Out of Context: Dark Souls Supplement

V1.01 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have the undead within its continuity. By taking this Supplement you have chosen to be a chosen undead and you will enter into that continuity as a Drop-In awakening by a bonfire.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

For your Origin determines your starting Stats, Equipment and Discounts.

Warrior - Free

Fearless Warrior. Weapon Expert. High Strength, Dexterity

Knight - Free

Low-ranking Knight. High HP, solid armor. Not easily toppled.

Wanderer - Free

Aimless Wanderer. Wields Scimitar. High Dexterity.

Thief - Free

Guilt-ridden Thief with quiet footsteps. High Dexterity. Has Master Key by default.

Bandit - Free

Savage Bandit. High Strength. Wields Heavy Battleaxe.

Hunter - Free

Bow-wielding Hunter. Can handle close range but vulnerable to magic.

Sorcerer - Free

Sorcerer of Vinheim. Dragon school. Casts Soul Sorceries.

Pyromancer - Free

Great Swamp Pyromancer. Casts Fire Spells. Wields a Hand Axe.

Cleric - Free

Cleric on pilgrimage. Wields a Mace. Casts Healing Miracles.

Deprived +800 CP

Unclothed Enigma. Only armed with a Club and Old Plank Shield.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Darksign - Free
For the duration of this Jump you have been marked by the Darksign normally this would signify that you have become an accursed Undead but for you things are slightly different. When you die the Darksign will activate, returning you to the last bonfire you rested at, but at the cost of all the humanity and souls you hold. Without any humanity you will become a hollow, a form of undead that appears to be a partially buried decayed corpse. Should you Reverse the Hollowing through the use of Humanity at a bonfire you will be in a Semi-Hollow state and can switch between this and a living state at will.

Fire Keeper Booster: Darksign Keeper
Post-Jump this will work as a pseudo 1-UP requiring you to be in a non-hollow state for the perk to activate. When you die in a non-hollowed state you will return to the last bonfire you rested at in a hollowed undead state.

To Have Humanity - Free
What is it to be human or to lose humanity? In your case humanity is more than a concept, it is a power that keeps you from becoming hollow. You are now able to absorb the black sprite known as humanity in order to restore a person from a hollowed state.

Chosen Undead Booster: Chosen Humanity
Post-Jump you gain humanity by defeating enemies who are revered or worshiped by a large number of sentient beings.

Hollow Origin - Free (Cannot be taken with “Not Drop In”)
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as an undead awakening beside a bonfire.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Deprived Stats - Free (Exclusive Deprived)

Your stats are the following:

Level: 6

Vitality:	11	Attunement:	11	Endurance:	11	Strength:	11
Dexterity:	11	Resistance:	11	Intelligence:	11	Faith:	11

Gathering Souls -100 CP

When you kill someone or they die around you, you are able to collect their soul and are able to perceive the soul's worth of soul energy units. Any soul you collect can be consumed in order to give you that quantifiable amount of soul energy units. Soul energy units can be used in order to reinforce your own soul giving it an extra encompassing layer Leveling you up with each additional layer requires more soul energy to be created. Each time you level up you will be able to invest points gained from your new layer into one of eight stats: Vitality, Attunement, Endurance, Strength, Dexterity, Resistance, Intelligence and Faith. This can cause a variety of effects, including increasing total health, stamina, damage dealt and the number of spells that can be attuned. Any unused soul energy units are dropped upon death, but can be retrieved from the location of your death which will be marked with a bloodstain.

Focused Smith -200 CP

You have learned the art of the forge with you having the capabilities of a master of bladesmithing. You gain the knowledge and experience required for making, maintaining and repairing knives, swords, daggers, nails, plows, pots, hinges, latches and many other tools. This allows the user to create blades, maintain them, repair them, or make them stronger. You also have the finite control over metalsmithing required for fashioning intricate items such as kitchenware, jewelry and ornaments out of metals as hard as steel or as soft as gold.

Gathering Souls Booster: Soul Smith

You are now able to imbue your smithing with the flames of souls allowing you to upgrade/ascend weapons, enhance armor, and repair equipment.

You are also able to use Boss Soul in the creation of Unique Boss Weapons either through the ascension of a regular weapon or the forging of something new.

You also have gained the knowledge of how to use the ember's in order to craft weapons with their elemental qualities..

Fire Keeper -400 CP

You are now a Fire Keeper, you are able to create and upgrade bonfires and Estus Flasks. You have learned the secret rites and rituals to keep the embers burning including the right of embers and the deeper secret of humanity. As a Fire Keeper your soul acts as a draw for humanity allowing you to passively gather 5 units of liquid Humanity per day.

Chosen Undead -600 CP
You are one connected to fate and destiny, the continuation of existence and the only one who can fend off the darkness, preventing entropy. From this there are two things of importance: First no fate's, prophecies or destinies can hold you back, though you can choose to follow them you may also choose to defy them, taking away their power and proving them wrong. Secondly you are able to sacrifice souls, humanity and many other esoteric energies and aspects in order to prevent entropy in relation to what you have sacrificed.

Fire Keeper Booster: The Dark Soul
You have a Lord Soul one that can be fueled by emotions and willpower, increasing your usable power in order to channel the power of Dark. From this dark you can create a special shield with an 80% damage reduction from all types of damage and create, shape and manipulate humanity. The humanity you control allows you to animate life and imbue mortal creatures with sentience and self awareness that you can also drain from others making them hollow. Your control over the dark also allows you to grant others increased longevity that could let mortals live for thousands of years with reduced aging, though it does not truly render mortal bearers immune to age and death. You can even use your blood and power of Dark to create "pigment", a material that can be used to paint a world on a canvas that becomes an isolated land behind the painting that you can travel into.

Gathering Souls Booster: Souls-Like (Requires 3 Covenant Perks)
Souls are the flame of life though some may wane into pitiful sparks others will grow into infernos. Now your soul has become a new flame akin to what Witch of Izalith attempted to create a flame of life that can create new souls and imbue into functional mass in order to give them life. You can passively create a simple soul worth 1 soul energy unit as easily as breathing whereas creating more complex souls like the Soul of a Lost Undead worth 200 soul energy units would take effort equivalent to a mundane person running 100 meters and even attempting to make a soul like the Soul of Gwyn, Lord of Cinder would be similar to a mundane person who has never ran a half-marathon before having to do so in one uninterrupted run, realistically it would take days if not weeks of effort and practice

Warrior Perk Tree:

Warrior Stats - Free (Exclusive Warrior)
Your stats are the following:
Level: 4

Vitality:	11	Attunement:	8	Endurance:	12	Strength:	13
Dexterity:	13	Resistance:	11	Intelligence:	9	Faith:	9

Stamina -100 CP (Free for Warrior)
You gain a mental green bar which represents your physical stamina and so long as it is not empty it will act as a buffer towards any discomfort caused from exercise with you still getting the benefits. Whenever you perform a physical activity the stamina bar will show how much energy it drains and should you use up all your stamina it will fully refill simply by waiting for 45 seconds.

Endurance -200 CP (Discounted for Warrior)
Your body is now able to endure physical stresses beyond the capabilities of the mundane humans. You are able to tolerate extreme hunger, thirst, sleep deprivation and physical pain for prolonged periods of time while mentally remaining calm.

Parry and Riposte -400 CP (Discounted for Warrior)
You are able to use shields and some weapons to protect yourself against incoming melee attacks, allowing you to parry the blow as it is about to hit you. Successfully doing this will cancel the enemy's attack and cause them to stagger leaving them open for a riposte attack.

Fire Keeper Boost: Deflection and Reflection
You are now able to parry ranged attacks and when successful you will be able to deflect them to targets that you designate or reflect them back to their source on the same strength and angle.

Warrior of Sunlight -600 CP (Discounted for Warrior)
This **Covenant Perk** allows you to praise the sun as you shape its light into weapons, tools and apparel imbued with the purifying power of the sun.

Chosen Undead Booster: Lord of Light
You are no longer limited to the light of the sun and can now convert any form of light into weapons, tools and apparel with each form of light producing different effects. Should you wish to create spears from different forms of light, Sunlight would allow you to create divine Sun Spears, Electrical light would allow you to create Lightning Spears, Fire Light would allow you to create Burning Spears and Moon Light would allow you to create Frigid Spears.

