' most dangerous beings were instead built. Synthetic lifeforms have been shown to have just as much potential as organic beings. The only difference is that someone must build the machine. You are now one of the people capable of doing so. This perk grants you mastery over the various fields needed to do this. Some of these fields include neuroscience, artificial intelligence, complex engineering, and every other sub speciality. If you acquired the proper materials you create magnificent beings on par with Ultron, Vision, Nimrod, Amazo, and the Sentinels. Just be careful about how you treat them. They may still have minds of their own and could become a threat unless you already have a perk to deal with that.

Clones Are So Much More Reliable - 400 CP
Sometimes it sucks when you need to work with someone when they are constantly whining. A method that is both simple and complicated to deal with this issue is to replace them with a clone. Which is exactly what this power is good for. This perk allows you to create perfect clones of individuals including their memories, unique signatures, and powers. The only difference is that these clones are loyal to you and will not betray you no matter what occurs.

There is one main restriction on this power. The restriction is that they must be subdued or you must somehow acquire a sample from them. For example Majeston Zelia was able to create a clone of Loki since she was stronger than Odin and easily able to restrain him. A normal person however wouldn't be able to do this to someone like Thor however due to the massive difference in power without the help of someone significantly more powerful.

We're in a Comic Right Now - 600 CP
One of the reasons that characters like Deadpool and Gwenpool are loved by fans is their fourth wall breaking abilities. Gwenpool however was able to take this power a step further and after she realized that she lived in a fictional world. By taking this perk you can acquire her ability called Medium Interaction. You gain the ability to turn your life into a comic book. Some examples of what you can do are reaching across panels and interacting with other versions of yourself on the same page. You will gain access to a dimension called the Gutter Space. While in this space you can move to previous pages essentially traveling through time and allowing you to grab people and artifacts from the past. An example of what your upper limits are would be retconning yourself into another dimension to avoid being killed off. There is a link in the notes providing more information on this power.

Reincarnation of the Ancient - 700 CP
The Hero Wiccan is a reincarnation of Vision and the Scarlet Witch's son. In addition to that he learned that he was destined to become the Demiurge and inherit its godlike power. He has yet to claim it, but he knows that he will not be able to avoid it forever. This perk allows you to acquire a similar fate. You may choose to be a reincarnation of a character from the setting you are in as well as the inheritor of another. Your reincarnation choice must be a character who is deceased in the jump like how Scarlet Witch's son had died before Wiccan was born. The being you choose to inherit however does not have to be dead. They will offer you their position and power which you may claim at any time. The only reason Wiccan did not become the new Demiurge is because he did not want to claim it. Post jump you may choose two more individuals as your reincarnation and inheritor.

The Undefeatable Jumper - 800 CP
Squirrel Girl is a hero belonging to the Marvel universe who is often treated as a joke. Despite her silly demeanor she is actually one of the most powerful beings in all of Marvel who has bested many of its most horrifying villains earning her the moniker the Undefeatable Squirrel Girl. Two of her abilities that allow her to do this are her immeasurable empathy and her ability to pull off the impossible. You may acquire both of these characteristics by purchasing this perk. For the empathy power an example of this is when Squirrel Girl managed to convince Galactus to leave earth alone by sitting down and talking to him. You will be able to reach the heart of even the darkest and most evil beings simply by being kind. Regarding the ability to pull off the impossible it's never been explained. It is believed to be a combination of good luck, common sense, and sheer determination though. Regardless of the reason you will gain the ability to perform similar feats. This will include the ability to defeat beings far more powerful than you and the potential to pull off equally ridiculous feats.



100 CP

How Are You Sane? - 100 CP
To gods a million years can pass in the blink of an eye. Adding this time period to their omnipresent capabilities means that many deities have undergone countless experiences. Despite this they are still able to enjoy life. This perk grants you the fortitude of a god. No matter how much time passes you will always be able to enjoy new experiences and have a simple satisfaction with life. This will also carry over to monotonous work such as paperwork. Even if it's boring you can sit down and relax while you are working.

Playing the Villain is Fun - 100 CP
There are many people that call themselves villains, but very few of them are truly worthy of the title. Real villains have a certain flair. This perk grants you the acting skills needed for villain persona and all of the tricks that let you really shine. You could technically use these skills for other matters such as being a hero, but why would you ever do that.

You’re All Equally Stupid - 100 CP
There are a number of reasons that you could be treated differently, most of them however are negative. This perk can help you with the negative aspect. This perk protects you from any prejudice or negative treatment due to your characteristics. This means that you could be a gryffindor that isn’t hated by Snape or a Mutant that is liked by normal people. Lastly you may optionally have this affect positive traits as well. Maybe you are a prince who doesn’t want to be given preferential treatment.

Have You Found Anything - 100 CP
Spies can be pretty irritating when they are capable of uncovering everything about you. This perk safeguards you by concealing everything about your background so that it is impossible for anyone to find anything about you unless you willingly allow it. This mainly refers to your records and other sources of data. The only special example is when you are recorded or if a photo is taken. You will not appear in the picture unless you want to be seen in it.

200 CP

We Want You to Eliminate Them - 200 CP
Sometimes you have to do things that are outside the law or officially not allowed. These are jobs taken by those in the shadows and the individuals who seek to protect the greater good. You seem to be trusted with this authority and other secrets much more than a normal individual. For example Reo was allowed to kill the Shie Hassaikai due to the danger they posed to others. This grants you far more leeway in your actions as long as you don't blatantly break all the rules.

My Mind is My Own - 200 CP
When you really think about mind control is an incredibly common ability especially in worlds like Marvel and other superpowered settings. This doesn't mean that others should have the ability to enter your mind though. This perk safeguards your mind not only by making it impossible for others to break in, but by actively attacking anyone that does. For example if someone intrudes into your mind they could be forced into a coma due to the backlash once they are thrown out. You may choose the severity of this attack in case you don't want to actually hurt someone.

You Think You Can Hold Me - 200 CP
There are many special prisons and special dimensions made to hold people in some of these universes. Many of these are designed to hold incredibly powerful beings. You however, are a master of escaping prisons and cannot be held. This has two main effects. First your skills related to escaping traps/prisons are boosted immensely. Second, any prison you are placed in will have a way out that you have access to. You will never be completely trapped with this perk.

Power is Attractive - 200 CP
There is a primal part of every being that respects and admires power. This perk heightens this effect in other beings making you more desirable. This could manifest in a variety of ways. For example Goblins from Harry Potter could consider you worthy of respect and treat you as an honored guest. On the other hand something like a Veela or a Succubus could desire you as a mate. Finally other various races could treat you as a powerful lord worthy of serving. The effect of this perk will increase as the amount of power you wield increases. This includes personal, political, monetary, and through any other source of power.

400 CP

I’m Not a Mutant - 400 CP
While each different system has its own advantages and disadvantages a common factor is the ability to restrain the system entirely. This perk helps you with that issue. Your powers cannot be sealed or removed in any way. This applies to all methods that could be used against you such as mutant suppression zones, fuinjutsu seals, magic blockers, or anything else you can think of. You may however still use training equipment or seals designed to help you. For example if you are unable to control your energy and are in danger because of it then the seals may be applied.

Merging Magic and Technology - 400 CP
There are many systems and energies that do not play nice with others. A common example of this is magic and technology. You however, seem to be extremely skilled at merging these into one source. You can freely combine designs, systems, and energies into a working product. For example you could create a magic satellite network capable of ignoring wards.

Playing the Economy - 400 CP
The business world Is a cutthroat system where the manipulative and the cunning are able to navigate to the top. Taking this perk grants you skills on par with the greatest economic minds that this world has ever seen such as Nemuri after she became focused on developing as many businesses as possible. By hook or crook you would be capable of taking over the entire world's economy given time. This also protects you from any business laws such as the ones against monopoly.

Blood of the Greats - 400 CP
Many of these worlds have notable families who possess great power and unique abilities. These abilities however are limited to those belonging to their bloodlines. Each time you purchase this you may choose one notable family or individual to gain a familial blood relationship with. This will grant you any unique powers they possess and make you a part of their family. For example in Harry Potter you can choose the Founders, Peverell, Merlin, or Dumbledore. In a world like DxD you could choose one of the Devil clans like the Gremory, Lucifer, or Leviathan. Lastly you may optionally decide if your connection is known to the setting. For example in DxD possessing Lucifer's bloodline would make you devil royalty, but a lot of people would also try to kill you because of this.

600 CP

I'm Going to Seal You Away - 600 CP
When dealing with a strong enough opponent sometimes it can be virtually impossible to kill them. That doesn't mean that they can't be dealt with however. One of the main methods is to seal them away. This perk gives you the ability to seal any being away. You may freely customize the seals and how they work. For example you could design the seal to be permanent, or you could link the seal to your life force.

An Old Hand - 600 CP
Regardless of how talented someone is there is no replacement for raw experience. This perk grants you mastery over your powers and the skill that can only be acquired through years of intense practice. Maybe you are a reincarnated individual or perhaps you underwent some sort of mental training allowing you to undergo this training within a short time. Alternatively you actually are an older and experienced individual similar to Hela who has undergone millions of years of training.

Multiversal Lynchpin - 600 CP
In this Omniverse each of the true cosmic beings represent the embodiment of their concept. They are the only representation of their concept appearing in each multiverse. You now share this power, you are the only version of yourself in the Omniverse. The second boon that you will be able to use your powers at their full capacity wherever you are. For example if you became the God of Life in Marvel then you would possess the same position in a different setting. This would also allow you to draw on the reserves from each setting you have been to.

King of Crime - 600 CP
Throughout countless worlds so called kings and emperors of crime. The Kingpin, All For One, the Old Satan faction, and many others all are capable of claiming this title in their worlds. You however are truly worthy of being called an omniversal king of crime. Whether it's navigating the criminal underworld, creating networks for your services, or crafting an organization from the ground up. You could easily create an empire capable of controlling an entire worlds crime in a few months.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. All jumpers will be given a set of floating discounts similar to the perks. You will receive three discounts per item tier. 100 CP items will become free and subsequent purchases will be 50% off. You may also use higher tier discounts on lower items, but may not combine lower discounts to make a higher discount. The only exception is stacking them. For example a 400 CP, 200 CP, and 100 CP may be combined to make a 400 CP item free.