Stamina Booster: Sunlight Conversion
Your body is now able to drink in the light and restore your capabilities. You can now absorb light in order to regenerate stamina and even reduce the need for food, water and sleep.

Knight Perk Tree:

Knight Stats - Free (Exclusive Knight)
Your stats are the following:
Level: 5

Vitality:	14	Attunement:	10	Endurance:	10	Strength	11
Dexterity:	11	Resistance:	10	Intelligence:	9	Faith	11

Equip Load -100 CP (Free for Knight)
Whenever you are holding or wearing items you can choose to equip them. By equipping an item it will dynamically change size and shape in order to fit you while also becoming weightless.

Vitality -200 CP (Discounted for Knight)
Your body can heal at a notable speed with wounds that take a normal person months to heal only taking days for you. Additionally no injuries will ever be permanent as any damage done to your body will get restored to its optimal state with time though you may find the process of regrowing things itchy.

Poise -400 CP (Discounted for Knight)
You gain a mental purple poise bar which represents your sense of balance and while it is not empty you can not be staggered, accidentally tripped, interrupt your attack attempt or block your spell casting. The poise bar empties whenever you are struck by an attack and even when it is emptied it doesn't guarantee you will fall over, only that you are no longer protected from falling. Your poise can be increased by wearing heavy equipment and other features.

Fire Keeper Boost: Grace and Bearing
You can now control your external weight at will, this will allow you to make yourself as light as a feather or as heavy as if you were made completely out of iron. When you change your external weight you will not feel any changes in your body but you will be able to notice changes in your movements. While light you will be able to jump higher but will be more affected by external forces whereas the heavier you become the higher your poise bar becomes and the quicker your drop from heights.

Princess Guard -600 CP (Discounted for Knight)
This **Covenant Perk** allows you to share the gifts that you can bestow yourself. Any time you use magic, perks or abilities to enhance your abilities you can choose to share those effects with your allies at no extra cost, giving them the same enhancements.

Chosen Undead Booster: Equal Standing
You have a greater connection to the sunlight princess and can transform in order to stand shoulder to shoulder with her. When this transformation is active you will grow up to eight times your normal height with your physical capabilities growing in proportion. While you are in this form if your allies use magic, perks or abilities to enhance themself you may choose to have the enhancement effect you as if you had used them on yourself.

Equip Load Booster: Prepared Guard
You are able to imbue objects with a copy of the enhancing effects of any of your magic, perks or abilities. You can control the percentage of the enhancement that is embedded into the object and if the object works for anyone or if the usage of the effects has requirements.

Wanderer Perk Tree:

Wanderer Stats - Free (Exclusive Wanderer)
Your stats are the following:
Level: 3

Vitality:	10	Attunement:	11	Endurance:	10	Strength	10
Dexterity:	14	Resistance:	12	Intelligence:	11	Faith	8

Physical Defense -100 CP (Free for Wanderer)
Your body has improved its physical durability allowing you to withstand numerous blows that would each otherwise cause you to succumb to their effects. A normal human with this perk would feel a blow from an iron hammer as if it were made of plastic and resist slashes from most mundane blades.

Soft Humanity -200 CP (Discounted for Wanderer)
Normally your humanity is used to keep you sentient but now you know of more uses for this precious resource. The more liquid humanity you have on you the higher your Physical and Elemental Defenses become, the luckier you become and the more powerful the damage weapons with the Chaos ascension become.

Item Discovery -400 CP (Discounted for Wanderer)
You have a special talent for finding treasures and valuables even when they shouldn't exist. Whenever you defeat an opponent there is a chance that they will drop a glowing white flame like light that no one else can see. This light contains a perfect replica of an item relevant to the person you defeated and by touching the light you can store it within your core soul or manifest it as an object at will.

Fire Keeper Boost: From the Ashes
It is not only those who you have defeated who now drop items but also places of importance and loss. Now in each jump many white glowing flame like lights that only you can see will be distributed across the setting, each light containing a perfect replica of something that was once important to that place.

Blade of the Dark Moon -600 CP (Discounted for Wanderer)
This **Covenant Perk** allows you to see the sins of others and create realistic illusions which each are capable of having partial physical presence but will fall apart when they take any physical harm.

Chosen Undead Booster: Dark Sun
You are now able to create complex illusions that can incorporate the sins of the targets and even give off false sensations. This can be used in order to deceive a target into believing that they are moving while standing still on one spot and even show alternative timelines that could have spinned off from their life if things had been different.

Physical Defense Booster: Dark Light
You are now able to create a solid illusion with them gaining a level of durability in proportion to your control over illusions. You are also able to create illusion entities dynamically based off of those sins of a target, this illusion entity will then seek out the creature it came from and attempt to gain revenge in proportion to the sin that created them.

Thief Perk Tree:

Thief Stats - Free (Exclusive Thief)
Your stats are the following:
Level: 5

Vitality:	9	Attunement:	11	Endurance:	9	Strength	9
Dexterity:	15	Resistance:	10	Intelligence:	12	Faith	11

Curse Resist -100 CP (Free for Thief)
Whenever someone attempts to curse you though magic or other means, you will become aware of it and who is attempting it. You will also be able to pass the curse on to others with some being able to be passed to objects but others requiring living hosts.

Dexterity -200 CP (Discounted for Thief)
You are now able to better control your movements and muscles with more precision allowing you to move with great precision that a mundane person with this could climb a brick wall using only the mortar joints then drop from 19ft being able to instantly regain their balance and bounce back to their feet without ever tripping or wobbling. This would also aid a mundane person in combat by allowing them to throw a projectile and strike at seemingly impossible angles with great precision.

Backstab -400 CP (Discounted for Thief)
When you have managed to sneak up on a target without them noticing you are able to sense the weakest part of the target's back and understand the movements that will deal the most damage to that spot. This allows you to strike the target from behind and deal a huge amount of damage.

Fire Keeper Boost: Critical Sight
This is no longer as restricted and you can now use it at all times allowing you to sense the weakness of almost anything, including people and objects, then deal much higher damage based on how effective the strike is.

Darkwraith -600 CP (Discounted for Thief)
This **Covenant Perk** allows you to wreath your body in darkness as if it were a cloak allowing you to bend its presence to your will, hiding you from the eyes of others as if you were a shadow and allowing the darkness to repair your body at a similar rate to the Replenishment spell.

Chosen Undead Booster: Abyss Caller
Thanks to your connection to darkness you can tap into the power of the abyss allowing you to connect to other times and places or empower yourself with abyssal energy. You are able to use this to create abyssal rifts that allow you to move through time and space or even parallel realities but you will find it easier to snatch others through time and space, to your location. Whenever you imbue your body with abyssal energy you can release an explosion of magic power that boosts your strength and speed while your magic becomes more corrosive.

Curse Resist Booster: Abyss Walker
Your essence now gains the properties of the abyss itself allowing you to be protected from curses and any form of spiritual corrosion by devouring the energy residing within them. Through this you not only consume any curses upon you but can also devour the curses of others and use this curse energy to project curse energy as Large Homing Purple Projectile attacks.

Bandit Perk Tree:

Bandit Stats - Free (Exclusive Bandit)
Your stats are the following:
Level: 4

Vitality:	12	Attunement:	8	Endurance:	14	Strength	14
Dexterity:	9	Resistance:	11	Intelligence:	8	Faith	10

Bleed Resist -100 CP (Free for Bandit)
Your circulatory system now has an invisible but semi-tangible layer of protection which your body can use as a frame to repair any missing parts of your veins. This layer makes it so that whenever your circulatory system is damaged from a wound or even the loss of a limb this prevents the blood from leaving the normal circulatory path. As such you will not lose blood from a wound unless it is on something that entered your body such as a blade.

Strength -200 CP (Discounted for Bandit)
Your physical output of strength is now enhanced so that a mundane human with this would be capable of lifting a single decker bus above their head and perform extremely powerful attacks which could cause collateral damage equivalent to a moderately sized explosive.

Brute Force -400 CP (Discounted for Bandit)
You are able to convert any type of energy into physical force allowing you to convert any type of magic, radiation or even fire into physical might. This will not allow you to absorb any energy attacks but would allow you to dissipate any lingering effects while enhancing yourself.

Fire Keeper Boost: Overwhelming Might
The golden fog walls and ghosts of Lordran may think themselves untouchable by you but now you can prove them wrong. With enough strength you can strike anything even if it should not be affected by a physical presence. This makes it so that with enough strength you can surpass any barrier or restraining effect allowing you to even break through frozen time.

Gravelord Servant -600 CP (Discounted for Bandit)
This **Covenant Perk** allows you to control and manipulate the shape of the dead and undead. This allows you to both manipulate decomposition and reshape corpse parts. This allows you to increase or decrease the rate of rotting and potentially or even reverse the effect to a degree. You could also reshape bones and flesh to act as weapons or even additional limbs under your control.

Chosen Undead Booster: Gravelord
You are no longer limited to merely altering the dead but can now also create and take control over the undead. This allows you to animate the dead into the state of the undead with them following your orders as mindless automatons.

Bleed Resist Booster: Bloodless
You gain a more finite control over your reshaping allowing you to manipulate the appearance of the dead into a perfect replica of the appearance of someone you know. This can also be used to combine multiple undead into a singular beast more powerful than the undead were individually.

Hunter Perk Tree:

Hunter Stats - Free (Exclusive Hunter)
Your stats are the following:
Level: 4

Vitality:	11	Attunement:	9	Endurance:	11	Strength	12
Dexterity:	14	Resistance:	11	Intelligence:	9	Faith	9

Poison Resist -100 CP (Free for Hunter)
You have a resistance to poisons, toxins and any other type of forren chemicals that enter your body. From this you will be able to survive bites from venomous animals, corrosive funguses and even poisonous environments even if it is a painful experience.

Resistance -200 CP (Discounted for Hunter)
You now have a passive resistance to all effects, abilities and powers that will have a negative status like effect on you. From this a normal person will be able to resist mind control, eventually escape from magical seals and even slowly move while time is frozen.

Lock-On -400 CP (Discounted for Hunter)
You are able to lock onto and track a target gaining a variety of effects including tracking their movements and adding a precision adjustment for your attacks making it easier for your attacks to hit and you can switch your target in an instant to any others in range.

Fire Keeper Boost: Unending Eye
You are now able to keep a lock on multiple targets as you gain an additional mental view of a locked on target both from your angle of vision and from a birds eye view. Though the personal angle view will disappear when they are out of range the bird's eye view will continue to function from any distance so long as you keep tracking them.

Forest Hunter -600 CP (Discounted for Hunter)
From this **Covenant Perk** you can produce a pure-white fog with a perception filter that makes others ignore its existence. When produced the fog initially surrounds you camouflaging your presence and can either remain in place or follow you as you move.

Chosen Undead Booster: Forest Protector
You are able to create Fog Doors and make them into single direction barriers by connecting their existence to an object or entity on the opposite side of the entrance. So long as this object is in an active state or entity lives the barrier will continue to exist allowing entrance through the barrier in one direction but it will be impossible to use the other direction as an exit. These Fog Doors are normally only large enough to cover a specific entrance but with practice can become a full surround dome or cube. These Fog Doors can be set to be imperceptible from the outside making them useful as traps.

Poison Resist Booster: Status Ailments
You are able to imbue your fog with any form of poisons or chemicals you have been inflicted with. This allows you to subject a target with fogs that contain additional effects which can include paralysis, confusion, burning, bleeding and even forms of healing**.**

Sorcerer Perk Tree:

Sorcerer Stats - Free (Exclusive Sorcerer)
Your stats are the following:
Level: 3

Vitality:	8	Attunement:	15	Endurance:	8	Strength	9
Dexterity:	11	Resistance:	8	Intelligence:	15	Faith	8

Magic Defense -100 CP (Free for Sorcerer)
You are highly resistant to most forms of magic with most magical powers that leave a long term effect weakening over time and eventually dissipate completely after a while. Additionally you will only be affected by about half the effect of any form of offensive magic when you get hit by a spell.

Intelligence -200 CP (Discounted for Sorcerer)
You possess extreme levels of intellect, enabling you to interpret vast amounts of information at phenomenal speed with exceptional precision. From this mental boost a normal person would be able to calculate at a rate comparable to a supercomputer, predict the attacks and movements of their enemies through logic alone. They would also be capable of combining virtually unrelated information in order to invent new techniques, tools, strategies and solutions with ease.

Catalyst Crafter -400 CP (Discounted for Sorcerer)
You now know how to create each of the catalysts of dark souls from scratch with the knowledge updating so that you can create any type of magical catalyst from a world you visit so long as you have the raw materials required. This is not limited to the tools of sorcerers, you are able to create Talismans or Chimes even without the gods and forge a new Pyromancy Flame. Although initially this information should only be used to make the most basic version of each catalyst with time you may be able to craft more complex and illusive variants such as Manus Catalyst, the lost Gwynevere's Talisman, the mythical Dragon Talismans perhaps with some understanding and experimenting you could create new catalyst like the Demon's Scar or the Transgressor's Staff.

Fire Keeper Boost: Mystic Teacher
Why stick to making wands when you can make wizards. Whenever you create a catalyst for someone you will be able to teach them how to cast magic from the school of magic the catalyst is meant for. If the student you are teaching is already capable of casting magic you will be able to substitute the magic needed for casting with their own magic though this may have an effect on the spells if the root of magic is too different.

Path of the Dragon -600 CP (Discounted for Sorcerer)
This **Covenant Perk** grants you a fragment of the powers of the dragons akin to becoming one with the Dragon Torso Stone. Using this power you gain part of the natural characteristics of dragons even and can transform into a humanoid dragon-like creature at will to enhance these characteristics further. These characteristics heightens your senses, your stamina threshold, your agility and your physical strength. While transformed you also gain highly durable scales, are able to breathe fire and even sprout wings which you can use for limited flight and aerial maneuverability.

Chosen Undead Booster: Everlasting Dragon
You gain an additional true Dragon transformation that makes you into a half-living, half-element enhancing your Draconic characteristics in all of your forms including giving you true flight and Dragon Fire. You gain stone-like scales which prevent you from feeling pain and grants you a form of resilience which nullifies most forms of injury and thanks to your elemental nature you gain a form of eternal life which prevents you from aging or dying from natural causes.

Magic Defense Booster: Mark of Calamity
You gain a toggleable glowing crest on your forehead which is similar to a third eye. This crest makes you immune to most forms of magic and gives you a powerful telekinetic grip which can inflict a powerful curse on anyone you target with it. The curse doubles all damage they receive for 60 seconds. Additionally you gain an enhancement to your flames which allow you to change its appearance and damage type. By shifting the flames to black they become a fire which inflicts physical harm and by shifting it to gold the fire inflicts magical damage. You can also mix these flame type inflict all three types of damage at the same time.

Pyromancer Perk Tree:

Pyromancer Stats - Free (Exclusive Pyromancer)
Your stats are the following:
Level: 1

Vitality:	10	Attunement:	12	Endurance:	11	Strength	12
Dexterity:	9	Resistance:	12	Intelligence:	10	Faith	8

Fire Defense -100 CP (Free for Pyromancer)
You become resistant to fire as your body actively snuffs out any flame which harms you. Though this snuffing of flames is not instant you will be able to snuff any form of flame with enough time.

Attunement -200 CP (Discounted for Pyromancer)
You have an enhanced memory that allows you to remember information in great detail. This allows you to perfectly recall details from books and your experiences. Through this memory you will be able to learn memory based skills such as new languages by only having it explained once.

Egghead -400 CP (Discounted for Pyromancer)
You are able to host any number of parasites, ranging from the mundane to the divine without them having a negative effect on you. From this you can gain a slight control over any powers or abilities of the parasite while keeping it content.

Fire Keeper Boost: Sunlight Maggot
You are now able to incorporate any symbiotic or parasitic entity into yourself by completely absorbing it including its mind so that it becomes a natural part of your body akin to white blood cells. This will also allow you to externally hide the entity's presence and gain any of its powers or abilities.