General Items

Asauchi - 200 CP
The Asauchi is a blade with the potential to evolve based on the user. They bind themselves to their user and grant them a unique power. The exact appearance and power varies based on the individual. This blade will start out in a sealed state that will be unlocked once you learn your blade's name. Once you unseal it the next step will be to unlock its transformed state. This will grant you power similar to a Bankai. The power of this state will depend on the bond you have with your blade.

Iron Man Armor Mark LXXXV - 200 CP
The Mark LXXXV Armor is Tony Stark's eighty-fifth and final Iron Man suit. It was a direct upgrade to the Mark L armor, used by Tony Stark during the events of Avengers: Endgame. The overall quality of the armor was significantly boosted allowing Tony to compete against Thanos in a direct battle without suffering any major damage. It possesses all of the abilities his previous armors had such as nanotechnology, powerful repulsors, shields, a life support system capable of traveling into space, and many other features. There is a link in the notes providing a full list of details on the armor.

Evil Pieces Set - 300 CP
The Evil Pieces, also known as the Devil's Pieces, are a set of 15 chess pieces given to High Class Devils to increase their ranks by reincarnating other beings into Devils. This allows them to gain the power of a devil while retaining any unique abilities that they possess. Using the pieces will alter them into a perfect hybrid between their previous race and devil.



The amount of pieces needed will depend on the power level of the King and the reincarnated individual. The pieces provide a powerful boost whose exact effects vary based on the piece in question. For example the Knight piece boosts the users speed and mobility.

Brave Saints - 300 CP
The Brave Saints, also known as the Royal Users, are a set of 13 cards used by the Angels to increase their ranks by reincarnating other beings into Angels. The Brave Saints are based on the Evil Pieces system of the Devils, albeit being based on a suit of playing cards rather than chess. Aside from that the Brave Saints are able to use a variety of unique boosts such as combining power. When individuals with numbers adding up to twenty one use a combo attack they are able to unleash power far beyond what they could do normally. There supposedly are a number of other abilities as well that haven't been discovered to their recent creation.

King Piece - 400 CP
The King Piece is a variant of the Evil Pieces created by Ajuka Beezlebub. These pieces were removed due to their potential threat as they provided a massive boost in power to the user. The pieces will increase the power of the user by ten to one hundred times over. This is enough for a High Class Devil to become an Ultimate Devil if not Satan Class. Since you are paying CP you will receive a piece capable of boosting your power one hundred times and it will be effective regardless of how strong you are.

Special Dimension - 400 CP

Many special forms of energy are created within specific dimensions. These energies can be drawn on by the beings who possess a connection to them. This option allows you to choose one of these dimensions and to gain power from them. Some examples of these dimensions are the Dark Dimension inhabited by Dormamuu, the Darkforce Dimension, the Lightforce dimension, and the Brimstone dimension. Should there be any negative effects you will not be affected by them. For example the user of the Darkforce Dimension normally requires someone from the Lightforce Dimension to balance them out. This is seen with Cloak and Dagger. Lastly you

may purchase this multiple times and create your own dimension if you wish. The only restriction is that the benefits can not greatly surpass the other dimensions mentioned.

The TVA - 500 CP

The TVA is not given a prominent role in the story as it was written before the Loki shows came out. Despite this the author did mention that they did exist. This option allows you to take command of TVA within this Omniverse or you may instead create your own variation. This version will follow whatever mission that you assign them. This organization will be fully staffed and employ variants who possess a wide array of powers. You may freely design any of the members and choose special variations of any character due to the freedom of the setting. You will receive a copy of all the facilities that the TVA possesses such as the Citadel at the End of Time. You will also receive a powerful guardian similar to Alioth. Lastly there will be no concern about you losing control over any of the forces possessed by the TVA or the multiverse collapsing if you die.



Your Personal Multiverse- 600/2000 CP

Given the power of the beings, multiverses are far more common here and there are even multiple Omniverses. Given the number of them, I'm sure no one would mind if you took one. The 600 CP option allows you to claim a single multiverse. This multiverse will be based around a single world and its numerous variations. You could choose one of the canon multiverses or you could create your own. The second level is to take this one step further. If you pay 2000 CP then you may claim your own Omniverse. The Omniverse is made up of countless multiverses. You will be recognized as the undisputed leader of your realm and you may design any realms you desire before purchasing it.

100 CP

Meta-Human Sensors - 100 CP
When humanity started to tighten their regulations on mutants and other beings with superpowers they needed to figure out a way to track them. To do this they developed these sensors. These sensors are capable of detecting anyone with powers. You may restrict them so that they are only activated in the presence of a specific type of power like the X-gene. They can accurately locate anyone with a mile. You will receive a dozen of these sensors and the blueprints needed to make more of them.

A Magic Spaceship - 100 CP
While most beings over a certain level of power are capable of navigating through space on their own, that doesn't mean that they don't want to enjoy the trip. This is an advanced spaceship created using both magic and technology. It has a powerful warp travel system allowing it to rapidly travel across the galaxy. It also has a number of defenses made to deal with issues like high gravity zones and spatial storms.

Lordship Ring - 100 CP
This ring is worn by the Lord or Lady of the house and passed down to the heir. The ring has two main purposes. First it is capable of protecting the wearer making them immune to legilimency (and similar abilities), potion effects, poisons, and even warning them of imminent danger. Second, it enhances the user's growth and makes them more powerful. For example a child who grows up wearing this ring will have larger magical reserves than Dumbledore after they graduate Hogwarts.

The Perfect Sparring Partner - 100 CP
When using certain techniques or simply by being strong enough it can be difficult to find a proper sparring partner. This is a powerful training dummy capable of matching you perfectly. Should you somehow damage it then all damage will be repaired shortly. This dummy is also useful for training your skills as it will always be more skilled than you. Lastly, no you cannot send the dummy into combat. This is a training tool, not a superweapon.

200 CP

The Warlock’s Eye - 200 CP
The Warlock's Eye is a mystical weapon with the ability to cast powerful mind-controlling enchantments that very few can resist. It functions similarly to Kotoamatsumaki from Naruto. The target will have no idea that they have been affected and will do whatever the controller commands becoming their servant. This version of the Warlock’s Eye has been modified to function based on your personal power. It will be capable of overcoming anyone as long as they are not significantly stronger than you. Beings that are much stronger than you however will be unaffected. For example, Harokin, leader of the Einherjar, attempted to use this on Odin and it had no effect.



The Deathly Hallows - 200 CP
The Deathly Hallows are a powerful relic from the Harry Potter universe. They consist of the invisibility cloak, the resurrection stone, and the elder wand. The invisibility cloak is a treasure that can conceal you from any method of detection. The resurrection stone allows you to call forth spirits belonging to deceased beings. Even angels, gods, and demons can be called forth with the stone. Lastly is the elder wand which is said to be the most powerful wand ever made. Any magic cast using this wand will be far more powerful.

The most important power they grant however is a position. The individual who wields all three of these treasures will become the Master of Death. The Master of Death has a powerful authority over beings related to the concept of death. Even gods such as Hades and Lady Death herself are subject to this authority. There are likely many other abilities, but these have not been explored thoroughly. Each time you purchase this item you may select one of the items listed above. You will only become the Master of Death should you purchase all three items.

Appropriated Collection - 200 CP
This is a cache of valuable reading material covering a wide array of fields. The books within this collection are valuable resources to any individual who seeks to learn their skills.

This cache will cover a particular profession or group that you may choose. For example if you choose the Shinigami then you will acquire Zanjutsu arts from The Spiritual Arts Academy in Seireitei, Hakuda books from the Headquarters of the 2nd-Division of Soul Society, Hoho arts from the 2nd-Division Captain's personal collection, and Kido arts from Aizen and the Captain-Commander's personal collection. You may purchase this to acquire multiple caches of books. Post jump this will update if applicable and you may choose a new category of information.

The Crucible - 200 CP

You may be familiar with this weapon. The Crucible is a weapon wielded by the Doom Slayer. The Crucible consists of two parts: a handle and a blade. The blade is formed out of argent energy and is sharp enough to cut through almost anything. Even the strongest of demons such as the Titans can be killed using this blade. In addition to the power they already wield, this version of the Crucible is able to absorb different energies to grow stronger. For example Hela feeds the Crucible her death energy to strengthen it. Optionally if you do not want the Crucible then you may instead take a Sentinel Warhammer or the Marauders Axe. Both of these weapons will be enhanced so that they are equal to the Crucible in power. Lastly, you may purchase this multiple times to receive a copy of each weapon.

400 CP

Heir to a Lord - 400 CP
Aside from the various bloodline powers that individuals possess they also tend to have a vast fortune dating back to ancient times. This item grants you a large amount of land, a powerful fortress, a large bank account, special treasures, and everything else expected of a powerful family. This will be impressive even when compared to the top tier titans of your world. Lastly if you purchased the Blood of the Greats perk then you may inherit the canon properties and relics of your chosen bloodline for Free. For example Ravenclaw gave Reo a large castle, a dozen homes, large debts owed to him by virtually every family in Britain, and a truly incredible library. There were a number of other treasures as well, but I'm not going to list everything.

Multiversal Marker - 400 CP
This is a marker that can be placed on any individual. It targets their presence throughout the multiverse allowing you to simultaneously affect every version of them. Reo uses a version of this to curse every variation of Umbridge in the Harry Potter multiverse. Your targets will be unable to remove it, but your effects may vary depending on the target. For example trying to kill every version of Thor would be harder than killing every version of Lucius Malfoy.

The Lost World - 400 CP
Admit it everyone dreams of having an army of dinosaurs at least once. Well this isn't necessarily an army, but it is a supply of dinosaurs. This is a large continent filled with many dinosaurs and other extinct animals. This will include different variants and unique creatures from each universe. For example there will be species from Jurassic Park, the Savage Land (Marvel), and supernatural animals (Marvel, DC, DxD, etc…). You may buy this multiple times to increase the size of the area. The size would go something like a normal continent, Pangea, Earth, Neptune, Jupiter, and so on. As the size increases you will also gain larger and larger animals including some super sized versions of other creatures.