Chaos Servant -600 CP (Discounted for Pyromancer)
This **Covenant Perk** allows you to produce a form of lava that you are immune to, which you can spray as a projectile and can be reshaped around your body with them being sculpted into various demonic forms. From this you can transform your limbs into different kinds of demons based off of animals in order to obtain their abilities, traits, and physiology. This can be used for a wide variety of demons with you being able to transform different limbs at the same time such as transforming your arms into Centipede Demon to extend your reach and spew larva while your legs transform into a large demon spider allowing you to produce demonic webs and crawl up walls.

Chosen Undead Booster: Bed of Chaos
You gain a greater control over the lava you produce allowing you to move it with your intentions as if it were a part of your body allowing you to create constructs of lava including pillars and buildings that can become solid rock by willingly cooling the lava down. You are also able to shape your lava in order to create subservient customisable demons who by default are mindless automatons who follow your commands.

Fire Defense Booster: Lord of Chaos
You can transform your body into a lava version of itself allowing you to dynamically change the shape of your body, resculpt it into various demonic forms and even revert your form back to its original state. Thanks to this you are immune to all forms of fire, earth and lava with your body being able to consume any sample of it you come into contact with. From this you can replicate the properties of any materials you consume in order to enhance any fire or lava you create. You can also wrap yourself with your own lava while in your lava form in order to apply those properties to yourself and grow into a lava giant or reshape yourself into a demon giant.

Cleric Perk Tree:

Cleric Stats - Free (Exclusive Cleric)
Your stats are the following:
Level: 2

Vitality:	11	Attunement:	11	Endurance:	9	Strength	12
Dexterity:	8	Resistance:	11	Intelligence:	8	Faith	14

Lightning Defense -100 CP (Free for Cleric)
You are resistant to all forms of electricity with you also gaining a small amount of the energy you resist in order to boost your natural reserves of energy. Thanks to this you are almost immune to the side effects of electricity including paralysation from muscle contractions and death from cardiac arrest.

Faith -200 CP (Discounted for Cleric)
You have an immense amount of mental fortitude beyond mundane methods which allows you to enhance your abilities through sheer force of will. You are able to force away any mental influences such as mind control and push through any mental restrictions such as pain and panic in order to pull off feats that your body would not normally be able to force itself to do.

Miracle Resonance -400 CP (Discounted for Cleric)
You are able to unify your magical capabilities with the powers of others in order to create a spell greater than the sum of its parts. What this means is that whenever you and others cast the same spell the output of the spell is doubled and the larger the quantity of people who are casting the same spell the larger the multiple becomes.

Fire Keeper Boost: United Miracle
You are no longer limited to casting the same spell as any spells cast at the same time can now produce new and unexpected results. If you do not trust the random effects of your combined spells you can instead use others as a conduit so that when you cast a spell your allies will gain a prompt that should they accept will cause them to cast the same spell even if it should be impossible for them to use that magic.

Way of White -600 CP (Discounted for Cleric)
This **Covenant Perk** allows you to properly recall and recite the texts of miracles to their truest form allowing you to cast miracles at the height of their power. What's more you can push this further allowing you to recite segments of legendary epic's in order to invoke the innate essence of the tale. By doing this you can create a new miracle spell that replicates the events within the story. These miracle spells can take positive forms like healing, restoration, inspiration, protection or negative forms like destruction, degradation, bewilderment or curses.

Chosen Undead Booster: Divine Purpose
Congratulations you now have an aspect of divinity within you this means that you are able to be the source of faith and miracles allowing you to imbue any of your powers and abilities with your divine aspects and perform miracles or divine magic without needing to have faith within another god or deity. You are also able to create new miracles of your own design and grant them to others with them being able to perform miracles in your name.

Lightning Defense Booster: Divine Lightning
You are now immune to any forms of electricity and are able to produce divine lightning which can either be used as a weapon or as a utility tool. When used as a weapon it is an effective long ranged attack which bypasses the defenses of most entities. When used as a utility divine lightning can be used to return targets home, heal the wounded, resurrect the dead, grant access to divine power, bestow divine tools and even transform a target into a superior being.

Gifts:

You may select a single gift from this list.

None +100 CP
No sign of a gift.

Goddess's Blessing X3 - Free
Divine holy water that fully restores HP and clears negative status effects. Does not cure Curse.

Black Firebomb X10 - Free
Throwable items that Explode upon impact creating a powerful blaze, inflicting Fire Damage to those near the impact.

Twin Humanities - Free
A consumable item that gives the user 2 units of liquid Humanity and fully replenishes their HP.

Binoculars - Free
Used to see faraway sights, distant threats, scenery, and other objects.

Pendant - Free
Trinket. No effect, but fond memories comfort travelers.

Master Key - Free
Open any basic lock.

Tiny Being's Ring - Free
An accessory that gives you a small boost in Health.

Old Witch's Ring - Free
Gift from a witch, an Ancient ring with no obvious effect.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Straight Sword Hilt - Free
The hilt of this lost sword was found discarded in the Undead Asylum.

Broken Straight Sword - Free
Half of the blade of this straight sword is broken off. Only the completely Hollowed would even consider using this as a weapon.

All Purpose Smithbox -100 CP (Free with Focused Smith)
This collection of specialized tools, grinding powder, mortar and a self refilling sachet of repair powder are used for repair and to etch titanite into weapons and armor in order to reinforce them. You must rest at a bonfire to make weapon and armor or to reinforce and repair.

Humanity -100 CP (Free with Soft Humanity)
A rare tiny black sprite normally found on corpses called humanity by consuming it you gain 1 unit of liquid humanity and restore a large amount of HP.

White Sign Soapstone -200 CP
Using this stone you can summon a White Phantom, which is a spectral copy of a specific person either living or dead, who can help you defeat enemies and bosses.

Longsword -50 CP (Free for Warrior)
Widely-used standard straight sword, only matched in ubiquity by the Shortsword.

Heater Shield -50 CP (Free for Warrior)
Small metal shield. A standard, widely-used shield.

Standard Helm -50 CP (Free for Warrior)
A sturdy helm made of iron. Very common type of protective gear, it provides a sound level of defense.

Hard Leather Armor -50 CP (Free for Warrior)
Armor made of thick leather. Very common type of protective gear, it provides a sound level of defense.

Hard Leather Gauntlets -50 CP (Free for Warrior)
Gauntlets made of thick leather. Very common type of protective gear, they provide a sound level of defense.

Hard Leather Boots -50 CP (Free for Warrior)
Boots made of thick leather. Very common type of protective gear, they provide a sound level of defense.

Broadsword -50 CP (Free for Knight)
An accessible sword which inflicts consistent regular damage and high slash damage, making it applicable to a variety of situations.

Tower Kite Shield -50 CP (Free for Knight)
Medium metal shield. Decorated with a tower, the symbol of protection. A standard, widely-used shield.

Knight Helm -50 CP (Free for Knight)
Helm of a lower-rank knight. Despite the thin metal used, the grooved texture gives it added protection.

Knight Armor -50 CP (Free for Knight)
Armor of a lower-rank knight. Despite the thin metal used, the grooved texture gives it added protection.

Knight Gauntlets -50 CP (Free for Knight)
Gauntlets of a lower-rank knight. Despite the thin metal used, the grooved texture gives them added protection.

Knight Leggings -50 CP (Free for Knight)
Leggings of a lower-rank knight. Despite the thin metal used, the grooved texture gives them added protection.

Scimitar -50 CP (Free for Wanderer)
Small curved sword. Each hit inflicts little damage, but fluid chain attacks are deadly.

Leather Shield -50 CP (Free for Wanderer)
Round leather-covered shield. A standard, widely-used shield.

Wanderer Hood -50 CP (Free for Wanderer)
Hood of an aimless traveler. Made from sturdy leather, it offers protection versus wind and rain.

Wanderer Coat -50 CP (Free for Wanderer)
Coat of an aimless traveler. Made from sturdy leather and quilting.

Wanderer Manchette -50 CP (Free for Wanderer)
Manchette of an aimless traveler. Made from sturdy leather and protects the hands.

Wanderer Boots -50 CP (Free for Wanderer)
Boots of an aimless traveler. Made from sturdy leather. A must-have for long journeys.