Divine Weapon - 400 CP
This is a weapon forged by a divine blacksmith on par with legendary weapons such as Stormbreaker and Gungnir. This weapon has been designed to channel your power and may freely take any form that you desire. This weapon amplifies your control over your energy and allows you to make more powerful attacks. It will always function as a perfect weapon regardless of what techniques you practice or how powerful you become. Lastly, if you wish, it may possess an artifact spirit similar to that of a Zanpakuto used by the Shinigami in Bleach. You may freely design the personality and appearance of this spirit if you want to.

600 CP

The Ultimate Backdoor - 600 CP
This is a laptop that can not be traced by anyone and it has access to every device/system that has internet access. This includes top secret systems such as the world's nuclear supply, prototype data from businesses like Stark Industries, and everything else you could hope to use. You could use this laptop to tear any world that uses technology apart. For example this device allowed Reo and his lovers to crush the economy of the Earth in Marvel. In future jumps this laptop will gain backdoor access to any networks and systems within the jump. All of the organizations and groups will have no idea that they have been breached.

Elysium - 600 CP
This island is a stronghold and sanctuary created by Reo and his lovers within the Marvel Universe. The island that would have normally become Genosha instead became a sanctuary for all Meta-Humans within the setting. This island comes with a population of approximately twenty million individuals. Every single one of them has some sort of superpower or is an important individual. All of the individuals on this island are completely loyal to you. In addition to the inhabitants this island possesses a wide array of defenses. It has a shield capable of blocking EMPs and the shield is strong enough to tank multiple nuclear blasts. Even after two versions of the Avengers attacked the barrier the shield was completely unaffected. The final defense is that it is impossible to locate the island and no one will be able to arrive on the island without permission. For example if you teleported everyone to a city only the people you wanted to take would be transported to the island. Lastly the island will have all of the necessary resources to remain self sufficient.

Hōgyoku - 600 CP

The Hōgyoku is a small orb composed of a unique substance created by Sosuke Aizen and Kisuke Urahara. It was thought to have been capable of dissolving the boundaries between Shinigami and Hollow, allowing one race to attain the powers of the other. However, its true power lies in its ability to sense the hearts of those around it and materialize their deepest desire. By purchasing this option you will be able to acquire your own Hōgyoku on par with the combined Hōgyoku. By default this Hōgyoku is able to fuse

races turning them into hybrids and it is capable of fusing with the user. This grants them a massive power boost and the ability to use a powerful transformation. Normally the Hōgyoku would be powered by the user's will power. This version will still be, but it will have a minimum level of power. This means that you will be able to amplify its power, but it will never go below a certain level.

The Son Box Armor - 600 CP
The Son Box Armor as known as the Final Suit is the most powerful suit of armor ever used by the Dark Knight. The Final Suit is made using Metron's Mobius chair and Element X. This suit is strong enough to survive attacks from some of the strongest beings in the DC multiverse. This suit possesses all of the abilities used by Mother Boxes as well as a number of additional abilities. The two main powers it has are the reactionary adaptation system and the ability to alter minds and shape them to your desires. The reactionary adaptations allowed Batman to easily defeat one of the strongest versions of the Justice League with ease by adjusting to deal with each opponent. The mind altering ability is capable of manipulating beings on a molecular level essentially allowing you to redesign them at will. Batman used this method to create a perfect utopia straight out of his dreams. You will be able to do all of this and potentially more as we have only seen the suit in action for a short period of time.

Powers

There are a wide variety of powers in this setting due to the multitude of worlds. This section contains an array of different powers from each world. There are some varying degrees of power between the canon abilities and the versions used in the story. These abilities will reflect the version we are shown in the story and may be stronger or weaker as a result. You will receive a 400 CP stipend to spend on powers. You receive three discounts that can be used on any power below. Lastly, you may use the stipend in the races section as well.

Awakening (General) - 300 CP
Depending on which version of the universe you go to there can be a massive discrepancy in the powers they possess. This option allows you to increase the power peak to that of its strongest version. This perk has to be purchased each time you apply it to a separate power.

This is my Second Form (General) - 300/500 CP
To be a proper anime protagonist you need a unique power and a badass transformation that makes you far more powerful. This can't help you with the first part, but it can handle the second. By purchasing this you may design some sort of transformation that boosts your power. This will multiply your power by ten times. You may purchase this multiple times to gain additional transformations. If you pay an additional 200 CP then you may gain the ability to make your transformations stronger. This could be something like Unohana's bankai ability. In this story she has the ability to add the power and energy of anyone she kills to her bankai. After a few hundred years her bankai has grown strong enough to multiply her power by thirty times.

Powers of the Omniverse - Varies
Given the sheer amount of universes and multiverses there are too many powers to list completely. This option allows you to choose any power that you can think of as long as you pay the required cost. You may use the rest of the powers here to base the prices on. The cost will primarily range from 100 CP to approximately 1200 CP. Technically you can spend as much as you want. For example, to immediately become on par with Nemesis/Reo it costs 4800 CP so that you can purchase all of the infinity stones.

Quirk (My Hero Academia) - Varies
Quirks are an ability believed to be the next stage of evolution for humanity in the My Hero Academia world. This option allows you to receive a quirk of your choice. The exact power

will depend on the cost of the quirk. For 100 CP you can choose an ordinary quirk such as Acid (Mina Ashido) or Fiber Master (Best Jeanist). For 200 CP you may choose a slightly above average quirk such as Gigantification (Mt. Lady) or Dragon Form (Ryuko). For 400 CP you can acquire a quirk such as Overhaul (Overhaul) or Rewind (Eri). This is the level that each power is considered very strong. Lastly is the 600 CP option for the truly top tier quirks. This allows you to choose quirks on par with All For One and One For All. If you want those perks however then you have to buy them separately. Since this is not due to an X-gene it will not be affected by any anti-mutant systems in Marvel.

X-Gene (Marvel) - Varies
The X-gene is a gene complex that manifests as supernatural abilities. The abilities that each individual possesses can grow and change depending on which of their gene markers are turned on. This option allows you to ignore the dice and to choose a power directly. For 100 CP you can choose an ordinary power such as Beast's animal-like physique or lower levels of super strength. For 200 CP you may choose a slightly above average power such as Scotts laser vision or Angel's wings. For 400 CP you can acquire a power such as Ice elemental manipulation or Colossus steel body. This is the level that each power is considered strong.

Next is the 600 CP option for the truly top tier powers. This level consists of powers such as Essence Transference similar to Apocalypse's ability to absorb powers and to merge them seamlessly into his body. Only your version will not require the assistance of the tomb.This power works by absorbing the essence of another being into yourself. This means that you must first subdue them so that they are incapable of resisting. Another example is his molecule manipulation. Lastly is the 800 CP option, this level is reserved for the Omega level abilities. Each of these powers are unbelievably powerful. Beings such as the Scarlet Witch and Nate Grey are on this level. Lastly you will have control over these abilities and may toggle them. For example if you chose Scott's laser vision you would not need to use his glasses to regulate your powers.

Bloodline Limits (Naruto) - Varies
One of the most powerful traits unique to the Naruto world are the bloodline limits. These are powerful abilities belonging to the clans. There are a variety of powers ranging from elemental manipulation to control over animals, and even the ability to resurrect the dead. You may acquire a bloodline of your choice using this option. The exact power of the bloodline will depend on what you pay.

For 100 CP you can choose an ordinary bloodline such as Inzuka's dog-like physique or Swift Release. For 200 CP you may choose a slightly above average power such as Byakugan or the Scorch Release. For 400 CP you can acquire a high level doujutsu like the

Tenseigan or a powerful physique like the Uzumaki's. The Uzumaki's possess an unmatched life force, an immense talent for sealing, and their Adamantine Sealing Chains. This is the level that each power is considered strong. Next is the 600 CP option for the truly top tier powers. This level consists of powers such as Dust Release and the Kurama Clan bloodline.

Lastly is the 800 CP option, this level is reserved for the strongest members of this setting. Each of these powers are incredibly powerful. This can be used to purchase bloodlines such as the Rinnesharigan or the Otsutsuki bloodline. Lastly you will have control over these abilities and may toggle them. For example if you chose Jugo's passive ability to absorb natural energy you would never have to worry about going berserk.

Super Soldier Serum (Marvel) - 100 CP
The first Avenger is always iconic whenever they are. A super soldier created using serum pushing them beyond humanities limits. This option puts you on par with Captain America and Captain Carter. You will be strong enough to hold a helicopter on the ground and capable of fighting thirty skilled agents at once in hand to hand.

HP Magic (Harry Potter) - 200 CP
Harry Potter magic relies on the user's magical core and their imagination. Normally wizards rely on a wand to control their magic, but with enough control magic can be performed wandlessly. There are a number of fields including transfiguration, charms, arithmancy, dark arts, legilimency, and occlumency. This grants you a high degree of talent in each of these fields.

Zenkai Boost (My Hero Academia) - 200 CP
This is Reo's original quirk from My Hero Academia. It made it so that any training he did would have a noticeable increase equal to about 1 or 2% over a few days. This might seem small, but over a month or two of intense training this could increase his total power by 5 to 10%. Purchasing this power applies it to all of your powers and your bodies. This perk will always be effective no matter how powerful you get.

Food Energy (Food Wars) - 200 CP
In the Food Wars Bleach crossover world even the simplest dish is equivalent to a luxury dish from our world. This occurs due to the presence of food energy in this world which is passively infused into every dish. Taking this power allows you to generate your own food energy which can be actively infused into your dishes. This can grant them a variety of effects such as healing, strengthening your body, and a variety of other special effects. The more energy you infuse in your dishes and the higher the level of the ingredients you use the stronger the effects.

Perfume Magic (My Hero Academia) - 100/200 CP
Somnambulist allowed the user to put targets to sleep by exuding a sleep-inducing aroma from their skin. Somnambulist was described as being more effective on males than on females, giving Nemuri an obvious advantage against men. Though this could be because Midnight is female. It's possible that the scent is more effective on those of the opposite gender as the user. Regardless of that, anyone who breathed in enough of the aroma would eventually fall into a deep slumber, which would make it difficult for opponents to confront the user at close range.

For an additional 100 CP you can evolve this into Perfume Magic. Perfume magic is an evolved version of Midnight's Somnambulist. This greatly expands the range of perfumes that you are able to create. For example you will be able to make strengthening perfumes, healing perfume, and relaxing perfume. The relaxing perfume is capable of making you appear more trustworthy when you are in close proximity with someone for a long period of time. This ability is very similar to Ichiya's magic from Fairy Tail.

Wolverine Package (Marvel) - 200 CP
This is the standard powerset that Wolverine possesses. First your skeleton will be laced with adamantium that has been modified so that it can not be affected by magnetism. Second you gain the ability to create a set of claw-like extensions on your hands. You may choose whether this resembles Wolverine's three blades, Sabertooths claw-like nails, or Lady Deathstrike's five finger blades. Aside from these adamantium claws your biggest power is your regeneration. You will gain the ability to regenerate from potentially any injury.

Sentinel Energy (Doom Eternal) - 200 CP
Sentinel Energy is the energy used by the Night Sentinels to power most of their equipment and to enhance their warriors. This option gives you the ability to produce this energy naturally and enhances you so that your body is on par with the Doom Slayer. This energy has a wide number of uses including medical benefits, enhancements, and many other uses that we do not get to explore.

Zanjutsu (Bleach) - 200 CP
This is not necessarily a power, but it is a major part of the Shinigami's fighting style. Zanjutsu refers to the swordsmanship techniques they practice. There are a wide array of techniques such as Ryodan and Suikawari. This perk will boost your skills to match individuals such as Retsu Unohana, Kenpachi Zaraki, and Sosuke Aizen. Lastly there is a synergy bonus if you purchase all four of the Shinigami fighting styles. Your skills and power will instead be boosted to that of the members of Zero Division and Yamamoto.

Hakuda (Bleach) - 200 CP
Hakuda refers to high speed unarmed combat. This is the second of the Shinigami's main fighting styles. Some of the notable techniques are Shunko and Takigoi. Purchasing this power will boost your capabilities to match individuals such as Sui-Feng, Yoruichi Shihoin, and Mashiro Kuna. Lastly there is a synergy bonus if you purchase all four of the Shinigami fighting styles. Your skills and power will instead be boosted to that of the members of Zero Division and Yamamoto.

Hoho (Bleach) - 200 CP
Hoho refers to the high speed movement arts. This is the third of the Shinigami's main fighting styles. These are primarily used as auxiliary techniques to enhance the combat capabilities of other moves. The highest level of Hoho is the Shunpo technique otherwise known as the Flash Steps. Taking this power will grant you experience on par with Yoruichi Shihoin and Tenjiro Kirinji. Lastly there is a synergy bonus if you purchase all four of the Shinigami fighting styles. Your skills and power will instead be boosted to that of the members of Zero Division and Yamamoto.

Kido (Bleach) - 200 CP
Kido refers to the spells used by the Shinigami. This is the fourth and final fighting style used by the Shinigami. Kido is divided further into Hado and Bakudo which are direct attacks and supportive attacks respectively. Taking this power will grant you a high degree of talent in each of the types of Kido including binding spells, destruction spells, and healing spells. You will also gain experience on par with Sosuke Aizen, Isshin Kurosaki, and Retsu Unohana for each of the types respectively. Lastly there is a synergy bonus if you purchase all four of the Shinigami fighting styles. Your skills and power will instead be boosted to that of the members of Zero Division and Yamamoto.

Armament Haki (One Piece) - 200 CP
Armament haki allows the user to manifest their spirit as a weapon. This is mainly used to harden the user's skin making them incredibly resilient to damage. The amount of their body that can be covered increases as their skill level does. Purchasing this will also unlock each level of the Armament haki including Invisible Armor, Hardening, Byogou, Ryuuou, Advanced Ryuuou, and Tribal haki.

Observation Haki (One Piece) - 200 CP
Observation haki is the most common haki power that enhances the user's observational abilities. Some examples of this are seeing the aura of others, sensing their emotions, gauging power levels, and even judging an individual's intent. Purchasing this will unlock all of the sub types of Observation haki including Future Sight and Voice of All Things. Future Sight as you might guess grants the user precognition. The exact amount of time that can

be seen varies based on the user's skill. Voice of All Things grants the user the ability to hear the voices of others including animals and even objects.

Conqueror's Haki (One Piece) - 300 CP
Conqueror’s haki is the rarest form of haki and it is said that the users possessing Conqueror’s haki have the qualities of a king. Conqueror’s haki allows the user to enforce their will on others. They can knock individuals with weak wills unconscious and suppress others. When trained to a high enough level the user can also enforce their authority on reality using their haki to attack others and to affect the environment. Lastly as a side effect of imposing their will on others this ability can be used to tame various creatures.

Magic Systems (DxD) - 300 CP
There are numerous different systems of magic within this world. Some examples include Devil Magic, Angel Magic, Fallen Angel Magic, Norse Magic, and Olympus Magic. Each of these systems possesses different advantages and disadvantages. For example as Devil Magic relies on imagination it grants the user a wide array of freedom in application, but it requires a large amount of power. Human magic on the other hand is more limited, but it is far more efficient which means it requires less energy. Each time you purchase this you may gain access to a specific field of magic. You will gain talent on par with legendary individuals in the field. For example choosing Devil Magic would make you as talented as Ajuka Beezlebub and Serafall Leviathan.

Clan Traits (Highschool DxD) - 300 CP
Each of the 72 Pillars, the Four Great Satan clans, and the Extra Demons possess some form of unique power. Each of the powers is different and vary greatly in capability and overall power. Some examples are the Power of Destruction used by the Bael family, Sea Serpent of the End used by the Leviathan family, and Hole used by the Abaddon clan. Each time you purchase this you may choose one clan trait to acquire. You will also gain the ability in its purest and most powerful state. For example if you choose the Power of Destruction you would be like Sirzechs instead of an average member of the Bael family. In addition this will also grant you the bloodline of the family if you desire. So you could choose one of the extinct clans and become the only living member or join an active family. If you choose one of the four satans the chaos will be spectacular to watch.

Power of Laws (Cultivation) - 300 CP
Reo has a notable hatred of cultivation worlds and expresses this quite often when he observes similar behavior. This is kind of hypocritical since he uses a cultivation style power. His ability grants him power of the law of lightning. This grants you the ability to comprehend laws like a cultivator. In addition, you gain an incredibly high degree of talent

for a particular law. This power has an incredible amount of potential, but even the greatest cultivation geniuses can take centuries to come close to their full power.

Creation (My Hero Academia) - 300/400 CP
Creation allows the user to materialize different objects, such as weapons and tools, from any part of their body. The user should have the ability to create anything inorganic as long as they understand its structure and composition. The complexity of the object is irrelevant as long as the user understands. The object also doesn't necessarily have to fully manifest as well. For example a cannon could technically be fired while it only partially emerged from the user. Creation however does rely on the users energy particularly by breaking down fat or other resources the body has access to requiring the user to have a heavy calorie intake.

For an additional 100 CP you may evolve this into the Conversion. This power allows you to convert anything non-living within ten meters of you. The amount of energy required will primarily depend on the size of the object. For example it would require a large amount of energy to convert a coin into a car, but you could convert a car into a small truck effortlessly.

Devil Fruit (One Piece) 200/300/400 CP
Devil fruits are mysterious fruits scattered throughout the world. These fruits grant powerful abilities to the beings who consume them. By taking this power you will gain the power without the normal weakness to sea stones and water. The exact fruit will depend on how much you pay. For 200 CP you can acquire an average devil fruit. This will cover most of the Paramecia fruits and most of the Zorn fruits. For 300 CP you will be able to choose a Logia fruit and some of the stronger fruits. This will include some of the Paramecia fruits like the Ope Ope no Mi and the Ancient Zoan like the Ryu Ryu no Mi, Model: Spinosaurus. For 400 CP you can choose the most powerful devil fruits such as the Mythical Zoan like the Uo Uo no Mi, Model: Seiryu, the Dark Dark Fruit, and the Tremor Tremor Fruit. Lastly you may freely design a fruit based on the amount you pay.

Powers of a Soul (Bleach) - 200/300/400/600 CP
Within the Bleach multiverse there are countless different powers. One of the main powers and most notable is the various release states used by different factions. This includes the Bankai of the Shinigami, the Resurrección of the Hollow/Arcannar, and the Sternritters designation used by Quincy. This option allows you to purchase canon ability or to design your own based on the amount you pay. This option will grant you the spirit, the shikai, and the final release of the user. . For 200 CP you may acquire an average power such as Giselle's ability to turn anyone to stone by covering them with her blood, or Grimmjaw's Pantera which grants him a number of powers based on a panther. For 300 CP you can choose one of the stronger powers like Muramasa, Baraggan's Arrogante which gives

control over time and decay, and Bazz-B's The Heat which gave him incredibly powerful flames. For 400 CP you can choose one of the strongest powers from the setting. Some examples of this level include Yamamoto's Ryūjin Jakka, Ichigo's True Tensa Zangetsu, and Aizen's Kyōka Suigetsu.. Should you choose a power with its own spirit like the Shinigamis zanpakutos then you may choose whether they come with the power as well. Should you keep the spirit then they will become loyal to you. Lastly you may combine this with the This is my Second Form power to add an additional stage to this release. For example you could gain a Segunda Etapa for a Hollow Resurrección. Ulquiorra Cifer will cost 400 CP and you may gain his Segunda Etapa without this however since he is a unique character and the only one who has demonstrated this power.

Hulk Smash (Marvel) - 400 CP
One of the most famous heroes in Marvel is the Hulk. Normally the hulk would be a separate personality that takes over your body whenever you are angry, but since you're paying with CP you will have full control over your body. You will be able to transform at will and may optionally decide if you want to have a second personality for your transformation. The biggest boon that your hulk form possesses is overwhelming strength. Even when compared to gods and other super powered individuals you are one of the strongest.

The Living Island (Marvel) - 400 CP
One of the more unique beings that exist here are the beings known as Krakoa and Arakko. These beings are living islands made up of large amounts of land. This option gives you a number of powers. First you become the land eliminating any need for food or other biological concerns. Second, you gain powers in lung geokinesis and botanopathy. Third, you gain the ability to produce lifeforms from your new body. This will be a race of humanoid super powered beings like Mutants by default. You may choose something else however like dinosaurs or monsters. Lastly, you can increase your size by absorbing other islands and tracts of land.