Bandit's Knife -50 CP (Free for Thief)
This wide single-edged shortsword is the favorite of lowly thieves and bandits.

Target Shield -50 CP (Free for Thief)
Small round metal shield. Four protrusions used to parry attacks.

Thief Mask -50 CP (Free for Thief)
Mask of sinners. They hide their faces, stifle their voices and hide in the shadows. It does not provide much in the way of defense.

Black Leather Armor -50 CP (Free for Thief)
This armor made of smooth black leather is extremely quiet, a good thing for those who hide in the shadows.

Black Leather Gloves -50 CP (Free for Thief)
These gloves made of smooth black leather are extremely quiet, a good thing for those who hide in the shadows.

Black Leather Boots -50 CP (Free for Thief)
These boots made of smooth black leather are extremely quiet, a good thing for those who hide in the shadows.

Master Key -100 CP (Free for Thief)
This universal key opens any basic lock. Tool of the trade for thieves.

Battle Axe -50 CP (Free for Bandit)
Standard battle axe. Inflicts regular damage, making it effective in various situations.

Spider Shield -50 CP (Free for Bandit)
Shield of the savage mountain bandits. Uniquely-shaped with a large black spider etched upon it.

Brigand Hood -50 CP (Free for Bandit)
Hood worn by the brigands who raid mountain hamlets and attack travelers.

Brigand Armor -50 CP (Free for Bandit)
Armor worn by the brigands who raid mountain hamlets and attack travelers.

Brigand Gauntlets -50 CP (Free for Bandit)
Gauntlets worn by the brigands who raid mountain hamlets and attack travelers.

Brigand Trousers -50 CP (Free for Bandit)
Trousers worn by the brigands who raid mountain hamlets and attack travelers.

Shortsword -50 CP (Free for Hunter)
This small straight sword is widely used, to an extent only matched by the longsword.

Short Bow -50 CP (Free for Hunter)
Small bow. Standard projectile weapon. Needs arrows to used.

Standard Arrow x1 -2 CP
Standard Arrow. Need a bow to be used Can be Purchased multiple times.

Standard Arrow x30 -50 CP (Free for Hunter)
Standard Arrow. Need a bow to be used.

Large Leather Shield -50 CP (Free for Hunter)
Large, leather-covered round shield. Choice shield for hunters.

Leather Armor -50 CP (Free for Hunter)
Armor made of soft leather. Very common type of protective gear.

Leather Gloves -50 CP (Free for Hunter)
Gloves made of soft leather. Very common type of protective gear.

Leather Boots -50 CP (Free for Hunter)
Boots made of soft leather. Very common type of protective gear.

Dagger -50 CP (Free for Sorcerer)
This standard small dagger has only a modest attack but can be jabbed in rapid succession, and is effective in critical hits such as after a parry or when stabbing in the back.

Small Leather Shield -50 CP (Free for Sorcerer)
Small, leather-covered round shield, reinforced in critical spots with metal.

Sorcerer's Catalyst -100 CP (Free for Sorcerer)
Sorcery catalyst used by sorcerers of Vinheim Dragon School.

Sorcerer Hat -50 CP (Free for Sorcerer)
Hat worn by proper sorcerers who studied at Vinheim Dragon School.

Sorcerer Cloak -50 CP (Free for Sorcerer)
Cloak worn by proper sorcerers who studied at Vinheim Dragon School.

Sorcerer Gauntlets -50 CP (Free for Sorcerer)
Gauntlets worn by proper sorcerers who studied at Vinheim Dragon School.

Sorcerer Boots -50 CP (Free for Sorcerer)
Boots worn by proper sorcerers who studied at Vinheim Dragon School.

Hand Axe -50 CP (Free for Pyromancer)
Small hand axe. Appears identical to a lumberjack's tool, but has ideal weight and strength, and is easy to handle. One wrong swing leaves the wielder wide open, so timing and proximity to the enemy must be judged carefully.

Cracked Round Shield -50 CP (Free for Pyromancer)
Round wooden shield. Cracked and nearly broken.

Pyromancy Flame -100 CP (Free for Pyromancer)
Flame medium used by Great Swamp pyromancers. Pyromancers arouse this flame to produce various fire arts.

Tattered Cloth Hood -50 CP (Free for Pyromancer)
Hood worn by pyromancers of the Great Swamp. Though it appears tattered, it is actually quite strong.

Tattered Cloth Robe -50 CP (Free for Pyromancer)
Robe worn by pyromancers of the Great Swamp. Though it appears tattered, it is actually quite strong.

Tattered Cloth Manchette -50 CP (Free for Pyromancer)
Manchette worn by pyromancers of the Great Swamp. Though it appears tattered, it is actually quite strong.

Heavy Boots -50 CP (Free for Pyromancer)
Boots made of thick leather. The boots of the pyromancers are incredibly tough, on account of the rugged grasslands and treacherous swamps they must traverse. Their soles are nearly impenetrable.

Mace -50 CP (Free for Cleric)
Iron hammer with a protrusive pommel. Standard weapon for clerics. This simple bladeless strike weapon is effective against most foes, and can break the guard of a shield. However, one miss leaves one wide open.

East-West Shield -50 CP (Free for Cleric)
A wooden kite shaped shield. It is decorated with the ancient symbol of a double-headed eagle, painted yellow.

Canvas Talisman -100 CP (Free for Cleric)
Medium for casting miracles of the Gods. Canvas Talisman is for clerics on pilgrimage.

Holy Robe -50 CP (Free for Cleric)
Robe donned by the men of the cloth. Though plain to the eye, its hardy fabric repels rain and keeps the body warm.

Traveling Gloves -50 CP (Free for Cleric)
Thick, sturdy gloves made for travelers on extended journeys.

Holy Trousers -50 CP (Free for Cleric)
Trousers donned by the men of the cloth, Though plain to the naked eye, their hardy fabric repels rain and keeps the body warm.

Club -50 CP (Free for Deprived)
A simple wooden club. This simple bladeless strike weapon is effective against most foes, is easily handled, and can break the guard of a shield.

Plank Shield -50 CP (Free for Deprived)
Makeshift shield built from wood planks. Provides minimal protection, but at a cost of moderate humiliation.

Pocket Lordrun -300 CP
You gain a pocket dimension containing a copy of both the modern Lordrun, painted world, undead asylum and ancient Oolacile as seen in the events of Dark Souls, however it will not contain any entities, merely the structures you can visit in game.

Souls:

These solid souls each contain a certain amount of soul unit energy that can be gained when the soul is consumed. As they won't be lost in death, they provide you with a secure source of souls that should be preserved for the moment you actually need them.

Soul Companion -25 CP
You can choose to sacrifice any soul you have purchased in order to gain a loyal dark souls companion who matches the soul you sacrificed. The soul will be revived, gaining a human or animal Alt-Form that is appropriate to them as well as their in-game appearance and will be restored to perfect health.

Regular Souls:

You may purchase any souls in this section multiple times.

Soul of a Lost Undead -1 CP
Soul of a lost Undead who has long ago gone Hollow.

Large Soul of a Lost Undead -2 CP
Large soul of a lost Undead who has long ago gone Hollow.

Soul of a Nameless Soldier -3 CP
Soul of a nameless Undead soldier who has long ago gone Hollow.

Large Soul of a Nameless Soldier -4 CP
Large soul of a nameless Undead soldier who has long ago gone Hollow.

Soul of a Proud Knight -6 CP
Soul of a proud Undead knight who has long ago gone Hollow.

Large Soul of a Proud Knight -8 CP
Large soul of a proud Undead knight who has long ago gone Hollow.

Soul of a Brave Warrior -10 CP
Soul of a brave Undead warrior who has long ago gone Hollow.

Large Soul of a Brave Warrior -12 CP
Large soul of a brave Undead warrior who has long ago gone Hollow.

Soul of a Hero -13 CP
Soul of a hero of legend who has long ago gone Hollow.

Soul of a Great Hero -15 CP
Great soul of a hero of legend who has long ago gone Hollow.

Boss Souls:

You may only purchase souls in this section a maximum of 7 times.