Angel Creation (Highschool DxD) - 600 CP
One of the main reasons that Heaven can be considered weaker is due to the fact that it is unbelievably difficult for them to create new Angels. After the God of the Bible died (or in this universe was kidnapped by Ardat) Heaven lost the ability to safely create new Angels. This power allows you to create other beings. The amount of power they possess is dependent on how much energy you invest into them. This means that it is possible to create beings stronger than you, but you will require additional sources of energy. Any being you create will be absolutely loyal to you and consider you their parent. You may freely design any unique traits, as well as their appearances, and personalities. Keep in mind that giving them special powers and weaknesses will increase and decrease the cost respectively.

One For All (My Hero Academia) - 600 CP
A quirk passed down through generations to defeat evil. The version that you obtain will depend on what you pay. In addition before you choose the level there are two special attributes you will receive regardless of level. First One For All is capable of growing stronger continuously as it was originally a stockpiling quirk. The longer you live the greater it will become. Second it empowers any other quirk possessed by the user. These additional quirks draw from One For All's energy and go beyond what they previously were. The quirk is functioning at peak beyond what All Might was capable of along with all its previous powers unlocked.

All For One (My Hero Academia) - 600 CP
The ability to take the powers of others. Whether they would be joined together in you or passed along to a worthy user would be up to you. All For One allows the user to steal the Quirks of other people and wield those stolen powers as their own. It also allows the user to redistribute stolen Quirks to someone else. The process of giving and taking away Quirks is done through touch, through a hole in the palm of the user's hand, once it receives contact. A victim whose Quirk has been stolen becomes Quirkless, and loses any abnormal features if the powers happen to be Mutant-types. Interestingly, even if the user holds Mutant-type Quirks, the subsequent features do not permanently manifest on the user's body, and they can instead summon the mutant features at will. Even if they should be, none of the quirks will conflict with each other and remain at equilibrium within you. Lastly, this quirk will allow you to harvest other powers in the future. It will require a victim to claim them from still, but you will be let loose into the multiverse with the opportunity to become one of the true predators as long as you are careful.

Omniversal Travel (General) - 600 CP
This is a rather simple ability, but one that has potential surpassing many of the other powers listed here. This power allows the user to freely travel throughout the Omniverse. During this jump you will be able to freely travel to any universe that you desire. After this jump you will be restricted to your local multiverse until you acquire your spark. At this point you will be able to travel to any reality that you dream of again.

Kaiju Form (General) - 100/200/400/600 CP
One of the oldest and most classic abilities is to become a giant. This power grants you two abilities. First you gain a monster-like transformation of your choice. This could resemble a classic monster or it could be one customly made like Reo's leviathan transformation. For 100 CP you can become the size of a classic movie monster like Godzilla and stand at approximately fifty meters tall. If you pay 200 CP then you may upgrade this so that you are on par with Godzilla Earth at approximately three hundred. The third option costs 400 CP

and lets you become a planetary threat by making you the size of a large moon. This is the option where most people are going to actively notice you and consider you a threat.

The final option costs 600 CP and lets you truly become a threat based on your size alone. You are now equal in size to Reo's leviathan form and are the size of a solar system. Aside from the obvious advantages of being a giant monster all of your abilities will be scaled up based on your current size. You will actively be able to shift between your normal height and your maximum height. Lastly due to jumpchain logic you will not require any more energy than normal while transformed. This means that you can fight while transformed and after resuming your normal form you can simply eat a normal meal or rest to regain all of your energy.

The Destiny Force - 600 CP
The Destiny Force is the name of a mysterious and near-limitless energy source that is said to be inherent in all humanity. The Destiny Force has been shown to allow users to access a myriad of abilities such as teleportation of matter, potent energy blasts, molecular disruption, time manipulation, mind control on a massive scale, size alteration, molecular reconstruction, augmentation of physical attributes, and self-healing. By purchasing this you will gain conscious control over this energy and will not require any external influences to use it. The exact limits of this power are unknown. The greatest demonstration of the Destiny Force's power was when Rick Jones immobilized the Atlantean army with nothing, but a thought.

Royal Soul (Bleach) - 600/800 CP
The Soul King and his son Yhwach are two of the most ancient beings in their world. The Soul King acts as an anchor for which souls can flow throughout the afterlife and by which it remains stable. This allows for the unification of life and death, and for the existence of a world in which one needs not to be afraid of death. For 600 CP you will receive the abilities of the son Yhwach. This grants a number of abilities, the first of which is soul distribution. This power allows the user to split up their soul and bestow it to others. In addition this grants the user the ability to heal from injuries that would be impossible to recover from otherwise. Finally the user is able to restore themselves should they be impaired by an opponent's ability. The second ability is the The Almighty which grants the user Omni-precognition and Future Acausality. This allows him to directly manipulate time and reality to fit his desires. For example he could place a trap in front of an enemy or prevent his death from occurring.

For an additional 200 CP or 800 CP total you will gain the complete power of the Soul King in addition to Yhwachs. In addition to a mastery over souls, life, and death the user gains an immeasurable amount of energy. In this case it is specifically Reiatsu. Aside from this

the user gains both immunity to precognition and the ability to use it themselves. There will be a link in the notes providing further information of some of the powers.

Sharingan (Naruto) - 100/200/300/500/800 CP
The Sharingan is a powerful dojutsu possessed by the Uchiha clan. Purchasing this grants you it and optimally you may receive their bloodline. The main abilities it gives the user are the ability to see chakra, powerful perception, skill in illusion techniques, and the ability to instantly learn anything they observe. This does not extend to copying other abilities, but skills such as martial arts are an example of what can be learned. This is what you receive for choosing the 100 CP option.

The 200 CP option will evolve your eyes into the Mangekyo Sharingan. These possess similar abilities to the normal version, but to an enhanced degree. In addition it grants the user some powerful new abilities. There will be two unique powers based on the Individual such as Amaterasu, Kotoamatsukami, or Tsukuyomi. You may choose the two abilities or allow them to be generated based on your unique capabilities. This would also allow for the possibility of a new ability to emerge. Lastly they will gain access to Susanoo. This is both an incredibly powerful offensive and defensive ability. The only restriction is that without the Eternal Mangekyo, using these unique abilities will eventually lead to blindness if overused. To gain the Eternal Mangekyo you must either take the eyes of a blood relative ideally a sibling who also possesses the Mangekyo or purchase the option below.

The Eternal Mangekyo is offered for an additional 100 CP for a total of 300 CP. This will allow you to use your abilities to the fullest without worrying about blindness. You may also select an additional unique ability for your eyes. If those still aren’t enough then there are two more options. First you can pay for additional Mangekyou abilities including custom ones for 100 CP each. Second, you may choose to receive the Rinnegan instead for 500 CP. This will not grant you the abilities of the Sharingan, but offers its own unique powers. There will be a link in the notes providing detailed information on the Rinnegans' powers. Third, is the final option, should you purchase both sets of abilities then you may merge them into the Rinne Sharingan. To merge them you would need to buy them separately for a total of 800 CP. This will only require one discount since they are under the same item. This will allow you to utilize all of the powers possessed by both eyes. In addition the abilities will be enhanced in strength even further. Lastly this will grant the user access to techniques such as Infinite Tsukuyomi and allow the user to travel to a personal pocket dimension. If you do not possess chakra then this ability will be powered by your stamina or any other energy sources you possess.

Elder God (Marvel) - 600/800 CP
The earth's life force is a sentient being known as the Demiurge. The Demiurge scattered fragments of his being across the planet which would become the beings known as the Elder Gods. This includes Gaea, Chthon, and Oshtur. For 600 CP you may become one of them and wield their power. You may choose a concept to embody and gain dominion over. For example Chthon was a master of the dark mystical forces of the cosmos while Gaea was the embodiment of nature and the earth. Alternatively if you do not wish to be an Elder God you may become a member of the Many-Angled Ones on par with Shuma-Gorath. Should you pay an additional 200 CP then you may instead be elevated to the level of the Demiurge itself. This will make you into a multiversal being. Like the previous option you may become the embodiment or incarnation of a concept. For example the Demiurge was the Incarnation of the Power of Creation itself.

The Endless (DC) - 800 CP
The Endless are universal concepts of a living cosmos. As such they cannot permanently die or be destroyed as long as the multiverse exists. As they are living concepts they are unkillable as long as their concept exists. By purchasing this power you may join their ranks and become the embodiment of a concept of your choice. Alternatively you may replace one of the canon members of the Endless. The members of the Endless are Dream, Death, Destiny, Despair, Desire, Delirium and Destruction. In the DC multiverse the only beings stronger than the Endless are the Archangels and The Presence. You will gain abilities based on your chosen concept. For example Death in this universe represents both life and death. She has an unlimited amount of magic, the ability to allow others to reincarnate, and the ability to send souls to their respective afterlife. Lastly by choosing this option you will gain access to your own realm like the other members of the Endless. You will be even more powerful than normal within this realm. You may purchase this multiple times to gain the power and abilities of the other Endless.

The Living Abyss (Marvel) - 800 CP
The Living Abyss is an eldritch substance originating from the primordial void that existed before and between the iterations of the Multiverse, ostensibly as an opposite reaction to the creation of life and Light by the Celestials. The Living Abyss grants godlike powers to those it deems compatible hosts. The most famous host of the Living Abyss is Gorr the God Butcher. Choosing this will also create a companion similar to the All Black Symbiote or Røkkva. Unlike the others you will never need to worry about being corrupted by these beings or the power of the abyss. Lastly by taking this power you will become a being on par with Oblivion the cosmic entity who embodies the primordial void and entropy.

The Phoenix Force (Marvel) - 800 CP
The Phoenix Force is the cosmic embodiment of life and it is the nexus of all psionic energy which does, has, and ever will exist in all realities of the Multiverse. It represents all life that has not yet been born. It is the source of all psionic energy, and acts primarily through hosts. By default perk will merge you and the Phoenix into one being. You will not be influenced by it in any way unless you want to. Optionally you may instead receive a full copy of the Phoenix force capable of exerting its full might even outside of the Marvel multiverse if you do not wish to merge with it. This power will never leave you for a new host and will obey your commands. As it is life and Psionic energy given form it can manifest a separate avatar to assist you.

True Oracle of Gaia (General) - 800 CP
The True Oracle of Gaia, is an individual with incredibly powerful seer abilities. This grants the user the ability to see all possible past events, present events, and the futures that can occur. In addition this also makes the user an immortal if they were not already. Next is the ability to teleport to any place within the same universe, it is impossible for anything to stop this teleportation ability. Lastly perhaps as a side effect of your new relationship with Gaia you gain a powerful affinity with beasts and spirits. An example of this is Luna's ability to befriend virtually any creature she encounters as well as the vast majority of beings she meets.

Fragments of Nemesis (Marvel) - 800/1200 CP
In this world Reo is actually a reincarnation of the being known as Nemesis. Nemesis was a truly omnipotent being who eventually grew lonely. At some point Nemesis shattered themselves into pieces creating the Infinity Stones and the Marvel multiverse. For 800 CP you may buy one of the power sets possessed by an Infinity Stone. The powers vary depending on which stone you choose. Two examples below are the Space Stone and Soul Stone. The Space Stone grants the ability to teleport throughout the Omniverse, the ability to lockdown space, and mastery over the concept of space. The Soul Stone grants the user the ability to manipulate souls, the ability to bring the dead back to life even if they don't have a body, the ability to call souls from death's realm to fight for you, and a personal pocket dimension outside of time.

If you want to pay an additional 400 CP then you can acquire the Ego Stone. The Ego Stone contains the memories of Nemesis alongside a large portion of their power that was used to create the Marvel multiverse and the Ultraverse. The Ego Stone is also capable of supercharging all of the other stones, amplifying their power. If you purchase all of the other stones then you will receive the Ego Stone for Free. Lastly to clarify you will be gaining powers based on the stone, you will not be buying the stones. There is no item required to use these powers. Also you may forgo Nemesis's memories if you do not want them.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import Companions 50-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Hero in the Making - 100 CP (Free My Hero Academia)
Almost every kid in the My Hero Academia universe dreams of becoming a hero. Admittedly most of them won't make it into the big leagues, but every now and then there is a diamond in the rough. This option allows you to acquire a young companion with the potential to make it into the top ten heroes. Alternatively if you do not want to recruit a budding hero then you may recruit a young villain. Someone who has been exposed to the dark side and is now looking for a partner. You may design their appearance and personality if you wish. Lastly this option can be purchased multiple times both to recruit multiple individuals as well as varying personalities. So you can recruit a hero and a villain if you want.

Magical Creature - 100 CP (Free Harry Potter)
Magical creatures are truly fascinating creatures that come in all shapes and sizes. There are monstrous magical creatures like Dragons and Dementors. There are humanoid magical creatures such as Veela and Werewolves. There are many other variations and unseen creatures. Each time you purchase this you may acquire one magical creature of your choice. Anything you purchase will be loyal to you and do their best to assist you. This means that if you choose a violent or dangerous creature like any of the level 5 magical beasts you will not have to worry about them attacking you.

Spandex Clad Super - 100 CP (Free Marvel Universe)
For some reason all of the superpowered worlds are filled with individuals wearing tight spandex. By taking this option you may acquire one such companion. You may either choose a canon individual or design your own companion. Some examples of the canon option are Susan Storm, Jessica Drew, or Captain America. If you choose to design your own companion then you may choose one Marvel power from the Power section.

The Slayer - 100 CP (Free Doom Eternal)
In this world the Slayer was killed while he was trapped within the coffin you wake up from in Doom 2016. By taking this however you can change their fate and allow them to come with you. You are given a degree of freedom in designing the Slayer. Given the vastness of the Doom multiverse just like any other multiverse. This primarily affects the history of the Slayer, their personality, and their appearance. This may include their armor and any special cosmetics. Lastly if you do not want the Slayer then you may choose another character from Doom such as the Betrayer.

Meta-Human - 100 CP (Free DC)
DC is the first place to coin the term Meta Human which represents any human with powers. However since you are paying with CP you are welcome to choose any being within the jump. The only restriction is that you can't choose gods like the Endless. You may still choose beings such as Kryptonians and New Gods. You may freely design their appearance and personality if you wish.

That's a Big Lizard - 100 CP (Free Jurassic Park)
Let's be honest, the biggest attraction of Jurassic Park is the dinosaurs. The big dinosaurs in particular are popular. This option allows you to choose one dinosaur to receive as a companion. You are free to choose any dinosaur from the series, though I would recommend one of the larger dinosaurs such as Spinosaurus, Tyrannosaurus, or Giganotosaurus. You may design their personality and appearance if you wish. Maybe you want a rainbow colored spinosaurus that acts like a puppy.

Ancient Being - 100 CP (Free Bleach x Food Wars)
Soul Society has been around for a few thousand years and there have been a number of powerful beings who have risen up. Some of them have been killed while others have been sealed away. An example of the companion you could acquire is Arturo Plateado. He is one of the oldest Hollows alive and said to be the first and perhaps the only natural Arrancar to ever be born without the aid of the Hogukyo.

Superb Chef - 100 CP (Free Bleach x Food Wars)
Food Wars is filled with truly talented chefs given the focus of this world. Even young children can become highly qualified chefs worthy of five star restaurants. This option will allow you to recruit one of the canon chefs or to create a chef on par with them. Should you choose to create your own chef then they will be as skilled as Soma Yukihira or Erina Nakiri. You may freely design their appearance and personality if you wish. They will also possess a small restaurant of their very own.

Design a Monster - 100 CP (Free Danmachi)
The most unique thing about Danmachi is the Dungeon. The place is effectively a world of its own filled with many different types of monsters and other beings. This option allows you to recruit one of the monsters from the setting or to design your own. The upper limit on what you could choose is a being similar to Leviathan, Behemoth, or the Black Dragon. Most of these creatures resemble mythological or fantasy-like creatures. Alternatively you may choose to create a Xenos which are intelligent monsters. These typically are monsters who have gained a more human-like form. You may design the appearance and personality of the monsters or Xenos you choose.

Alien Queen - 100 CP (Free Alien)
The war between the Xenomorphs and the Yautja has gone on for thousands of years. This conflict has evolved both groups and driven them to become stronger. This option allows you to take one of the mightiest members of these groups. If you choose a xenomorph then you may select one of the Queen Mothers which are the rarest type of Xenomorph. Any drones or other queens spawned from this Queen Mother will be loyal to you above all else. If you choose a Yautja then you may select one of the Ancients. These are legendary predators who have survived over a thousand years. If you choose a Yautja then they will come with their clan. They will treat you as their lord and will follow you on any quest.

Tailed Beast - 100 CP (Free Naruto)
The tailed beasts are sentient masses of chakra who were created by dividing the Juubi into nine separate pieces. Each of them possess unique abilities and increasing levels of power as their number of tails increases. This option allows you to recruit a version of one of the tailed beasts or to create your own version. The version you choose will be loyal to you and have a positive relationship with you. You may choose whether or not it is sealed inside you. You will gain the ability to fuse with it perfectly, similar to how Naruto and Kurama can do so regardless of whether or not it is sealed in you.

Busty Goddess - 100 CP (Free DxD)
DxD is actually a. Fascinating world, but unfortunately the story is crap and most people only watch it for one reason: the fan service. This companion is an embody of that. They are a powerful and incredibly attractive individual. You may choose their species, personality, and appearance if you wish. By default this will be a goddess belonging to one of the many pantheons. You may choose the specific pantheon and if you wish you may take a god instead.

- They may take one of the 600 CP powers or less for Free and may take the third level of Comic Book Beauty for Free.

Mythological Wonder - 100/200 CP (Free/Discounted DxD)
As mentioned earlier in the jump the world of DxD is filled with multiple different mythologies and home to many unique beings. This option allows you to choose one of these beings to accompany you. You may choose any being equal below the world's ten strongest for 100 CP. This is also the option that is Free to those from DxD. This could be one of the original 72 devils like Runeas Gremory or it could be a new Seraph. For 200 CP then you may instead choose a being on par with Great Red, Ophis, and Trihexa. This is mainly due to them being as strong as a Cosmic Beings Avatar.

The Khan Maykr - 300 CP (Discount Doom Eternal)
The Maykr are an extra-dimensional race who possess a hive mind. They are led by the Khan Maykr. This option allows you to recruit the canon Maykrs from doom or for you to create a Khan of your own. Regardless of which option you choose you will acquire a small realm similar to Urdak populated by Maykrs. This group will possess a force equal to the one seen in Doom Eternal and will have the other unmentioned beings such as the Seraphim. This force will be loyal to you and there will be no chance of betrayal.

Avatar - 300 CP
Most of the Cosmic Beings and omniversal gods are incredibly powerful beings. Their presence alone is capable of destroying a universe due to their overwhelming power. In order to get around this many of these beings will employ Avatars or Heralds to act on their behalf. Reflecting this Cosmic Beings receive one Avatar for Free. Any Avatars will be on par with beings like the enhanced version of Hela and Trihexa. Lastly you will gain the ability to summon your avatar to you. These Avatars have a habit of getting sealed away since no one can kill them.

Fated Lovers - 400 CP
The phenomenon is known as soul mates, the red strings of fate, and many others names that I don’t care to list. Throughout this setting are a number of individuals that match you perfectly. Each of them are perfectly compatible with you and possess powerful and unique

abilities. This option gives you sixteen lovers. You may freely design these characters or you may choose sixteen canon characters within the jump. For example Reo was in a relationship with Momo Yaoyorozu (MHA), Nemuri Kayama (MHA), Rumi Usagiyama (MHA), Nymphadora Tonks (HP), Luna Lovegood (HP), Fleur Delacour (HP), Natasha Romanoff (Marvel), Jean Grey (Marvel), Ororo Munroe (Marvel), Hela Odinsdottir (Marvel), Unohana Retsu (Bleach), Kuroka (DxD), Yasaka (DxD), Grayfia Lucifuge (DxD), Adult Ophis (DxD), and Serafall Leviathan (DxD). You may choose/create a similar group of individuals.

Multiversal Wanderer - Varies

As there are innumerable multiverses there are innumerable beings within each of the multiverses. This option allows you to befriend or create one such being. The amount of power they possess will depend on how much you are willing to pay. For 100 CP you may choose anyone that is Tier 5 (planetary) or higher. For an additional 100 CP you may choose anyone from Tier 4 (Stellar) and 3 (Cosmic). An additional 100 CP will allow you to choose someone from Tier 2 (Multiversal). This is the level where omniversal gods and multiversal singularities such as the Phoenix Force are. Nearing the finish for a final 200 CP or 500 CP total you may acquire someone from Tier 1 (Extradimensional). This is the tier of truly legendary beings. Some notable examples include the One Above All, the Presence, and the Scarlet King. This will allow you to choose anyone below High 1-A. The final option is to pay 600 CP for a true supreme omniversal god like Nemesis or Reo at full power. An example of their power is when Reo easily scared the Presence into running from him after he arrived in the DC multiverse.

Multiversal Council - 1000 CP

Before he was shattered Nemesis had a group of omniversal gods serving as his council. This included the Supreme God of the Marvel Multiverse and God of Creation, the Goddess of Evil, the Goddess of Magic, and a number of other omniversal deities. By taking this option you may create your own council of omniversal gods. You may create and design five beings totals who may possess different domains. Four of these companions will be Tier 2-A multiversal + and one of them will be Tier 1-A. This is a group strong enough to freely travel an omniverse and to manage any issues that occur. There are still many beings however who are capable of killing this group with little trouble so I would advise you to be careful.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Traversing the Multiverse - 0 CP
This setting consists of many universes, but overall only contains a few specific settings. If there is another setting you want to explore you may freely add it to this jump. This will make it possible for you to travel to additional worlds. Perhaps there will be some sort of hub world with portals to the various dimensions or you may simply get the ability to travel to them somehow.

Unfinished Business - 0 CP
While writing the story the author would allow the audience to vote on things such as harem members and possible worlds. Sometimes however the author would lose motivation or decide that they didn't want to continue a plot. If you take this drawback you may make it so that all of the cut content from the story occurs. This would include some additional worlds including Against the Gods, some additional powers, harem members and so on. You may also apply this to the jump and scenarios to increase the rewards you can acquire. For example the Fated Lovers companion would gain an additional six slots.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

Clumsy +100 CP
Like Tonks you seem to be extremely clumsy. You seem to constantly faceplant and smack into things without meaning to. This won't seem to occur during combat or other important moments, but the second they are done you'll probably fall over. This is mainly embarrassing and will probably lead to a few bruises if you don't have a stronger body.

Unbound Energy +100 CP
One of the simplest ways to avoid trouble here is to simply restrain your energy and to not go out of your way to attract attention. This requires you to conceal your energy and is one of the first steps that most beings are taught. You unfortunately are unable to do this. Anyone with any sensing ability will be able to locate you as well as any devices designed to detect energy.

Battle Lust +200 CP
You crave the adrenaline rush that comes with intense combat and will do anything to feel it. This will cause you to challenge opponents above your weight level and make you far more likely to do stupid things. For example you will be more likely to let your opponents power up instead of eliminating them quickly. This can be controlled by a large amount of meditation and careful discipline with some difficulty.

It's a Damn Mutant +200 CP
Unfortunately one of the most common events in various universes is a great conflict between factions/groups. This effect seems noticeably stronger when it comes to anyone dealing with you. If there is some difference between you and others such as having magic, being a mutant, or something else they will treat you differently. The important part is that this tends to be a more violent reaction. This won't affect stalwart paragons like Captain America or other members of your group, but everyone outside of it will probably treat you worse.

Powers Begone +200 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as a power based around flying such as abilities from the various worlds and jumps including Harry Potter, Marvel, DxD, Bleach, and My Hero Academia. This gives you less CP due to the sheer amount of possible powers that are allowed.

Pathetic, You Need a Crutch For Your Powers +400 CP
When Thor attacks Rumi this enrages Reo so that he beats the crap out of Thor, Loki, and the Warriors Three. While Reo is beating Thor he mocks him for needing a crutch to use his godly powers. Like Thor you need some sort of crutch to use your abilities. This is some sort of artifact like Mjolnir in a sealed state. While it may seem like a power boost you will never be able to use your full power as long as you require your artifact. You will be limited

to approximately seventy percent of your power. Should you master your power then your artifact will be unsealed and provide an actual power boost.

Twinkly Eyed Syndrome +400 CP
A common trait amongst individuals like Dumbledore, Charles Xavier, and many other powerful individuals is their obsession with control. They feel the need to manipulate everyone around them so that they dance around like puppets on strings. You seem to have acquired this condition as well. You will be driven to the point of obsession demanding that you have control over every variable in your plans. This will make you incredibly angry/frustrated when things don't go your way. In addition you will be certain that your opinion is the right one. No matter what evidence is shown you will simply believe that everyone else is misguided. Even if everyone around you turns against you 'll still be unable to understand why they acted like that.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

This is Your Mission +600 CP
When you arrived in this world or in a dream should you have been a native you were given a mission by a god. This mission is a task considered difficult by this worlds standards. For example in My Hero the mission Reo was given was to kill All For One. In Marvel he had to kill Thanos as well as create a sanctuary to protect the worlds Meta-Humans (mainly the Mutants). You have been assigned a task with a similar level of difficulty. You must complete this task in order to leave the jump. Giving up on the task will be considered a jump failure. The only mercy is that this task will not be impossible or go against your values. Meaning that if you are a pure hearted individual you won't be asked to kill All Might or the Avengers.

The Darker Timeline +600 CP
Within the vast multiverse of each setting their are worlds with varying personalities and events. You however seem to have been sent to a world that possesses all of the negative aspects. For example in the Harry Potter world you will have to deal with an evil self righteous Dumbledore, an actually evil rapist Snape, and most of the good characters are probably dead or have suffered a similarly horrible fate. The exact effects of this drawback will depend on which worlds you go to or are inserted into. Basically you get the grimdark timeline or the worst fanfic you've ever read. Whichever is the worse option to you.

Wrath of the Antagonist +600 CP

You know how normally the story would simply progress and the hero's of the world would deal with everything? That's not going to happen here, for one reason or another the heroes are going to be incapable of dealing with their world's threats on their own. Maybe the villains have suddenly become much more powerful or the hero in question never existed to begin with. Either way you are going to have to deal with the big boss of each setting and most of the notable threats now. You will not be able to avoid this as they will always seem to target you or the area that you are living in. If you are a villain instead of a hero then the effects will be flipped. All of the bad guys will be easily defeated and the heroes will become obsessed with defeating you after they receive a power boost. You will not be escaping this drawback no matter what you do.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500cp as well to spend on the document upon completion.

The Epic of Jumper

Congratulations you are now the hero of our story. That's right you will be replacing Itsuki Reo. The jump will last until the story ends canonically or you die. You will face all of the challenges that Reo did without his plot armor and abilities unless you purchased the relevant perks. You will also receive all of the same opportunities to succeed as he did however should you follow his path. This will include his initial gifts such as Magnetism and the Dao of Lightning. Lastly you will receive his memories so that you know what's going on and have his experience.

Reward
For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed. This will also work with any temporary abilities such as being a realms master. Even if you give up the position you will still retain the power you received.
- Lastly, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Rise of the Boundless (End Jump)

The true peak of power is this world is the Boundless tier. This represents someone who has absolute control over an entire Omniverse. The goal of this scenario is to successfully reach the Boundless tier and to acquire your Spark. Attempting this however is a dangerous feat. This is the dream of countless beings and one that you must prove yourself worthy of. The challenge you face will be a gauntlet of enemies and judges who you must best. This will include cosmic entities such as Lady Death, the Phoenix Force, Ophis, Great Red, the Soul King, and a number of other opponents.

Reward

For completing this scenario you will receive a variety of rewards.

- After you successfully broke through you noticed a sudden surge of energy beyond anything that you had ever felt before. When you claimed control of your Omniverse you also took the last step to awaken your Spark. This process evolves your body into one fitting that of a truly omnipotent being. As the process settles you see your benefactor standing before you offering their congratulations. They ask you a simple question “So what do you intend to do now”?
- You will get to take the Omniverse that you have gained control over with you. This will contain your own copy of every possible world that could possibly exist.

Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

If you read the story there may be some differences because the author altered the story and made a new version. I apparently was reading the old version at first and I had to change some things. For example they deleted the entire section related to Bleach which covered almost 60 chapters of content. All of the Bleach stuff will be left in however.

Worlds

- The Major Worlds
    - My Hero Academia
    - Harry Potter
    - Marvel
    - Bleach x Food Wars (Deleted)
    - Highschool DxD
- Minor Worlds (Side Stories/Mentioned)
    - Doom Eternal
    - Jurassic Park 2 The Lost World
    - Danmachi
    - Alien
    - Naruto

Gwenpool Powers

- https://marvel.fandom.com/wiki/Gwendolyn_Poole_(Earth-TRN565)#Powers

Royal Soul Info

- Yhwach - https://bleach.fandom.com/wiki/Yhwach#Powers_&_Abilities
- Soul King - https://bleach.fandom.com/wiki/Soul_King#Powers_&_Abilities

Iron Man Armor Additional Data

- https://marvelcinematicuniverse.fandom.com/wiki/Iron_Man_Armor:_Mark_LXXXV

Tier Levels

This list is a tier system created by the author and used in the story to categorize the powers level of the various characters.

- Tier 10: Human

    - 10-C: Below Average Human level: Characters capable of exerting force comparable to humans who are below the average norm in terms of strength, such as small children or infirm people, as well as smaller animals such as cats and dogs.
    - 10-B: Human-level: Characters capable of exerting force comparable to that of regular humans, such as teenagers or unathletic adults.
    - 10-A: Athlete-level: Characters capable of exerting force comparable to that of more athletic humans, such as trained fighters or generally physically fit individuals.
- Tier 9: Superhuman
    - 9-C: Street level: Characters who stand at the threshold of human strength and capabilities, represented by Olympic-level athletes or rigorously trained martial artists, as well as larger animals. It is important to note that, despite being named "Street-level", this tier has nothing to do with actually affecting an entire street, with the name being more of a reference to street fighters as portrayed in martial arts movies and the like.
    - 9-B: Wall level: Characters who can destroy or significantly damage extremely resistant materials such as stone, metal, or steel, as well as similarly resistant parts of constructions such as structural boulders and walls.
    - 9-A: Small Building level (Luna's Tier): Characters capable of destroying rooms or entire small constructions such as houses or more modest buildings.
- Tier 8: Urban
    - 8-C: Building level: Characters who can destroy medium-sized buildings and constructions, such as large factories or large complexes such as supermarkets.
    - High 8-C: Large Building level: Characters who can destroy large buildings such as skyscrapers.
    - 8-B: City Block level (Dora's Tier base form, will vary depending on who is she mimicking) Characters who can destroy urban city blocks or equivalent areas of space.
    - 8-A: Multi-City Block level: Characters who can destroy multiple urban city blocks or equivalent areas of space.
- Tier 7: Nuclear
    - Low 7-C: Small Town level: Characters who can destroy a small town or settlement, or those who can easily harm characters with small-town level durability.
    - 7-C: Town level (Fleur's Tier, Nemuri's Tier): Characters who can destroy a town, or those who can easily harm characters with town-level durability.

    - High 7-C: Large Town level: Characters who can destroy a large town, or those who can easily harm characters with large town level durability.
    - Low 7-B: Small City level: Characters who can destroy a small city, or those who can easily harm characters with small city level durability.
    - 7-B: City level (Nat's Tier): Characters/Weapons who can destroy a city, or those who can easily harm characters with city-level durability.
    - 7-A: Mountain level (Momo's Tier): Characters/Weapons who can destroy a mountain, or those who can easily harm characters with mountain level durability.
    - High 7-A: Large Mountain level: Characters who can destroy a large mountain, or those who can easily harm characters with large mountain level durability.
- Tier 6: Tectonic
    - Low 6-C: Island level (Ororo's Tier): Characters/Weapons who can destroy an island, or those who can easily harm characters with island-level durability.
    - High 6-C: Large Island level: Characters who can destroy a large island, or those who can easily harm characters with large island level durability.
    - Low 6-B: Small Country level: Characters who can destroy a small country, or those who can easily harm characters with small country level durability.
    - 6-B: Country level: Characters who can destroy a country, or those who can easily harm characters with country-level durability.
    - High 6-B: Large Country level: Characters who can destroy a large country, or those who can easily harm characters with large country-level durability.
    - 6-A: Continent level: Characters who can destroy a continent or those who can easily harm characters with continent-level durability.
    - High 6-A: Multi-Continent level: Characters who can destroy multiple continents or those who can easily harm characters with multi-continent level durability.
- Tier 5: Planetary
    - 5-C: Moon level {Jean's Tier (Not using Phoenix Force)} {Hela's MCU Tier but this is not accurate as it is mentioned in the wiki too... Hela's fight with Thor was half-assed and anyone would agree with that} Characters who can destroy a moon, or an astrological object of similar proportion.
    - Low 5-B Small Planet level: Characters who can destroy a small planet or those who can easily harm characters with small planet level durability.
    - 5-B: Planet level: Characters who can create/destroy a planet.
    - 5-A: Large Planet level (Rumi's Tier without Armament Haki or Overdrive) Characters who can create/destroy large gas giants such as Jupiter and Saturn.

    - High 5-A: Dwarf Star level: Characters who can create/destroy very small stars.
- Tier 4: Stellar
    - Low 4-C: Small Star level: Characters who can create/destroy small stars.
    - 4-C: Star level: Characters who can create/destroy a star.
    - High 4-C: Large Star level: Characters who can create/destroy a large star.
    - 4-B: Solar System level (Hela's Tier) (Note this is base Hela's Tier from the comics, and my character is a mix from the comics and the cinematic one. She is the only Goddess of Death and Queen of Hell in there. This is from wiki and I haven't changed it) Characters who can create/destroy a solar system.
    - 4-A: Multi-Solar System level: Characters who can create/destroy multiple solar systems.
- Tier 3: Cosmic: This tier is broken into the following sub-tiers:
    - 3-C: Galaxy level: Characters capable of creating and/or destroying a galaxy, when the space between celestial bodies is taken into account, as opposed to merely the matter encompassed by them.
    - 3-B: Multi-Galaxy level: Characters capable of creating and/or destroying multiple galaxies when the space between celestial objects is taken into account as well.
    - 3-A: Universe level: Characters who can destroy all celestial bodies within a volume at least equivalent to the observable universe via an omnidirectional explosion, alternately create or significantly affect[1] a universe of comparable size, which does not involve the destruction and/or creation of space-time.
    - High 3-A: High Universe level: Characters who demonstrate an infinite amount of energy on a 3-D scale, or those who can affect an infinite 3-D area or an infinite number of finite or infinite universes when not accounting for any higher dimensions or time, or more generally any realm of comparable size. Large numbers of infinite universes, unless causally closed from one another by a separate spacetime or existence, only count for a higher level of this tier. Being "infinitely" stronger than this level, unless uncountably so, does not qualify for any higher tier.
- Tier 2: Multiversal
    - 2-C: Low Multiverse level: This tier is broken into the following sub-tiers:
    - Low 2-C | Universe level+: Characters who are capable of significantly affecting, creating and/or destroying an area of space that is qualitatively larger than an infinitely-sized 3-dimensional space. Common fictional examples of spaces representing such sizes are space-time continuums of a universal scale. However, it can be more generally fulfilled by any 4-dimensional space that is either:

        - A) Equivalent to a large extra-dimensional space. That is a higher-dimensional "bulk" space that embeds lower-dimensional ones (Such as our universe) as subsets of itself, whose dimensions are not microscopic / compactified.
        - B) Portrayed as completely transcending lower-dimensional objects and spaces in the setting of a given work of fiction.
    - 2-C | Low Multiverse level: Characters who can significantly affect, create and/or destroy small multiverses which can be composed of several separate space-time continuums ranging anywhere from two to a thousand, or equivalents.
    - 2-B: Multiverse level: Characters who can significantly affect, create and/or destroy larger multiverses that comprise from 1001 to any higher finite amount of separate space-time continuums.
    - 2-A: Multiverse level+ (Ardat's, Hydriana's, Gotzone's, Lars's Tier): Characters who are capable of significantly affecting, creating, and/or destroying a countably infinite number of space-time continuums.
- Tier 1: Extradimensional: Characters who can significantly affect spaces of qualitatively greater sizes than ordinary universal models and spaces, usually represented in fiction by higher levels or states of existence (Or "levels of infinity", as referred below) which trivialize everything below them into insignificance, normally by perceiving them as akin to fictional constructs or something infinitesimal. This tier is broken into the following categories:
    - 1-C: Complex Multiverse level: Low 1-C | Low Complex Multiverse level: Characters who can affect, create, and/or destroy the entirety of spaces whose size corresponds to one to two higher levels of infinity greater than a standard universal model (Low 2-C structures, in plain English.) In terms of "dimensional" scale, this can be equated to 5 and 6-dimensional real coordinate spaces (R ^ 5 to R ^ 6)
    - 1-C | Complex Multiverse level: Characters who can universally affect, create and/or destroy spaces whose size corresponds to three to five higher levels of infinity greater than a standard universal model. In terms of "dimensional" scale, this can be equated to 7 and 9-dimensional real coordinate spaces (R ^ 7 to R ^ 9)
    - High 1-C | High Complex Multiverse level: Characters who can universally affect, create, and/or destroy spaces whose size corresponds to six to seven higher levels of infinity greater than a standard universal model. In terms of "dimensional" scale, this can be equated to 10 and 11-dimensional real coordinate spaces (R ^ 10 to R ^ 11)
    - 1-B: Hyperverse level: 1-B | Hyperverse level: Characters who can universally affect, create and/or destroy spaces whose size corresponds from 8 to any

higher finite number of levels of infinity above a standard universal model. In terms of "dimensional" size, this can be equated to 12-dimensional real coordinate spaces and up (R ^ 12 and up)

- High 1-B | High Hyperverse level: Characters who can universally affect, create, and/or destroy structures whose size is equivalent to a countably infinite number of qualitative sizes above a universal model, usually represented in fiction by endless hierarchies of layers of existence, each succeeding one completely trivializing the previous into insignificance, or more generally a space with countably infinite dimensions.
- 1-A: Outerverse level (Omniversal Lady Death): Characters who functionally transcend the rest of the Tiering System, and stand outside of any extensions of infinite hierarchies and sizes, to varying degrees and magnitudes. In more straightforward terms, this category could be said to be occupied by characters whose size and/or level of power cannot be reached by merely stacking bigger infinities on top of each other.
- Low 1-A | Low Outerverse level: Characters who can universally affect, create and/or destroy structures and expanses of uncountably infinite dimensions, or which have a size roughly analogous to them, such as uncountably infinite sets of hierarchical layers or planes of existence, most specifically ones whose amount of layers is comparable to the set of all real numbers, and are thus equated to the first uncountably infinite cardinal, ℵ1, for simplicity's sake. Alternatively, this tier can also be assigned to characters who transcend High 1-B structures when no further context regarding the nature of such transcendence is given.
- 1-A | (Ikkagen's Tier)- Weakened due to the fight with Nemesis. Outerverse level: Characters who can significantly affect, create and/or destroy realms or states that fully transcend infinitely-layered hierarchies and/or dimensional levels on a conceptual or existential level, normally being portrayed as entirely external abstractions that lie outside of the applications of spatiotemporal dimensionality as a constant defined by physics on any level, even compared to infinite or uncountably infinite dimensions, usually by perceiving them as akin to fiction or something similarly insignificant.
- High 1-A | (Reo's Tier): High Outerverse level: Characters who can affect and create/destroy states or realms which are completely transcendent over infinitely-layered Outerversal hierarchies and any extensions thereof, as well as the framework in which such entities are defined in the first place. Note that simply adding more "layers" to an already infinite 1-A hierarchy (or some structure of equivalent size) is not enough to reach this tier, and one must be completely external and unreachable by it in any form.

- Tier 0: Boundless: 0 | Boundless: Characters who demonstrate equivalence to, or can create/destroy/affect, transcendental abstract levels of existence which conceptually stand superior to even High 1-A levels. Being "omnipotent" or any similar reasoning is not nearly enough to reach this tier; characters at this level must transcend High 1-A characters as High 1-A characters would transcend 1-A ones. This tier has no true endpoint and can be extended to any higher level, spiraling infinitely upwards.

Changelog

- Jump in Progress
- V1 is completed