Soul of the Moonlight Butterfly -5 CP
Soul of the mystical Moonlight Butterfly, which flitters in the Darkroot Garden. The butterfly's soul is a creation of Seath the Scaleless.

Fire Keeper Soul -10 CP
Soul of a long-lost Fire Keeper gnawed by infinite humanity as a corporeal manifestation of the bonfire.

Soul of Quelaag -12 CP
Soul of Quelaag, once daughter of the Witch of Izalith, but now a chaos demon, Quelaag's soul contains all aspects of Chaos.

Core of an Iron Golem -14 CP
Soul serving as the core of the Iron Golem, guardian of Sen's Fortress, and slayer of countless heroes seeking Anor Londo. It was originally a bone of an everlasting dragon.

Guardian Soul -14 CP
Soul of the white winged lion sanctuary watchkeeper, who dreaded the spread of the Abyss. The Guardian exhibited traits of several animals other than lions, suggesting that it was no ordinary beast, but rather closer to the beings known as Demons.

Soul of Ornstein -14 CP
Soul of Ornstein, Dragonslayer Knight who guards the cathedral in the forsaken city of Anor Londo.

Soul of Smough -14 CP
Soul of Smough the Executioner, who guards the cathedral in the forsaken city of Anor Londo.

Soul of Gwyndolin -15 CP
Soul of Darkmoon Gywndolin, god of the Dark Sun and guardian of deserted Anor Londo.

Soul of Sif -15 CP
Soul of Sif the Great Grey Wolf, who inherited the divine knightsword and guards the grave of Artorias the Abysswalker.

Soul of Priscilla -15 CP
Soul of Priscilla the Crossbreed, trapped inside the painted world of Ariamis.

Soul of Artorias -15 CP
Soul of Lord Gwyn's Knight Artorias, who was consumed by the Abyss. The Legend that Artorias repelled the Abyss only told half of the story. It seems that he was defeated, and his honor preserved, by some unsung hero, who is the true victor over the Abyss.

Soul of Manus -16 CP
Soul of Manus, Father of the Abyss. This extraordinary soul is a viscous, lukewarm lump of gentle humanity. Ancient Manus was clearly once human. But he became the Father of the Abyss after his humanity went wild, eternally seeking his precious broken pendant.

Soul of Gwyn, Lord of Cinder -16 CP
Soul of Gywn, Lord of Sunlight and Cinder, who linked the First Flame. Lord Gywn bequeathed most of his power to the Gods, and burned as a cinder for the First Flame, but even so, Lord Gywn's soul is a powerful thing indeed.

Ore:

Used for upgrading weapons and armor ores require a capable smith to use them for forging. Once per day for each variant of Ore you purchase you may select 5 of any Ore type you have purchased in this section to receive, allowing you to select a calculated combination of titanite shards, chunks and slabs needed to forge a specific weapon.
For example if you purchased all 14 options you would be able to select to receive anywhere between 70 of the same Ore type or 5 of each Ore type.

Titanite Shard - Free
Titanite shards are fragments of the Legendary Slabs and the most common form of titanite material. Titanite is etched into weapons to reinforce them allowing you to reinforce standard weapons up to +5 and reinforce standard armor up to +3.

Large Titanite Shard -10 CP (Requires Titanite Shard)
Titanite shards are fragments of the Legendary Slabs with them being etched into weapons to reinforce them. This larger titanite material can reinforce standard armor up to +6, standard weapons up to +10, and raw weapons up to +5.

Titanite Chunk -20 CP (Requires Large Titanite Shard)
With the discovery of chunks in Lordran, the race to locate the Legendary Slabs has begun. But could they be mere myth? Regardless, this Titanite chunk can be used to reinforce standard Armor up to +9, standard weapons up to +14, and weapons attuned to crystal or lightning up to +4.

Titanite Slab -30 CP (Requires Titanite Chunk)
The heirlooms of a nameless blacksmith deity, who forged the weapons of other Gods. Weapons forged with these Titanite slabs become rare legendary weapons as you can reinforce standard Armor up to +10, standard weapons up to +15, and Crystal or Lightning attuned weapons up to +5.

Green Titanite Shard -10 CP (Requires Titanite Shard)
This Titanite shard has been imbued with a mix of special energies altering its appearance and allowing it to reinforce Magic, Divine, and Fire weapons up to +5

Blue Titanite Chunk -20 CP (Requires Green Titanite Shard, Discount with Sorcerer's Catalyst)
A Titanite chunk that has been imbued with a powerful magic energy allowing it to reinforce magic weapons up to +9, and enchanted weapons up to +4.

Blue Titanite Slab -40 CP (Requires Blue Titanite Chunk, Discount with Sorcerer's Catalyst)
This Titanite Slab has been imbued with a powerful magic energy allowing it to reinforce magic weapons up to +10, and enchanted weapons up to +5.

Red Titanite Chunk -20 CP (Requires Green Titanite Shard, Discount with Pyromancy Flame)
A Titanite chunk that has been imbued with a powerful fire energy allowing it to reinforce fire weapons up to +9, and chaos weapons up to +4.

Red Titanite Slab -40 CP (Requires Red Titanite Chunk, Discount with Pyromancy Flame)
This Titanite Slab has been imbued with a powerful fire energy allowing it to reinforce fire weapons up to +10, and chaos weapons up to +5.

White Titanite Chunk -20 CP (Requires Green Titanite Shard, Discount with Canvas Talisman)
A Titanite chunk that has been imbued with a powerful divine energy allowing it to reinforce Divine weapons up to +9, and Occult weapons up to +4.

White Titanite Slab -40 CP (Requires White Titanite Chunk, Discount with Canvas Talisman)
This Titanite Slab has been imbued with a powerful divine energy allowing it to reinforce Divine weapons up to +10, and Occult weapons up to +5.

Dragon Scale -60 CP (Discount with Sorcerer's Catalyst)
A dragon is inseparable from its scales, and the transcendent apostles, who seek the perpetuity of the ancient dragons, have crossed the very end of the earth to seek this invaluable treasure. You can use this in order to reinforce dragon weapons up to +5.

Demon Titanite -60 CP (Discount with Pyromancy Flame)
When the nameless blacksmith deity passed, several of their Slabs became corrupted by demonic energies growing into great beasts made of from a faceless stone. You can use this to reinforce weapons made with boss souls up to +5.

Twinkling Titanite -60 CP (Discount with Canvas Talisman)
After this titanite was peeled from its Slab, it is said that it received a special power, but its specific nature is not clear. The particularly powerful energy this titanite is imbued with reinforces weapons that cannot normally be reinforced up to +5.

Embers:

Qualified Blacksmiths can use embers to upgrade any weapon with their energies.

Ember - Free
Modify Normal weapons up to +5 Normal.

Large Ember -10 CP (Free with Soul Smith)
Modify +5 Normal weapons up to +10 Normal or up to +5 Raw.

Very Large Ember -20 CP (Requires Large Ember)
Modify +10 Normal weapons up to +15 Normal.

Lightning Ember -20 CP (Requires Large Ember)
Modify +10 Normal weapons up to +5 Lightning.

Crystal Ember -20 CP (Requires Large Ember)
Modify +10 Normal weapons up to +5 Crystal.

Magic Ember -10 CP (Free with Sorcerer's Catalyst)
Modify +5 Normal weapons up to +5 Magic.

Large Magic Ember -20 CP (Requires Magic Ember)
Modify +5 Magic weapons up to +10 Magic.

Enchanted Ember -20 CP (Requires Magic Ember)
Modify +5 Magic weapons up to +5 Enchanted.

Fire Ember -10 CP (Free with Pyromancy Flame)
Modify +5 Normal weapons up to +5 Fire.

Large Flame Ember -20 CP (Requires Fire Ember)
Modify +5 Fire weapons up to +10 Fire.

Chaos Flame Ember -20 CP (Requires Fire Ember)
Modify +5 Fire weapons up to +5 Chaos.

Divine Ember -10 CP (Free with Canvas Talisman)
Modify +5 Normal weapons up to +5 Divine.

Large Divine Ember -20 CP (Requires Divine Ember)
Modify +5 Divine weapons up to +10 Divine.

Dark Ember -20 CP (Requires Divine Ember)
Modify +5 Divine weapons up to +5 Occult.

Spells:

To use any kind of Magic, the player will first have to learn a spell, and equip a Catalyst that corresponds to the spell's Magic class. Any spell that is purchased, can be attuned to be statically cast or can be learned in order for the caster to use any of the spells dynamically.

Master of Magic -1000 CP (Requires Sorcerer's Catalyst, Pyromancy Flame and Canvas Talisman)
You gain all spells in the Sorceries, Pyromancy and Miracles sections.

Sorceries:

A type of Magic that can only be cast if the caster has an equipped Catalyst.

Master Sorcerer -600 CP (Requires Sorcerer's Catalyst)
You gain all spells in the Sorceries section.

Soul Arrow - Free (Requires Sorcerer's Catalyst)
Fires a magical projectile. Excellent starting spell which does very good damage against most enemies.

Great Soul Arrow -10 CP (Requires Soul Arrow)
Stronger soul arrows that inflict magic damage, making them effective against iron armor, tough scales, and other physically resilient materials.

Heavy Soul Arrow -20 CP (Requires Great Soul Arrow)
An even stronger spell than greater soul arrow but with longer casting time.

Great Heavy Soul Arrow -40 CP (Requires Heavy Soul Arrow)
Stronger than, heavy soul arrow, fewer uses. Has a slow cast time, but deals a tremendous amount of damage, even against bosses.

Homing Soulmass -10 CP (Requires Soul Arrow)
Fires multiple, homing magic projectiles that hover above the caster with each individual soul arrow seeking the closest target, in the direction the caster is facing, when in range. Because the spell can be cast in advance, it has a unique advantage in that, if timed correctly, it can be cast in synchronicity with other attacks.

Homing Crystal Soulmass -20 CP (Requires Homing Soulmass)
This spell fires multiple, homing crystal projectiles that can be successfully cast and each individual crystal will seek the closest target, in the direction the caster is facing, when in range.

Soul Spear -10 CP (Requires Soul Arrow)
Fire piercing soul spear.

Crystal Soul Spear -20 CP (Requires Soul Spear)
Fire an even more powerful, piercing ranged attack.

White Dragon Breath -40 CP (Requires Crystal Soul Spear)
A straight line of crystals pop out of the ground in front of you, shooting towards your target. One advantage of this spell is that it will take out large groups of enemies if they are lined up one behind the other. It has a medium cast time, but once it fires, it will take out anything in its path. 20 casts make this a great high level replacement for the soul arrow at high levels, as it's not as useful on most bosses.

Magic Weapon -10 CP (Requires Sorcerer's Catalyst)
This spell enhances the weapon in your right hand. Some weapons can not be enchanted with this effect.

Great Magic Weapon -20 CP (Requires Magic Weapon)
This spell greatly enhances the weapon in your right hand but not all weapons can be affected by this spell.

Crystal Magic Weapon -40 CP (Requires Great Magic Weapon)
This weapon enhances and crystallizes right-hand weapon but not all weapons can be affected by this spell.

Magic Shield -10 CP (Requires Magic Weapon)
Reinforces any shield or weapon in your left hand with magic reinforcing the durability and defensive capabilities of it.

Strong Magic Shield -20 CP (Requires Magic Shield)
This spell reinforces any shield or weapon in your left hand with a stronger magic reinforcing the durability and defensive capabilities of it.

Aural Decoy -10 CP (Requires Sorcerer's Catalyst)
Lures enemies away by creating a sound originating in the distance.

Hush -10 CP (Requires Sorcerer's Catalyst)
Masks all noises of the caster.

Fall Control -20 CP (Requires Hush)
Reduces damage and noise from fall. However, terminal falls will still kill you even with this active.

Hidden Weapon -20 CP (Requires Sorcerer's Catalyst)
This spell turns your right hand weapon invisible but not all weapons can be affected by this spell.

Hidden Body -40 CP (Requires Hidden Weapon)
This spell masks your presence, making detection harder.

Repair -10 CP (Requires Sorcerer's Catalyst)
Repairs weapons and armor

Cast Light -10 CP (Requires Sorcerer's Catalyst)
Cast a bright light upon surroundings, and lasts 5 minutes. Particularly useful for Tomb of Giants.

Chameleon -40 CP (Requires Sorcerer's Catalyst)
This spell transforms the caster into an inanimate object. Generally, the object you become is something common to the area you are in. Could be a vase, or a box, etc. Some strategy must be used, and the most effective is to place yourself in a cluster of similar objects. Once cast, you can move slowly and position yourself. If done properly, an enemy will walk by you and never know you're there. Cannot run when using, any other action breaks the effect.

Remedy -10 CP (Requires Sorcerer's Catalyst)
Removes poison/toxic/bleeding build up, and cures poison/toxic status.

Resist Curse -20 CP (Requires Remedy)
Removes curse build up.

Dark Orb -10 CP (Requires Sorcerer's Catalyst)
After a brief charge, this spell fires a large shot at your target.

Dark Bead -20 CP (Requires Dark Orb)
Fires a large amount of small dark orbs that fan outwards—very fast cast time. Excellent against large bosses.

Dark Fog -40 CP (Requires Dark Orb)
Creates a fog that inflicts poison. The fog is created at the location of the locked target.

Pursuers -60 CP (Requires Dark Orb)
Slow moving dark soul mass, fires and homes in on target when in range. Slower moving than homing soul mass but has much better homing capabilities.

Pyromancy:
A simplistic form of magic which uses the Pyromancy Flame as a catalyst.

Master Pyromancer -300 CP (Requires Pyromancy Flame)
You gain all spells in the Pyromancy section.

Fireball - Free (Requires Pyromancy Flame)
This spell hurl's a fireball with the fire damage caused by fireballs making them effective against corporeal beasts and Undead, who by nature fear flame.

Fire Orb -10 CP (Requires Fireball)
A Pyromancy spell that improves upon Fireball.

Great Fireball -20 CP (Requires Fire Orb)
The Ultimate variant of the normal fireball pyromancy hurling a giant fireball.

Great Chaos Fireball -40 CP (Requires Great Fireball) (Requires Great Fireball, Free with Chaos Servant)
A far more dangerous variation of the fireball that hurls a giant fireball which leaves a large amount of temporary lava.

Firestorm -10 CP (Requires Fireball)
A Primal pyromancy taught by Quelana of Izalith that erects fire pillars in vicinity.

Fire Tempest -20 CP (Requires Firestorm)
This upgrade to the firestorm spell erects giant fire pillars in vicinity.

Chaos Storm -40 CP (Requires Fire Tempest, Free with Chaos Servant)
The chaotic variant of this spell which erects localized chaos fire pillars which leave blobs of temporary lava.

Combustion -10 CP (Requires Pyromancy Flame)
Elementary pyromancy that creates a powerful flame in hand making it a good 'melee' range spell.

Great Combustion -10 CP (Requires Combustion)
This Pyromancy improves upon Combustion creating a powerful, giant flame in your hand.

Fire Surge -40 CP (Requires Great Combustion)
This Pyromancy creates a surge of flame from the palm of your hand.

Fire Whip -10 CP (Requires Pyromancy Flame)
A Primal pyromancy that sweeps foes with a fire whip.

Chaos Fire Whip -20 CP (Requires Fire Whip)
This spell sweep foes with chaos fire whip with lava traces Note: Leaves lava behind for a bit.

Poison Mist -10 CP (Requires Pyromancy Flame)
This spell allows you to breathe out a cone of poison mist that fills the surrounding area causing poison status.

Toxic Mist -20 CP (Requires Poison Mist)
This spell allows you to breathe out a cone of toxic mist that fills the surrounding area causing toxic status.

Acid Surge -20 CP (Requires Poison Mist)
This spell allows you to breathe out an acid which corrodes weapons and armor damaging their durability.

Flash Sweat -10 CP (Requires Pyromancy Flame)
This spell covers the caster in water, reducing fire damage.

Iron Flesh -20 CP (Requires Flash Sweat)
This self-buff, raises defenses and poise by turning their outer body into an iron like substance making them heavier and reducing their maneuverability.

Power Within -20 CP (Requires Flash Sweat)
Draws out the users power increasing Attack and Defense but gradually dissipates over time.

Undead Rapport -10 CP (Requires Pyromancy Flame)
This spell temporarily takes control over undead and grants you temporary allies.

Black Flame -10 CP (Requires Pyromancy Flame)
This is a melee-range pyromancy spell similar to Great Combustion but when blocked, consumes a much higher amount of stamina making it great for breaking guards.

Miracles:

Mostly utility spells that focus on defensive purposes which are cast by the caster reciting a tale of the Gods, and which invokes its divine revelations.

Master Orator -400 CP (Requires Canvas Talisman)
You gain all spells in the Miracles section.

Heal - Free (Requires Canvas Talisman)
An elementary miracle cast by clerics to restore HP.

Great Heal Excerpt -10 CP (Requires Heal)
A cut down version of Great Heal that Heals a large amount of HP to the caster.

Great Heal -20 CP (Requires Great Heal Excerpt)
This spell Heals a large amount of the casters HP, depending on faith.

Soothing Sunlight -40 CP (Requires Great Heal, Free with Princess Guard)
This spell Heals a large amount of HP to the caster and nearby allies. Scales with faith.

Replenishment -20 CP (Requires Heal)
This Spell Gradually restores HP over time for a short duration.

Bountiful Sunlight -40 CP (Requires Replenishment, Free with Princess Guard)
This spell Gradually restores HP over time for a short duration to you and nearby allies.

Karmic Justice -20 CP (Requires Canvas Talisman)
This spell is a self-buff that lasts for 1 minute while it absorbs any physical damage, before it explodes, dealing massive damage to all nearby enemies and knocking them all down.

Vow of Silence -10 CP (Requires Canvas Talisman)
This Area of Effect Spell silence around you that stops all spell casting in the area, including your own, for about 25 seconds.

Tranquil Walk of Peace -20 CP (Requires Vow of Silence)
This spell produces a debuff to nearby enemies which slows movement speed, and lasts for about 10 seconds.

Force -10 CP (Requires Canvas Talisman)
This Area of effect spell does no damage but knocks back most surrounding enemies Must be very close to cause knockdown Can deflect sorceries such as Homing Soulmass.

Wrath of the Gods -40 CP (Requires Force)
A fast casting force spell that deals high damage in a bubble around you. One of the most powerful offensive miracles in the game. Can deflect sorceries

Emit Force -20 CP (Requires Force)
Shoots a large ball of force energy to explode on the target causing damage to the target and close surrounding enemies. Can deflect sorceries.

Magic Barrier -20 CP (Requires Force)
A spell that reduces incoming magic damage for a short duration.

Great Magic Barrier -40 CP (Requires Magic Barrier)
This spell is like a Magic Barrier but reduces even more magic damage.

Seek Guidance -10 CP (Requires Canvas Talisman)
This spell allows the caster to see when text is true or false from the perspective of the writer.

Lightning Spear -10 CP (Requires Canvas Talisman, Free with Warrior of Sunlight)
A powerful spear of light that inflicts lightning damage. Scales with faith. Can be thrown into bodies of water to cause Area of Effect damage.

Great Lightning Spear -20 CP (Requires Lightning Spear)
A larger, more powerful spear of light that inflicts lightning damage. Scales with faith. Can be thrown into water to cause Area of Effect damage.

Sunlight Spear -40 CP (Requires Great Lightning Spear, Free with Lord of Light)
A very powerful version of the lightning spear. Fewer charges but a lot more damage. Scales with faith. Can be thrown into water to cause Area of Effect damage.

Sunlight Blade -10 CP (Requires Canvas Talisman, Free with Dark Sun)
This coats your right hand weapon in lightning.

Darkmoon Blade -10 CP (Requires Canvas Talisman, Free with Blade of the Dark Moon)
This Boosts right hand weapon with rays of Darkmoon.

Gravelord Sword Dance -20 CP (Free with Gravelord Servant)
This miracle produces swords that pierce from the ground impaling enemies in an area of effect.

Gravelord Greatsword Dance -40 CP (Requires Gravelord Sword Dance, Free with Gravelord)
An upgrade of Gravelord Sword Dance with its area of effect and its damage increased.

Homeward -20 CP (Requires Canvas Talisman)
This spell transports you back to the last bonfire you used.

Escape Death -80 CP (Requires Homeward)
This self-buff prevents the user from losing souls and humanity after death though the miracle will not work if the user has two other self-buffs active.

Drawbacks:

Not Drop In +100 CP
You are no longer a Drop-In or from an alternate Reality instead you are a Local who has become branded with the Dark Sign.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement that are Free by default.

Vagrant Drop +100 CP
Vagrants and evil vagrants will randomly appear in the jump setting.

Orange Soapstone +100 CP
Everywhere you go text will appear engraved in the floor as if written with fire. This text will always contain tedious and often false information. When you become aware of the text it will start to burn and if you do not read it by the time it burns out others will become aware of it and its contents.

Trusty Patches +200 CP
It seems that old patches have found his way into this world and taken a form that is appropriate to it and you will not remember him. He will go out of his way to humiliate you and has been shown to enjoy kicking people off cliffs.

Empty Pockets +200 CP
You lose all items Free to your class.

Fall Damage +200 CP
Any fall you take that is more than 20 meters will instantly kill you.

Player Invasion +200 CP
By taking this drawback you must select one of the origin options, this will cause another with the DarkSign to be dropped into this continuity with the intention of killing you.
The Hollow will have all the perks and items for their origin and all the free general perks. If you picked the Deprived they will gain all of the general perks.
You may take this drawback once per origin with each purchase of this drawback, causing a new Hollow to appear at some point during your Jump, somewhere on your Planet.

Ashen One +200 CP
It seems you failed to link the shrines as now your entire body appears to be covered in burns, though this will not affect your sense of pain you will constantly have a smell of burning.

Mimics +300 CP
At least once per month you will run into mimics monsters that are disguised as chests, furniture and dead bodies. Should you approach these monsters without being aware they will attack in a most unpleasant way.

More Mimics +300 CP (Requires Mimics)
It seems that the mimics have upped their game and now you will run into one at least once per week with them being able to disguise themselves as practically anything.

It is only human to Sin +300 CP
The Dark moon coven is after you and at least once per week a blue phantom that only you can see will appear with the intention of killing you.

Play Style +300 CP
You are now only able to select perks from either the general section or your own Origin Perk Tree and as such are no longer able to take perks from the other Origin Perk trees.

Dark Invasion +300 CP
Somehow you have connected to the dark souls servers and at random points in the jump at least once per week a copy of a dark souls character will appear near to you as a hostile phantom planning to kill you and take your souls.

Fog Door's +400 CP
Whenever you are about to encounter a powerful opponent who would be considered a boss a Fog Door will act as a barrier to the area. Until you defeat this encounters it will be impossible to use them in the opposite direction but once they have been defeated the Fog Doors will disappear.

Lord of Cinder +400 CP
It seems that Lord Gwyn has been brought to this world with you. He has gained **+1,000 CP** an origin of his choice and may purchase anything from this document. His goal is to end you.

Lord of Sunlight +600 CP (Requires Lord of Cinder)
It seems that Lord Gwyn has returned to his true self and now has all origins other than **Deprived** and **+10,000 CP** to spend in this document. His goal is to end you.

Undead Nightmare +600 CP
It seems you have brought more of the Darksign to this world than just your own and now it is spreading like a sickness with the unfortunate ones who die not staying dead and instead arising and slowly becoming hollowed.

Black Phantom +600 CP
Others from beyond this world will arrive, illusionary red outlined duplicates of the standard enemies you face will appear. These enemies will be far more powerful than their normal in-universe counterparts.

It Burns +1000 CP
At the start of this jump all of your perks and items other than **Darksign** will be disabled and you will be set aflame. You will feel every second of your body burning and will not be able to put the fire out. When your body has been burned to ash you will awaken at a bonfire regaining all your perks and items.

Age of Dark +1000 CP
Congratulations you have caused the apocalypse and now every living being is slowly going Hollow. Within at least five years there will not be any non-hollow living being left in your setting's world.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items not gained in this Jump or Supplement will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks not gained in this Jump or Supplement will be disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy