

Can't Fear Your Own Jump
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V 1.2

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Introduction

In the beginning, there was only chaos. A single world of primordial energy, form which formed Human and Hollow. There was no death, no cycle of reincarnation and no boundaries to this world. Mankind suffered, the Hollows endlessly growing in number and without a means to protect themselves.

A hero appeared, a King to lead humanity to a brighter age. The Soul King formed from this chaos, one of a few unique beings, and he slew the Hollows. In time, as his holy crusade began to threaten the very fabric of the world, the King was betrayed. The ancient ancestors of Humanity trapped him and sealed him away, tearing apart his body in fear of his power and using him as a linchpin to separate the one world into three.

This is how the worlds were made. A mortal world where the souls of the living existed. An afterlife, eventually known as Soul Society, where weary souls could rest and await reincarnation. An empty world, Hueco Mundo, where the Hollows would be drawn to prevent their endless multiplication.

The souls of Humanity were split between these worlds and, as they are wont to do, they formed their own factions. Some were born from the actions of these ancient traitors to the King, such as the Shinigami. The Shinigami are guardians of the cycle and souls, who watch over the afterlife and those who die. Some are humans who seek power or protection of their people, the Fullbringers or Quincy. Even the Hollows in time formed their own kingdoms, eternal nations in the empty sands.

Eons passed. Life and death continued, through times of peace and war. The Shinigami both protected mankind and made war on them, building a stable cycle on a mountain of genocide. For every moment of light and happiness, there exists an endless list of dark crimes that make those precious times possible.

Yet this long, long history is all but unknown to a young human boy named Ichigo Kurosaki. A Japanese high-school student. He doesn't know the story of the Soul King. He doesn't know of the traitor Sosuke Aizen and his plans to upend Soul Society. He knows nothing of Hollow Kings or Quincy Emperors, of Fullbringer cults and artificial soul legions. He doesn't even know his own heritage, the ways he has been linked into this world's story since before his birth, or of the watchful monk who gazes on his life from far above.

All Ichigo Kurosaki knows is that he's gonna protect a mountain-load of people. Those he cares about and those he doesn't know. And though he doesn't know this yet, as a hundred year old Shinigami woman named Rukia Kuchiki walks through his bedroom wall tonight, he's going to be the one to change these worlds.

This is where you come in. With 1000 Choice Points to spend, on this night and in these worlds, your story begins again.

Time and Location

You will by default spend ten years in this world. You may optionally extend that as far as you like, as some old warriors have lived for millions of years in these worlds already.

You may choose any one of the below locations to begin in, starting within any public space available in your choice. Some may be quite unsafe for certain or nearly every race, so be careful in your choice.

Karakura Town

Karakura Town, hometown of Ichigo Kurosaki and his human friends. Karakura is a small city with an average population size located in Western Tokyo. Nothing appears out of the ordinary, nothing of importance happens here for the most part. It just so happens to be the hometown of our protagonist and the "Jureichi" however, so it's far more important than it seems. The Jureichi is the designated point within the human world that has the highest concentration of spiritual beings; such as spiritually aware humans, souls, or spiritual races like Hollows or Shinigami. Your arrival just adds to this total.

Soul Society, Rukongai

While there might be a hell, there isn't truly a heaven. The closest approximation is known as Soul Society, the comparatively peaceful afterlife where normal souls are sent to live until they're cycled back into the human world. Rukongai is the name of the 320 districts outside Seireitei where most souls live. Rather than being a reflection of the real world or some idealistic paradise, Rukongai resembles the Japan of centuries past and behaves like it as well. While the districts closest to Seireitei are orderly and calm, things become more violent and lawless the farther out you go. Still, it's better than the alternative afterlives.

Soul Society, Seireitei

Seireitei is the main base of the Shinigami, those who keep order within the afterlife. Ordinarily appearing open, there is a distinct division between Seireitei and Rukongai which is made apparent by the dropping of ungodly massive walls falling from the sky in a perfect ring around it if invaders attempt to breath its grounds. These walls, made from spirit power negating stone, completely bar entry from not just the sides, but above and below due to forming an orb shaped barrier once in position. The inside of Seireitei appears as a sprawling, tiered castle-city said to take twenty days to walk from one side to the next. The 13 Barracks belonging to the Shinigami's 13 Squads are found here as expected, along with prisons to contain those guilty of crimes within Soul Society. Beyond containing the full military of the Shinigami besides those stationed in the human world, Seireitei also houses Soul Society's noble houses and government structures. Due to the large population of Seireitei, there are also a number if civilian institutions helping cater to the Nobles and Shinigami who live here.

Hueco Mundo Wilds

Hueco Mundo is one of those less palatable afterlives mentioned previously. Domain of Hollows, Hueco Mundo consists almost solely of endless white deserts under an eternal night sky, with only the light of the moon guiding the way of these twisted beings. What appears to be dead trees giving variety to the endless dunes, are actually outcroppings of quart-like minerals stretching up from down below. Besides the occasional Hollow, this is the extent of Hueco Mundo's surface. Below the desert however, there are colossal, sprawling caverns where the stronger and more voracious

Hollows hunt and feed upon one another. Massive mineral pillars are spread throughout these caves like a forest, their very tips being the “trees” seen above.

Hueco Mundo, Las Noches
Most of Hueco Mundo is desert above, caverns below, and night all the time. There’s nothing of to break up the dreary landscape, except Las Noches. Las Noches is Hueco Mundo’s answer to Seireitei, a colossal city-structure that appears as a great dome surrounded by towers. This is Aizen Sosuke’s seat of power, and the base of his Arrancar armies. While in ages past it was simply a collection of ruins ruled over by the self-proclaimed King of Hueco Mundo, it has now been fully constructed and modified after Aizen took power. The most notable of all changes made is artificial daylight broadcast from the top of the dome over the inner deserts; a grand mechanism constructed for what appears to be the sole purpose of annoying his Hollow armies.

Silbern
As Seireitei is to the Shinigami, and Las Noches is to Hollows and Arrancar, so is Silbern to the thought to be extinct race of Quincy. The central castle and surrounding city of Silbern are found within a shadow dimension overlapping that of Seireitei, of which it is about the same size. Silbern’s architecture has a distinctly medieval look to it all, as if it could be found in a story of knights and princesses. That would be if it wasn’t seemingly abandoned, completely absent of any color, and covered in lairs of ice from top to bottom. Silbern is sterile and unpleasant in appearance, and its inhabitants are terribly dangerous. The murderous Quincy who inhabit Silbern in its quarantined dimension are incredibly powerful and will be especially vicious with invaders who might leak their existence and ruin their plans a thousand years in the making.

Hell
Once upon a time, the Human World, Soul Society, and Hueco Mundo were once one, before being divided into separate realities by the Soul King’s power. Before that, Hell already existed. An ancient dimension of torment and punishment, humans and other beings guilty of heinous crimes or atrocities will be collected by Hell’s gates upon their death. Contrasting normal depictions of Hell, this Hell is split into five levels of suffering, though rest assured that they are all still quite terrible. Additionally, Hell is not populated by demons, but by Kushanada. Kushanada are gigantic, skeletal, gorilla-like beings that operate with one will to eternally patrol, hunt, and viciously torture the sinful inhabitants of Hell. Kushanada are grossly powerful, but usually remain on the first level where the weakest inhabitants reside.

Valley of Screams
The Human World, Soul Society, Hueco Mundo, and Hell, are all dimensions unto themselves with definition and set boundaries. Between these worlds is Garganta, the formless void. When souls become lost between the Human World and Soul Society, rejected from the cycle of reincarnation, there’s a chance of something called a Valley of Screams forming. A Valley of Screams is a dimension like the other worlds, but highly volatile and variable in its nature. Some are as great as the Human World, others as small as a bedroom, with basic and homogeneous landscapes. The lost souls that contributed to its creation are transformed into Blanks, beings without memory or identity that are attracted to such things, and grow in power as they collect together in numbers. Due to their remoteness, it is hard to both locate and escape from such dimensions. Due to their instability, it doesn’t take that extreme an effort to just cause the whole thing to rupture and implode in on itself.

Role Origins

Role Origins are not chosen like normal origins. They instead just describe the general aim of each Role Origin's perks. The rules for Freebies and Discounts will be described at the beginning of the Role Perk section instead.

Hero
The young and free. Those with the potential and talent to change the world, as well as the friends to help them achieve those goals. Rarely powerful from the start, a hero is nonetheless destined to become something greater. By strength of will and the power of friendship, you'll find a way to save the day.

Combat
The violent and destructive. The ones who live for violence or at least hone themselves in it's practice. The mightiest in direct battle and often the last to fall during a fight. The frontline of the endless wars of the worlds.

Science
The brilliant and inventive. The beings with the minds to change the world on a grand scale, by saving lives or making the tools to take ever more lives. Though wary of battle, they have the minds to make more of a difference than a simple sword ever could.

Rogue
The clever and cunning. The few who take a dark path, for good or evil. Striking when the opponent's guard is down or using people as pawns in a game of gods. Why fight others or struggle to invent when others might do it for you? They may pull the strings but few look kindly on this sort of action.

Race Origins

You may choose one of the following Racial options for free. Any further options are handled via the Hybridisation option later.

All Races below begin with the Spiritual Power/Reiryoku of an unseated Shinigami or newly born Hollow. Well above average for an ordinary soul or human but utterly unremarkable for those of power.

Human

For all that they may seem to lack, a human soul is the foundation of all other kinds. The average human has no spiritual power or even awareness of the spiritual world, living out their lives unaware of the nature of the cycle until they pass on. Though they may not have any special powers or techniques, humanity does have the potential to develop unique powers. Psychics, mediums, even mortal demon hunters are all quite possible, if terribly rare.

As your primary choice, you will be a living human in the mortal world. Normal and as yet without any powers, you at least possess awareness of the spiritual realm, allowing you to see ghosts. Almost any sort of life can be chosen, from the average Japanese high-schooler to the decadent life of a wealthy scion or anything in between. The luxuries of the mortal world pale in comparison to what lays outside your life until now.

Fullbringer

Humans with a little something special in their souls. As they were conceived, a shining golden fragment made contact with their newly born soul, a piece of the greatest soul that ever was. This royal shard would bring great spiritual potential later in life but unfortunately, it draws Hollows to attack the new human. Even before they are born. Those that survive are often left scarred by loss, others sacrificing themselves so that this Fullbringer, the name of what you are now, could live.

Fullbringer's possess a natural level of spiritual power and awareness, as well as the Fullbring ability. Using it, they can 'pull' on the souls of things around them. Move objects through telekinetic force by pulling on their soul, accelerate one's movement by pulling on the air, even stand on water by forcing it to remain cohesive. With this and the natural uses of Reiryoku, Fullbringers can achieve the power of a Shinigami or Hollow despite their living bodies. Some Fullbringers, who feel affinity for an object, even find a greater power awaiting them.

Fullbringers are naturally drawn together and doubtless, as a newly awakened Fullbringer, you'll soon encounter at least a few others of your kind despite your rarity. They're likely to at least give you a rundown on your abilities, as you have only the most rudimentary skill right now. Show a friendly face and you might get some useful lessons too.

Shinigami

Those who guide souls from this world to the next and protect the cycle of reincarnation. The Shinigami are gods of death, human spirits who take up the ceaseless battle for the souls of mankind against Hollows, Quincy and all other dark threats to the innocent. Or so they say.

A Shinigami is nothing more than an above-average human soul who has bonded with an Asauchi, a blank vessel in the shape of a sword that was forged through the combination of many empty souls.

Yet that bond brings them great power, as the sword unlocks the true spiritual potential within their souls. Over the thousands of years, the Shinigami have established an organisation known as the Gotei 13, among other factions. Organised into a military force, they now guard the Afterlife and the Mortal World as they attend to their psychopomp duties.

As your primary choice, you become a Plus or human spirit in Soul Society that passed on from the Mortal World. Having noticed your above average spiritual pressure and thus need to eat, you set out to train yourself. You will be a new graduate from the Shin'o Academy, where all Shinigami learn the four core techniques of the Shinigami and are trained for their duties. Zanjutsu, the art of sword fighting. Hakuda, unarmed combat. Hoho, mobility techniques. Kido, demon magic. You were an average student, as trained in each art as any unseated Shinigami could claim to be and while your Asauchi has bonded to you, you have not yet heard it's call. Perhaps through the fires of battle or deep introspection, you could make contact with your inner sword.

Hollow

Not all humans pass on peacefully to Soul Society once they die. Those with regrets, hatred or something chaining them to this world are trapped without the aid of a Shinigami to guide them. If left to fester long enough, their souls will rot and turn in on themselves, as the poor spirit transforms into a monstrous Hollow.

Hollows are tragic beings, the process stealing away their hearts and turning it into a bone white mask for them, stuck on their face. An empty hole appears on their bodies to represent that lost heart, as well as symbolising the endless hunger for souls that the Hollows feel. That hunger is what turns them into such predatory beasts as well, with even newly born Hollows having a vast variety of forms.

There are common powers all Hollows possess, beyond what their physical form allows. A touch that burns like acid, an ability to separate souls from living bodies on contact and a quick regeneration of physical damage. Many Hollows will develop unique powers of their own as they grow in power, particularly as they begin to evolve. Evolution is as central to Hollows as their hunger and their are four primary stages.

The first is the basic Hollow, which spirits become upon Hollowfication. If they continue to consume many souls, they will eventually become a Gillian, the first of the Menos class Hollows. Gillian are colonies of hundreds or thousands of Hollows in a great, shadowy mass. The many souls within compete to be the leading mind and once one establishes themselves as fully dominant, the Gillian can transform into an Adjuchas. Taking on a superior form to their original Hollow shape, an Adjuchas has great power but a constant need for souls to prevent degradation into a Gillian. Rarely, if an Adjuchas can devour a truly vast number of souls without regressing or being bitten themselves, they can become a Vasto Lord. The peak of Hollow evolution, who naturally come into humanoid bodies.

Alongside this is the Arrancar form, made by purposefully tearing off one's own mask or through special rituals. This grants a human form to the Hollow, sealing their original shape and powers into the form of a 'Zanpakuto' like a Shinigami. The Arrancar, and other high level Hollows, have created quite the number of racial techniques as well. The high speed Sonido, the powerful Cero blasts, defensive Negacion and more.

You will be a newly formed basic Hollow, of shape of your design. You'll kill any normal human with ease and be considered a threat to an unseated Shinigami but not be of much note. You'll have a natural instinct for combat, especially with your new form, but any unique powers are yet to come.

Quincy
A sub-species of mankind, one split between the mortal and spiritual realms. Quincy are humans who, long ago, gained the ability to naturally manipulate spiritual particles known as Reishi. They could gather them from the air and shape them to their will, to create or destroy. They took on roles as ancient protectors of humanity, particularly so when the Shinigami were too late or too few to protect mankind everywhere. But the Quincy powers were terrible indeed, as the spiritual weapons they crafted went far beyond a Zanpakuto. The Heilig Bogen, spirit weapons, destroyed souls permanently. Not something the cycle of reincarnation could stand.

Tensions rose between them and the Shinigami, guardians of the cycle, and it came to a head when the Quincy King emerged. Yhwach, mightiest of the Quincy and claiming to be their father, united them into an empire and led them against Soul Society in a terrible war a thousand years ago. He was defeated and the Quincy race left smashed into fragments. In time, they would rebuild and yet again face misfortune, almost exterminated by the Shinigami to protect the cycle.

You are one of the few Quincy remaining, as either one of the last mortal families or one of the hidden servants of the slowly recovering Quincy Empire called the Wandenreich. You've been trained to gather and manipulate Reishi, enough to form a Heilig Bogen from raw blue energy. You've had some lessons with the Quincy spells and tools, enough to make basic use of low level equipment, and have a good idea of where to focus to improve. Necessary, given how hard it is to find a teacher. You're little better than an unseated Shinigami for now.

Artificial Spirit
The arrogance of both men and gods, to create life in their own image. As varied as the spiritual races are already, there have been many attempts to create entirely new lifeforms. Many have relied on altering existing souls or blank spirits and only a few attempts have truly made a new soul from nothing. The results of the many experiments with artificial life are many and varied. From the vampiric Bount who must feed on souls to extend their life and call forth spiritual beings to stand by their side to the mass-produced Mod Soul, a tool once made for war against the hollows.

The exact nature of what you are as an Artificial Spirit will be decided here and through the options you purchase later. You may choose to either share in the racial abilities of one other race present, representing a modified soul of another race, or can be a more unique being, having somewhat greater spiritual pressure and potential in return for no unique powers to begin with. As for your origin, you might be the newest creation of a madman like Mayuri or Sszayel or even Urahara. Perhaps simply an old, abandoned prototype that only recently gained awareness, clawing out of a disposal dump to seek your own life.

Your age is one appropriate for your combination of origins, races and overall background. The variety possible is too great to consider, as there are mighty young folk and frail immortals in equal measure. From a high-school student to a centuries old wanderer, it's up to you.

Your gender or sex are also freely decided. The soul reveals the truth, regardless of what the physical body once was, and anything desired might become possible.

General Perks

Discounts are a little complicated so please refer to the header at the beginning of each perk section, which will go into detail as to what exactly is discounted and how you choose this.

Spiritual Awareness- Free

By nature, all users present here are spiritually aware. An obvious fact for most, being spiritual races, but this makes it clear that even humans possess both spiritual senses and a slightly above average amount of spiritual power, as detailed above in the racial section.

Hybridisation- 200 per

Spirit particles, for all that they often seem indistinguishable from physical matter in the mortal world, do not work on the same principles. One of the best examples of this is what happens when two spiritual species come together as one. The result is not an infertile mutant or weakened cripple but something quite incredible. There are many kinds of racial hybrids in this world, and many different ways to make them.

Every purchase of this option will let you pick another of the above race options for free. For the mechanics side, you will not gain any freebie perks or items and will only gain one discount at each tier of perk and item. A 100CP perk may be discounted instead of being free. 800CP perks will remain undiscounted for any additional races.

As to the actual races, how you combine is up to you, balancing various benefits and flaws. The most basic is to simply become a natural member of each race at once, having access to all natural abilities and potential from the start, but with no added power from this hybridisation. Other options can range wildly.

Something like the Vizard, turning one or more of your additional races into a temporary power up, giving a large increase in power and temporary access to some racial abilities, but at the cost of no access to such powers outside of your brief transformation. These might be unlocked in time, the tradeoff for an initial benefit.

It's even possible that your hybridisation might result in a new race taking aspects of both, with new abilities made from the fusion of both. While the potential and originality can be tempting, you'd also be left to discover your abilities from the beginning with no one to help, being the first of your kind.

Feel free to get creative but try to keep your choices balanced against these examples. If a choice has a particular benefit, try to make for a change off elsewhere. There are no limits to how many races you can hybridise into your mix, beyond the maximum present in the jump.

Active Hybrid- 200

Some fit the hybrid life a little better than others. Breaking the boundaries between the races is just the beginning, the culmination of this event only comes from the combination of all you now have access to. You find it easy to quickly figure out ways to best use powers and abilities from different sources in conjunction with each other, often to greater overall effect. Using Hirenkyaku and Shunpo at once for greater control and speed or firing a cero from a golem manifested by your Shikai. At this

stage, the primary benefits are often using multiple powers at once or creating synergistic combinations, such as mixing Kido spells with magic you know from elsewhere.

With time and effort however, you are able to truly mix things together, creating entirely new end results. Powers, abilities and techniques that come from different sources like races or various energy sources can all be used for this. It might manifest as learning to combine your Bankai and Resurreccion to create a new form that combines the strengths of both with new abilities and increased power or a Heilig Bogen formed from a Cero to fire them enmasse with the benefits of a Quincy's power. You might even learn to mix two different supernatural energies together into a new form. This does take time and often significant skill with each component piece but there are technically no limits on how much can be combined, beyond the increasing time and skill required.

Race Modifiers- Variable
The below options are additional species options that can be attached to the one you chose above. Some are limited to specific races only, which will be noted, but there is otherwise no limit on how many you can take and for which combinations. A Were Creature can be a Hollow or Shinigami or even a Quincy.

Were Creature- 100
Humanity, despite it's overwhelming majority, is not the entirety of all intelligent life. Particularly in the afterlife, a scattering of non-human life can be found. One of the most common, though far from an often sight, are the were-creatures. Animals who attain both human intelligence and supernatural abilities, most prominent being the ability to take on a half human form. In the shape of a man of two arms and legs, yet with an animal's features. All Were Creatures can communicate with animals of all kinds, though they rarely have much of use to say, being animals.

You are a member from one of these races, such as a werewolf or werecat. You are able to take on both animal form and half-animal shape, in both possessing superhumanly sharp senses and likely other beneficial traits. Your half-animal form is likely stronger or faster than a normal soul and might even have some special quality, from a cat's night vision to the ripping jaws of a crocodile. There are secret techniques that the Were Clans have access to, often dangerous ones that might grant great power or even temporary immortality, in exchange for terrible costs. But these are yet to be discovered by you.

Robot- 100
A product of science, far in advance of the human world. Your body has been mostly or even fully replaced with mechanical marvels, half real and half formed of spiritual particles. A result of Quincy technology or techniques, you can sustain your body solely on the reishi in the air, no longer relying on normal sustenance. The parts reinforce your body to greater extents and provide it with numerous useful devices, from enhanced sensory abilities to mobility options like rocket boots or built in weaponry. As a partial or full robotic being, you're also able to interface with electronics as if your mind were a computer.

Togabito- 300
A Sinner of Hell. You were consigned to the flaming pit yet somehow, you managed to escape somewhat intact. A Togabito is exceptionally hard to kill, cursed to forever be tormented in Hell, and death poses little threat to you but time. As long as the chains now attached to your body are not broken, requiring exceptional power to do so, you will revive in Hell after death. The more power

you have yourself, the quicker this revival, potentially near instantaneous for those above Captain level strength.

The mask you hold is the Sinner's Mask, which conceals your presence from the Kushanada that guard Hell and allow you to exist in the real world without being dragged back. The rebirth in Hell you went through has also supercharged your own powers, reinforcing your existing spiritual strength and further increasing the strength of unique spiritual abilities, like the powers of a Hollow or a Zanpakuto's release state, albeit with an infernal theme. The increase in power is notable, though not more than half again what you were before.

In other worlds, you can choose to detach your Hell Chains and lose both the benefits and the downsides. Or, by keeping the chains linked to your soul, you can continue to be at threat of being dragged to Hell if your mask is removed. But in return, you'll keep your immortality and infernally enhanced powers.

Giant- 100
Some souls are made to be bigger. Independent of your actual spiritual power, your body has acquired an abnormally massive size for your kind. An ordinary human soul would grow to become a thirty two foot tall titan, with all the incredible strength natural to such a form. Other races may be even larger, as suits them.

Bount- 100 (Artificial Spirit Only)
A very old attempt to create artificial souls, one which might have been the original inspiration for the Vampire mythos. A Bount is an Artificial Soul, similar to a Mod Soul, but built with the ability to empower themselves by eating souls. Normally, they are no different from humans and will age as such. But by eating the souls of others, they both extend their lifespan and slowly increased their own spiritual strength, similar to what a Hollow might do. Living beings' souls can give a greater benefit to the user, albeit such souls accelerate the Bount's aging instead of retarding it.

All Bount have a Doll, a construct similar in nature to a Zanpakuto, residing within them. Sometimes naturally discovered, sometimes released through ritual, these Dolls are the primary power of the Bount and are activated with a special command like a Shikai. This Doll is a manifestation of the Bount's unique soul, appearing as a construct of some kind. A literal humanoid Doll is the most common and they fight alongside their wielder. While all Dolls have a power of some kind, they tend to be simple and straightforward ones, often manipulating one of the elements or their own shape in some way. More complex powers, like what the Shinigami often wield for their Shikai, are sometimes found by Bount of greater levels of power.

Dolls can have many unique traits beyond this. Some exist only as a weapon, rather than an animated warrior, which must be wielded by the Bount. Others are never fully dormant, allowing them to act to a lesser level without being fully released. Instead of a Bankai equivalent, Bount are able to merge with their Dolls once each has created a close enough bond, drastically increasing the power of both halves as they temporarily become a new being.

Like a Zanpakuto spirit, a Doll is an intelligent being. However, perhaps due to the parasitic nature of the Bount themselves, a Doll is far more dangerous to the user. Bount who lack power, conviction or just abuse their Doll are likely to be turned on and killed by their partner. Even the Bount or Doll being severely injured can prompt a Doll to turn on their master. It's possible to become close

friends, enough to motivate the Doll to fight for you even if you are weak or about to die, but difficult.

Inner Spirit- 100 (Shinigami, Quincy, Hollow, Bount)
You're on the inside now. Instead of being an independent soul in the outer world, you've become the internal spirit of another being. The Zanpakuto of a Shinigami, the manifestation of a Hollow's Heart or a Quincy's Spirit, even the Doll of a Bount. You become the manifestation of another being's power in some way, as well as an intelligent extension of their soul.

Instead of a human appearance or something like your wielder, you are free to create quite the wild new form. Inner spirits have varied from as simple as an old man in a cloak to a gigantic dragon made of ice or a humanoid tornado of darkness. You'll always be able to take a roughly human-shaped form but you're free to decide within the limits of what has been seen to be possible for Zanpakuto spirits.

The Zanpakuto or Doll powers you'd have normally gained as a Shinigami or Bount, now become inherent to your being. They're easier to use, naturally intuitive to an even greater level than your wielder would find and much less taxing on the spirit to maintain. Similar rules apply for Quincy and Hollow inner spirits. You'll have an immediate knowledge of the basic release states and transformations possible for your kind normally. Shikai and Bankai for a Shinigami, Resurreccion for a Hollow, Letz Stil for the Quincy and Merging for the Bount. They are your natural forms, though some are quite dangerous to undertake and need the cooperation of your new wielder.

An additional side effect to your powers becoming inherent to you completely, is that your personality and mood will have a very noticeable effect on their power. These effects can be both positive and negative in regards to your spiritual powers but are clearly suited to you as an individual. A cruel spirit might make your powers jagged, painful and heightened when causing agony to others. Someone filled with kindness might find combat powers weaken but those to support and heal others strengthen noticeably. A wrathful soul's powers may rise and lower rapidly in time with the rages he experience while a lazy person might take some time to reach their full power once a battle begins. A good mood can improve your performance while depression and misery might leave your wielder wanting more.

Your wielder is a final important aspect to this option. By default, you will be attached to an ordinary member of one or more of the races you serve as an inner spirit too. They'll have a personality to match yours, something that might have logically resulted in a spirit with your character forming, but much of their power will be dependent on what they can draw from you as part of them. It'll be up to you to guide this person to their full potential, as they'll be unable to make use of your full power or even hear your true name at the start. Optionally, you may instead use any companion you have created or imported into the jump. If you make this a natural bond, it is likely their personality will change to some extent to better fit this partnership. But it is also possible to have become a wandering spirit before joining this way.

A wandering spirit is an Inner Spirit that has been severed from their owner without dying themselves. Zanpakuto that are in this state have usually been rejected by their wielders, living only by continuously consuming hollows to extent their fading lives, with other races operating similarly on their use of souls. While a wandering spirit does not rely on the wielder to use their powers, they

perform much better with a partner, and can potentially contract with a living being to grant them their powers. You may choose to start as a wandering spirit not currently connected to any character.

Average Power Levels- 100/200/400
For the most part, what will be present in the perk sections below will focus on new abilities, amazing talents and great potential. Outright power and skill is rarely granted, for this option has a vital purpose. To help represent the sheer breadth of characters present, this perk's various tiers will represent general levels of ability and skill that you can buy immediate access to.

There will be three tiers described in detail below, attempting to give you the best idea of what you have to work with. In general, each tier will provide an increased level of starting Reiryoku, power and skill in racial abilities and a general skillset. To some extent, you can focus more on certain abilities than others, losing in some to gain in others, but this should remain minor. True specialisation comes from the other options you buy. Skill given here tends to be mainstream and straightforward, with little talent included and no real tricks or unique abilities. You might be a extremely capable Kido caster but someone who buys the Kido perks will be a true master. If you have multiple races, you'll divide the stated skill/mastery across the different abilities available, since you've got a lot more you need to study.

Optionally, you can also gain an existing and fairly important place in the setting with each tier. This can help you represent being an established Captain, Espada or similar individual, with a history with the other main characters. You can't have more than minor effects on the story nor replace anyone vital to the overall plot.

Vice Captain- 100
A capable and well-proven member of your kind. You're not the elite but you are far above the common pack. You're a dangerous fighter, with likely years to decades of experience depending on your species life expectancy. You're generally capable with most of your race's special techniques, a Shinigami would have decent skill in each of the four primary arts of Zanjutsu, Hoho, Hakuda and Kido.

A Shinigami would be a weaker Vice Captain, perhaps new to the role. A Hollow would be at least Adjuchas class, possibly one of the older and weaker kinds of Arrancar that pulled off their own masks, such as the Privaron. A Quincy could be a lower ranked officer in the Quincy King's army or match the traditionalist Ishida Uryu around the time he went to Hueco Mundo. A Fullbringer would have reached full affinity with his object of power, such as most members of Xcution and an Artificial Spirit could match any of the above.

Captain- 200
Powerhouses of the spiritual worlds, this is the divide that separates the weak from the strong. Those at this level are the Captains, Espada and Stern Ritter of their kind, albeit the weaker and less experienced members of these august ranks. As one of the longer lived races, you may very well be a centuries old warrior, with a well rounded understanding of both combat and your races' unique abilities. Highly capable in most areas, from combat to technique to racial magic. A Bankai, if not fully mastered, or Resurreccion is expected at this point. Your spiritual power has reached what most would consider the level of an 'average' Shinigami Captain and you're likely to be a frontline fighter for any faction you join.

Some examples are thus. A Shinigami might be equal to Captain Komamura or Captain Hitsugaya early in the story, powerful but hardly the cream of the crop as they are now. A Hollow would be one of the lower Espada, an Adjuchas made Arrancar through the Hogyoko, such as Grimmjow or Nnoitra. Of the Quincy, the lesser Stern Ritter such as Candice Catnipp or Bazz B are a good example. Of the Fullbringers, Ginjo before he takes Ichigo Kurosaki's powers is a capable representative and Artificial Spirits could look to powerful Bount like Jin Kariya or enhanced souls like Nemu.

Elite Captain- 400
The elite of each faction, albeit not the absolute peak of power. With this option, you'll no doubt be considered quite famous, as either a brilliant young prodigy or a true veteran of nearly a millennia of action. Most core skills, to combat and racial techniques, are at the level of an expert user. In terms of Reiryoku, you'd have about twice as much as the average Captain and you'd be considered to have some level of mastery of your racial release state or unique power.

Examples of this level are sparing but eye-catching. Byakuya Kuchiki of the Shinigami is an excellent showcase of the sort of overall level of skill and superb power available. A mighty warrior, skillful magician, intelligent leader and fine man. But clearly lesser than the true Shinigami veterans, such as Shunsui Kyoraku or Unohana Retsu. Among Hollows, the higher level Espada such as Starrk or Harribel are a clear example, likely making you a Vasto Lord yourself. To the Quincy, powerful Stern Ritter like Bambietta Basterbine or Mask de Masculine are your best choices.

Make no mistake, you're not the strongest with this or even on par with the second and third strongest tiers. The Royal Guard, the Quincy Schutzstaffel, thousand year old Shinigami Captains and more are all beyond you in power and skill. To say little of their leaders. But it makes an excellent starting point.

Cat Spirit- 50/300
Some people believe that they have the soul of an animal, trapped in human form. For some, it can even be true. As a spiritual quirk, you're able to take on the form of a single mundane animal found on Earth. From a slinking housecat or cheerful dog to a trumpeting elephant or soaring albatross. The transformation is quick and effortless, though you'll slip out of any clothes in the process. You retain your ability to speak as a human, as well as your full spiritual strength, but your biologically sourced physical abilities will be limited to that of a normal member of your chosen animal. If desired, you might naturally take on some shared traits even in human form, like feline eyes and possibly even ears too.

By paying 300 instead of 50, you can increase the benefits involved. While you still choose a single animal as normal, you'll find it quite easy to make improvements in your abilities and skills that relate strongly to that animal. One with the soul of a cat will find themselves gifted in stealth and hunting, more agile than their peers and with excellent night vision too. An elephant man would receive greater benefits from training his strength, make easy improvements with sound magic and so on. The benefits are significant, not quite the level of a true prodigy but noticeable improvements.

The most valuable gain is that you are able to unlock animal-themed transformations and stages of power in relation to your favoured abilities. Progressing a lightning Shunko into an unpredictable cat form, with constantly changing Reiatsu and greatly increased agility, is an example. A Bankai that transforms the user into a giant could make one an even larger titan by drawing on your elephantine

spirit. These states are difficult to unlock and tend to greatly increase the effect of the animal on your mind but well worth it with their power.

Bleach Body Ready- 50
A beachfront of bouncy delights, a line-up of dashing treats. If you're someone important, chances are you'll be looking rather fine. Short of the outright monstrous, people tend to be at least an eight of out of ten and not just because of their looks. Style comes naturally to you, even without effort. Messy hair and rumpled clothes end up with a casually ruffled, disinterested but cool look instead of anything unkempt and messy. Even a few minutes look over can give you the work of hours of make-up and dressing. Whether you aim for the edge of what's reasonable, with cloth straining curves and muscles visible through even loose garments, or tone it down a little for something more believable, you're going to catch everyone's eye.

Moustache of Power- 50
As good as it looks here, it only makes sense that hair becomes a measure of one's power. Taking this will make it so that, as you grow more powerful and come closer to your ultimate goals, your hair will grow greater and more magnificent. A whisper of a moustache could progress to a glorious beard as you reach your final form, while long locks of blonde hair become a fantastic mane of golden light as you exult in the final stages of a plan. It won't just get longer and look better, it'll feel better too. Enjoy the lush feel of that silky, perfectly cared for hair while you prove yourself superior to all foes.

If you can't stand the sheer magnitude your hair grows to, you can also make it specific as to which hair grows and either stop it at a certain point or wind it back.

Racial Stereotyping- 50
Each species has it's own style. The Shinigami mostly take on the appearance of Japanese Samurai or Ninja, the Quincy after a certain German military, the Hollows with their Spanish influences and so on. To fit in properly, this option lets you freely alter the cosmetics of your body, possession and various abilities to fit the themes of any race you possess here. Have every article of clothing become Quincy white or turn your wardrobe into the traditional Japanese fare preferred by Shinigami.

Role Perks

A Freebie is a 100CP perk that does not cost any points. A discount halves the price of the discounted perk.

You may choose three lines in total across all four following Role Origins. This means three sets of 100-200-400-600 perks which will be discounted, with the 100s being free.

Each line must be assigned to one origin in full, covering a spread of 100-200-400-600 in terms of prices. You can't put all your 100s in one place and all your 200s in another. You are otherwise not limited in how you assign your three discounted perklines. You can become a specialist, delve into two fields or spread yourself out as a generalist with three choices.

Hero Perks

Foreign Student- 100
With a height like that, it's no wonder you often got called a delinquent. An extra foot or three of height for the human sized races, and appropriately more for Hollow forms, plus the natural strength that comes with such size. It gives a certain intimidating factor to your presence, towering over almost everyone, but you can show a gentle side when the need comes. If you're not hostile to others, your size won't make them scared of you. In fact, it's easier than ever to see the kind soul that lies beneath your outer looks.

Model Student- 100
Even with all the adventures in other worlds, you couldn't bear to let your grades drop. While you're a decent hand at the academics, your good grades mostly come from the incredible good time management skills you have and the ability to intensely focus on your studies when wanting. Even having only an hour a night might let you cram in two or three hours of study, helped along by a fairly sharp memory. Your teachers might even start giving you quite a lot of slack when it comes to the sudden disappearances, if you successfully show your smarts now and then.

Clear Headed Crazy- 100
Rather hard to forget, aren't you? Not every human is perfectly affected by the memory devices of the Shinigami, as you see that such memory blanking effects slowly weaken until entirely removed from your mind. In a way, this might help explain how you also are often in your friends' minds. When they need help, you're often the first they ask for opinions or aid from, and they rarely leave on trips without wanting you to come with. A chance to get stronger will be shared, rather than bizarrely kept to themselves as if no one else has a stake in their safety. They'll even get over any over-protective feelings quickly if you pull them up on the hypocrisy of thinking they're the only ones that worry about their friends.

Connected Hearts- 100
The bonds between friends are tight, enough that they can even become a spiritually tangible thing. With your true friends, you have a deep connection and they to you. The connection lets you understand each other's feelings instinctively and even sense their location or energy nearby. Their mood, their pain, even recognising their scent or sound apart from others, it somehow becomes clear to you. It's quite useful when it comes to fighting together, making teamwork and keeping out

of each other's way as easy as breathing. If you actually trained together, you might turn this into quite the boon to combat power.

Shattered Shaft- 200
Nothing can keep a hero down for long, not even losing what makes him a hero in the first place. As long as you hold your convictions strongly in your heart, you'll find it possible to regain power that has been lost. Partially and in full, for both supernatural powers and more mundane sources of influencing the world. Even having had your spiritual powers cut out of you, a path will unveil itself to you in order to regain them.

But these paths are dangerous and risky, offering a quick regain of what you lost at the price of putting your life on the line, or perhaps something nearly as valuable. Lost spiritual powers could be forcibly reawakened, or new equivalents gained, by subjecting yourself to near-hollowfication and emerging victorious against your partially corrupted self. Another comparison might be the training the Quincies undergo to recover their powers once they use Letz Stil, training to exhaustion and then requiring an arrow fired to an exact spot on their hearts.

Kurosaki Kun- 200
People can't help but feel a little protective of you. Something about the way you look and act inspires mindfulness in others, only bullies and cruel villains able to make mean remarks or hurt you. Those who actually become your friends can often become quite intense when you're in danger, gaining a force of will beyond what is normal in order to try and rescue you. Your words of encouragement can inspire them to greater feats of strength and power in aid of this task of protecting you, even forcing them to stand up again when they might die. Just the sound of your voice helps remind them of what they fight for. The sort of friends that have gone this far for you often tend to end up feeling interest in you too, if you express attraction of your own. The shining knight and his damsel in distress, lovers that were clearly destined from the beginning to be together in the end.

Big Damn Hero- 200
When someone cries out for help in the night, lost and alone against the forces of evil, who else but a hero can answer? Often inexplicably, you run into people who need help at just the perfect time to do the most good. You'll walk down a street just in time to pull a kid out of the way of an out-of-control truck and go onto the school roof for lunch just in time to pep up someone's depressed spirits. These are opportune moments, allowing you to have more effect than you normally could, and they're most effective when it comes to the people you already want to help. Sometimes the timing you have is outright unnatural, as is the speed you are apparently guided with to reach your friends in time. Your dear friend is about to be executed in another world? Isn't it lucky that you just happened to pass through a time warp that gave you enough extra time to reach her.

Red Ranger, Blue Ranger- 200
A hero and his rival are a classic pair, each pushing the other to ever greater heights. Even when ostensibly enemies, there's no denying the connection that forms between two similar men as they struggle to grow stronger. While it can sometimes be a danger to your health, you attract rivals in bunches and groups instead of just a single destined enemy. Sometimes they'll be peers that want to prove something, other times enemies with a grudge to settle, but competing against them will always encourage your own growth at least a little faster.

If you and a rival have a climactic beatdown after the rivalry has grown and you emerge the victor without finishing them off? Extending a hand could just open them up to a friendship. Rivals tend to make for strong, loyal and sometimes annoying comrades if you give that bond the time to develop. It is a little helped by the ease with which you understand people similar to yourself, which just so happens to be what many rivals end up being.

Uncle Urahara- 400
It's hard to explain just why so many famous men and women seem to think you're the apprentice they most desire. Maybe they just really like an excuse to mess with you, maybe your parents just knew everyone important in the world. But fact is, you have quite the habit of drawing unique but powerful mentors to help you out, especially when you know you have a challenge ahead you're not yet ready for. They tend to rely on dangerous training methods, sometimes even life risking ones, but they're incredible effective and you'll recoup results far beyond what might normally be possible for you. As long as you can survive. While some of these teachers might wander on their own way, others could be willing to help you out if your goals coincide or you really end up bonding with them.

Power of Friendship- 400
The hero doesn't fight alone, not these days. There's no reason that the friends he fights for can't give it a go themselves to help him out, especially not when they're in your presence. Your close friends and trusted allies grow stronger alongside you as you fight and continue to adventure, provided they're joining you in your struggles. To a lesser extent, they can take advantage of the speed at which you grow if they also make efforts to improve, likely to greatly increase their efforts.

What makes you special in particular is the ability to awaken entirely new abilities in those around you, sometimes as a direct result of energy you project and sometimes as a coincidence of being wrapped up in the same schemes you're trapped in. The result is that normal friends or those too weak to really keep up in the struggles you face are able to develop powers that help bring them nearer your level. They might discover sudden Fullbring heritage to save themselves when you couldn't reach them or suddenly unlock a supposedly impossible transformation to recover lost power as a Hollow. Once they have their new powers, they'll be able to progress them as if they were truly inherent abilities.

My Greatest Foe- 400
It's hard to tell if the villain is trying to sabotage themselves or not sometimes. Why else would he leave you alive when you've fought so ferociously to stop him until now? Why else just happen to provide the tools to reach greater power? Your enemies tend to find excuses for letting you live, often even without permanent harm done. Even when they might normally do so, they instead find common qualities to admire in you or consider that you might serve a useful role in plans later. Make yourself enough of a nuisance or make things truly personal and they'll still seal the deal.

Antagonists that already have such affection or plans with you in mind before the effects here go a step further, accidentally or purposefully aiding you even in your defeat. They might carelessly leave behind an artefact that helps you in your fight later or just 'happen' to destroy the only thing stopping you from growing strong enough to equal them. The villains that end up taking this path will also leave open a path to something better besides you or them dying in the end. As long as they qualify for this second path, it'll be possible to reach a peaceful end. Talking them down from their madness or convincing them to join forces against a greater threat. It won't be easy but if they unconsciously reached out once, maybe you can find a way to reach out back to them now.

The Name Means To Protect- 400
Only for the sake of others, do you find your truest power unleashed. Being exerted through the soul, Reiryoku naturally increases as emotions burn hot but more than most, you find your power running wild when you fight for the safety and happiness of another person. Spiritually, mentally and physically, you find your power growing temporarily while directly in need to protect another, with this benefit increasing depending on how closely bonded you are and how desperate the need for help is.

A stranger being beaten up by bullies might only inspire increased confidence in your own abilities than any true growth in power. The same strange about to be slain by a hungry Hollow, desperately calling for help? You could fight on even when exhausted as energy temporarily fills you to a little more than your normal limit. But something like a dear friend begging for you to stand up and fight again, their one saviour to whom they entrust their heart, could even bring you back from the dead and force you to an entirely new level of strength. The power gained will leave once the danger ends and too much power gained at once can leave you tired, drained or even unconscious for a while.

Number One- 600
Potential, what a terrifying concept. In every human soul, there is the potential to change the world. It may only be through little actions for some but for others, like you, your potential marks you as someone with the destiny to make great changes. In regards to war and spiritual power and the innate abilities of a race, as well as all things connected to these concepts, your potential is almost infinite. Matched only by Ichigo Kurosaki, you are able to make what might take most Shinigami decades or even centuries in just months of work.

In regards to unlocking your own hidden potential, discovering abilities not yet available rather than furthering your mastery of existing powers, your potential grows to even greater extents. The result is that you will extremely quickly, perhaps in just half a year, gain access and capable skill with most of the racial abilities and techniques available to you. Progress beyond that will still be astonishingly fast, unbelievable to all but a prodigy and threatening even then, but not quite so swift as before.

Fires of War- 600
The crucible of war is where mankind has often made it's greatest advancements. In power and strategy, science and technology, even in growing as a moral species. Perhaps you're something similar, on an individual scale. Far more than most, conflict brings out your full potential. Not only in combat but any competition or battle in which the stakes are high, you are able to grow and learn at a far greater rate than is normal for you.

Ordinary battles to the death will quickly sharpen your abilities but fatal fights that are also for the sake of others you care for will greatly increase the benefits as the stakes rise higher. From huge bounds in growth to potentially discovering entirely new powers, you can even use this conflict-derived growth to push past normal limits or caps on your potential and continue to increased your abilities. The benefits are potent but will begin to drop off as the stakes keep rising. For the sake of a world, you could bring forth unheard of potential, but beyond such global stakes you'll find little more increases to be had.

Maiden's Iron Will- 600
Your soul and your will become one and the same, in many of the most important ways. While determination is known to somewhat reinforce a soul, that is largely by allowing the being to draw on more than is safe or painless in their battle. Your conviction directly empowers your spiritual abilities, from a Zanpakuto's release or Fullbring's power to Kido spells or spiritual techniques like Shunpo. You can focus this into a single ability to receive the most advantage or spread it evenly across many at once.

Even the steady determination of an experienced soldier giving noticeable increases in power across the board. True conviction could increase this to magnify your power several times over or, if focused through a single ability, allow you to accomplish normally impossible feats. Your mind, your very will, turns your spirit into both a nearly unstoppable force and a nearly unbreakable barrier, as long as you can maintain that utter belief and force of will that what you are doing must be done.

But for all the easy and immense power this might give, it comes with a flaw. As conviction raises your power, so too does the lack of willpower cause your spiritual strength to falter. While you can temporarily give up both benefits for a short time to avoid this, the rapid fluctuations in battle can cause imbalances in power if you do not keep yourself controlled.

Number One's One Else- 600
What could one human body do, stuck in the middle of the warring worlds and the gods that seek to remake them in their own image? Rather a lot, as those same gods make the boy more important than any other, sometimes without even realising it. If desired, and it is not something one can take back until the next world comes, you can take on the role of the protagonist in a world's story. Once the choice is made, you'll steadily attract more and more attention towards yourself from many important beings. You'll be drawn into momentous events and often placed in a position to change things, for both better and worse.

As the story goes on, you'll discover that you were actually part of it since before you even made the choice. A parent reveals themselves to be a powerful Shinigami captain all along, you end up being the reincarnation of an ancient hero from eons past, a childhood friend turns out to be a potent foe that could yet be redeemed by the one they still admire. Sometimes this might result in entirely new powers developing in you, discovering new heritage to take advantage of, or in useful allies and mentors.

But the downside of becoming the protagonist is that you cannot escape your own story. As much as you matter and have the agency to change the world, you'll also be forced into challenges fitting of a protagonist. Perhaps only the ones faced by the person you replaced, if you only seek to tread the same old path, but potentially greater or lesser foes if you move to change the story mid-way through. A general rule that applies though, is that the rewards you reap from your importance in the story and the strange reveals of your past will match the level of danger you face.

Combat Perks

First Kills- 100
Even if it ain't much, you've still been blooded. You're no stranger to scraps and fights to the death, whatever you are. It might be the formal training in a Shinigami academy or the lessons of the wild in Hueco Mundo but you've got a good idea of how to tear other people apart. You're a capable combatant in a general area, such as Zanjutsu for Shinigami or the natural weapons of a Hollow, and have enough combat experience to mostly keep your cool in a fight. You actually turned out to be a decent hand at it all, maybe you'll be able to learn to fight even faster going forward.

Officer in the Making- 100
Despite the individualistic nature of war in the afterlife, it's still important to have good leaders. Officers are more than just the stronger weapons, they're the ones meant to manage everyone beneath them in the chain of command. You're capable at the task in both war and peacetime, being an effective tactical commander of small units and able to keep your men from causing too much of a fuss when there's no fights to be had. The extensive experience in handling paperwork of all kinds, even the most obtuse and obviously pointless, is just a natural extension of what it means to be a leader.

Blood Reaper- 100
You kill, you die, you live, you kill, you die. The cycle continues forever and the only thing that'll remain the same is death. Why not have a little fun along the way? If you let it, the fight for life will really start getting your blood going. It's a whole lot easier to push yourself further and ignore the pain when you're having such an absolute blast butchering everything in front of you. This bloody way of life you can let yourself indulge in heightens your instincts in combat, naturally guiding you to cause more damage and fight on longer. The natural intent you can put into every blow can even leak into your Reiatsu as it emits, shaping it into a fearsome shape.

It's No Fun With Two Hands- 100
Not everyone is as blessed as you are in matters of war. Most likely, they're a whole lot less lucky if they find themselves facing you. But you can be kind. You're in it for fun too, after all, so why not take a little handicap to make things interesting? You've got an easy time weakening yourself, to the point that you're always able to find a way to limit or suppress your powers and abilities to some degree if desired. It might be a special ability that lets you do it or easily finding devices to help out, but it'll ensure you can still get a good scrap going. It'll even retain some of the fun, if you're the sort to not enjoy it when limited, letting you gain satisfaction from winning under these challenging restrictions.

Death Resistant Bodies- 200
Cut in half, twisted apart, impaled many times or practically turned into a puddle of minced meat. Shinigami can be surprising tough, given their lack of regenerative powers. Some of them chalk it up to sheer will and others to the love of battle but the end result is the same you experience now, just being that fucking hard to put down. You can battle on despite some truly horrendous wounds, stuff that'd kill normal people outright or at least disable them from pain and limited mobility. Your body's stamina is usually up to the task too, helping you push yourself through days of hard exertion when you call on it to do so. You might cause yourself even more damage in the long run by pushing so hard but when it's necessary, it's necessary. This won't help you heal up any faster than normal, just make you take a whole lot more before that healing really becomes critically needed.

Sharpened Mind- 200
If you're not just a brute that fights with overpowering strength, it's important to know what the enemy can do and will do. Judging opponents has been a talent of yours since your youth, helping you quickly piece together the capabilities of an enemy even from just small hints. With both physical senses and the use of reiatsu sensing, you can tell a lot about others. The way they use their Shikai will tell you a lot more than they'd like to let on. If they try to set up traps or feints, you'll usually see through pretty easily and be able to figure out a way to turn it to your advantage. Even outside of combat, this sort of observational skill can tell you quite a bit about other people, letting you make scarily accurate guesses about what they'd do in certain situations once you're familiar with them.

Take It Head On- 200
What matters most in battle? It's sure as shit not fancy footwork, puffed up sword waving or whiny magic. It's being a hard enough fucker to take the hits and give them back just as good. Too many of your fellows fall short at the first stage, dropping like flies the moment someone has a good shot. Not you though. You've always been naturally tougher than everyone around you, gifted in all things defensive. The primary initial way this appears is in a greatly increased defensive property. For most races, this is in inordinately tough bodies. A normal human would have skin like tough bark while a Menos or seated Shinigami's skin seems like steel, much more potent than peers of the same level. A Hollow might instead empower their regeneration to be much faster or a Quincy their Blut Vene.

You've got a natural affinity for anything else that falls under the umbrella of just tanking and surviving everything that comes at you. These things will grow quicker and smoother in you, the rate of increasing these gains increasing with your power to help you stand out as a bulwark among your level.

Fight Yourself Like a Man- 200
As tough a bastard as you may be, some stuff just won't care. The sneaky shit the smart guys rely on or the really nasty abilities used by people too cowardly to fight like a real man. It'll sneak into that iron-hard body of yours and screw you up from within. Unless you tear it out first. While you're as tough as ever to others, you can also easily do harm to yourself if truly desired. Bypassing your normal protections, even stuff that shouldn't be so like natural durability, you can harm yourself when needed. Useful to tear off a limb in the process of being corrupted against you. You've got unnatural skill at this sort of action and using it to negate targeted effects like described above. The actual wounds you receive in the process, while they can appear shockingly bad, always manage to be far less severe than they should be. They'll deal little hindrance in a fight, unless unbelievably severe, and healing will somehow always be quick and easy to restore yourself to normal soon after.

Auto Reflexes- 400
Battle is in your bones, your blood, your very soul. Where others plan out their moves or train themselves to react automatically, it was always instinctual for you. These automatic reflexes for battle allow you to instinctively react with offense or defense to an attack, with no delay needed to judge or begin trained movements. Even when it's something you're not actually aware is an enemy or can't even see, your spirit still guides you to fight as an instant response. If you continue to rely on the auto-reflexes during a fight instead of planning things out in advance, you'll find your speed will steadily increase, as does your ability to counter or dodge things you're reacting to. The gains will fade after the battle is over.

This Is My New Bankai- 400
So many powers, so many forms. It's rather common to find yourself suddenly using a new kind of blade mid-battle or to have taken on some monstrous new shape. There's no better way to grow than conflict. The challenge just comes from not screwing up with these new powers you're unfamiliar with. But if they're all coming from your soul and potential, would it be that odd if you were already capable? Immediate adaption and adjustment to new abilities just happens for you.

The sudden release of your Shikai is wielded with competent, though not masterful, hands despite it likely being a weapon you've never used before. A new spell just figured out is useful in combat, rather than needing hours more to learn the right timing. Even abilities copied from others are not unfamiliar. With a few moments to get a feel of things, you're able to adapt with instinctual knowledge to use things relating to combat at a competent level. If these things happen to build on what you've already learned well, like a Bankai to your mastered Shikai or a new spell in the repertoire of a Kido Master, you'll see this instinctual skill greatly increase. You still won't know everything but you'll be able to fight as an expert or even a master despite only just attaining this new level.

Hakuda Master- 400
With all the swords being swung around, it might not be surprising to see how limited in knowledge many are with martial arts. Even the Hollows tend to abandon these skills, despite how brutally effective they can be. You've gained a mastery of multiple such arts, leaving you equivalent in skill to Yoruichi or Sui-Feng in the ways of beating the shit out of everyone with bare hands and feet.

Your mastery of Hakuda makes you a deadly combatant, with a variety of techniques involved. From straightforward offense moves that increase your direct power to a variety of utility techniques for enhanced mobility or endurance. Your martial arts are particularly suited for taking on multiple foes at once, letting you largely negate the advantages by slipping between and playing them against each other. You might not win a fight you otherwise couldn't but it can let one Captain safely drag out a battle with several other Captain or Vice-Captain level opponents. Lastly, as is rather needed given the ubiquity of swords, you excel at working around armed opponents. Disarming them or just using that unwieldy weapon to their disadvantage, you pretty much nullify the benefit they'd normally claim from being armed while you are not.

For Two Thousand Years- 400
Beneath all the tradition and flair, the Shinigami and Quincy aren't all that different from Hollows. They're all bloodthirsty warriors, bound together by powerful leaders, into marauding tribes that take what they want because they have the power. Being one of the warlords that commands these people takes a lot and you're one of the few that can match the task.

You inspire intense loyalty in those that follow you and you're exceptional at recruiting those that don't already serve. Even a medley of murderous villains and charitable saints can be forged into a cooperative, even close-knit, team under your steady guidance. Commanding them all, from a dozen mighty Captains to the full thousands of lesser soldiers in your army, is a simple matter. Both strategic and tactical matters are clear to you, though you perform best at matching up individuals with their most suitable opponents.

As you continue to rule and impress a greater fealty onto your men, you'll become like a symbol to them. Many will likely be affected by your style of leadership, a strict commander increasing

discipline in all his forces and a laidback king cooling heated tempers across the nation. If you happen to take the frontlines yourself after they've come to see you as a symbol, you'll find your presence empowers them to greater heights. Their will to survive and live up to your expectations pushes them further than they thought possible.

Kenpachi- 600
You were always strong. Stronger than anyone you met. Maybe strong enough to be one of the strongest in all the worlds. But even as a kid, that strength limited you. How could you ever connect with others or learn from them? How could you ever enjoy a fight when you were swatting them like flies? Through your own subconscious action or the binding of another, this power was sealed away deep within as potential.

Similar to Zaraki Kenpachi, you hold the potential for vast physical and spiritual power, along with a natural instinct for combat unmatched by almost any spiritual being. But this is largely inaccessible now. As you put yourself into deadly battles against worthy foes, you'll see that power begin to return in leaps and bounds. Your muscles become denser, your spiritual pressure rages hotter and heavier with each battle, until you can eventually reach the same awakening of power as Zaraki did.

Even after having reached your full potential, you'll still have an effortless talent for all things relating to violence. Martial styles are easy to learn, becoming a capable user of techniques with a single day's learning, and each battle you enter only increases your experience. With every fight, you become deadlier, even if there's rarely a need to bother with your strength.

Sword Goddess- 600
It's easy to think that every Kenpachi is a violent brute. They all favour sheer power and strength, even those that have some technique or intelligence in battle prefer to channel it into using their natural power. But it didn't start that way. The very first of this line relied not on furious power but on graceful skill. Graceful, terrifying, murderous skill.

The countless styles of swordsmanship that Unohana Yachiru mastered in pursuit of the perfection of dealing death were passed down to you, maybe from the woman herself, rendering you her equal in Zanjutsu at least. The myriad styles have endless applications and intended uses, from barbaric greatswords to precise rapiers. Styles to allow the effortless counter-attacks to almost any blow, turning the enemy's strength against them, or to cut away at the spiritual components of the enemy. Your skill is hardly limited to just what a mortal human would see as physically possible and the techniques you're aware of make you capable of easily laying low those more powerful than yourself. Unohana, even centuries after she put down her blade, still easily killed the mighty Zaraki many times over despite his physical advantages.

If desired, you can exchange this talent in swordsmanship for similar skill for another armed weapon form. Spears or hammers or axes or some of the wilder tools the Shinigami employ. Unarmed combat is unavailable as a choice but otherwise you'll attain the same vast breadth and depth of skill with your chosen weapon form.

Skull Clad- 600
The favour of Hell is a strange thing to collect and many would question what exactly the intentions of one so deeply connected to it's Will are. However it came to be, golden light coalesced around your form into an armor made from human bones, shining with sinful light. This armor represents

the invested power of the Kushanada, the caretaker's of Hell, and thus your own authority in that realm. The most obvious result is an increase in spiritual power, reinforcing your soul with the energy of hell, similar to maintaining a Shikai or Resurreccion state while the armor is summoned.

More interesting are the hellish abilities you have access to. You can travel freely to and from Hell, summoning the Gates to enter the place and then exit again anywhere the realm might have reach. You can both create and command the chains of hell as well as summon the Kushanada. The chains are near unbreakable even to a Captain level opponent and can bind the spiritual energy of others or drag them down into hell, if the Gate is active. The Kushanada are gigantic gorilla-like demons who guard Hell and torment it's prisoners, each one more than a match for any Vice-Captain Shinigami. The permanent investment of power you have received also gives you the same immortality as the Togabito, slowly reforming in Hell if you are ever killed. Unless your soul is completely destroyed, you will reappear in a few days in your realm. You'll retain access to the Hell of this world in future, though the sinners of the past worlds will be left behind, and can attempt to claim similar influence over other Hells. If you can convince it's guards to invest their power or conquer them yourself, at least.

Master of One- 600
If you don't have the raw power to match up and no special gifts due to your birth, sometimes you'll just have to bet it all on what you do have. Throw away everything unneeded and pursue a single goal until you reach perfection. If you're good enough at what you do, you might stop needing anything else. While it only seems to perform well when specialising within a defined field, you can make all this work.

By abandoning everything within a generally connected set of skills but your focus, you can steadily increase it's potency and the gains you make from it. Choosing to focus only on Kido or Zanjutsu and abandoning all other Shinigami arts or pursuing the increase of raw spiritual power at the cost of any training in technique or skill or finesse. If you make the sacrifice and stick to it with regular training, you'll see that you improve in your chosen art many times faster than normal. Progress made will be incredible, often happening in sudden leaps of genius or with breakthrough ideas, anything fitting within your focus making smooth and steady progress.

You'll see no limits with your ideals if you keep your attention on them. Most importantly, as you grow to exceptional heights, you'll start to find ways to use your specialisation in place of the things you gave up. A Kido master finds it easy to create teleportation spells to replace the Shunpo they never trained in, while a Zanjutsu genius has his cuts sharped to remove the need for raw physical power that was left behind.

Losing your focus, by giving attention to the things you gave up or faltering in your regular training for too long, will rapidly diminish your benefits until they disappear. You can regain them, or set yourself to a new specialisation, but it will take several days of focus and sacrificing any further progress in several related fields as normal.

Science Perks

Doctor, Doctor- 100
Every being fears death. Pain, too. It's only natural to shrink back from the things that hurt us. And maybe it's only natural to be drawn towards the ones that cleanse that pain. Every race has it's own carers and while you're not yet a master, you are still a Doctor. For your particular species, you're fully trained as both doctor and surgeon to care for them. Inexperienced, sure, but still knowledgeable and able to help. You'll have a good understanding of mundane methods of healing wounds with real world medicine as well as a decent training in several lesser Healing Kidou or your race's equivalent abilities. A Hollow might instead rely on biological mutations or mixtures. You've also got a decent bedside manner, enough to at least get normally hostile patients to let you have a quick look and listen to your suggestions for a while. Sometimes it's more helpful than actually knowing how to heal, with some of these warrior types.

Academic Foundation- 100
Clever girl, aren't you? It's no real surprise you took the path of the scientist, with everything there is to discover. In one world alone, there are endless wonders, but in all three? Marvels are waiting to be made. A rookie still but not one without potential, you've got moderate experience in a wide range of scientific disciplines. Biology, physics, engineering and a particular education in spiritual theories unique to the afterlives. Reishi doesn't always work like atoms do but you know the differences and even have a few lessons on how exactly you go about making use of them all. You've got an adept mind for science and it comes easier to you but there's a long road ahead.

Insane Clown Scientist- 100
Science is far more important than social conventions, manners and formalities. What good is a noble except for the money they send to fund your next great work? The ones who objects are just obstacles in the way of progress, putting up barriers of pettiness in the path of you and other luminaries. At least your own superiors, provided you prove yourself useful and your actions are not seen as detrimental to them, do not care. Your eccentric appearance and actions, along with flagrant disregard for courtesy or decency, is generally overlooked. People understand that your work is too important to *not* dress like an insane clown, that the harsh discipline you give your underlings is needed for your work and that all the gloating is just a necessary cost to enjoy your marvelous productions.

Fourth Division Janitors- 100
Ungrateful meatheads! The medical staff and research teams both are looked down on by their brawny, stupid comrades. Every race is filled with morons who only see the sword and fist as the way to win, barely able to comprehend how much you help them. So they just push all the unpleasant tasks on you and your lot, housework and chores to maintain the whole bloody city. But you didn't let it hold you back, did you? You mastered even that.

Housework is nothing before a great man of science and medicine, a task you easily take care of. Mundane chores from cleaning to maintenance are swift and easy to your hands, barely even a bother to your mind. You can easily look past the boring busywork and occupy your mind with analysis and introspection instead, perhaps even reaching a meditative state to improve your thinking. And often, despite the *rudeness* of the meathead fellows, you do find little gifts and notes of appreciation where you clean and do work, showing that people do notice and enjoy what you do.

Angel of Death- 200
It can be easy for people to forget that the motherly doctor looking after them knows the most efficient ways to slice your body apart. You've got such a gentle demeanour when you desire, others naturally feel at ease and even the most violent and rowdy allies tend to calm down and behave around you. Those that still refuse your calm smile and moderate disapproval come face to face with the other side you have, the one with a murderous intent far beyond your normal means. When desiring to do such, you can emit killing intent that would normally be seen in someone much more powerful than you. Powered by sheer thirst for blood, even at the level of a Vice Captain, it will cause feelings of deep terror in experienced warriors. A Captain class user might force horrific hallucinations to those subjected to her intent and it'll only go up from there. A truly powerful being could take lives just by walking among the weak, hearts ceasing to beat at the sight of her.

Self Surgery- 200
All these wonderful inventions, fantastical improvements to the spiritual form. Yet to trust your incompetent assistants with the surgeries? The fools without a tenth your skill? No, you have to do some things yourself. You learned to be self sufficient, even when it was your own body on the operating table. Self surgery and otherwise operating on yourself is no more difficult than performing procedures on others. You might need a few extra tools but your skills will be as sharp as ever and the pain easy to ignore in the face of your curiosity. As long as you have some sort of manipulator left, even a single limb or some strange tentacle appendage, you'll work quickly and surely to put yourself back together.

The Watcher- 200
Three worlds full of wonders. Three worlds full of things to miss out on. Important things are occurring all the time, especially in secret, and many such events would provide a wealth of vital information for your studies. You're lucky though. To the extent that it's physically possible, you'll see yourself often near important or dramatic events that happen in your current world, even when they should be hidden in secret or happening without your fore-knowledge. When drawn to such things, you'll find it much easier than normal to remain hidden as you observe, even from experienced foes. It'll end this protection if you attempt to interfere. Provided you stay hands off, you'll have a ticket to see many of the most interesting and useful situations with little cost on your behalf.

Accelerated Science- 200
Science isn't meant to be an overly speedy process. Discovering, studying, researching, testing, replicating results and making sure it's all safe and viable for use. Even something small can take months or years, in the hands of an incompetent dullard. But here, the intelligent make progress beyond any reasonable pace, seemingly only because of their intelligence. Your own research accelerates in step with your cerebral brilliance, allowing a proper genius to fully research and develop ideas in weeks that might normally take months. Those at the top of the field might do it in days or even less, creating incredible new technologies to counter enemies only discovered a week ago. Somehow, you manage to fit enough testing to make these creations reasonably safe for use.

Bringer of Life- 400
The doctors of the Fourth Division can save even someone with truly horrendous injuries, if they get there in time. But you? As long as they had a pulse a few seconds earlier, you can bring them to fighting fitness. From Kirinji's training, as Unohana's apprentice or your own self study, you've reached a similar level of medical mastery. Your mixture of mundane medicine and comprehensive

knowledge of healing Kido allows for you to effortlessly restore even the most mangled of forms. Both raw damage and a stunning variety of ill effects can be removed with your attention, as well as easily organising the transfer of Reiryoku to reinforce tired warriors.

Your techniques will often rely on your personal Reiryoku to sustain, though you still possess inhuman skill with ordinary medicine to complement and make up for the absence of power. If you had quite the amount of power yourself, it wouldn't be impossible to restore someone to healthy fitness immediately after you melted every scrap of flesh from their bones, over and over again. So long as it's short of actual death, or at least swiftly after death, you might as well be able to heal anyone you can get your hands on.

Spirit Manipulator- 400
In a world where spirit particles are the basis of reality and power, it should be no surprise that the tools to manipulate those particles are most important. While the science to do with the soul itself directly is beyond you yet, your specialty lies in creating tools that manipulate, expand or empower souls and spirit particles. Gigai or objects to contain souls, the Tenshintai that allows rapid Bankai unlocking even in rookie Shinigami, methods to fuse souls and physical objects together, Reiatsu amplifiers and more are just the start. To look into Reishi itself, you know how to create artificial senkaimon or dangai barriers, even weapons that focus and expel spiritual energy on their own. You won't be changing the nature of a soul or creating new ones from nothing but you are a master at creating technology powered by spiritual energy or souls, as well as devices that can enhance or control them. Much of this knowledge is already available to you but you have the talent to continuously push it to greater heights, with the right resources.

Combat Science- 400
There's a place for science outside of a lab, for those quick enough to put it to proper use. You're able to easily apply your knowledge and mental skills in combat to stunning effect, depending on what exact scientific disciplines you focused on. Whatever you know, you're able to figure out how things work in relation to that and how to use that information to destroy.

A Reiatsu specialist could analyse spiritual techniques mid combat, being able to dispel them with their bare hands and own energy once they understand the technique. A doctor could do similar to enemy bodies, finding the most vulnerable points and turning normal cuts into crippling injuries. A psychologist could turn this to hostile mind's, predicting every move an opponent makes after a short period of study. Your knowledge becomes a weapon to wield.

Life Sciences- 400
Some believe that each species is but a component of a greater whole, that hybrids who draw on multiple sources of power ascend to a higher dimension of existence. How true that is may be unclear but the concepts behind the mixing of the races pays worthy dividends. You're well versed in the science of species, from simply biological knowledge to a wide variety of ways to combine or infuse their unique powers. The science behind the various methods involved as well as the technology to make it happen feels natural to you, allowing you to rapidly make progress in the field.

You're able to successfully cross-breed entirely separate species even despite biological incompatibilities. Adding the spiritual nature or make-up of a Hollow into a Shinigami, or vice versa, is a complicated but quite possible process. Analysing and understanding the unique abilities of a newly discovered race is simple, while you even have the potential to find ways to bind unique racial

abilities into devices or consumable items. A pill to temporarily hollowify a Shinigami for anti-Quincy combat, perhaps? The potential of life is limitless, when you have such varieties of life to draw on.

Countermeasure Development- 600
You do your very best work when time is critical. When it comes to research and development, you're far more capable when it's done in immediate response to a new and still dangerous threat or challenge. Instead of planning ahead as you're supposed to do, you're able to accomplish incredible feats when the need is great. The higher the stakes of the obstacle if not surpassed or the bigger the danger of the foe that requires countermeasures, the quicker you become. An invading army of Quincies that already toppled your faction once? You could accomplish years of research and production in just a few hours. A next day challenge from a rival scientist? The boost might only be a a ten percent increase in speed. You need a need to get the speed.

You'll also see your efforts greatly increasing in effectiveness when you aim to create things as specific counters, the more so the better. A weapon made to be only effective against a certain species might exhibit half again as much power, whereas a living being created solely to counter a single person's powers at the cost of everything else? You could affect those of far greater power than you'd normally threaten with your inventions. The bigger the boost you get, the worse your creation tends to be against anything but it's focus. The faults of making counters.

Universal Science- 600
Perfection is a lie! There is no culmination of all work, no end to the path of science. The fool who says so is merely afraid that they lack the ability to go any further. You know the truth, the only truth that matters, which is that science is all encompassing and without limitations or morality. You are able to endlessly push the boundaries of your research further, continually able to make improvements and new discoveries, even if only minute gains for years of study. There is no true end to how far knowledge or skill can be taken, as long as you continue to grind away as the ages go by. Even if a feat appears physically impossible, that the science simply cannot progress to a greater scale, it is only a matter of time before you prove the nay-sayers wrong and find a way forward.

And if you happened to do so with means others would consider unethical, it'll only get easier. Science is unbound by petty morality, in the eyes of some scientists, and releasing those bonds from your work will greatly increase your progress, even beyond reasonable measures. One could try to study the Quincy with willing participation, slowly teasing out what secrets they know about their own powers. Or one could dissect hundreds of them to obtain information not even they were aware of, a slaughterhouse to support your hunger for knowledge.

Intellectual Titan- 600
With the right foundation, maybe there's not as much need to specialise. Ever since you were born, you felt different from all the other kids. You understood things more easily, everyone felt slow in comparison. You only realised later that it was the signs of genius, the sort of intellect to match Aizen or Urahara. While this does not innately grant any knowledge or skill of it's own, your now thoroughly incredible mind will make up for that in short order.

Comprehension comes easily, even complicated concepts being easily understood in short order, and you see that it's simple to innovate and improve on existing ideas. A new skill or discipline progresses swiftly once you focus, able to rapidly progress to levels that would take ordinary souls many years to reach. Spending the decades that most Shinigami or Quincy take to make their own

breakthroughs would see you reach the utter mastery of a field expressed by people like Kurotsuchi or Urahara. Your mind is particularly well suited to breaking new ground where few have approached before, discoveries and progress becoming far easier to reach if you are one of the earliest to research a subject. The combination of Shinigami and Hollow may be taboo but just look at what Kisuke and Aizen accomplished on their own.

Evolution of the Soul- 600
At the heart of all things is the soul, the holy grail from which the world can be manipulated and controlled. To create and alter the soul, and life in general, could be said to be the highest and most worthy form of science. Your knowledge of alteration and even creation of souls or biological life is a match for the greats, men like Urahara and Kurotsuchi. Provided you have the tools, it is entirely possible for you to craft new beings from spirit particles, designed to your specifications down to the molecular level.

Such a project is grand even for you, meaning that lesser modifications or enhancements are quite simple. Giving someone the ability to melt into liquid and reform in a safe location? Rudimentary. Altering the appearance of a Zanpakuto Spirit or potentially even it's abilities? Possible, enough to offer it as a paid service. New species entirely, such as the Gikon or the Bount, would never be accidental creations but the results of purposeful development in your lab. You're not all that good at fixing the injured compared to a healer of your level but you're very much able to make people into terrifyingly powerful bio-spiritual monsters, if they're not too squeamish.

Though beyond you now, the potential lies even for you to discover the secrets of resurrection, resuscitating lost or mostly destroyed souls and lives even hours after they have passed on. Interfering with the cycle in such a form may bring trouble your way but…the science of the soul calls to you and what greater expression can there be? It's only natural to progress, as your existing mastery is complemented with the sort of incredible talent that got you here in the first place. Who knows what sort of grand spirits or monsters you might create in time.

Rogue Perks

Afterlife Ninja- 100
Can't claim to be a rogue if you're not a decent hand at fighting dirty, in or out of actual battles. The tricks of the trade for rogues, spies and assassins are their stealth, deceit and ability to cheat others of a fair win. You're capable at sneaking around, not enough to get into Seireitei's guarded districts without alerts but you can at least cross the initial walls unseen, and can generally get most people to believe you when you're not talking total madness. In a fight, you're fairly skilled at leading others into traps, ambushes and laying out various tricks to catch them up. You might not have the power and skill of a pure warrior but a bit of preparation or cunning closes that gap quite nicely.

Undercover Humans- 100
We all look pretty similar, past a certain point. Since everyone was originally human, they all eventually take on or retain a human appearance, even the Hollows. It probably doesn't help that every race likes to wear a single uniform to tell each other apart. You're able to take advantage of it though, with your talent for disguising yourself as both a non-threatening civilian and a member of other factions. Just by slipping on a different outfit, you can probably fool the rank and file of the Shinigami or Quincy. Add in a hair shake or a few minor adjustments and even people that know you might take a few minutes for recognition. People tend to forget to check their Reiatsu sense around you, unless they're actually pretty important or strong themselves.

Ancient Will- 100
The greatest plans of the dead are not things that can be rushed. For beings whose lifespan is easily measured in the centuries, if not millennia, a scheme could span hundreds of years before coming to fruition. Not all dead souls can take it, even living that long. It takes a special kind of madman to have the extreme focus, patience and dedication to stick to the task. You have that, the ability to not falter or lose focus in your plans even over centuries of work or waiting, and a skill for keeping sight of the larger picture. Thinking of how your plans might affect or be affected by the passage of such vast time or the billions of souls in the afterlife becomes easier, helping you better plan out how you'll change the world.

Minimum Motivation- 100
Sometimes a rogue isn't an assassin or a spy or a criminal. Sometimes it just means you're a lazy bastard that doesn't want to work. All too common in each faction, to their detriment, but somehow things still get done. As long as you still turn up for the actually important work, fighting their enemies or defending the homefront, it doesn't look like it matters if you spend the rest of your time drunk or causing fights or screwing around. Flout the organisations rules all the time, barring the most severe breaches, and somehow all the paperwork and manual labor still gets done. Maybe your lieutenant picks up the slack for you, in exchange for you putting in your all when a fight comes around.

Fully Realised- 200
The world of businesses is just as cutthroat as the world of the shadows, particularly if you have a distinct lack of morals and the willingness to murder or brainwash any potential opposition. It might not have to come to that though, since you're actually rather talented when it comes to the field. Creating, running and expanding business is easy for you, regardless of what you actually might be selling. Organisations under your hand tend to experience explosive growth and will often quickly absorb similar rival companies in the same field, if you choose to act in such a predatory manner. No

one minds when you get a little nepotistic either, installing your personal friends in positions of wealth doesn't cause a fuss and those friends either luck into never causing trouble or discover useful talents of their own.

Twisted Words- 200
As deadly as the sword and spell are, it is the word that can bring even the greatest warrior to their knees in despair. You're viciously skilled at using your words to hurt others, knowing exactly how to push them to the edge in the way you desire. Infuriate a calm minded noble with taunts on his faulty moral code, send a wolfman into a blind and ineffectual rage with mockery of his master or spread doubt and distrust among your foes by hinting at agents among their ranks. Your skill is in the many ways words can be used to spread pain, fear, distrust and despair. If someone listens to you, the fool that they are, they very well could end up played against themselves. It'll only get worse if they try to argue, given your talent for twisting a person's words against them. In a potentially less cruel use, this also aids you in teasing out the full bloodlust and fighting spirit of those you speak to, for a good fight or to train them into effective warriors. They're not likely to be too happy with the process though.

Clog Wearing Menace- 200
Sometimes a man is too clever. They get caught up in schemes to conquer the world and account for every variable, so much that they become predictable. You're not smart enough to match them on an equal playing field, just smart enough to realise what they expect of you and how to play against those expectations. They unconsciously rely on their preferred stereotypes and desires. This quickly attained knowledge lets you act with unpredictability and chaos, tripping up the plans of these super geniuses that consider themselves above everyone. If they really are a mental giant compared to your mind, it might not work so well, but you're more than capable of making a lot of complications in the plans of the mighty and powerful. In a fight however, these traits make you quite the terror, concealing your intended actions from opponents with the experience or skill to predict them. All the easier to lay some tricks and traps of your own on them.

Maze-like Mind- 200
The labyrinthine Seireitei, the dense jungle of death in Hueco Mundo, even the identical white corridors of the Silbern. People get lost all the time, especially if not for those with your skills. You're a natural explorer, guide and delver into mazes. A quick and easy understanding of how maps and locations are laid out, letting you build mental pathways to quickly seek through most confusing locations. Even a difficult maze poses little challenge and you can easily turn this on any pursuer, quickly losing your own hunters or trackers. You know all sorts of ways to lose a tail, from simple ducks and dodges into tiny passageways to Reiryoku based techniques to confuse sensors or disguise the tracks you laid. All the better to circle around and set up an ambush of your own.

Divine Aura- 400
In every action, others find meaning. With every word you speak, others see wisdom. The fools and the faithful gather like flies around the last light, desperate without realising to find the divine in you. Should you not take action to stop it, many people susceptible to a cult-like mentality are drawn to you as a central figure. From those not clever enough to see past the lies to people so in need of faith that they choose to see what they want in your actions, it takes very little for you to turn ordinary people and even some quite gifted folk into fanatical followers. Of yourself or a greater faction that you come to represent in the eyes of the faithful. The sort of fanaticism that'd both kill and die in your name.

These faithful can even share a small portion of this supposedly divine inspiration, helping them convince others to join and allowing for a shocking rate of expansion. Those of strong beliefs already or who are not the sort to consider such feelings won't be affected but much of the time, you'll find yourself in the company of people looking for someone to believe in.

A Sunset Smile- 400
It's never been hard to get what you want. A few words from that honey-laden tongue and people almost fall over, trying to accommodate you. The human mind is so open to change, so long as one knows the right words to say. Manipulating other people is a rare gift you possess, at least on the level you can perform. Mere lying is a simple game, little short of outright magic detecting falsehoods from your lips and even those easy to fool with a few word games. You know how to make people want to believe your lies, to ignore evidence to the contrary and to slowly bind them to your will in time. A few months of friendship to outsider's eyes and yet a steady and thorough brainwash by your intentions, as you can mess with someone's mind and even sanity or core beliefs if given enough time.

This isn't just about making people like you. Dragging out hidden rage, pitting two friends against each other as mortal enemies, even enhancing the effectiveness with which you wield illusions or similar powers by combining your talents for manipulating minds with supernatural power. You live to lie and as long as no one finds out, it'll be a pretty good life.

Shadow Assassin- 400
A true rogue, be it under the title of ninja or spy or assassin. Your skills with covert movement have progressed to the point that few fortresses can hope to keep you out or detect you at all and even sneaking around an active battlefield is quite possible. To the untrained eye, you could even pass through an empty street in the middle of the day without notice. Even high speed movement like Shunpo doesn't adversely affect your ability to move stealthily much. Though most fitting for a Shinigami, you also have a wide range of skills fitting to the duties of a Onmitsukido member, from interrogation tactics to sentry duty.

You can hide both your presence and your Reiatsu with ease, a well practiced technique that only masters can see through, which can even help mask the use of Kido or other spiritual techniques. Perhaps the most useful skills are those in relation to the work of an assassin, both lethal and nonlethal methods to neutralise foes without being seen. You're an expert at striking exact points and vulnerabilities to take out powerful foes, well trained in varying arts of assassination. Weaving it into your fighting style to cleverly disguise an extra attack or dirty trick isn't hard, even when fighting in the open against someone who knows to expect dishonorable methods from you.

Wait For Winter- 400
This world has an ancient history, with powerful beings having established themselves for millennia or longer. How can an ambitious young villain hope to survive the weight of such preparation? By being underestimated. Even despite the power and presence you might have, you know how to get your enemies to drag their feet. Be it the way you present yourself or how you present your plans in motion to the spying eyes of your enemies, you're able to diminish the threat and urgency others feel from your actions. Even after going public, all but the foes who have a personal grudge against you tend to slack off and move at a sluggish pace. Despite the potent threat he posed, the Shinigami were willing to wait for months to battle Aizen and few underwent harsh training in that time.

Your skills are sharpest when it comes to those in the greatest positions of power and influence, helping you defer their interference until you are ready. For all his wisdom and clairvoyant sight, Ichibe the Monk would delay and delay until almost too late his personal involvement, even if your plans posed a clear and credible danger to the cycle of reincarnation.

Flash Goddess- 600
It all comes down to speed, in the end. The first strike, the power in each hit, dodging everything the opponents try and taking on them all at once. If you don't have speed, you'll be lacking in all of them. But if there's anything you can call your own, it's that flashing speed. Compared to your peers, your speed, agility and reflexes are completely off the charts. Someone might be able to hurt you in a fight but they'll barely catch a glimpse of you once you get moving. Dozens of skilled martial artists can barely graze you as you dance gracefully through their ranks. You'll leave quite a few bodies in your wake too, given the ease with which you enhance your martial arts with that sheer speed.

Your natural talent for quick movement and agility will see you continually increase it with ease, having a gift for any techniques relating to such things. It's left you an expert in the enhanced movement techniques of your race, such as Shunpo or Sonido, and even taught you some things that probably shouldn't be possible, like making solid afterimages to attack alongside you. If you could reach the Reiryoku levels of a Captain, you can even claim equality with the Flash Goddess herself.

Shunko- 600
The pinnacle of Hakuda techniques, combining Kido or Magic with an intense mastery of the martial arts. The Flash War Cry is a transformation that drives intensely focused Reiryoku into the user's limbs and projects it from their back. The most basic effect is an enormous enhancement in speed and strength, as well as the ability to instantly negate any attack by focusing the Shunko energy in equal amounts to the targeted point, a costly defence but one able to outright cancel both damaging attacks and more esoteric magical effects.

Each Shunko technique has a unique element associated with it, all with their own advantages. Wind, lightning and fire have all been seen so far. Wind is much easier to keep active for longer periods and enhances agility exceptionally, lightning grants even greater speed and thus attack power, fire endowed the user with explosive attack power. Other elemental attributes are possible and whatever your choice, you'll be able to freely convert your Reiryoku into the element and control it around you. It enables some devastating techniques and at your level of mastery, opens up a uniquely powerful benefit fitting to your element. The rotating vortexes of a Wind Shunko might give indefinitely recycle Reiatsu that allows the Shunko to remain permanently active, while Lightning might focus into monstrously powerful final blasts of energy instead.

Having reached a mastery of Shunko, you'll find it far easier to combine magic and martial arts in the future, both as a useful combat style that weaves the two together and in making entirely new techniques or transformations based on combined principles from the differing styles.

A Thousand Plans- 600
When a single mistake means death, why not plan for every single possible outcome? Your mind is well suited for adapting to the situation, whatever it is. This isn't because you're able to change drastically to suit the opponent but because, whatever they do, somehow you already planned for it. Your skills lie in predicting the parameters and outcomes of almost any situation, before coming up

with at least a handful of potential solutions, utilising both everything you have available yourself as well as both allies and even enemies.

When you cast your eye over a problem, even the smallest hints of information reveal the truth to you, extrapolating valuable intel from unassuming trivia. Supposedly secret techniques can be glimpsed, even in part, by just a partial viewing of someone's battle. Your observational skills allow you to gather the information needed to put schemes in place to counter and defeat almost any obstacle. You are limited by your own capabilities but in the same sense, your danger becomes exponentially greater as your capabilities expand. A brilliant scientist could create devices to counter almost any foe with the right knowledge, a genius warrior discover counters to even the strangest techniques, an influential general place his soldiers in exactly the right places to execute the perfect strategy.

Your plans are most effective in the short term or focusing on limited, specific goals. A long term plot to bring down a king isn't really in your wheelhouse, though many smaller designs might still get you there. On the other hand, you are exceptional at adjusting mid-way through the game, letting you handle new information or opponents if they don't force you too far off course. And if you hadn't planned for them already.

The more you have available, the greater your means become. Some might accuse you of making it all up on the spot but make no mistake, this is all the results of your genius.

Just As Planned- 600
In a fight, a plan has little use. The short term is the most unpredictable period of time, where things happen without obvious cause and chaos sends all schemes astray. But on a larger scale? Plans that stretch across years of time, that take into account the whole situation? Those are the true art form at play, an art you've come to master.

While your talents at immediate adaptation are little to mention, raw power seems more suited, the long game is as natural as breathing to you. Even when making the most trivial of schemes, you easily take into account many thousands of different variables, actors, interactions between different parts of the plan and just about every possible path it might take. Toppling a kingdom to replace it with a more favourable government? Child's play, barely worth the effort to wake up. You were born to conquer worlds. And when you put your mind to it, that stops feeling like quite so impossible a task.

Your mind can understand the vast and many layered web that binds all beings together, the strings of influence that show how taking action on one actor could alter the path of a thousand others. A patient eye is all that's required to quickly see the ways people move together, how they are affected by society and the world around them, and to reveal what you need to do to make all that move the ways you want. Not just the immediate consequences either but for years into the future. By focusing, you reach understanding of how to create a plot that reaches into the centuries, that puppeteers even the mightiest warriors in their hundreds, that will ultimately bring you to your goals.

As with all plans, what is possible at all will depend on your own abilities. A silver tongued manipulator will easily gather allies and pit fools against each other, whereas a mighty king becomes aware of the ways to tear down empires with ease and a mad inventor knows how to influence society as a whole with the right inventions.

The most potent aspect of this is your ability to make plans with open ends and threads, sections that have many different possible benefits depending on the actions of others. You do not adapt on the fly, you simply know how to take advantage of whatever might happen within the structure of your existing plot. To lesser minds, your claims that all is going well seem like outright lies hiding only desperate attempts to keep things on track. But you? You know it’s all going just as planned.

Race Perks

A Freebie is a 100CP perk that does not cost any points. A discount halves the price of the discounted perk.

Primary races, the first race you chose at the beginning, gain 2 100CP perks as freebies and gain discounts on 2 perks of each price tier above 100CP. They also gain discounts on their 800CP perk.

Secondary races, ones obtained via the Hybridisation perk, do not gain freebies. They have a discount on one perk of each tier, 100CP perks becoming 50CP perks, and do not gain discounts on 800CP perks.

Human Perks

I Know A Lady- 100
When you've only got a little life to live, there's a lot more passion to be found. Those with an interest in your side, male or female, tend to find you really quite charming. You've always been sly with such people, women or men as suits their tastes, and particularly for you are those older than yourself. Despite likely being inexperienced and naive, you have no problems with seducing those that might have decades on yourself. To them, you seem as mature and suave as someone many times your actual age, they just can't help but find you attractive.

Clear Headed Ditz- 100
Just look into this flashing light for a moment. Now, you've safely forgotten all about that hollow attack. It was just an out of control truck. Except you still remember. Attempts to alter your memory, such as through Shinigami chikan devices, are terribly prone to failure. While they might work initially, the memories quickly make their return. Perhaps this trait is also what makes you so easily adjust to shocking twists and reveals. Finding out about the afterlife won't shatter your worldview, nor will the villains' surprising relation to you cause some paralysing shock.

Psychic- 200
The world abounds with all kinds of unique powers. A witch there, a dragon here, now even psychics too. While the powers are still faint, you've begun to awaken your brain's true potential. For now, they manifest primarily as clairvoyant abilities. Just by looking at someone, you can get a deep and immediate understanding of what kind of person they are, what their true nature is. From time to time, you'll also have precognitive visions, hints of what will happen in the future and how you might avoid trouble. In time, particularly with practice, these abilities may grow or even reveal new powers. Who knows what might happen if you get more screentime.

Flowering Fairies- 200
Being the silly, crazy girl can be a lot of fun. But the attention you get isn't always positive and people tend to not care once you stop being entertaining. Well, if they don't want to be your friends, why not make some of your own? By wishing really really hard for it, you can create little fairies from your own powers. Your abilities and skills taking form as small fairy-like humanoids, with personalities and appearances to match what they're made from. While they're away from you, you won't be able to use what you made them with but they can do so and at quite a distance. They all like you and will always stay by your side but they're not always the friendliest sorts. Some might be quite forceful about trying to get you to shape up and take care of yourself, especially if they think

you rely too much on others to save you when you get in trouble. If the fairies get hurt or even killed, they'll come back after a few hours safe and sound.

The Spirits Are Always With You- 400
There's no tougher game than showbiz and no better player than you. You're charismatic, sure, and fairly clever to boot. But it's your unique understanding of entertainment and the viewers that puts you on top, the thing that makes a TV Show with an absolutely ridiculous 25% viewership rate on every episode possible. With even a little opening into the biz, you can easily become one of the biggest stars nationwide and remain that way for years, easily creating exciting new media to keep everyone having fun.

And if you happen to get in a bit of a scuffle yourself, the ratings gauge will appear. A little mental bar that fills up the cheesier and hammier you act, as well as the more entertaining your current audience finds you. The more that bar fills up, the stronger you'll be getting. A regular wacky persona on it's own might provide a minor boost but the joyous laughter of countless young fans could turn the average spirit medium into a house wrecking spell caster, small sparks of spirit energy turning into powerful bombs.

Princess Power- 400
Not being a fighter doesn't mean you don't matter. With all this focus on power and technique and race, people forget about the hearts that lie under it all. Power doesn't come from nowhere and it's all too easy to falter when times are tough, without someone holding you up. Even though it can sometimes cause heartache, you've always been naturally in tune with the emotions and drives of other people. Understanding and empathising with others is just a part of life, something that extends from you to other people if you extend a hand in peace. It's all the more difficult to hurt you when they can sense you genuinely want to find a better way and all the easier to actually find that better path together.

Even a supposedly emotionless monster might not be able to resist the slow awakening of hope inside. With enough time, your earnest desire to forge a bond with others can save even the most wretched demon. Give redemption to those who didn't even understand it existed.

Exposure Therapy- 600
A normal human, fated to never give a meaningful contribution to this battle between life and death, right? It'd sure suck to be friends with the guy who saves the world, if he forgets about you in the process. But if you can stick around long enough, this might help you stay relevant. Exposure to power will very slowly cause related powers to develop in you too. The constant presence of a uncontrolled source of spiritual power will quickly awaken your own spiritual awareness and very slowly unlock spirit powers of your own. This might mean gaining enhanced physical abilities and the power to create fire or even lucking into a more unique ability, if you had secret potential of your own.

Achingly slow compared to naturally gained powers, you can still slowly develop in power and ability from exposure, then start training what you've gained intentionally. This isn't limited to just supernatural power sources but long term exposure to intense sources of mundane power can be quite hazardous. You might develop something useful from sitting around a nuclear power plant all day but are the health problems really worth it?

Base Mixture- 600
At the end of the day, we're all humans here. Shinigami, Hollows, Quincy, just about everyone has a human as their basis regardless of what racial supremacy they might spout. Humanity is the base foundation and maybe that's why they're so malleable, with such potential to be altered. More than most, your being is open to modifications and change. Experiments or enhancements that have to do with the mixing of the races have a much greater chance of success and a much lower chance of any sort of complication.

Hybridisation, often a fraught endeavour, seems almost natural to you. So much so that it might happen entirely accidentally. A Plus spirit whose spirit chain begins to hollowify would be much more likely to somehow absorb that hollowfication without losing their self, becoming a mixture of both soul and hollow without the need of soul science or magic. Even impossible mixtures, like the normally poisonous combination of Quincy and Hollow reiatsu, are possible.

Your children will also share these traits, if desired and in part or full, allowing you to easily pass on things that probably shouldn't be passed on. How does a Shinigami child naturally develop a Zanpakuto spirit, without ever touching an asauchi? He inherited it, clearly.

Shun Shun Rikka- 800
How can a mere human trespass on the territory of God? It's no biggie. People get so obsessed with human this and human that, they forget the most important thing, stuff you learned back in grade school. Everyone's got something special about them that makes them matter. For some people, it's being good at sports and for others it might be kindness or humour. It just happens that what makes you special is the ability to reject reality itself.

In the form of six loyal spirits, similar in nature and function to the Flowering Fairies ability earlier, your powers manifest. You have the ability to deny and reject parts of reality around you. Even in it's untrained form, this manifests in three potent abilities. Each ability works through differing combinations of your six spirits working together.

The first requires only one spirit, Koten Zanshun. The one spirit becomes a shining golden blade who rejects all it touches, perfectly cutting in two any target regardless of power. It rejects both sides of the shield, splitting things in two. It's power waxes and waves with your confidence and aggression in battle, meaning that someone with a weak stomach for a fight may be unable to access it's limitless blade in full.

The second requires two spirits, Soten Kisshun. A oval shield which rejects the inner side of the shield. With this it can reject, reverse and reconstruct phenomena that occurred within the shield's limit. Damage can be restored, lost limbs healed or sicknesses undone, even death itself reversed until the subject breathes life once more. It goes beyond reversing time or space, quickly becoming an absolute and terrifying ability. While inexperienced, this power can often encounter limits in the face of powerful effects or reiatsu, and take time to do it's work.

The third initial power requires three spirits, Santen Kesshun, the shield that repels the outer side. A triangular barrier that rejects what touches it, it becomes a theoretically absolute barrier that no attack can cross. Even negative effects should be rapidly negated in face of the barrier.

As your experience with these powers grow, it will be possible to unlock further uses. Shaping and adapting your existing formations as well as creating entirely new ones, such as making use of more than three spirits at a time. Already your powers are immense, who knows what all six spirits at once may be capable of? When not in use, your spirits are able to store themselves in separate or combined small physical objects that always remain near you. If hurt or destroyed, they will return slowly as your spiritual energy replenishes them. Your powers as a whole are dependent on your conviction and belief in yourself. A wavering confidence will do more than just weaken your Koten Zanshun, your shield and rejection powers will also grow weaker. But if you can maintain that confidence, there's no denying your potential to be one of the mightiest beings in these worlds.

Fullbringer Perks

Breath of Life- 100
Fullbringer's in almost all cases first unlock their powers during childhood. Not the first years of life after death but during their living lives. An easily missed fact of which is that almost every Fullbringer possesses a living body, yet they use their powers freely regardless. Unlike the Shinigami, they are not limited when in a body who still possesses the pulse of life. In some ways, this can be dangerous. An untrained body can struggle to handle the power that spiritual energy grants, moving too fast or hitting too hard can hurt you as much as your enemy.

Whether living or dead, you retain this trait. Perhaps a result of the fragments inside your soul, you do not lose access to spiritual powers despite being alive nor the reverse. Things only your living biological body should provide remain in your spirit form. Provided you have access and use of them, your powers work regardless of your mortal situation. This does not guarantee safety, as there may be good reasons to only use these powers in their proper form. But it does make for a wonderful surprise attack against snobby Shinigami that think you're another helpless human.

Six of a Kind- 100
The rarest of all the kinds, a race of beings who might be lucky to number in the hundreds, much less the thousands. Yet they always appear together. Families who pass the fragments down, friends who cling together in a world they do not understand, even those drawn together by what seems like cold-hearted greed for the same power. You are naturally drawn to others of your kind, Fullbringer or otherwise associated with you, even when your kind is extremely rare. Those who share some rare trait with you make bonds of friendship and loyalty much more easily, making uniting as a team a much more likely outcome. How else could a half dozen anti-social loners come to care for each other even beyond their own deaths?

Lucky Boy- 200
Power? Skill? An important part in the story? Pft. All a man needs is luck. Bet it all on black and never look back. If you keep trying, it'll eventually be your lucky day. No matter how destructive an outlook on life that is for most people, it's worked for you so far. You've lived a relatively golden life, ensuring a decent amount of comfort even if you keep throwing away your opportunities in foolish delinquency. For normal life, you'd be living what others consider a charmed life of relative ease. If you push things beyond what the average person wants? The usual luck might not be enough but at least when it comes to battle, you'll still find use. You're in the habit of chancing onto jackpot situations in a fight, lucky moments that allow you an extra hit or dodge where you absolutely should not have gotten away with things. As is the gamblers way, they only show up if you keep beating your head against a wall that is likely to cost you far too much. But that's when you need it most, that one last lucky roll.

Bringer Buff- 200
The training regimes that Xcution puts themselves through must be intense, considering those are their living bodies operating on a level to threaten a Captain of Soul Society. For all the talk of physical bodies learning to handle stress, they've clearly gone far beyond what a living human should be capable of. Like them, your physical body is fairly easily able to keep up with your spiritual or magical power. So long as you put in constant, fairly intense training to raise your physical limits, you'll find they quickly rise to the level needed to contain your natural power. No more worries

about tearing off your legs with a Bringer Light accelerating too quickly, as you can easily go well beyond the limits of the human body.

A Love That Crushes- 400
For better and worse, a fullbring is finite. They, unlike a Zanpakuto or the powers of a Hollow, are not innately linked to your Reiryoku. Instead they are an expression of your feelings and affinity for an object. What growth is apparent to a young Fullbringer is merely their item of power slowly reaching it's full awakening. In some ways, this is good. A fullbring may possess mighty powers even in the hands of a spiritual weakling. Yet your heart is bigger than most.

Your fullbrings are capable of gathering experience beyond their normal maturation and continuing to grow, rather than staying static. The more you use them, the greater they become. But this requires that you feel those increased emotions too, it needs you to genuinely bond closer and closer with your item. A Fullbring is already of great importance to the wielder even before their powers activated, how much deeper could you go for power?

Chad- 400
Metal tearing! Girder blocking! Hollow destroying! What awaits your eyes, ladies and gentleman, is nothing less than a Chad of humanity. A man whose muscles ripple with unearthly power, who has the hide of an ironclad rhinoceros and the stamina of thirty men! Even before you gained spiritual awareness, you were a monster among men. Ordinary hollows were only a threat because you couldn't see them, hold them down long enough and your thunderous blows could crack their masks open. As you gained power, these traits remained, your strength and stamina and sheer toughness growing at a rate that surpassed what was reasonable. Against a spiritual equal, you would be the clear superior in these physical attributes, enough to make a battle man to man a daunting prospect. Not even mentioning the inherent intimidation that your height and girth confers.

Communal Power- 600
The source of our power was once a single being. All Fullbringers come from this one origin, a communal heritage that creates a connection between all. It is perhaps why they are able to share parts of themselves and take from those willing. And why it has such unique effects when such is done. Fullbringers are able to share parts of their Fullbring with others of their kind. Instead of copying each other's abilities, it instead increases existing Fullbrings with aspects of the others. A Fullbring whose primary purpose was a full body armor that enhanced physical abilities would grant effects to other Fullbrings in the same style, increasing their coverage and physical traits. A Fullbring that rewrote the past may instead give a new time-related aspect to existing powers. Of course, to some extent, an increase in raw power is also to be expected if shared from someone of greater power than you.

What is unique about you is your perception of this origin. The Soul King, whose body grants your Fullbrings, was more than just the origin of your kind. He was the origin of a great many things. Some known, some not. A realisation that expanded your awareness and allowed your sharing to apply beyond Fullbringers. To give a part of yourself to others, or take from those willing to give, you can carry out the same process. Take part of a Shinigami's Zanpakuto, using it to boost either your own sword or your Fullbring or something else entirely. Any individual can only grant a part of themself every so often but once given, it is permanent. Through this, you and your friends can grow stronger and expand your horizons together.

Golden Light- 600
There is enormous power within these fragments, that grant us our powers. This shining golden light may give the right to control the spirits around us but there is greater potential. Even a tiny piece of the Soul King has more power than an atomic bomb, this being the creature who created the differing worlds from the sea of chaos. You are naturally able to touch the fragment inside and, like perhaps only one other, draw out this power for your own use. The pure golden Reiatsu exerted is enormous. Even a Fullbringer with the average tiny fragment or scrap of skin could summon almost enough power to match a weak Captain of the Shinigami. The knowledge of drawing this power also allows you to take the pieces of the King from others. Provided they are unable to resist, with body or spirit, you can steal and add it to your own spiritual make-up.

With more or greater parts, you would be able to enhance your energy, and thus overall power, to greater and greater heights. A hybrid to be made years from now who possessed dozens or possibly hundreds of small fragments could give a daring battle to the fully matured Kenpachi Zaraki, until he released his Shikai. What might you be capable of with more than that?

In other times and lands, you may find it possible to reorient this power to different internal objects or beings. Pulling out much more power than normal and doing so under your own control or stealing similar sources of power to the ones you possess from others you defeat.

Aura of the King- 800
A Fullbring, impressive as it is, is nothing but a distraction. They are not the culmination of the power of the Fullbringer, anymore than a Bankai is the sum of what any Shinigami can reach. It is their most basic function, to command souls, wherein lies their greatest power. All things in these worlds have souls or are made of souls. A common Fullbringer could command the air soul to move at high speed with Bringer Light or move small objects with telekinesis by moving that objects' soul. But to take it further, larger, greater. To command a falling castle the size of a city to hold itself aloft in the air, to heal any wound or sickness by banishing the soul of the wound or commanding an injured spirit to rejoin, even to counter the greatest of Hado spells with the souls of fire and earth twisted into dragon-form.

Not all Fullbringers could reach this potential. Only those with a powerful fragment of the King, like a large portion of his Soul Chain as you and one other have, can take it so far. But now the power and potential is yours. By expending your own spiritual energy, you can command the spirits around you to act to your will. Almost anything becomes possible through this. Effects that might require a Kido master among Shinigami take a wave of the hand, a thought and power from you. Souls with a mind of their own, like other living beings, can attempt to resist with their own energy. It's often much easier to crush them from without, turning the skies and seas and lands against them with terrible force.

The Spirit King organ inside of you has greatly increased the raw Reiryoku you have access to. You have roughly twice as much as the average Captain, similar to Aizen Sosuke at the time of his betrayal to Soul Society. Your training in the acts above is significant, enough to match the original wielder of this power in two or three years of training. Aura Michibane's feats above are impressive but you still have the ability to destroy, change and repair much of the world around you. It is the finer actions, like making yourself insubstantial or turning ordinary Plus souls into powerful hollow warriors, that will take practice.

Shinigami Perks

Ferry Onwards- 100
The Shinigami are the guides towards the afterlife. They may protect the cycle from threats, yes, but that is not the most common work. For every hollow that must be slain, ten or a hundred Plus souls linger in this world. A brute might force them onwards by force, an immediate konso that sends them to the next world. But many reapers have sympathy for those they are meant to serve. They gain similar talents as you, experience to deal with troubled souls. You have an understanding of the cycle of this world and the health of the souls in that cycle.

Empathising with a wandering spirit and calming it down is almost always an option. Helping them find peace in this world so that they can happily move on is not just wishful thinking but the main goal. You understand that the role of the Shinigami is to care for the cycle and these souls, not to rule over them. Would that the rest of your kind find the same knowledge.

Kido Training- 100
The arts of the Shinigami are many, fitting given their long existence. Few Shinigami pursue training in all the disciplines available and Kido is by far the most neglected. Many Shinigami possess only rudimentary skill in the Demon Magic Art, the spellcasting system of Soul Society. Some have no knowledge at all. But you've eagerly pursued such things, reaching the level of a capable caster in both Hado and Bakudo spells. Hado spells largely deal with offense and destruction, while Bakudo is for both defense and a variety of support uses. At least ninety nine spells exist for each form, numbered in order of power.

You know over a dozen spells for each discipline with your maximum abilities being a pair of spells in the 30 range. 31 Shakkaho, a powerful blast of fire in the Hado arts or 30 Shitotsu Sansen, a Bakudo spell that creates restrictive triangles of light around an opponent. In Shinigami terms, you're the equivalent of a graduate of the academy who received top marks in Kido, which may explain the natural talent you have for learning more Kido down the line.

Seated- 100
There are many paths to take within the Gotei. Divided into thirteen primary divisions, each with a unique focus or purpose as part of the organisation, they seek to make best use of every Shinigami's unique talents. Whatever you were before, it appears to have prepared you quite well for one of these divisions or a similar group such as the Kido Corps or the Onmitsukido's divisions. You have an existing skillset that makes you a desirable recruit for your chosen section.

A member of the 12th Division may have a natural leaning for scientific learning and often gain small but useful sparks of innovation. They'll have a basic understanding of the sciences used by the Shinigami and some talent to help improve further. Whereas the 11th Division would find attractive a recruit with quite a bit of experience in brawling and zanjutsu, a short lifetime of street fights as well as a natural killer instinct preparing you well. Less orthodox choices are also possible. A skillset suitable for the 5th division may instead prepare you well for politics, an easy understanding of the games of nobles and statesmen making you a valuable addition. Or the Jailer squad of the Onmitsukido, who seek someone who has a mind suited for designing impressive prisons and wards. Whatever your choice, it will provide you with several skills suited to your destination and talent to aid their further improvement.

Kenpachi's Trial- 100
Ultimately, the higher ranks of the Shinigami are not so much about being a good Captain. Many of them are quite awful at leading their Divisions, if they do the job at all. A Captain's true role is to be a symbol and a weapon, the most powerful and inspiring tools at Soul Society's disposal. As long as they have those qualities, other requirements tend to fall to the wayside. Not an uncommon attitude, you find personally. Provided you have the raw power or ability to enforce your will on anyone that disproves and the enemies of your superiors, you can achieve positions and promotions regardless of if you actually meet the right requirements. You'll have all the benefits and authority of the position, even if all you really did was kill everyone that said no and make yourself a useful sword to the boss.

Kido Specialist- 200
Kido is far from a single unified discipline. The most obvious divisions are that of Hado and Bakudo but several groups exist outside of this numbered system as well. Kaido, also referred to as the healing arts, or the wide variety of seals and large scale barrier techniques apparently outside of normal Bakudo.

You've found quite the gift for one such field of Kido, one of the above classifications or even just a type of spell like those that manipulate lightning or which suppress spiritual energy. You'll easily make great strides of progress in learning your specialty and find it possible to take those arts well beyond the normal limitations. Much of this has to do with how easy you find it to modify existing spells that fit your chosen field. Hado 4- Byakurai is normally a single beam of powerful lightning but in your hands, it could quickly be used as a homing laser that chased foes till caught or a rapid fire blast of smaller lightning bolts or even act as a lightning rod towards your fingers to protect others.

Brother Blade- 200
Many Shinigami showcase something of a neglect for their inner spirits. While they may be part of the same soul, they also have independent minds and feelings. It can grow quite lonely, particularly when some Shinigami cease to visit inwards after attaining their Bankai. They're missing out on the benefits of developing a truly powerful bond, particularly given the potential some Zanpakuto have as allies. Your own Zanpakuto, or other inner spirits you may hold, naturally have the ability to manifest themselves in the outside world. They are as physical and visible as any Shinigami would be, able to naturally use their own powers without cutting off your access to them. While this does place a part of your soul open to direct attack, it also means that a potent ally is never far from you. Even the darkest nights stop being quite so scary when you know your blade has your back.

Academy Star- 200
Part of living a long life is seeing the next generations rise to take your place. The shinigami who have lived for centuries have a wealth of experience to pass down as lessons to young recruits in the academy. But many of these old Shinigami are poorly suited for the role of teacher. A disciplined hand and willingness to put students in mortal danger? That's the stuff.

You're a born educator and more than skilled enough to handle a class of a hundred almost as easily as a small group of apprentices. While you're certainly now more than capable of teaching knowledge you know to others, you're the sort of teacher whose techniques are far more effective when dangerous. The more danger you place your students in on purpose, the quicker they'll absorb the information and progress. A smack or slap here and there is enough to keep the focus on you but mortal danger or outright death makes for great bounds of growth. When it does come time to

retire from the job, you'll find it useful to see that you can even pass on your own abilities to teach to others. Your students may moan in horror at the knowledge that you can spread your absurdly dangerous teaching methods without them losing effect but they're all ungrateful brats anyway. They don't know it's good for them.

Sacrifices for Science- 200
A Shinigami may sometimes think, are they actually the bad guys here? But that couldn't be true. Yes, Captain Kurotsuchi often publishes in the newspaper reports of his live dissections and experiments with prisoners. It is true that Zaraki has killed quite a few people out of mere boredom. Maybe the whole genocide thing can be a little over the top. But if the higher ups don't mind, who cares? So long as you are beneficial for them and the organisation as a whole, people just don't seem to care about the horribly immoral actions you do. Even a kind man like Captain Ukitake tolerated the mass murders that Mayuri carried out. Personal dislike can still fester between individuals, especially those you personally harm or do wrong to, but wider action against you seems to slip everyone's mind.

Even illegal actions, provided they do not outweight the benefits you provide, are ignored. If you happened to work for the government already, you could quickly attain essential immunity to breaking the law. All that is needed is that you continue to provide what they ask. Mayuri delivered an endless flood of useful, sometimes vital, inventions and tools to the Shinigami. A revolutionary mind whose value far exceeded a few thousand tortured souls.

Arcane Learning- 400
The many spells of the demon arts are only the first layer of mastery. Anyone who truly pursues knowledge of Kido must learn to go beyond using just a spell, they must learn to alter the systems on which these spells are based. The magic of magic. Casting spells without using their normal incantation without losing much of their power, casting several Kido at once by speaking part of each incantation in sequence, delaying kido spells and reciting incantations well in advance or even empowering spells already cast by repeatedly reciting their words. You're quite capable with all these alterations and more, with the spells you know already. Applying them to newly learned magic is usually a swift and simple process.

This meta-magic styling has also taught you a often forgotten part of casting, which is the training to do so against primarily melee-using foes. You've got the training needed to capably contend with similar skilled warriors in close range despite relying mostly on magic. Putting your spells to use at the right time, using them to dodge swift blows and controlling the battlefield. It's not a great matchup but you'll be able to hold out for a few minutes even when surprised by a brawler up close.

Shinigami Influencer- 400
Within the Shinigami ranks, the order of authority goes from the top with the Captain Commander and second behind him: the Shinigami Women's Association. It's no joke the influence those women have on the running of the military, despite ostensibly being a club for the female officers to spend leisure time in. As President Yachiru managed, you can also gather frankly bizarre amounts of influence within larger organisations. Gathering other members of the same group under the banner of your own smaller faction is easy, especially when they share some major quality with you. Sex or similar bloodthirst or even noble birth.

These groups you form invariably consider you their rightful leader and methods to exert influence on the rest of the organisation naturally present themselves to you. Despite this supposedly being a military with a strict hierarchy, you'll find ways to leverage the people and resource you gain into getting your way with almost anything. Yachiru had secret bases carved out even under Noble houses, a high amount of influence over the Shinigami media and effective free reign over the budget outside of critical military expenditure. You won't be able to overtake the full group with this alone but it certainly can put you as a politically important figure in a few years.

Age Bringing Glory- 400
Age is a strange thing to the Shinigami. While the general rule is that the more powerful one is, the slower one ages, it can often move at different rates for unique individuals. Two captains of similar age may look entirely different, one a beautiful woman in her middle years and the other a wrinkled old man, despite the old man being by far the more powerful. But unlike mortal beings, the minds and bodies of the Shinigami rarely become frail. However old you may become, you appear to retain the full capabilities of your youthful prime. An aging elder's body still bulges with muscular power and a thousand year old doctor's mind remains as sharp as ever.

The Reiatsu flows out strongly and indeed, there are some ways in which this age only makes you more deadly. The passing of years will slowly, independent of your actual training or learning, reveal to you secrets and developments to your skillset. The idle consideration given to one's powers or skills happens to uncover new ways to use old tricks, a method to slightly improve your control over a fire-based release or give a flash of inspiration to solve a long mulled over problem. These improvements come slowly but steadily, mainly to the things that you focus on in life. A legendary Kido Master would naturally find his spells and casting of spells to improve as he grew older.

Koga Style Wires- 400
A special art discovered by Koga Kuchiki, thought to be taught only to his own blade. Yet the method to use the technique was eventually found by another. With only a small expenditure of energy, you are able to create invisible threads of spiritual energy from your body, controlled with ease through only slight movements. While the threads can physically manipulate objects, their strength and durability decided by your own energy invested, their main purpose is to 'invade' other things with your Reiryoku. Once connected, you are able to manipulate the minds and bodies of other things, the former being much easier than the latter.

The reiryoku that is within the enemy's body allows for illusions to be crafted, affecting all five of their normal senses. The quality and complexity of the illusions is largely based on your skill and creativity with this technique, improving with practice from the simple images you can form now. On the physical side, the threads can immobilise those not more powerful than you without much difficulty and weaker beings might be able to be controlled like dolls.

The threads can be cut or destroyed if hit from a sufficiently powerful source and the illusions have a special weakness. Anyone who closes off their hearts to you, feeling no empathy or strong emotions towards you, is able to negate the effect.

Death Wizard- 600
There's no messing around anymore. Why even bother with a Shikai when you can outperform many Captains with Kido alone? You stand up with the legends of the arts with this, the likes of Tessai Tsukabishi and other outstanding leaders of the Kido Corps, as you've fully completed your training

in the arts. You possess knowledge of all Hado and Bakudo spells, from #1 to #99, as well as dozens of spells from the Kaido, Sealing/Ward and other such categories. Each spell has been honed to a fine degree of skill, if not mastered outright, that allows you to routinely express much greater effects without the energy costs increasing to match. Even with a few dregs of spiritual energy and serious bodily wounds, you remain a dangerous combatant. A few whispered words from you could bring a torrent of elemental destruction or a set of sealing spells down on your opponent.

As befits what is surely a leading light in the Kido Corps, you have a particular talent for creating new Kido. The differing formations, sequences, chants and methods of Reiryoku use are all well known to you, allowing you to create new effects within this magical system. Inventing a new Kido is still a lengthy process, meaning any boasts of making obsolete others' Zanpakuto are best kept quiet. But where others might take years, if they have any hope of it at all, you can likely create even a high level spell in a few months of steady research.

This Isn't Even My Adult Form- 600
The Shinigami love their prodigies, especially those of a young age. What fantastic tools they make for, so easily molded and growing at such an accelerated pace. They might tend to slow as they reach adulthood, known for their power then rather than the rate at which they grew, so perhaps there's something to the whole maturation process. You'll have a chance to find out with this option.

Optionally, this can set your starting age to that of a child for your species, similar to Captain Hitsugaya before he joined the ranks. As you grow towards full maturation and adulthood, you'll find training or methods of growth to give enormously increased returns. You'll grow faster and gain a lot more while you're still in the development process. By the time you were all grown up, there's no doubt that your Reiryoku would be many times higher than it should normally be, your skills far more finely honed and your Zanpakuto releases possessing much more power and versatility than what you might have otherwise reached. While the overall benefits continue until you mature, it is possible for individual abilities or skills you have to slow or cease their growth from this when they reach a complete form. There is only so far a Bankai can develop before the only methods of improvement become more Reiryoku or artificial means.

But this only applies when there is an endpoint to your growth. Even the children of the afterlife eventually reach adulthood, though it may take a decade or six longer than it would a human. Anything that halts your aging or removes that endpoint would prevent further benefits being gained. As a pair of side benefits, you'll find that your young age will never hold you back from actions or positions you are otherwise qualified for, like a place as a Shinigami Captain, and that you will be able to start as a child of your species in future worlds as well to continue benefiting.

The Final Getsuga- 600
The true power of a Zanpakuto comes not from immense Reiryoku or total mastery of technique. It comes from the heart. The understanding you develop with this piece of yourself, the bonds you forge and the loyalty between two comrades. There is where true power can be found. Forming such bonds with spirits or intelligent sources of power within your being allows you to increasingly improve the power of your bond. The closer you grow with your Zanpakuto, the more powerful their abilities will grow, the easier they are to use and the less costly their release is to maintain. Truly deep bonds can even reveal entirely new powers. The two of you coming together as one to discover new sides of yourselves and in doing so, uncovering similarly new abilities. Obtaining a deep level of

intimacy, an intense bond and acceptance of each other, would make you far superior to an otherwise equal opponent that lacked this camaraderie with their blade.

Once a true and full bond is created, you will have the opportunity to truly become one. Known as a Final Technique, undergoing this process will destroy the gap between the two of you and create a new being. Your dear ally does not die from this even if you can no longer perceive them as separate, instead rejoining you to become an integral part of who you are. The final release gained from this, for a Zanpakuto's Final Technique, would be similar to a greatly enhanced version of their Bankai state. Unlike the few Zanpakuto who can perform similar techniques as a desperation measure, the complete affinity you and your sword forged will allow you to retain this state and your spiritual powers. The state itself is not permanent, acting similar to your previous releases, but it can be entered with a moments notice. It may even leave some changes on your body outside of it, a sign of the part of you that has rejoined the whole.

This above process is not limited to pieces of your own soul. Any being that has a connection with you and exists within your being is open to it. It requires a genuine and sincere bond from each side, failing if either side knowingly falsifies it in some way. But even a Hollow or a Demon could become one with their host. The changes you experience from this combination are likely to be much more significant if used with a being that was not originally part of your own soul, as a fair warning.

Monk's Wisdom- 600
What is wisdom? Is it knowledge of what is morally right or just? Is it patience and common sense? A great insight into the hearts of other men? Or just a polite way to explain the terrifying mind of a monster who has lived atop the world for eons, watching everything and everyone? Maybe a bit of them all.

Though not someone that could be called a peer to the Monk Who Calls The Real Name yet, you have many of the same qualities that could one day forge you into his equal. Whatever you come to witness, you possess a natural understanding of all things. It is simple for you to quickly grasp the true nature and form of whatever appears before your eyes, with few things hiding yet from your consideration. The true nature of a man, the truth behind lies, the answer to many great challenges. You have a superb instinct for what is the correct and most effective course of action, a good part of what makes the above understanding possible, and greatly aids in any goals. Sifting through the many agents and actors that cause chaos in these worlds to find the right tools is much easier when you naturally feel out who is most useful.

The second component, and in some ways limitation, is the ability to retain awareness of the full extent of your memory, experience and knowledge at all times. A challenge posed to you is not just posed to your raw intelligence and understanding but the full weight of your years,a ll you have learned till then. Nothing forgotten or missed. As a limitation, it is because you are currently inexperienced and limited in what you know that your understanding can sometimes fail. There are problems to which no answer will appear in your mind simply because you have not even a few scraps to work from.

But this too, can be solved. The final gift of Wisdom is clairvoyance. Without even the use of spiritual energy, you can cast out your senses through the varying worlds to observe at your leisure. Little can stop this observation and less still notice it, as even the screaming gaps between worlds are clear to your sight. Great swathes of each world can be observed at once, allowing you to track the actions of

many beings at a time without critical information being lost. The town of Karakura makes for exciting viewing most days lately, with all the potential coming to a head, and your sight could keep track of all within the city limits.

Divine Skill- 800
Every single Shinigami who has been raised to the vaunted heights of Squad Zero has accomplished something incredible. Each one is a master of a skill to a level considered impossible to all others, taking something useful but mundane and making it akin to the work of a god. One is a swordsmith, whose works are the Zanpakuto that form the core of Shinigami power. One a seamstress whose ordinarily clothes withstand attacks with ease from all but the greatest Captains. The oldest among them is a monk who has given names to all things and controls the very names themselves, giving great power over the world.

While you may not necessarily have been offered a place yet, though also possessing sufficient power may change this, you have mastered a certain skill or idea to a similar level as the current members. Skills are obvious and described both above and below but ideas are also possible. Ichibe's title as the one who names others has allowed him to manipulate names as a concept, altering or controlling others through their names. In his sealed form, this is largely limited to an innate knowledge of all names, the ability to draw power from others speaking his name and to lay notably powerful curses or other effects on names that activate when spoken.

Whatever you pick allows for incredible uses and techniques just on it's own, such as the above techniques described. It's almost certain that you have also created some great invention connected to your chosen skill, which may have already spread through Soul Society and brought fame to your name. A master of Kido who created stick-shaped implements that allow even a beginner to work powerful magics, a swordmaster whose written lessons have revolutionised Zanjutsu by introducing magical techniques not connected to release forms or kido, perhaps even something like an author whose stories have inspired and directed the afterlife again and again.

However your skill and the accompanying great invention appear, there is a second aspect to this option. Whatever your skill or idea is, it is also linked directly to your Zanpakuto. Releasing your Zanpakuto will greatly expand what you are able to accomplish with your skill. This works in concert with it's existing abilities, which may alter the form of the blade and the powers to complement each other better. Ichibe's Shikai, a large brush which could manipulate ink, allowed him to suppress and erase others by covering them, and thus their names, in black ink. His Bankai grew this to the point that he could directly change or give new names to beings, with the properties of their new name becoming true. The most powerful warrior reduced to the strength of a helpless ant, as that is what his name had become. Your Zanpakuto releases will likely be supercharged by this process, greatly improving the existing powers as a result of them combining with such divine skill. It is also worth remembering that these powers are not without limit. The released state of this skill will require your spiritual energy to operate and some uses, though theoretically possible, may be of too great a magnitude to actually work.

Those without a Zanpakuto can eventually unlock independent release states that give access to two increased levels of power with your chosen divine skill. These two release stages will drain your energy similar to a Shikai and Bankai but at least allow access to your full potential.

Hollow Perks

Spirit Wolves- 100
The initial form of a newly born Hollow is rarely that of a human, often not even humanoid at all. Yet Hollows never struggle to hunt souls once they turn, having instinctual knowledge of how to move and fight in such monstrous shapes. These are the core instincts and necessary skills that Hollows come to possess quickly. You're a natural hunter of spiritual entities, able to track them like a wolf would a deer, and those same instincts make it easy to move or fight in a new and different form. Both the one you attain as a Hollow and future monstrous shapes you may take on become easy to understand.

I Am I- 100
You may cower in fear and shy away from danger but you have never had to doubt who you are, even after death. Your sense of self, the boundary between you and other individuals, is well defined. You can quickly rise above most things that try to bury your awareness of your own individuality, which would almost guarantee coming out on top in the Gillian stage. But you're not held back from growth, as you can accept new things or even entire beings into your own self without losing sight of who you are. The many ravenous hollows that may come to make up your spiritual structure are just a part of you, adding what is useful to your mind but not reducing you to madness. The path of the hollow is growth, rather than a struggle to not devolve again.

Nel Tu!- 100
Hollows are curiously mutable creatures. Most are aware of the stages of growth the Menos can access but few know that Hollows can naturally adapt their forms in response to trauma too. After living through some terrible times, you kept the things you learned close. Likely after a cracking of your mask, you gained the ability to take on a child's form, either of your race or appearing human. This child form will slowly recover from any damage, even otherwise permanent marks like a damaged mask, but this can take numerous years if severe.

However, even those very familiar with you and your energy signature will fail to recognise you and most strangers, due to your fairly cute demeanour, will find it hard to just abandon you. A useful way to escape from danger and you can even offer your saviors a gift in return. In this child form, your spit and vomit have weak healing qualities, letting you speed up natural healing in others by covering them in the gross stuff.

Hollow Hearts- 100
Not all Hollows are bad. The vast majority may be evil, soul hungering monsters but that's just their instincts and the lack of any other options being present. Most never even had a friend and you have to have a pretty awful end to become a Hollow in the first place. But good hollows are out there, there's whole colonies that live together in Hueco Mundo, and those guys can get past the walls around the bad ones' hearts. To those you share the species of, you can make friends and bonds of loyalty despite normal attitudes preventing that. It can take a lot of time for the really negative sorts but find the right words and there shouldn't really be anyone you can't get to have fun or relax.

Hollow Queen- 200
Every hollow is made of hollows, an ever-growing hive of lost souls. For most, this hive eventually condenses into a singular complete being with the transformation into an Arrancar or it tears itself apart if the leading soul cannot maintain their position and devolution begins. You've found another

way to make use of the souls within, releasing them as new hollows under your command. Formed as either true Hollows from souls you have eaten and contain within or as blank beings from significantly more raw spiritual energy who have intelligence but lack personality, it makes for a quick and easy army if you have the resources to spare. Most of these hollows are not of the Menos class, meaning they are fodder to even decently capable Shinigami, but enough spiritual energy can make it possible to produce Gillian or even higher stages of Hollow. An army of Gillian from nowhere is a serious threat to anything short of a captain.

Quimera Parca- 200
Instead of taking the quantity approach above, you've found access to one of higher quality. By sacrificing a significant piece of your body such as a limb and infusing it with high amounts of spiritual energy, you can form a powerful Hollow servant. Seemingly inferior to straightforward hollow creation, it becomes powerful when aided by others. Any others willing can also make a similar sacrifice of flesh and spiritual energy, adding to the new being. The creature's form and abilities take some aspects from each component being but it's raw power is much greater than just the sum of it's parts. Three lieutenant level Arrancar could create a hollow of Captain level power without putting themselves out of the fight. The creature is directed by the collective will of all those involved in it's creation, meaning you may not be the one in charge if others are numerous or strong willed enough to talk over you.

Soul Separation- 200
Hollows are already such lonely beings. By their very nature, they can't help but prey on all those around them. But it gets even worse for those who become too strong. Robbed even of the company of fellow monsters, their spiritual pressure lethal in it's intensity, only a lucky few unlock this ability. You are able to separate your own soul into different independent beings. While they have some aspects of your personality as their own, they are otherwise entirely new life. The power they possess is directed by how much of your own Reiryoku you permanently invest into them, lowering your own maximum but with the potential to combine to your original power at any time. Perhaps one could even train at an accelerated rate through this.

Their loyalty to you is fierce and unquestionable, as is the intimate bond they naturally have. They are a part of you, closer than any lover or friend could hope to be. Is this what those Shinigami experience with their swords? Your ability is not unlike the Zanpakuto, though you lack the additional powers an Asauchi would give, and even when you recombine these other beings you create will not fade. Instead, their voices live on alongside you. It is possible to target specific parts of your soul this way, such as the elements of one race in a hybrid soul.

Doble Attack- 200
The cero may be the traditional special technique of Hollow choice but it's an exceptionally poor decision against you, as are almost all other energy based attacks. You're able to catch and reflect Cero and similar energy projections back at the enemy, even being able to add similar techniques of your own to it mid reflection. This might manifest as eating and spitting back out an attack or a more ordinary catch and throw with your hands. Attacks that could normally harm you quite badly will be harmlessly caught if you can react in time with your chosen method of defence, though a vastly overpowering attack can overwhelm you. This is not only limited to spiritual energy, as almost any kind of supernatural energy or non-kinetic mundane energy can be reflected this way.

Hollow Sorcery- 400
The Hollow race has it's own techniques, specialised uses of Reiryoku developed by more intelligent Hollows or Arrancar. Not that many have the wisdom to pursue the potential they have, too focused on more power. You haven't neglected the magics of the Hollow race and it's paid off well. You have a high degree of skill with the various racial techniques available only to Hollow energies, as well as several variant techniques for each. The powerful Cero blast, the quicker Bala shots, the ranged sensing Pesquisa, Garganta for travel, even the protective Negacion mostly used by Gillians by instinct was developed into useful techniques. It's likely you have a fair number of other spell-like abilities similar to Kido or Quincy spells, if in fitting with a more Hollow theme. However, given the lack of development in this field, it's quite difficult to place mastery of these techniques on the same level as mastery of Kido. But even the most magically inclined Hollow is well used to fighting with tooth and claw.

Most of what you know is at least combat viable, even things like Negacion turned to often horrifying defensive use, and you can usually get a lot more power from already combat useful techniques. You also possess a 'trump card' spell of sorts, a supreme version of an existing racial magic. As simple as an overwhelmingly efficient Cero that, while physically draining to use, allows for vastly magnified power to be unleashed. Or as complex as forming Negacion into threads of energy that can store and transfer information, collecting vast amounts of data or even potentially creating a backup of your own soul. That might take a bit more practice yet.

Sacrificial Growth- 400
A Hollow's life is one of evolution and evolution progresses through sacrifice. Traits that are not useful are abandoned, replaced with ones adapted for the needs of the individual. Hollows are naturally capable of a limited form of this and most do so unconsciously, sacrificing the potent regeneration almost all basic Hollows possess in return for a large increase in power once they become an Arrancar. It'd take a madman willing to lose everything to learn more about the potential of this racial ability but you've somehow achieved it. You're able to permanently sacrifice abilities you possess, even skills or knowledge in your mind, in return for increasing your raw power. The greater the power or benefit of what you've given up, at least from a Hollow perspective, the greater the increase you'll see to your physical and spiritual power. Once something is sacrificed, there's no trace of it left even in Resurreccion, but the power gained is equally permanent. There is, though, nothing stopping you from finding other means to regain what you have given up. If you choose to sacrifice a regained power that was already given up in the past however, the increased to power will likely be greatly diminished.

Aspect of Death- 400
Where the Quincy are guardians of life and the Shinigami avatars of the afterlife, the Hollow race comes the closest to representing death itself.An empty, cold and never ending hunger for that which was lost. It shouldn't be surprising that the most powerful Hollows came to associate themselves with certain aspects of death, ways that people die or emotions that lead to death. It's all they've had to think of for so many years, the way they died and how they brought death to others. For the most powerful hollows, this belief can even bring tangible effects.

You can choose a concept relating to death in some way here. This can range from a cause of death like Age, a feeling that leads to death like Despair or Rage, even something strongly associated with death like Solitude. The chosen aspect alters and increases your spiritual powers. Existing ones gain a noticeable increases and you may discover a minor ability or two fitting this concept. A Rage Hollow

might find his transformations larger and physically stronger when entered in anger, with a separate ability to slowly grow stronger from rage. These abilities are useful but moderate. However, the more you allow your aspect to have an influence on your personality, the greater the benefits will become at the time. Someone relatively in control of their anger would see the above uses, enough to make a difference but far from a central power. Another Hollow who wrapped his mind in a cloud of blind fury would potentially receive an enormous increase to existing powers or incredible new abilities from it, at least until the feeling fades once more.

Wonder Wiped- 400
An adaptation to one's opponent is a terribly Hollow thing to have. Predators and cowards both, leaving a foe weak before a fight is often far preferable to matching and surpassing them in power. A unique ability developed in your body that allowed you to seal away aspects of an opponents power, in return for a sealing of parts of yourself. By temporarily limiting access to an ability or trait you possess, you can prevent an opponent from accessing an ability of choice. A powerful Zanpakuto could be sealed away forcibly, unable to release, at the cost of a great deal of your energy and perhaps several physical or mental abilities. The use of an arm or your senses. While raw Reiryoku is the simplest measure to compare, it isn't terribly useful against those more powerful than you. Sealing away other aspects, even things as vital as memory, reason or intelligence can vastly increase your sealing ability. Even the Captain Commander's own Ryujin Jakka was sealed beyond his ability with enough sacrifices. Once you lift the seal on the opponent, or they die, your own sealed sacrifices also return.

Segunda Etapa- 600
Resurreccion is the true form of an Arrancar. The powers and traits that were sealed away when they gained human form return, enhanced significantly by their increased power. In this stage, their mask expands, coming closer to the original form it had before they became an Arrancar. The mask once removed is redonned for more power, the same reason it was taken away. But there are rumours that a Hollow has more potential than this. How could this state, a return to the past and the mask once cast aside, be a fitting finale to the supposedly endless evolution of a Hollow? For those that search it out, there is a step beyond.

Segunda Etapa is a state beyond Resurreccion, wherein the mask of a hollow is fully removed. Not even a fragment remains. And this is when that hollows true power is shown. Both the unique abilities they had as a Hollow and their power overall is vastly increased. As an Arrancar, you possess this form, or can easily unlock it once you become one. Unlike a normal Resurreccion, which can easily be maintained for long periods of time if not forever due to being a natural state, the Segunda Etapa is very much a costly form. Less so for you, where it performs efficiently as part of your mastery of the form. Having unlocked and understood the state, you are also able to slowly guide other Hollows to the same realisations that unlock it, freeing them from their masks entirely for a time.

The same potential and knowledge that led to the Segunda Etapa state can also be applied elsewhere. Other transformations, releases and forms of power can reveal a final additional step beyond what is normally considered possible, provided you have access t the forms and spend the time to unlock it. Each will have their unique requirements to reach but all will focus on finding the true form fitting to themselves.

Cloning Demon- 600
An army unto oneself, without relying on weakling souls that were already devoured. Even in a sealed Arrancar form, you have the ability to rapidly produce more of yourself. These clones, of which dozens can be made in less than a minute, are not perfectly accurate in power. While they possess the same abilities, appearance, mind and gear that you do, their spiritual levels are significantly lower. Each has only a fraction of your spiritual energy. An Arrancar that gave a decent fight to a moderately strong Captain could create clones that Captain would scythe through with ease or that lieutenant would find somewhat difficult to defeat. However, hundreds or even thousands of these clones can be made without becoming even weaker, and they have the ability to remotely transfer back any energy or souls they devour.

Additionally, the clones have the power to perfectly imitate the body and mind of any soul they specifically have devoured. While it only lasts until they send the soul to you, and they cannot replicate powers outright, it makes for the perfect lure or spy. Especially with how it takes close observation with specialised tools to discover the Hollow reiatsu of these clones.

Arturo's Mark- 600
As a phoenix from the ashes, your wings shine with a terrible flame.A unique development for a Hollow, separate from the path of Resurreccion somehow. Perhaps the sort of thing that would only be seen in a side story. From your back, you are able to project two shining wings of light. The power is fairly straightforward, the presence of these wings significantly boosting your Reiryoku's strength. As can be expected, the wings also allow for true flight at significant speeds. The wings themselves can be shaped, the energy becoming solid at a moment's notice, and allows for you to manifest the energy around yourself in other ways. A blade of solid force or a flurry of piercing spears sent at a foe. The energy used this way is denser and more refined than your ordinary cero or bala attacks. The wings are also able to be, temporarily, pushed to a second stage. The light-toned energy becomes darker in this form and the wings expand. As if you had a second Resurreccion to activate, the increase in power becomes quite immense in this state. While it does not drain on your energy to hold, it is physically exhausting and cannot be activated for long battles.

Jaeger- 600
What happens when you take a Hollow utterly obsessed with evolution and bring him to the peak of power? Sometimes you a rather special example of the race. You possess an active evolutionary trait that allows you to adapt to threats even without the consuming of souls. Exposure to something and survival of it will cause resistance to begin to build up. Surviving a deadly Quincy poison and returning to a healthy state would likely leave you with a strong resistance to toxins of all kinds, not just that one poison. The more specific it is, and more powerful the threat, the quicker this adaptation will develop. Being cut or crushed is likely to only give very small gains even when critically injured but exposure to unique Kido spells or strange drugs that the mad scientists keep making would return a rapid resistance or outright immunity. You need to survive it first, a Hollow has to prove it's worthy to be the king of the pack, but you'll only get harder to kill as you live longer.

Ikomiki- 800
There have been Hollows as long as there have been souls. Despair, loneliness, rage, death, it's all part of the human condition. Life and death entwined together, for millions of years. Just as there are souls who still live from those ancient days, there are also Hollows that yet remember the primordial world. And what horrors those creatures are.

As originally such a being or one who managed to take on their traits else-ways, you are a primordial Hollow with innate potential far beyond any normal member of the species. An avatar of their evolutionary force, your potential for evolution is limitless. There are no barriers or limits to your progress, in evolution or hollow powers or other methods of growing through consumption, and certainly no need to judge your progress by the stages of a menos. You cease to devolve as a result of this, the souls you eat unnaturally silent and submissive once digested.

By devouring a soul, you voraciously tear away all that is useful and make it part of your being. Their power is added to yours in full, their abilities or unique spiritual traits combine with your own. An innate mastery of one's form, a natural thing for any true Hollow, allows these traits to be manifested as pleased without becoming an incompetent, misshapen blob of meat. Indeed, as your power progresses, you'll be able to shape your form to your will from the different components of your preyed on souls. Even the abilities of other races can be absorbed, from the Zanpakuto of a Shinigami becoming slaved to your will or even the fragments of the Soul King slowly transforming you into something closer to royalty.

It's also possible, with some physical contact, to pass on some of what you've eaten to other hollows. Raw souls or even unique absorbed abilities, enabling the quick creation of a powerful army of monsters. All the more useful, with how common the creation of new Hollows becomes in the wake of your rampages.

Quincy Perks

Quincy Dress- 100
The essence of the Quincy approach to life is to be in control. Grace can only be achieved with a calm outlook, with stable emotions and a steady gaze. It may have taken years to perfect but now it comes naturally to you. Refined, cool and stylish at all times, it takes little effort for you to leave an impression in people's minds. Each action you take has a sense of being considered and controlled, regardless of the actual truth, and people will doubtless come to think of you as intelligent and noble. Even if you happen to be a crude barbarian, you'll still somehow keep this sense. Even if just in how your clothes look so damn fine.

Needle and Thread- 100
The bad guys always have the best looks going for them. It doesn't come from nowhere, at least not for the Quincy. Stitching and weaving is a bit of a pastime for many of their number, so skills like yours are far from out of place. The talents of the thread and needle are well developed, from designing new outfits and making comfortable clothes from the designs, to creating stuffed toys or modifying existing fabrics. And no matter how impossible it may seem, you can quickly and easily embed the Quincy Cross onto anything with a bit of thread. Even metal, somehow. Given their militaristic outlook, it's also apparent that you know how to turn a needle and thread into a deadly weapon, whether directly or in how it improves your use of thread-like techniques quite significantly. If you could get a handle on Ransotengai, who knows what they'd let you do to the enemy.

Femritter- 100
Even the Quincy need their idols! An Idol has to be cute, fresh, friendly and lots of fun to be around. Definitely not a bloodthirsty warrior-bitch who revels in mass slaughter and extermination of the 'lesser races'. Maybe you're just so cute that no one really pays attention to how you are in war. You've got the looks to hang with the lady knights of his majesty and the ability to give off quite the bloodthirsty aura, no small amount of intimidation there. But you also find that, unless you're trying to scare someone, your violent ways and war crimes have a strangely enhancing effect on your attractiveness. Maybe the boys just can't keep themselves away from a bad girl like you. You get along with them well yourself, bad girls, to the point that making friends with violent, loud-mouthed bitches might be easier than spending time with normal people.

Living Fiction- 100
You're an original creation, just not entirely of your own making. Gremmy Thoumeaux thought you up in one of his many fits of imagination, perhaps in one of the brief periods he was let out of his sealing prison in the Silbern. Being a figment of imagination, you don't need to stick to just the body of a human. As long as it's less than about ten feet tall and has only minor useful abilities, you can pretty much have free reign on how you appear as you start here. Gremmy's a bit of a sick puppy, so the grotesque is quite in style.

But unlike his other 'children', you've managed to break free of your nature. Somehow you've gained independence as a true living being, with freedom not only from Gremmy but also from any other creator or author that might claim you as a creation in the future. They can't directly affect you anymore, certainly not to order you around or erase you outright, and similar bonds fail to control you. No longer dependent on them for your existence, you are always able to reclaim your place as a being who truly exists and is truly alive. Part of your Quincy pride, you see.

Echt- 200
The Quincy believe that pure blood is a sign of greater value. The mixed bloods, Gemischt Quincy who come from a Quincy parent and an ordinary human parent, are lesser. This sort of racial science has, unfortunately, been proven right in their minds. An Echt Quincy, such as yourself, is simply better. They are naturally capable of Blut use from birth and have a significantly easier time learning the various uses of Quincy power. Their Quincy abilities and magic are noticeably more potent. Of course, the Echt Quincy also tend to all be from old families of wealth and money. The sort that have the time to worry about racial purity. As an Echt Quincy, you'll be regarded fairly highly by fellow Quincy that believe in these ideals and have the various benefits ascribed above. Those of other races will find similar benefits in terms of increased potency and ease of use, with some abilities known from very early on. Most species don't care much for the pure blood socially though, apart from certain unpleasant sorts.

Quincy Greed- 200
The Quincy stand alone, abandoned by their allies, against the storm that is the Hollow menace. The sole willing protectors of this world, compared to the greedy Shinigami. With a mindset like that and the way their powers work, it's no wonder that Quincy are often quite greedy. They take from others, even the energy they use is what is found in the world around them, and then claim it all as their own property. But what they take, they are loathe to give up, and the Quincy have designed methods to keep their powers to themselves. Others struggle to interfere with your powers, from specific abilities to overall Reiryoku, and you possess several techniques that prevent them being stolen or forcibly return which is lost.

While these means improve with experience, his Majesty able to return the powers the filthy monk of the Shinigami stole in just seconds with a small sacrifice, you are currently more limited. Through sacrifices of flesh, blood and other vital parts, you can unseal sealed powers and regain part of what was stolen. Even if the thief has long since left or the loss was intended to be permanent, it is not so. It may take time to fully regain and sometimes truly dangerous rituals if you threw them away yourself as a cost like the fools that use Letz Stil, but if it was yours, it's never truly gone.

Ransotengai Master- 200
An old technique, at first created to help the elderly move about, but with surprising advantages for combat. Ransotengai is the manipulation of threads and ribbons of spiritual energy. At the most basic level, a string of energy extends from the user's body and can attach to another object to move it. But you're no basic user but a master in full.

Hundreds, even thousands of spirit threads, can be manipulated with fine skill at once. The original intention of allowing for movement in frail bodies is fully realised, as you can control your body solely through the use of these threads. Even if every muscle and nerve was disabled, there'd be no loss in efficiency for your fighting ability. So long as your spiritual energy still responded. The threads can also be extended and shaped for offense or utility purposes. Each thread like a powerful limb even at great range, moving what it connects to or perhaps even being sharpened to a terrific edge to slice anything it connects with. The flaw of Ransotengai is that the fine threads cannot contain much power, not without a lot of focus.

While you are known as a master by other Quincy, it is by no means impossible to progress. Perhaps the next stage is to learn to manipulate the bodies of others with your energy strings, turning them into puppets regardless of the will of their bodies.

Shadow- 200
The shadow is a curious ability that elder Quincy have access too. For beings that associate themselves so much with light, it can seem odd that one of their most powerful abilities lies in darkness. With their Reiatsu exerted, they can create and manipulate shadow energy around their bodies. The primary function of the shadow is transportation, even between worlds, as one can exit from the summoned shadow into any other existing shadow within range. A master could step into a shadow on Earth and appear within a highly guarded laboratory in Soul Society at Division 12.

You're not quite there yet, though you can still travel across countries with each shadow step. A master can not only travel between the Three Worlds or across each one with a single step, they can even cross into the inner worlds of the Shinigami, albeit a connection is usually required with said Shinigami. The shadow step can be halted by warded barriers and magical protection, that being one of the great barriers to the Quincy plan to invade the Soul King's Palace, but a sufficiently skilled master can bypass this.

For an extra 200CP, also discounted to Quincy if chosen, this perk can be upgraded to **Shadow: The Key**. Not only does this grant the mastery described above, which may have required years of work, but it also allows for your shadows to bypass even the strongest of wards if you are able to get physically close to them. Even the tiniest shadows can be manipulated to massive portals and instant movement mid combat is a viable usage of the shadows.

Quincy Magic- 400
The Quincy have their own magic, far more developed than the brutish Hollows yet not as long lived as the Shinigami's system. Instead, the Quincy have played to their strengths, relying on purity and external power. Their direct spells represent the former, as Quincy spells are largely made and perform best with the most straightforward effects. A spell to attack is designed to disintegrate, annihilate or destroy utterly. A defending spell is a pure shield of light, with all power directed to a great shield. Light and power are the core tools and you work well with them, being an accomplished expert with the style. You're well taught, with two dozen spells or so for both offense and defense, with a smattering of what supporting magic the Quincy have created. You'll find them most useful in direct intentions.

But Quincy magic is more than just holy light. Perhaps the most useful part is their ability to store and condense Reiryoku, into not just containers known as Ginto but also weapons like the deadly Seele Schneider blades. You're a more than capable craftsmen with these blessed tools and can use Ginto to greatly increases the power of many spiritual spells or techniques. With a little tinkering, you might even find ways to apply the principles of Ginto tubes to other magics you perform, storing and boosting power. A little antiquated, modern Quincy generally rely on their own direct power, but both spells and magical tools are more than powerful enough to aid even a Stern Ritter in combat.

White Blut- 400
The bloody inheritance of all true Quincy. Blut is the natural power of Quincy blood, a trait that can be activated to greatly empower their living bodies. Through flowing Reishi into their blood vessels, they can take one of two traits at a time, each exclusive to each other. The first is Arterie, taking the form of glowing red veins beneath the skin. Arterie grants a very large increase to physical power, both strength and speed skyrocketing when in use. The second form, Vene, provides a similar effect

to an Arrancar's Hierro. Blue veins spread where you are struck, having greatly enhanced your body's overall durability. This Vene can even halt excessive bleeding in existing wounds.

The improvement gained depends both on the mastery of the user and the power they possess to give to the Blut. While your power may or may not lack, your skill is undoubted. You can greatly magnify either attribute when in use and have even learned to extend the Blut from your body, creating powerful forcefields in an area to defend from attacks or increase your allies' power. This mastery might even translate to direct control of your own blood for other intentions, such as preventing others from controlling your physical form through the blood, as well as allowing you to greatly boost non-spiritual powers of the blood with your spiritual energy. Having naturally mastered the art, your Blut may even switch on reflex to attack or defend as you most need.

Purification- 400
Such a mighty power in every ordinary shot. The light of a Quincy arrows erases all things from creation, those killed by their spirit weapons or Quincy techniques have their souls destroyed and removed from the cycle. The source of much of the Quincy's woes with the Shinigami but also quite neglected in study. Could not this basic trait be expanded or mastered further? Having taken up this task, you found much greater control over the purifying powers of Heilig Pfeil. Not only are you now able to control this destructive aspect of your natural Quincy power, limiting it to no longer cause soul death, you can also spread it to other abilities or attacks you use. Your Quincy energy can easily suffuse and empower your bare hands, makeshift weapons or unrelated magic. Not only does this confer the soul destroying properties, it allows for easy spiritual empowerment. It's not even impossible to teach other Quincy this control, perhaps opening a path to peace most have abandoned.

Quincy Craft- 400
Traditionalists in most ways, it's no big surprise that even the way they grow is slow and steady. Advancements in technology and technique don't so much come from innovation as they do from steady use and gradual improvements. Creating an enhanced technique, improving it's power or removing it's weaknesses, is a process done gracefully in time. There's no need to break the mold.

Your own techniques and devices follow such a path too, if desired. With long term use, you naturally discover methods to improve overall power, reduce or even remove weaknesses and generally improve your arts. Archaic and antiquated is just another way to express familiarity and mastery. It's lucky the Quincy have such long lives, particularly given your knack for teaching others the improvements you make.

The Power to Share- 600
Every one hundred years, they say, a special Quincy is born. Born crippled, without their senses and in a fragile state. Born without the ability to make use of the energy around them. In ages past, these poor things were often killed early on in superstitious fear. Their family had no idea of their true potential. But you survived, the true nature of your power slowly restoring and empowering your body, until your wounds disappeared and you regained the Quincy powers that are your birthright.

With a touch and acceptance from each side, you can impart a fragment of your soul to another being. All ailments of the recipient, be they physical or mental or spiritual, will be healed by the process. In return, the fragment would be engraved with all the knowledge, skills and talents of the

person who received the fragment. The price? A severe reduction in lifespan for the recipient and on their death, the fragment would return to you with all it has gathered. Not just the mental traits but also the stolen lifespan and even a significant amount of the spiritual energy the host once held. These fragments can only be gathered and absorbed in your sleep, the dead treasures combining into your being once you enter the slumber.

If you go beyond mere contact, and trade a drop of your blood, you can awaken the powers of a Quincy in another individual. While this only grants the base traits of a pure Quincy, and is quite incompatible with Hollow Reiryoku, it also binds them to you. Resisting your commands will prove a terrible struggle if bound and you may find a way to sustain your life so long as your bound Quincy remain. Your presence will do them more than enough good to pay recompense, as one who can share as you do will naturally reinforce greatly the speed at which Quincy develop. Both their Quincy powers and spiritually in general.

The final step you have available is to allow Quincy to drink deeply of a cup of your blood, imbued with a significant fraction of your soul. This ritual will inscribed a Letter into their spirit, allowing them to awaken a unique power suited to the Letter and their own personality. The potential for these 'Schrift' varies, based half on overall spiritual power and half on affinity for Quincy abilities. While all Schrift start weak and must be developed, some will end as merely a hardening of the skin or manipulation of fire. Others reach a stranger height, even making the imaginary into reality.

There is a downside to your nature. You must continue to share and reclaim from others or else face the prospect of slowly returning to your natural state. Blind, deaf, dumb and helpless in every way. Though it will never kill you, you must always be aware that you rely on the spirits of others to maintain your existence. Hardly fitting for a King.

With time and experimentation, it may be possible to uncover new ways to use this power. Yhwach would eventually create techniques that allowed him to resurrect from death so long as the Quincy baring his soul fragments still lived, as well as a method to steal back the fragments and Quincy power in general to redistribute as pleased.

Soul Letter- 600
The Schrift is a piece of the Quincy King's own soul, engraved into your spirit with his blood and power. Only his most loyal and mighty servants earn the right to the ritual, the Star Knights that serve him directly, but it's more than worth the sacrifices to reach that point. A Schrift grants a unique power to the wielder, one fitting to their personality and style of fighting, of quite significant power. Not only are they powerful spiritual abilities, they ascend to a new level of might when the Vollstandig is activated. A perfected version of Letz Stil, this winged state does not force the loss of the Quincy's power yet retains and enhances all the benefits of the Quincy's transformation. You've mastered the transformation, not even needing a tool to enter it, and can easily maintain it for hours at a time even in spiritually lacking areas. Unlike any other Quincy, your Schrift and Vollstandig are independent from the King. Perhaps he didn't grant them at all. He certainly can't steal them back through his powers. The specifics of your schrift will be handled in a later section in this document for Schrift. If you are a Quincy and claim loyalty to the Wandenreich, it's likely this perk will make you one of the Stern Ritter.

King Piece- 600
When the Soul King was sealed away in ancient times, his jailers soon grew fearful of their prisoner. Despite the King showing no resistance or pain to the horrible act, some of those ancestor nobles became paranoid. To protect themselves, and in seeking more power, they carved up the King's body. His limbs, his inner organs, even many shards of his spiritual energy, were all stolen away from him. But in the eons since, those pieces were lost by the nobles. Some came to rest in humans, creating Fullbringers. Others, pieces of significant size like limbs or organs, took on a life of their own.

Though it may only be just awakening now, you are in truth such an aspect. You are one of the limbs or internal organs of the King manifested either into human form or a human sized variant of your body piece. Each piece represents a broad, powerful concept of existence. The Heart of the King is the Miracle. The Right Hand is Stillness and Stagnation while the Left Hand represents Evolution and Growth. Whether you take an existing piece or create something new, you'll find powers developing within that theme, ones that grow quite broad and mighty. If you pick an Organ already manifested, such as the three above examples, you will be an additional copy that has somehow formed.

The Heart could manifest miracles into reality, giving form to the thoughts and emotions of those around him. The more improbable the event, the easier it became to manifest, with the preference being manifesting the fears of his opponents that they could not defeat him into ever increasing power and unstoppable regeneration. However, the hope of his allies could become an annihilating weapons in his hands or the love between two humans allow one to return to life in his presence.

The Left Hand could manipulate it and others' biology through contact. While changing shape was a merely basic use, it could tear apart even far more powerful warriors with a touch by turning their own bodies against them. Any body it devoured could be assimilated to gain power and even biological information rapidly copied on touch to improve the Hand's power level. Provided it was in some way possible, the Hand could adapt to almost any threat in moments, save for itself.

The product of many years of growth, along with exceptionally high levels of spiritual power, your abilities are unlikely to start as magnificent as these. A new Heart might find themselves strengthened by the belief of others, rather than directly manifesting thoughts into reality. A new Left Hand might understand biology naturally and be able to slowly change their physical form, taking on useful new adaptations that are still somewhat mundane. But as you age and gain more power, you'll draw closer and closer to these original abilities.

Halo of Might- 600
The core around which all Quincy powers originate is the ability to control spirit particles. The Reishi that exists in all things, especially in the afterlife, is the most basic tool of the Quincy. Many Quincy get distracted by specific techniques or unique powers unlocked in them by the King. Neglected thus, is this core ability, when it remains the most versatile weapon you have access too.

You've brought your skill with Reishi manipulation to mastery. It provides an enormous increase in efficiency to most Quincy techniques, as you can easily pull far more energy from the air without tiring yourself, and thus increases overall power. You find forming the Reishi to your will simple, allowing not only for permanent construction of solid objects but even for complex creations. Most Quincy do not progress further than their Heilig Bogen's solidification and sometimes basic shapes like walls or stairs. You can create firearms, vehicles, even complex electronics and tools from pure

white material. As tough and mighty as your spirit bow, it greatly broadens the potential applications of spirit power.

The peak of this mastery is the skill you have with Sklaverei. A rare talent even among the elite, normally accessible only in Vollstandig. You've learned to use it outside of that form in a lesser state, allowing you to absorb Reishi in both the air and even from other beings into yourself. Should the difference in power be significant, you can effectively devour other spiritual beings and add their powers to your own. The benefits fade with time, the Reishi eventually rejected as foreign, but every foe can now present an increase in power if defeated. In your actual Vollstandig form, you'll have such power as to make Sklaverei a primary weapon, a deadly threat against even those of greater strength.

The Almighty- 800
The eyes of royalty. The eyes of the worlds. The eyes that give one the authority to command the future and all else besides. The eyes you have are an inheritance from the Soul King, a result of being his 'child', even though there is no actual connection or origin between the two of you. However it came to be, the Almighty is a power that splits your pupils into two or three or even four forms when activated. More the stronger you become, the King himself having four.

When you call upon the Almighty and split your eyes, you see the future. Not just a future or the current future, the future in totality. Every possible path that could be walked, gathered up in your mind like countless grains of sand, and understood in a single moment. There is no limit to how far ahead you can see, even millions of years is quite possible, save that you can only witness one moment across all the timelines at once. These remain your eyes, simply split across an infinite array of paths, and they remain as vulnerable as you would normally be to illusions or trickery. Your sight, and other senses extended through it, only see what you would see if you were present at these future moments. Arrogance or reckless speed could cloud your mind to vital glimpses of information. The only things unable to be predicted are other bearers of the Almighty and living aspects of the Almighty bearers, such as the Soul King's organs.

Now that you have seen the future, should you have the power, you can also change it. You have the ability to force a certain future to come true in the present, normally by expending your energy through the Almighty to guarantee that a certain path is taken but also potentially by manifesting future objects or events in the present, though this is a more costly task. This is not only limited to ensuring complex plans come to fruition, it can certainly be used instantly in response to attacks. Change the future so that your opponents' powers become harmless to you, plucking an almost impossible future where their attacks miraculously miss or deal nothing to you from time. It is possible for some things to be too vast to affect directly. A warrior of truly vast power might use his ultimate technique, something you could not change the future of directly. Instead, a wise use of your power would be to cut his legs out from beneath him, aiming for the weakest link where your smaller power can still triumph.

Those who bear the eyes have powers over more than just time. These eyes give the right to control the worlds, as well as the cycle of life, death and souls through them. However, for most users, it is of little consequence. Full control over these things would require power equal to the Soul King, who could divide and combine the three worlds at leisure, and maintain the cycle of souls for eons without discomfort. For those weaker, their use of this function will be greatly limited. They will have an innate knowledge of the structure and health of both the worlds and the cycle between

them. The powerful could travel between these worlds naturally or cause disruptions in the cycle but only reaching the King's level grants full control. It is unknown if the King would interfere with someone who reached his level without replacing him outright.

In future worlds, if you retain that sort of power, you can exert similar control over the structure of the 'worlds' and the mechanics of the cycle. Worlds with a greater scale than this one will obviously require more power.

Artificial Soul Perks

Mod Soul- 100
One of the original forms of the Artificial Soul was the Gikongan, spirits made and contained within small pills, able to take over a body after being swallowed. The spirit within can then take over the body and act in it's owners' place, vital when a Shinigami needs to maintain a position in the living world and their spiritual duties at the same time. It can even work on dolls or other 'bodies' instead of just humans. You have this ability and more besides, as you are one of the now banned Mod Souls.

Gikongan who were an attempt to create mass produced soldiers. A part of your body has enhanced power, such as arms or legs, that makes even human bodies you are placed in gain superhuman strength. With enhanced legs, that human could easily jump ten meters into the air or survive four storey falls. It won't boost you as much if you're above a human but the increase will remain noticeable as you get stronger.

Slaughter Mode- 100
With a few modifications, even a normal child can be made into a deadly warrior. A few spiritual alterations and a new state is unlocked, a mental mode that can come over you when hostilities arise. Provided you don't hold yourself back, you'll enter a trance state that enables you to fight at full efficiency. Fear, worry, kindness and any sort of risk erased from your mind as you are turned into a perfect killing machine. Pain and damage won't slow you down as your mind sharpens to the best uses of what you have available, as well as to how best to cause damage to anyone in your way. It'll help you fight at the best you can without character flaws getting in the way but it can also make you recklessly pursue foes until destruction, especially without an ally to pull you out early. Who knows what Urahara was thinking, doing this sort of thing to kids.

Urahara Style Modifications- 200
Urahara has crafted quite the arsenal when it comes to artificial spirits, mod souls with greatly enhanced abilities. As either one of his creations or from someone who copied the designs, you've gained access to one of two innate spiritual abilities.

The first is the ability to create illusions, overlaying visual phantasms over an area. It's maintained by your energy and the complexity you can manage will increase as your power does, similar to how you might learn to cover more of the five senses as you grow stronger. Unfortunately, it's a lot easier to get out of these illusions, as they exist on the environment and not within people's minds. All it takes is leaving the area to be free.

The other option is teleportation. You'll be able to teleport yourself and anyone you're touching to any location within range, the range being dictated by your Reiryoku. Even at weak levels, it should be enough to zip about a town the size of Karakura. You can also create wormholes that can act as portals, for transporting many over time or to redirect attacks by quickly creating multiple portals. It's even possible to create a portal to nowhere, effectively erasing things that enter the portal by locking them in some unknown dimension. Some foes might be able to break out if they have their own transportation abilities however.

A second purchase of this, discounted if you use your second discount, can be made to gain the other option.

Vampire Hunter- 200
Without a long history of their own, mod souls have much clearer minds with which to look on the world around them. Sometimes this is in a much more practical sense, as you've been fitted with advanced Reiatsu sensing modifications. Your ability to sense spiritual energy of various kinds is greatly enhanced, sensing from a range tens of times your normal limit and being able to easily pick out individuals from a crowd of many thousands. Unless they're a true master of the skill, those that hide their Reiatsu output from you remain clear as day to your spiritual sight.

You're particularly skilled at sensing one type of being in particular, and those similar to it in future worlds, like Hollows or Bount. You can actively track these beings beyond even your enhanced range and the sensory abilities significantly improve your performance in combat against them, making it obvious to you how they will next attack or evade based on the movement of their Reiatsu.

Dangai Born- 400
There are subjects considered arcane and occult even to the Shinigami, aspects of the world they simply try to live with rather than control. The Dangai, the space between worlds, is one such thing. But not all scientists consider it an unknown place of traversal, like the one who helped create you. Drawing on the very substance of the in-between world, you've taken similar traits yourself. Your Reiatsu is undetectable to other spiritual beings, blending in perfectly with the energy of the world around you. Short of seeing it with their own eyes, no one will know when you move to attack.

But your true power emerges when you enter the precipice world of Dangai yourself, becoming like your natural habitat. You can exert control over this dimension, in accordance with your own power, and the things within it. You're naturally immune to the Kototsu, the near unstoppable guardian within the tunnels, and can even direct it to attack others. As you grow stronger, manipulating the Koryu will let you greatly slow or accelerate the passage of time within this dimension, potentially allowing for months of research to occur within hours. With practice, creating a new environment tucked away within warped space and time here could make for quite the impenetrable lair. In other worlds, you'll either be able to gain access to a similar dimension or exert appropriate levels of control over other in between worlds of similar properties.

Kurotsuchi Work- 400
Sometimes people are just born for a certain role. Some live for the stage, others were born to sing and some were made to be on the operating table. When it comes to being a subject of science, you'd be eagerly desired by men like Urahara and Mayuri. Your body, and thus spirit, are quite bizarrely accepting when it comes to experimentation and augmentation. Even very unlikely surgeries or modifications now have an extreme chance of success, slotting into your spirit like they were naturally meant to be there.

It does help that your spirit stores a outright strange amount of material inside, your body handling augmentations that should appear bulky and over-sized without actually changing. Provided they are inserted through careful surgery, you can even safely contain extremely harmful substances without personal danger. Fill your body with toxic chemical cocktails, at no danger to yourself, but easily spat out at any enemy that gets' too close.

Simple Shift- 600
Though it may be attached to an otherwise weak holder, this ability may actually be one of the finest workings Urahara ever succeeded on. A special ability that at first, merely seems like shapeshifting.

You can take on both the form and the mannerisms of other beings that you are familiar with, usually requiring some period of study before you can get it right. While your spiritual energy won't change, a weakness in the disguise, your morphing is otherwise quite identical. Even when it comes to abilities. Again, provided you are familiar and know of their various abilities in some detail, you can copy them when you take on a specific individuals form. A Shinigami's Shikai, for instance, despite the normal spiritual requirements of such. It is unfortunately limited by your own level of power, not just weakening abilities of people you aren't a match for but even limiting access entirely if the gap in power is too great. A Shinigami's Bankai might be lesser or off-limits entirely without growing stronger. Only a single form can be maintained at a time and the detail you need is fairly extensive before you can take on another's form.

Enhanced- 600
The Nemuri project is Mayuri's pride and joy, the creation of true life from ambient spirit particles. Not just another mod soul or something made from components of existing souls. As if a mortal alchemist made life from clay, Kurotsuchi sought and succeeded at creating a being from the world. As his latest work alongside Nemu or an off-shoot of the project by some blonde intellectual thief, you were hand crafted from Konpaku cells. These special spiritual forms hold potent regenerative power, which has been directed to greatly enhanced your abilities.

The most obvious benefit is regeneration, similar to what the Hollows might rely on. From anything short of death, your body can rapidly replenish itself to healthy condition. The cells have supercharged your spiritual makeup in general, resulting in a mixture of seriously increased physical abilities and similarly boosted spiritual powers. For an ordinary soul, this is more focused on the physical side, letting a otherwise Lieutenant level Shinigami display Captain level physical prowess. For other races, this might instead be focused towards their unique abilities to give more of an increase there.

As part of the Nemuri process, your body has been outfitted with the best that Mayuri had to offer in biological tools and weaponry. It can come off as quite the arsenal, with a wide variety of different chemicals hidden inside your body as traps for enemies that enter or infect you, natural weapons built like high-speed drill hands or extending limbs, enhanced senses and built in stealth capabilities, redundant or reinforced organs to survive normally fatal injuries without issue. Not much more can fit inside you now but as is, it all seems quite stable.

Part of your nature has also given you a complete awareness of your body's inner workings, not just active knowledge of where and how every organ and cell is functioning but also a deep level of manual control over your body. Even normally automatic functions can be finely tuned, from natural responses like blinking or gagging to something as unorthodox as adjusting the speed of your regeneration. A major function of this control is the ability to overclock your various functions, drawing out more and more power from your Konpaku cells in return for increasing strain and eventual damage to your body. Essentially, any function of your body or spirit can be affected this way, from increasing your regeneration speed to dangerous levels of replication to massively increased muscular power to dividing a piece of your soul and using that lost percentage as a monstrously strong spiritual blast.

Soul Princess- 800
Ichigo Kurosaki is set to make quite the mark on the world. What he is and what it let him do won't go unnoticed by the powers that be, who may seek to make their own tools in his image. Someone

must have predicted this trend, given you already exist this early. However it came to be, you are an entirely artificial attempt at creating a replacement for the Spirit King, going beyond even a natural potential like Kurosaki to become something more.

The basic part of this nature is that you are equally and innately part each of the Shinigami, Quincy, Hollow and Fullbringer races. This works via a free purchase of Hybridisation for each perk, set to make you a otherwise normal member of each race rather than any other variation. This otherwise works as normal for the Hybridisation perk in regards to discounts and such.

More importantly are the countless tiny fragments you've been inserted with that originate from the Soul King. The raw power of these parts have given a royal tinge to your Reiryoku, giving you spiritual power equal to an experienced Shinigami Captain. Combined with meeting all requirements for the throne, you'll start to see much more valuable developments as you age. Unlike a mere substitute for the King, you are a true successor, and will very slowly begin to develop the same powers on your own. Though the process will take several millennia at least to come close to finishing, you will slowly develop the same great and varied abilities as the King as your soul ages. Your spiritual power will naturally grow stronger from age, while new and incredible powers awaken in your various body parts. Provided you continue to develop yourself and experience life, the road to royalty will continue progressing regardless of how much you train in the combat arts.

Zanpakutō Section

All users with the Shinigami racial option gain access to this section for free.

Introduction

The source of a Shinigami's power. The Zanpakuto are swords which are both extensions and reflections of a Shinigami's soul. Created by bonding with an empty sword, an Asauchi, and slowly imbuing it with the essence of their soul. Without these, a Shinigami would be nothing but an abnormally powerful Plus soul.

As an Asauchi grows and connects to the wielder, it develops into being a part of that wielder. Part of this process, beyond taking on a personalised look and powers, is the development of the Zanpakuto Spirit. A thinking avatar of your sword, this spirit is made in reflection of your qualities, both good and bad and unacknowledged. Their appearance and personality will fit with your own, being anything from a wise but reticent old man to a regal dragon carved from eternal ice.

They care deeply for you, in their own way, but also seek to challenge and test their wielder. They understand you completely, maybe more than you do yourself, but you do not yet know them. They have a name of their own, one they'll only share with a worthy wielder. Until you achieve that worth, you won't hear their name even if they say it. But worry not, as your sword dearly wishes to aid you into reaching this potential.

With each Spirit comes the Inner World. A spiritual construction within your soul where you can communicate and interact with your Spirit. Much like your spirit, your Inner World will reflect your own character in some way. Zanpakuto can pull their wielder into this realm, often to test and train them to wield the sword. Shinigami can learn to communicate with their sword mentally or even enter this world on their own through meditation.

Once you find your Zanpakuto's name, you'll unlock the first stage of power known as Shikai. Learning to manifest your Zanpakuto Spirit and subjugating it in combat, will allow you to achieve Bankai, provided you have the Reiryoku needed. Somehow, this battle always ultimately ends up being a matter of reaching an understanding about yourself, instead of simply a normal fight. But both these and the connection in general are possible to damage or lose entirely, through mental instability or outright abuse of your Spirit.

Releases

There are three states that a Zanpakuto exists in.

The first is the sealed state. The Zanpakuto has no access to any unique powers, though it remains a suitably powerful weapon for it's wielder. They take the form of ordinary swords in this state, most commonly but not limited to is the Japanese katana and it's kind. Even in this state, a Zanpakuto will grow with the wielder's Reiryoku, potentially to the size of a skyscraper with Captain level power. But all Shinigami can effortlessly control their own sword, reducing it's size as needed and even finding that wielding the weapon itself is as natural as moving one's own arms or legs.

The second is the Shikai, gained once you learn your swords' name. By calling out a short release command (Cut, Burn All Creation to Ash, Sting, Shatter) and then the name of the sword (Zangetsu, Ryujin Jakka, Suzumbachi, Kyoka Suigetsu), the sword releases. The Shikai gives access to unique

powers, fitting to your character. It might be as simple as physical enhancement and powerful blasts of energy, as broad as manipulation of fire or ice, as strange as the ability to combine your body with other things to manipulate them or as complex as the power to make children's games into deadly powers.

Bankai is the third and final stage, the Full Release. The powers activated in Shikai are magnified many times over, some say as much as five or ten times again. Exceptionally difficult to attain, only seen once every few generations even in powerful Noble families, just obtaining it is only the beginning. The initial form a Bankai takes is immature and with years of training, it will develop it's power and abilities further to reach a fully complete state of even greater power. The danger of Bankai is that, unlike if broken in Sealed or Shikai states, a destroyed Bankai is permanent. Fully releasing your soul exposes this vulnerability and only the mightiest of powers can remake a destroyed Bankai.

There are several ways for a Zanpakuto to improve in power beyond just unlocking these release states. Most of the power inherent to each state is relative to a Shinigami's Reiryoku levels. The more spiritually powerful the Shinigami, the more powerful the Zanpakuto is the rule. Even abilities that trump over raw power to some extend by and large tend to be possessed by very powerful Shinigami already. Training and experience cover much of the rest, as Release states often have unique tricks and powers that can be discovered over time, ones not initially obvious.

Personal Expression

The guidelines for choosing what your Zanpakuto does are simply to find something that suits who you are as a person. The level of power you develop will be based on your spiritual power, the training you put in and other outside factors. What it actually does is up to you.

This may be a very involved process, your sword's spirit and powers relating to a deep personal philosophy, resulting in complex powers of multiple different stages. Or it might be as simple as a direct, stubborn man gaining a sword with straightforward, simple powers. Your sword might be primarily based on a single important aspect of yourself, just as it could be a reflection of your entire being or anything in between. The most important part is that it is connected to you, as it is a literal part of your soul.

In general, all choices will be roughly equal, providing that Reiryoku and training are otherwise the same. A complicated Zanpakuto with many different abilities might only show it's true value once the wielder is quite powerful, whereas a simple tool with a single core power could be valuable even to a weak Shinigami.

The only limitation is that, whatever the choices are, there are no Zanpakuto whose Shikai and Bankai are not closely related. A Bankai is a fuller expression of what a Shikai unlocks, they'll never be something completely different.

Extras

The below options are all priced additions to the Zanpakuto. Some are available to be bought for non-Shinigami and will be noted as such. Non-Shinigami that buy Asauchi or Wandering Spirit may buy later options for them as well as if they were Shinigami. Options apply to a single sword, which will not spawn again via the Asauchi multiple purchase.

Asauchi- 100/300 (Available to non-Shinigami)
A single blank sword, apparently one of the only Zanpakuto not created by Nimaiya and thus not subject to his knowledge. In all other respects, this is a perfectly functioning blank sword. Any non-Shinigami who spends enough time with this blade, continually infusing it with their energy, will be able to awaken it as their own Zanpakuto. For 300CP instead, a supply of these Asauchi can be gained. There will be eight blank swords in total, along with a further eight swords every five years.

Shinigami who purchase this should be aware that it is impossible to awaken a second Zanpakuto from an Asauchi state with one already part of their soul. Though a second Zanpakuto itself is not impossible.

Wandering Spirit- 200 (Available to non-Shinigami)
A Zanpakuto spirit cut off from their own, having either died or rejected their spirit. Somehow, they've come to forge a connection with you instead and, after a great deal of troubled thinking, offered something sure to be quite, quite illegal in the eyes of the Central 46. You've against all odds managed to bond with a second Zanpakuto Spirit, one originally created from another Shinigami. The functions and problems of such a connection, their soul being not of your own, will be entirely new issues as such an act is almost unheard of.

Purchasing this, as opposed to a companion, will allow you to have somewhat succeeded already. Through understanding of each other, you have unlocked the Shikai state of your new ally. Unlike normal, this Zanpakuto is designed with powers based on the soul of a different person than yourself, though their level of power is still relative to your own.

Shared Spirit- Free/Optional
Is it even possible to possess the same Zanpakuto as another Shinigami? Perhaps, depending on your beliefs. It is at least true for you, as rather than something suited to your own being, you have the same Spirit and powers as an existing Shinigami. Despite this, you'll find yourself getting along with and understanding your Spirit with ease, as if you were meant for each other. However, be warned that Soul Society considers it a highly illegal trait, one that results in the execution of the less worthy wielder of the Spirit.

Ancestral Zanpakuto- 200
Not all Zanpakuto are personal tools, made from the soul of one Shinigami. Some are the result of an entire family line, each holding and passing down a mighty weapon. Rather than an ordinary weapon, you possess one of these ancestral tools instead.

Possessing an ancestral weapon prevents you from awakening an Asauchi. The ancestral Zanpakuto is set in it's ways, with already established powers independent of your own. While this means they will not grow with you further through power or maturation, it also means that every ancestral weapon is already mighty. They possess incredible and often numerous abilities as a result. A mirror blade that perfectly scatters, reflects and even destroys those said to be 'gods' is one example. Another is a sword with the ability to copy and manifest the abilities of any Zanpakuto the wielder has seen, scaling these individual powers to the user's own level of Reiryoku. These are only examples of their Shikai, as well.

The downsides are that they usually entail a cost or significant threat to the wielder as a result of this power. The mirror blade, Shinken Hakkyoken, can result in the wielder's destruction if they don't

have the strength to hold it against the reflected attacks. The copy sword, Enrakyoten, drains from the life force of the user to mimic other Zanpakuto. Perhaps some of these downsides can be countered with skill or enough power but for now, they remain in tact.

Other than their inability to grow with you, they work as normal for Zanpakuto. You may apply the below options to them, they possess a Spirit, a Shikai and Bankai, as well as the other limitations of a soul sword. If desired, you can also pass the sword on to a descendant.

False Release- 100
Zanpakuto are quite malleable, even for souls. Some have shown the ability to split themselves to create company, others to take on a false form in contempt or rage. However it came about, you and your Zanpakuto discovered a False Release. This is an alternate release state for Shikai and Bankai that is possible for your sword. The power is significantly weaker than your true releases but in exchange, the effects are drastically different, perhaps even opposite to your normal abilities. While possible to achieve on your own, this purchase guarantees you the choice of why you gained these False Releases, what you gain from them and that both states are easy to unlock once you have Shikai and Bankai.

Swords' Sword- 200
Ordinarily, an Asauchi could not attach to a Zanpakuto spirit. The spirit is, after all, an extension of someone who already has an Asauchi. Yet somehow, your Zanpakuto itself wields a Zanpakuto. Is it through an Asauchi or did it find it's own method? Your inner spirit now has the ability to slowly develop their own sword, complete with their own release states. Though of dubious use within your Inner World, if they can learn to manifest longer term, it'd make for an incredibly powerful ally. Maybe you could even discover how to make use of these powers yourself.

Reversed Releases- 300
A unique and mighty mutation of the normal spiritual blade. Your Zanpakuto's release states are inversed, such that Bankai is unlocked first and Shikai requires mastery and understanding to achieve. Taking this, your Bankai will act as normal for your choices in powers. However, it will be as easy to maintain as a Shikai and much more quickly reach it's matured state due to this. It is quite possible that a decently powerful and experienced Shinigami could maintain a near or fully permanent state of Bankai as a result.

Your Shikai, however, changes drastically. As the final state of your sword, it become as difficult to achieve as Bankai would be for normal Shinigami. Instead of a lesser release than your Bankai, it instead condenses and focuses your Bankai's power into a much smaller form. It is certainly more powerful than your Bankai but it becomes much more limited in range, area of effect and size. An ultimate spear or shield instead of a broad and powerful ability.

Fullbring Section

All users with the Fullbringer racial option gain access to this for free.

Introduction

The basic ability of the Fullbringer is the Fullbring, the ability to pull on the souls of objects to manipulate the world. But for most Fullbringers, these are largely supportive uses. Their primary power lies elsewhere, in a single object.

Affinity

When an attachment is formed to a specific object by a Fullbringer, it slowly creates a connection between their soul and the soul of the object in question. As the wielder lives and continues to invest affection, feelings and emotions into this object, the object will steadily be engraved with more and more experience. Once this affinity has reached a critical point, the Fullbringer will discover the ability to pull the objects soul into their own and awaken it.

This process is where the unique powers of each individual Fullbringer become apparent. They can activate their affinity object with a thought once the connection is made, which reveals the powers granted to them through the object. These powers vary as much, if not more so, than the Zanpakuto of the Shinigami. Always, they are based on both the object and the experiences a Fullbringer associates with that object.

A bronze brass knuckle that's let the wielder get through many lucky escapes might have actual luck powers, each hit being like a lottery and when the luck strikes, the blow deals critical damage. An old Substitute Shinigami badge held by an ex-substitute might allow them to reclaim very similar powers to what they once had, filtered through their own emotional perceptions. A simple bookmark might become a sword with the ability to rewrite the past.

Fullbring objects, once unlocked, have a period of maturation in which they steadily grow and improve. The Fullbringer must practice and experiment with this power to reach their full potential but, once reached, the affinity object will not grow further. While some may improve via additional raw power, the tools themselves have a static effect that is their maximum ordinary potential. In exchange, these Fullbring objects often can accomplish things that would be far beyond their wielder's normal capabilities. A sword that can cut anything, regardless of power, or a set of paintbrushes that can alter reality as you paint.

Personal Expression

Your chosen object can be anything you feel affinity towards. It might be something you have already or a newly made item here that you now feel sufficient emotions towards. They tend to be quite small items, an article of clothing or pocket watch or smartphone, but nothing technically prevents larger things from being chosen. It may be hard to keep access to a motorbike, car or cruise ship at all times however.

What power manifests will be in part inspired by your chosen object, a game device would likely have effects related to videogames whereas boots might grant mobility powers of some kind, and your particular connection with the object. A child who wished to have control over his life and sought it through games might manifest moderator-like control over his surroundings through his

game device. A lady who saw her boots as a symbol of her corrupted, dirtied childhood might draw power from dirtying the boots with blood and muck, becoming stronger and faster as she did so.

The power level of your choice is either free or has a moderate cost attached. Not all Fullbrings are equal, some have experienced a greater affinity or are simply born better. By default, you possess a Fullbring of similar power to most of the members of Xcution. Ichigo, Ginjo, Riruka, Jackie or Sado as examples. Many of the abilities are quite powerful, able to hit well above their weight limit, but they tend to be either focused in application or lose out on power in exchange for versatility. For 300CP, you can heighten your affinity object to the same level of Tsukishima, who has the past altering bookmark sword, or to a lesser extent, Yukio, whose gaming device has shown incredible potential in manipulating reality to fit his game rules. These upgraded powers can have extremely broad and versatile abilities or a single nigh-absolute power capable of incredible feats. Provided they fully mature.

Your Fullbring will begin at an immature state, able to be activated but far from it's full potential. With time, you'll be able to progress to match the power you decided on above, time that can be used to get used to your new ability and discover all of it's quirks.

Quincy Power Section

All users with the Quincy racial option gain access to this for free.

Heilig Bogen

A Spirit Weapon, the main tool of the Quincy. Formed by gathering and focusing reishi from the air into your hands. Through these spirit weapons are channeled many of the Quincy techniques, particularly their methods of attacking with holy arrows.

Every Heilig Bogen is unique, a personal expression of the Quincy who uses it and the way they were taught. They can be formed as desired, with designs often changing and improving as a Quincy becomes more experienced and realises what kind of weapon they prefer. A young Quincy might go through seven or eight variations before settling. Every form has it's own benefits. A bow is traditional and has great power and a long history of techniques but a spiritual gun might often greater range and rates of fire. Despite their classic image, even melee weapons can be manifested.

Weaker Quincy will create weapons that appear to be formed with blue energy but more powerful or skilled Quincy are able to condense this to solid form, creating weapons that appear to be made of fully realised metal.

A Quincy is not naturally drawn to the perfect tool or form, this is not some innately gifted power. A Quincy has to find his own path and take his chosen weapon for himself, master it himself. It's up to you what your choice will be.

Schrift (Requires Soul Letter perk)

A letter engraved into your soul with the blood of the Quincy King. A unique spiritual power has been awakened with this ritual in you, something not a result of Quincy power on it's own. There are a great many Schrift powers possible to obtain, each one in someway unique to the wielder. Like so many other powers, the Schrift builds itself from the character of the Quincy who uses it.

Provided your power has some connection to your personality or history, you can freely choose what your Schrift is. However, as there are marked differences in the powers between some Schrift, a short list below provides three different levels of Schrift. This determines the power of your Schrift, as well as examples of other Schrift that fit in your category.

It should be remembered that the Vollstandig transformation will greatly increase the powers of any Schrift, often unlocking entirely new abilities as well as enhancing existing ones.

First Tier- Free

Almost all existing Schrift fit within the first Tier, free for anyone who purchased the perk. This is not to say that this first Tier is at all weak, merely that the proceeding ones cover abilities of exceptional magnitude. Most of what the Stern Ritter rely upon, as well as most custom abilities fit here. They tend to be focused on a single primary application, rather than being broader powers.

The Explode- A Schrift which allows the user to create reishi bombs of a unique nature. Rather than exploding on contact, these projectiles convert anything they touch into bombs themselves, which then explode with incredible destructive force. The ground, other living beings, spiritual attacks, even the air itself can be converted into a bomb. The user appears immune to both their reishi

conversion and the explosive force of their attacks. In Vollstandig, the explosions become far more powerful and can be released en masse from the angelic wings.

The Fear- Anyone pierced by the Reishi thorns created by this power is tortured with terrible fear. The weak willed often die outright, hearts stopping from terror, and even the most strong willed are filled with such doubts as to quickly fall apart. The thorns can even spread through objects, a black substance corrupting the area near them. In Vollstandig, the Fear can work simply by sight of the Quincy, the fear trapped forever in their minds once they glimpse the wielder. The schrift can even manifest eyes in the air around the victims, making it impossible to not look at the user.

The Thunderbolt- An element manipulation ability, common in this tier. The Thunderbolt allows for control over lightning itself, to a fantastical degree. The use can generate and control powerful blasts of lightning, for both attack and likely many utility purposes. The general power of the electricity will rise with the user's Reiryoku but it retains all it's great speed. The Quincy can even transform into a lightning bolt themselves to travel at incredible velocity. In Vollstandig, far more lightning of much greater potency can be produced and controlled at once.

Second Tier- 100

More potent Schrift are found here. Schrift with multiple powerful abilities or that can use one ability to accomplish many things are present here. Additionally, so are the powers that are simply more potent than the first tier, but not enough for the final absolute powers.

The Death Dealing- A combination of potent control over poison as well as the concept of the 'Absolute Lethal Dose", the point at which substances will kill humans, which the user can calculate perfectly. By consuming significant amounts of a substance, even something like being hit with an energy attack, the user can raise or lower the lethal dose point for himself and others. The user can, within a minute, make themselves both immune and even able to heal in response to substances or energy they have experienced in enough qualities. And make it deadly for opponents. Consume enough blood and turn the opponent's blood to deadly poison in their veins. The poison abilities that come with this work both independently, manipulating a variety of toxins, and alongside the lethal does power. Creating zones of poison, poison bombs, walls of death and so on are all simple feats. The Vollstandig not only empowers the lethality and amount of poison this can control but automatically adapts the lethal dose to any changes, making it impossible to bypass the immunity or avoid the fatal dose.

The Superstar- When someone cheers for the user of this Schrift, the user grows to match their faith. Sincere support from others rapidly and greatly increases the power, speed and strength of will the user possesses. As long as the cheer continues, even from a single source, the Quincy will even rapidly heal from most forms of damage. Enough support, from one or many fans, can also push the user to increasingly powerful states of being. Those who are giving their honest and full faith towards the user are also protected in turn, able to be quickly revived even from death as long as the battle is ongoing and the user stops to activate this effect. In Vollstandig, the effects simply become more pronounced, as the user's power increases even more than ordinary in this transformation.

The Zombie- This Schrift makes the Quincy's blood into a horrifying weapon. Anyone touched by the user's blood will fall under their control, obeying even orders to commit suicide or attack their dearest friends. The amount of blood needed varies, a single drop can zombify a low level Shinigami

but powerful Captains must have it diffused through their body. To aid this, the Quincy can manipulate their blood outside of their body, directing it towards the brain and heart of anyone it can soak into. Living beings retain their full power if infected but corpses can be raised into zombies at a lesser level of power than they originally held, though the user can summon them at range in exchange. The Quincy's blood also has potent healing powers, letting the user quickly regenerate damaged allies, reattach limbs and become almost immune to physical damage. The soul destroying bows of the Quincy remain a threat, as do many supernatural attacks, but mere physical damage is of little danger. Splitting your body in half will only spray your blood over your enemies faster. In Vollstandig, the zombies gain greater power and the blood becomes even more potently infectious.

Third Tier- 200

The final Tier of power for Schrift, covering the most powerful abilities. At this level, Schrift are capable of absolutely powerful effects or extremely variable powerful abilities. While the users are not invincible, it can seem like it even to Captain level opponents.

The Antithesis- The power to reverse. The user can designate any two targets he is aware of and reverse anything that has occurred between the two, bypassing normal defences and limitations. The user could, if grievously wounded by a superior foe, force the enemy to take on all the wounds the user has and heal themselves of any damage suffered. Gifts given can be reclaimed, old favours returned even years later. The process is instant, so long as the user is aware of what they intend to reverse. Provided the user is not killed or incapacitated outright, they are almost impossible to defeat, able to escape any harm and return all harm dealt to them back on their attackers.

The Balance- The power to manipulate fortune, both good and bad. In the local area around the Quincy, they are able to freely direct both good fortune and misfortune, for themselves and others. Misfortune they suffer, such as taking wounds or failing to land an attack, is redirected against the opponent or into an object of choice. Fortune the opponents enjoy is either stolen away and used to empower the wielder or converted into further misfortune, inflicted against enemies to damage and weaken them more. Provided the Quincy is aware of the actions of his enemies, and the enemy has no way to pierce this protection, the Quincy becomes almost invincible. All harm is redirected and all failures forced onto others.

The Visionary- The power of imagination. The user has the power to turn fantasy into reality, manifesting their imagination onto the world. This can create, alter and even destroy. New sapient life brought into existence, an opponent's bones turned into cookie bread, an annoying foe made to suddenly experience every illness known to man at once in their late stages. The user can imagine that they are healed of all wounds and it becomes true, imagine that they are in a different location and move there. If the wielder has not enough power, spiritually or with the 'force of imagination' then they can simply create a clone of themselves, who then contributes their own imaginary force.

However, there are critical weaknesses to this ability. The first is that it generally requires constant attention for changes that are actively in effect. Without at least a small amount of focus, many changes will revert in time. Living beings may fade away, summoned elements dissipate into the air and enhancements to your body revert. Effects as a result of an imaginary construct do note fade, such as damage or death dealt by a fictional lifeform or the healed wounds you imagined.

Secondly, this Schrift makes no differences between what you imagine to use with the Schrift and what you don't. Anything imagined will be made reality, if it is within your imaginary power, even

your own death. It may be possible to de-activate the Schrift and avoid this constant threat, but the result would be the de-activation of all current imaginations.

Finally, the Visionary is limited by your imagination. If you cannot clearly imagine it, you cannot work with it. You might be able to increase your spiritual power to match a terrifying foe but forgetting to increase your body's durability or being simply unable to comprehend such a body would leave you weak or destroyed by your own newly gained spiritual power. Similarly, imaginary objects that cannot be fully pictured will fail to form or, if imagined in a ineffective way, may just fall apart. While you can make fantasy into reality, your creations and effects will be subject to reality. Things that cannot exist in reality at all or in their current form tend to fall apart immediately.

Hollow Power Section

All users with the Hollow racial option gain access to this section for free.

Introduction

All hollows manifests powers from their own lost hearts, which became their masks. These powers are manifestations of their own desires and beliefs and dreams. In a sense, it is true that a Hollow will develop the powers that they desire to, at least on the deepest subconscious level. They don't develop whatever powers they think they want but instead find themselves growing along a certain 'theme' that suits their personality and fighting style.

A savage, ferocious attacker might take on the form of a panther or other big predator as an Adjuchas and primarily gain additional physical power as he grows stronger, as well as special attacks. An arrogant being obsessed with immortality might come to control time as they reach an Adjuchas or Vasto Lord stage, rotting and aging all those around them, while taking on the form of an ancient skeleton.

Personal Expression

For your purposes, you should choose a general theme to work with. It needn't be very specific, as this is largely driven by what you might desire and express through your heart, often the most negative parts of it. It might be 'panther' or 'predator' to become something like Grimmjow or 'time' and 'age' to result in Baraggan. Your choices might not even result in the same ones as these characters, with similar themes but different end results based on what you go through as a hollow.

Your powers will, in general, grow primarily from increasing your overall Reiryoku. While techniques and skill must be trained as normal, expansion of your powers and new abilities will mostly come from devouring souls, advancing evolutionary stages and eventually as an Arrancar, training once again. Your evolutionary stages will provide the greatest boosts, your theme likely only to show off unique powers once you become an Adjuchas.

While whatever choice you make is free, there is a special rule for any theme that is centred around copying, absorbing or otherwise taking the powers and spiritual energy of others. Given the sheer power/potential that hollows that have these abilities gain, you'll need to pay **300CP** to attain them. A small fee for the sort of potential of Aaroniero or Arturo.

Once you become an Arrancar, you'll have most of these powers sealed. In return, when you use your Resurreccion, they'll be able to you at several times their original potency. This release state is easy to unlock for Arrancar, being their natural state. Some say an additional level exists beyond this too.

Hybrids and others with access to hollow powers will make a similar choice, albeit without the benefits that evolutionary stages grant.

Items

All origins may gain 2 100CP freebies and 2 discounts on each further tier within their primary racial origins from the following section. Hybrids, as normal, do not gain freebies and gain half the amount of discounts in their secondary races.

All users gain a 300CP stipend of points for use in this section only. Companions do not gain this stipend unless specified otherwise.

Nice Chair- 50
For when one has the time to be seated, one might as well sit in style. Appearing to be made out of some anomalous material that could be wood or stone, it is nonetheless comfy and masterfully crafted. The base is quite thick while the back is tall, causing it to resemble a throne. Others appear more tolerant of insults thrown their way in defense of the chair and one's ownership of it.

Shiba Scorch Balls- 50
A small, concealable bag that can be hidden on one's person reliably. The bag contains various fireworks produced by the Shiba Clan, each resembling beige orbs of clay with a pattern of colorful symbols on the surface. Hardy, with a volatile core, these fireworks will explode upon having their outer shell broken with a bright flash and cloud of smoke. More dangerous than normal fireworks, these things can function as shrapnel grenades; being able to lightly injure Shinigami officers. The bag always seems filled with at least a few balls.

Kubo Catalogue- 50
In another time, and another place, the architect of this story might been had a career in fashion. It's a clear passion judging by the colorful and creative wardrobe designs worn by characters, at least in their off time. You too will obtain such a wardrobe, having a variety of outfits provided for different occasions; each being tailor made to suit your personality and look. You're going to look damn good.

Seireitei Communication- 50
A monthly magazine with a thousand years of history in Soul Society, it's currently printed by the Reishi Printing Company out of pure reishi paper. The magazine was originally founded for the purpose of raising morale and building solidarity, with most high ranking officers being mandated to contribute some sort of article to each month's publication. Anything from Byakuya's poetry to Hitsugaya's ice sculptures to Mayuri's lengthy lab reports to Ukitake's comics may be found inside. You will be given a subscription to the magazine, with issues in future worlds also coming with articles written by major characters in those worlds.

Inoue Family Secret Recipes- 50
Orihime's tastes may be seen as cultural fusion, blending Japanese and Western cuisines, and others would just call it strange. You've got butter on sweet potato, and cheese and leek, maybe even milk and red bean paste. Alright, so it's mostly common Japanese classics and dairy products. There's no need to actually put them together, and you get enough groceries for one or twos meal a day if you also have friends over. Dairy products seem favored by the well endowed, or perhaps cause them. You'll also have some of Orihime's personal favourite recipes, perhaps even a book she wrote for herself. In case you want to really wow any visitors.

Hollow Bait- 50
A small round, white tablet with symbols marking the outer edges. When crushed, the tablet will break down into a fine particulate and disperse into the surrounding area. This serves as an extremely effective lure, causing the lowest level of hollow to swarm the area in large numbers for the next 24 hours. While not dangerous to to anyone of any significant spiritual awareness and combat abilities, this can prove highly dangerous to those who can't see or fight ghosts. If you want to blow off some steam, create a distraction, or have some other use for low level hollows. A few tablets appear in a small capsule for you each week.

Gokon Tekkō- 50
A red, fingerless glove with a cartoonish skull covered in blue and black flames on the back. Used primarily by low level Shinigami who have gigai troubles, the glove allows one to forcibly extract a soul from a corporeal body by simply pushing them out. When used on normal humans, they will simply enter a comatose state and undergo no damage, able to step back inside at a later time. Also helps shunt rebellious mod souls out of a gigai, should one encounter that one in a million problem.

Sewing Kit- 50
Aside from being a proud Quincy and hater of Shinigami, Uryu Ishida is also known for his prodigious sewing abilities, at least in high school. While your own skills may vary, you certainly won't be lacking for supplies. This kit contains sewing needles and pins of varying lengths, scissors, measuring tape, safety pins, buttons, thread of practically every, and more. Consumables refill, tools will replace themselves if lost, and we'll even throw in a few bolts of cloth to work with. The cloth comes in no complex patterns, but you'll receive one for each basic color. Let your creative spirit soar!

Quincy Cross- 100
Despite what they might prefer, a Quincy's powers are not entirely unique to their race. The tools they made to aid lesser Quincy can also be used to grant the same Reishi Manipulation powers to other species. This Quincy Cross is one such tool, a silver piece of jewellery that when held, grants access to this core Quincy ability. Even to an Arrancar, someone normally incompatible with such powers. While this does allow the formation of Heilig Bogen and even soul destruction, abilities actually unique to the Quincy such as Blut and Vollstandig are inaccessible through this. For actual Quincy, the cross is often used to aid control for weaker Quincy or as a training tool for those who intend to eventually move past it.

Soul Ticket- 100+
Black and white slips of paper with a diamond shaped seal at one end. One of the many useless products of Soul Society's aimless R&D, this ticket allows for free passage to Soul Society by non-Shinigami. Needless to say, they're not given out often. In future settings, this ticket will instead allow you to enter whatever the default afterlife is, and serve to placate whoever is keeping watch providing you don't act up. For an additional 50CP each, you may buy additional tickets to share with others. Obtain replacements at the start of a new Jump if given away.

Prestige- 100/200/400
A position within the world as someone of prestigious lineage and noble station; albeit one of whatever your race is. This option most prominently relates to Shinigami, where even an entry level buy in will allow you to claim status as a moderately important noble, or member of a noble family, with no insignificant amount of wealth to go with it. The second tier would allow you to even allow you to slot yourself as a member of one of the Five Great Families of Soul Society such as the Kuchiki

or Shihoin, with the benefits that implies. The final level would place you into the position of the Head or Heir to one of these families, even replacing the previous character within this position if you so choose. This status will carry on into future worlds in whatever way best fits, and would allow you to bring your clan if you purchased the highest level as a Shinigami.

For races other than Shinigami, the effects are lesser or more ambiguous. Quincy may just become known purebloods at low levels, while coming from significant enough bloodlines to curry favor with Yhwach at upper levels. Hollows could potentially buy their way into becoming a favored Fraccion of one of the Espada, if not status as an Espada at the highest level if properly powerful or the head of their own small Hollow nation. Humans could even buy into being leading royalty of some small, exotic country. Like Shinigami, the status will carry over, but not the armies or families that may come with such purchases.

Stocked Facilities- 400
Science is a glorious thing, with the proper brilliance and methods producing limitless potential benefits. Artificial lifeforms, modification of souls, almost instantaneous analysis of exotic structures, individuals such as Urahara, Mayuri, and some lesser extent Szayel, are terrifying in what they're capable of; but that's only with the proper tools and resources on hand. With this purchase, you will at least have those tools and resources. Equivalent to the Shinigami Research and Development Institute, you'll receive a sprawling complex filled with fearful yet industrious research staff all manner of soul based technologies. Facilities for surgery, dissection, chemical analysis, and more can be found scattered throughout. The proper knowledge could even use this place to develop artificial souls and soul lifeforms in one of the many, many tanks of anomalous, glowing fluids.

Hōgyoku- 800
The Crumbling Orb at the centre of so much conflict. The magnum opus of both Sosuke Aizen and Kisuke Urahara. Each man wished to find a way to break the boundaries of the spiritual world in some way and, somehow, each found their way to the same creation. A device capable of realising the deepest desires and dreams of those around it. Yet, this tool has a will of it's own, an intelligent to read the desires of others and serve the one considered it's master.

Whatever the truth of it's intelligence, the completed Hōgyoku rests in your palm now, a fusion of two component orbs and incredible power to bind them. It's power is to manifest dreams as reality, not in a temporary sense or only maintained by focus but as truth. It could break down the barriers between two races to create a new species, awaken powers in those that desperately desire or evolve a man to ever greater levels of power. Indeed, these dreams manifest through evolution, change and growth in those affected.

The orb requires a large amount of Reiryoku to activate, either injected in to activate in regards to a single desire or constantly infused by being near a powerful source, allowing the orb to manifest wishes as it sees fit. However, the orb manifests desires that people are capable of achieving. If one does not have the raw potential or power to achieve something, the Hōgyoku will instead attempt to lead it's user towards being able to do so. They might be forcibly evolved in stages first to prepare them for the true goal or be guided without realisation towards what is needed to gain the potential for what they desire. The more powerful the user, in raw power and capability overall, the more the Hōgyoku can achieve on it's own.

Human Items

Super Spirit Stick™- 100
The Don Kononji Super Spirit Stick™! A black and gold staff with wings adorning the head. Although seemingly mundane in craftsmanship and materials, the Super Spirit Stick is a potent weapon for those with light spiritual awareness. By filtering spiritual energy into the Super Spirit Stick, the wielder is able to deliver powerful electric shock able to destroy lesser hollows. It's strong enough to take hits from such beings as well, just don't put faith in it lasting to the top of this world. Thanks to a great deal, you have a lifetime warranty whenever one breaks, getting a new one immediately.

Substitute's Badge- 100
Through complicated, dangerous, and often forbidden measures, a human is rarely able to obtain the powers of a Shinigami despite still being alive. This presents unique problems for both the Shinigami and the human, so in situations where it's decided the human isn't to be executed, they're given this. Appearing to be a vaguely beige, diamond shaped badge with a skull upon the face, the Substitute's Badge will allow a human to eject the soul from their body by tapping it against their chest, letting their shinigami soul fight freely. It also has an early warning alarm for whenever hollows show up in the area. Don't worry though, in case you're in the know; this one isn't bugged.

Raku- 200
A beloved pet, cherished and cared for till the day of its untimely death. Still, death isn't a true end for living creatures in this world, and the same applies for this guardian spirit unshackled from the mortal coil. This is a pet that possessed great spiritual power which has now fully manifested in its death. While most of the time it still appears like the cat, dog, fish, or other mundane animal it once had and seeks your time and attention as it once had, at any point it is able to transform into a much larger and grander form. In this new form it possesses a simple ability like manipulating an element, along with far greater physical abilities. In combination, this puts your guardian spirit on the level of a seated officer among shinigami and allows them to easily defeat lesser hollows.

Work From Home- 200
More common than you would think, you have a private residence with facilities relating to some mundane business you own and run. There are rooms you would normally associate with a normal home, such as: bedrooms, bathrooms, a kitchen, a living room area, and so on. In addition however, just through a door in one of the central rooms is a clinic, or offices, or just the welcoming den of a candy shop. Your licenses are up to date, and most people will respect your privacy, so just marvel at the convenience of being able to wake up, get dressed, and simply walk from your home to your place of business in a few easy steps.

Karakura-Raizer Team Watches- 400
Make way for the Karakura Raizers! The Karakura Raizers are Karakura's own elite super heroes, or at least they will be! Using special watches developed by Urahara Kisuke, an otherwise normal human can transform into a superhero able to contend even with low level Arrancar, or at least be sorta useful when confronting one! The watches number five in total, and can be handed out to others. The watches are blank at first, unlike the originals, only becoming set after being used by someone for the first time. The costume and powers they provide on transformation depend on the person it now belongs too.

A hot blooded karate practitioner could get a combat gi along with flaming punches and kicks that could tear right through normal hollows, while a whiny coward may be bestowed the power to run away really fast! Just remember whenever transforming or using SPECIAL ATTACKS to correctly pose,

or you will be painfully electrocuted! Bwahahahaha! [Karakura-Raizer Team Watches are insured against damages and will be replaced in the event of destruction or world transition.]

Ratings Gold- 400
Just like the legendary "Casual Soul Realm Assault Trip" starring your hero DON KANONJI, you find yourself the star of your very own, extremely popular, breakout hit television show! As the charismatic star of this show, you're supported by creative writers, a visionary director, a loaded producer, and an otherwise talented and enthusiastic crew that helps it main its popularity. As the star (and copyright holder), you benefit from enormous popularity with the general populace, a large cut of your merchandise sales, and the invites to all sorts of interviews and entertainment programs. You're allowed to decide the name and type of show at the time of purchase, and may change your mind with each new Jump. Put some degree of effort into the program, and you're sure to match or surpass Cazh Souls's 25% viewership rating in Japan alone.

Karakura Town/Jureichu- 600
The Jureichu, the designation for the point within the human world that hosts the greatest concentration of spiritual beings. This is not a set location, simply the term for whatever place currently meets that criteria, and in modern times that place is Karakura Town. You find yourself in the possession of a town, if not Karakura Town itself, matching this description; either becoming its mayor, or someone of notable popularity that many end up deferring to anyways.

Acting as something like the Jureichu even in future worlds, many varied and powerful individuals will find themselves attracted to the town, becoming fond of the town, and allying themselves with you as a result. Additionally, as a result of the great concentration of spiritual beings, inhabitants will find their own spirit energy becoming enriched by exposure, slowly awakening their own powers.

Charged Blade- 600
An immensely powerful construct resembling a sword. Developed by Urahara in a year's time under normal circumstances, this sword houses an immense amount of spiritual energy contributed by the captains of the Gotei 13, among other Shinigami. However, despite the form it takes, and the incredible power it houses, this is not a weapon. This is tool used to bestow the power of a Shinigami to a human, originally used to completely restore a once crippled Ichigo's powers. A human who was never a Shinigami would not obtain Shikai or Bankai, but would have immense power as a Shinigami bestowed upon them. Someone who was once a Shinigami, but lost their powers, would instantly be returned to their full power and then some. Simply stab the sword in your target of choice, and the sword will break apart and bestow its power unto them. You will obtain a new "Charged Blade" each Jump, and in future worlds it will obtain the additional functionality of being able to restore any kind of lost power that the stabbed individual once had.

Fullbringer Items

Fullbringers are humans, even if spiritually aware and holding unique powers. As a result, Fullbringers partially obtain benefits of humans for this section; they obtain one 100CP Human Item for free, and are able to apply discounts to one 200CP Human Item, one 400CP Human Item, and one 600CP Human Item. This is in addition to their ordinary freebie and discounts for the below items.

Object of Affection- 100
Fullbringers are able to draw on the souls of all things, but their greatest powers generally revolve around an object they have a great affinity towards. This object, that they cherish and hold fondness for, through which they've gone through so much with, becomes a conduit for a unique and incredible power. This is a mundane object of some kind, and one which you have many memories and great fondness for, which will be repaired or remade whenever damaged or destroyed. This object, should you be a Fullbringer, will become the object that your power is drawn from. Whatever the choice, the object will reappear within a week if destroyed or lots.

Club XCUTION- 200
Much like XCUTION's own primary base, you have come into the ownership of a unique hideout. From the outside, it looks like an abandoned, multi-story apartment building in the city. Much of the inside, too, seems to be nothing of importance with various caved in sections and doors that won't open. Hidden on one of the upper floors, behind a door that requires a password and keycard to enter, lies a lavish bar fully stocked with all sorts of rare spirits and expensive furniture. Behind the bar is a great, reinforced room that can be used for light training and secret conversations away from the rest of the bar. Both the bar, and this room, were made by demolishing surrounding apartments, thus the reason for certain doors nor opening. You obtain the ability to set the password, and produce keycards to give away to whoever you wish to allow entry. This building's exterior in future worlds will appear likewise inconspicuous, while the interior will automatically be restocked and repaired as necessary.

X Y Z Industries- 400
Much like Yukio with the company and wealth he stole out from his father's feet, you now find yourself the CEO of a powerful human world corporation. Automotives, computer technology, textiles, the type of company is yours to decide on. Whatever your decision may be, the thing practically runs itself and has enough crooked accountants baking the books that you can use the company funds for whatever illegal or secretive ventures you might need them for. May be subject to growth depending on your business practices, but will usually be a notable name in whatever industry you choose even if you completely ignore it.

Cult XCUTION- 600
Contrary to what you might believe with the multiple other dimensions and the sheer number of spiritual beings, most of the world is completely ignorant of the supernatural. There's some attempt to cover up Shinigami activity, but not that much. So, when someone with special powers comes along, they start to make waves. The shape of this wave is a cult with about seven hundred and seventy thousand people in its fanatical membership, and they all look to you as a new god. It takes only a word to drive them into a murderous frenzy on your behalf. Your followers will not follow you between worlds, however the religion itself will, manifesting itself all over again with around a roughly equivalent amount of that world's populace quickly falling sway to your influence.

Shinigami Items

Kikanshinki- 100
A strange device resembling a toy; when used, a bird's head pops up from the top and produces a small puff of smoke. Any human that is exposed to this smoke will instantly fall unconscious and lose their short term memories. A replacement is then forged in the space those memories occupied, randomly generated based on the human's sense of normality. This is a standard issue tool used by Shinigami that patrol the human world, to prevent awareness of spiritual beings in those exposed to them. A ghost monster attacked your house last night? That's just ridiculous, here, smile for the birdy.

Soul Phone- 100
Although it resembles an old (modern by this world's current standards) cell phone with number pad and antenna, this is actually a sophisticated device developed by Soul Society. Standard issue for all Shinigami sent to patrol the human world, orders from Soul Society will come in the form of texts despite the dimensional barrier. This phone in particular applies bounties to hollows and other low level baddies that Soul Society is aware of, giving you a time and location where they're likely to appear.

Patch & Bells- 100
Kenpachi Zaraki, a captain of the Gotei 13 known for his overwhelming power and combat sense, but also his immense blood lust and desire for battle. At the height of his power, few could match him, and so numerous restraints were applied so that fights could be closer and bloodier. Eventually, his power could only be suppressed through artificial means. This is a set of ten bells, and an eyepatch, both with supernatural properties. The bells and their ringing can alert enemies of your positioning no matter the ambient noises present, or the speeds that they're moving at. The eyepatch is not just used to cover one eye, but to continuously eat and weaken the wearer's spiritual energy. Together, Zaraki uses similar tools to give the opponent a better chance. What would you use them for?

Vibrant Wardrobe- 100
A marvel of modern sciences, straight from the lab of Mayuri Kurotsuchi, is an array of clothing made entirely of light producing fibers. Yes, every single thread of these outfits outputs light. Wearing any one of these outfits will erase all darkness and shadow around the user, and on the user, for whatever that's worth. In the event of emergency, where a critical level of damage has been sustained, the outfits will also explode like directional charges to give the wearer some space to gather themselves. Whenever an outfit is destroyed, it takes several days to repair.

Jigokuchō Garden- 100
Jigokuchō, also known as Hell Butterflies, are a type of spirit being resembling black butterflies. These insects are used by the Shinigami for two important purposes. The first is as an escort, allowing them to use the Dangai, which is a gate that allows for travel between Soul Society and the human world. The second is as messengers; near undetectable owing to their low levels of reiatsu, hell butterflies are able to transport incredibly important and covert messages between worlds. Upon purchase, you will receive a small garden where Jigokuchō reproduce at a consistent rate, with any one of them able to be commanded for whatever tasks you may have for them. They also make for surprisingly affectionate pets, despite being bugs.

Anti-Hierro Armor- 200

Hierro, an innate ability of Arrancar and other upper level Hollows, giving them incredible resilience. To combat this ability, Urahara developed a set of gauntlets and boots for use by those proficient in Hakuda. The melee attacks of a Shinigami equipped with these will have penetrative properties, allowing them to far more easily break or otherwise punch through Hierro and other defensive abilities. The armor is also incredibly resilient, and cushion's the wearer's limbs, allowing them to more easily throw their full power into each strike. In an emergency, the Anti-Hierro Armor will act as ablative armor, able to absorb an overwhelming attack that could shatter them while leaving the limbs underneath practically untouched.

Bakkōtō- 200
An extremely illegal weapon whose creation and methods are kept as secrets of the Kasumioji Clan. Similar to Zanpakutō, Bakkōtō are weapons that can have many varied supernatural powers from one to the next. The latter is more sinister however, a parasitic monster consisting of roiling flesh bonded to an exotic weapon, and spreading to the wielder's arm or body when in use. You may dictate the shape of the weapon at the time of purchase. Bakkōtō do not have release states, instead feeding on the wielder's reiatsu to fuel strange, innate abilities that become stronger and more flexible the more reiatsu they're fed. This potentially even leaves to release state like transformations, albeit these tend to be more permanent changes. Their parasitic nature would threaten the user with their reiatsu and mind being consumed in time, but those with great enough power are able to placate it. Yours, even if you don't reach this level, will be more docile towards you; but the same can't be said if others attempt to wield it without sufficient strength.

Flying Devices- 200
In the human world, which has little to no ambient spirit energy in the atmosphere, Shinigami and other Spirit Beings are able to diffuse their own spirit energy into the air in order to stand or fly. This same task becomes impossible in places with with spirit energy, such as Hueco Mundo or Soul Society. To give you an edge over others in places like these, we bestow you with two devices that enable flight. The first is a long wand of bone and some other material; by channeling their spirit energy into the wand, a tentacle will wrap around the user's arm, while a series of bony protrusions will stretch outwards and form a wing. The second is a brown mantle displaying the Shihoin Clan Crest, which is as easy to use as slinging it over your shoulders. While the wand allows for speedy flight but takes up one's hand while in use, the mantle allows for sustained floating and causes no real impairment. Neither are very hard to use at all, with even beginners being able to use them with ease.

Hojiku-Zai- 200
A limited production drug developed by Mayuri Kurotsuchi, and normally kept for his personal use. The Hojiku-Zai, also known as Flesh-Healing Medicine, is presented as a green fluid sloshing around in a syringe. When administered, it will cause rapid regeneration of the recipients body parts, able to quickly mend large wounds or even entire missing limbs. Not quite so effective with vital organs, but then most wouldn't survive long enough for it to be administered anyway. There is the unfortunate side effect of intense pain while the drug is in effect, but I'm sure you can grit through that in return for a lost arm, right? You receive three vials per day, with the contents usually being expended after one use.

Reiatsu-Concealing Cloak- 200
Developed and worn by Urahara Kisuke for covert operations, this appears as an elaborate black coat with a cowl and multiple white ties to keep it secure. Infused with Kido, the cloak allows the

wearer to almost completely conceal not only themselves, but their spirit energy. Only extremely refined of senses could pick them up, the wearer practically blending in with the air around them. The effects tend to dull when the wearer exerts their spiritual power beyond their body, but until that point you should be able to sneak around even some of the stronger or more refined enemies you're likely to encounter her.

White Bone Hell & Blood Pond Hell- 400
Legendary hotsprings of Tenjiro Kirinji, a member of Squad 0 and protector of the Soul King. The White Bone Hell is a clear spring surrounded by waterfalls; submerging an individual beneath its water will drive out damaged blood, wounds and reiatsu from a person's body. The Blood Pond Hell is filled with boiling red fluid resembling blood; this spring triggers immediate and extreme replenishment of blood. Both are dangerous, as patients could easily have their body drained by the White Bone Hell or filled to bursting by Blood Pond Hell without someone carefully dipping, removing, and transferring them between the two. Even the most damaged bodies and dire injuries can be treated through proper and repeated use of the two springs though.

By cutting the price in half, one may instead receive a single hotspring developed by Urahara Kisuke after he observed the works of Tenjiro. This spring's healing powers are far less potent, but also far less dangerous as a result. Repeated bathing can help heal most minor injuries within a matter of days. Regardless of which hotsprings you purchase, they are bestowed in the form of a property, being placed in a location of your desire by themselves, or inside of a bathhouse.

Tenshintai- 400
Normally, the process of attaining Bankai, the second and final release of a Shinigami's Zanpaktou, is a long and arduous process. It is said to take a minimum of ten years in order for even the most prodigious to unlock, and a hundred years to master. Some people don't have time for that. The Tenshintai is a flat, but elaborate doll that is vaguely the height and shape of a man. This device developed by Urahara Kisuke, is used to potentially attain Bankai within three days. A hopeful shinigami must stab the doll with their Zanpaktou, causing it to forcibly manifest their Zanpaktou's Spirit, which in itself would ordinarily be a difficult task. This manifestation is able to last for three days, during which the Zanpaktou will rigorously test their wielder in a manner befitting the spirit's character. Should the wielder pass the test, they will attain Bankai, but should they fail to succeed in three days then the Tenshintai will return back to its original shape as the spirit once again goes dormant. It is advised not to attempt the test twice, as there are "dangerous consequences."

This Tenshintai has expanded functionality beyond Zanpaktou training; allowing for an extreme three day test that can potentially allow the user to awaken other dormant releases or transformations they have the potential for. As with attempts to attain Bankai however, there's danger to one's life during the testing period, and potentially lethal consequences to pushing beyond three days of testing.

Study Rooms- 400
Hidden beneath Urahara's Candy Shop is a great, expansive training room appearing like a rocky landscape under an open sky. Despite its inexplicable location at the bottom of a ladder, this place is bizarrely huge, stretching out into every direction. Intense training and hectic battles may be conducted in this place with no concern of collateral damage, and study may be done in peace thanks to its tranquility. You are not simply purchasing just one however; Urahara created multiple chambers like this, hidden so incredibly well that one in Seireitei still goes undetected, and was able

to act as a secret safehouse for Ichigo and friends. As a result, by purchasing “Hidden Chamber” there will always somehow be one of these giant rooms in the local area, with you having a vague idea of where they are and how to get in. Once found, the chamber will establish itself, but remain no more easily found than any of Urahara’s would be.

Ugly Miracles- 400
From the dreaded laboratory of Mayuri Kurotsuchi, three drugs are made available for purchase. The first is the Superhuman Drug; the drug is able to slow down one’s perception of time, potentially allowing them to read and react to things going on around more easily. Unfortunately, the drug is so extremely potent that it causes the victim’s senses to speed up potentially trillions of times over, perceiving one second as a hundred years; a single drop needing to be diluted over two hundred and fifty thousand times over for it to be of any use.

The second is the Thought Inhibitor Drug, a type of drug that can radically dull an individual’s thought processes. Even though it seemingly has potential as a narcotic, in actuality it just radically disturbs a victim’s motor control and causes their emotions to become frenzied, making them prone to self-destruction.

The third is the Postcognition Drug, which allows an individual to replay a moment multiple times over in their head. In reality, it’s a combat drug that causes the victim to replay the act of killing their current enemy, and then resetting every time they do. Additionally, the Postcognition Drug causes this by targeting the hippocampus, and by putting such stress on it, the victim will become paralyzed after looping ten times over. You receive a vial for each drug, replenishing once a month each, and god help anyone that you use a full bottle on.

Tenkai Kecchu & The Elaborate Forgery- 400
An incredible invention from the mind of Urahara Kisuke with the express purpose of screwing with Aizen. Four gigantic, rectangular pillars that can be placed at the user’s discretion. For proper deployment, they must be arranged in a square, no more than a mile between one another. Once properly deployed, the pillars will use the same magic that goes into the Senkaimon to swap out the land between the pillars with an area of equivalent size in Soul Society. While the Shinigami worked tirelessly to create a false Karakura Town for the battle against Aizen, the purchase of the Tenkai Kecchu will cause a forgery to be made of whatever area you place the pillars around. Additionally, all civilians sent to the other world will be put to sleep until such time that the transfer is reversed. The utility of this item essentially allows you to replace a location where raging battle is sure to begin, into an empty, uninhabited forgery where collateral damage is meaningless. The effect can be broken if any one of the pillars is broken.

Ōken Clothing- 600
The Ōken, key to the realm of the Soul King, is in actuality the very bones of the the Royal Guard. Forged the sacrifice of one hundred thousand souls and the world’s current Jureichu, a Shinigami is literally reborn as a member of the Royal Guard. Through the techniques of Senjumaru Shutara, a member of the Royal Guard, clothing is able to be made from her bones and hair to bestow upon others. Such clothing of white and black (and possibly some small accessory at the time of purchase) have immense defensive capacity. Those wearing such clothing would be able to survive falling through the seventy two barriers separating the Soul King’s Palace and Soul Society, something comparable but far more dangerous than reentry into the Earth’s atmosphere, and land without a scratch. You will receive a full uniform of this extremely valuable and unique clothing.

Sayafushi- 600
Greatest failure of Oetsu Nimaiya, inventor of the Zanpaktou and member of the Royal Guard. Sayafushi resembles a sword, a normal katana in fact, but fails to meet the basic definition of a sword. Sayashi is too sharp, and its edge is too smooth. It will never chip, nor will it scratch, from even the most burdensome use. Blood slides off of it immediately, and no sheath can contain its impossibly perfect edge. This is a failed sword that is simple able to cut through anything it meets. Sayafushi comes with a large tank filled with a special jelly in which it is able to float when not in use; the only way to leave the weapon unattended for any length of time.

Zeroth Palace- 600
A royal palace of your own, a vast fortress similar to a small city in size. Identical to the five palaces held by each member of Squad Zero, this floating fortress is instead uniquely crafted to suit you. Beyond it's luxurious furnishings, fitting for a royal location, this structure was designed and outfitted to perfectly suit a particular skill or specialty of your choice. A legendary blacksmith would find a vast forge, capable of holding an ocean of spiritually enhanced water, a furnace to reach the heat of the sun, many supernaturally enhanced assistants and an enormous, replenishing source of materials to rely on. From wildly expensive metals to blank souls ready for the soul forges. Whatever your special skill, be it blacksmithing or cooking or weaving or writing or something of a similar focus, you'll find this palace has the tools and resources to push it to incredible heights.

While it is not hidden away in a royal dimension, it still floats high in the air and is concealed by numerous strong Kido barriers. The palace is also guarded by a regiment of several hundred Shinigami, most of a high Seated level of power and a handful even being of Lieutenant ready skill.

Shisuikyo- 600
One of the most dangerous artefacts of the Shinigami. A large mirror, intended to be held only by certain family lines. When the mirror is directed towards a target, it will start to greedily drain away their Reiryoku, even from across a battlefield. The draining effect is immensely powerful, capable of rapidly reducing combatants capable of fighting half the Gotei 13's greatest warriors at once to barely Captain level in total. The Reiryoku is stored within the mirror, seemingly with no limit, and can be slowly drawn out by the wielder. There are also several hidden functions to the Shisuikyo, ones lost to time. One, in fact, is the ability to create a path through time itself to travel across the years. The other is to direct the reincarnation of souls, allowing for the user to accurately guide souls to certain places in the next world and even to make possible remembrance of past lives. But for now, these functions are lost and more likely to be accidentally activated.

Soukyoku- 600
A replica of the halberd of execution, the tool used by the Shinigami to absolutely annihilate the souls of their worst criminals. At least, the ones that have no further use to Soul Society. The Halberd is vast, many times taller than a man, and normally bound by powerful Kido seals. Released from these bindings at your command, the halberd transforms into a vast and fiery phoenix. Intent only on a single victim with each summoning, it's flames possess the power of a million Zanpakuto already and it's beak ten times that when piercing the intended criminal. Even accounting for ordinary Zanpakuto in this multiplication, the firebird has more than enough power to vaporise even a veteran Captain with ease. However, this immense power is only effective against the target it was released against, even single Captain could block the phoenix's beak with their sealed sword, albeit with some difficulty. After completing it's task, and it will chase down it's target over great distances, the halberd will bind itself again for a time to rest.

Hollow Items

Afinar- 100
Although originally a technique, one used exclusively by the arrogant Findorr Calius, we have instead chosen to offer this as an item. 'Afinar' provides a Hollow's mask which is able to actively restrict your own power by a significant degree while worn. Should you be an Arrancar, this will instead modify your original mask fragments, expanding them into something much larger and more complete. Additionally, you are able to fraction and break off pieces of the mask on command in order to release percentages of your sealed powers. The less mask there is left, the less power it seals. You may remove the mask as desired, and restore any damage inflicted upon it at will.

Hollow Insects- 100
Hollows may manifest in numerous forms; while some may keep their intellect from their human origins, others may devolve into simple beasts. You happen to have the loyalties of such beasts, namely several dozen 'Spiritual Combat Insects.' Many of them are the size and relative power level of a minor Hollow, with their own minor powers, each resembling some instead with a Hollow mask. Despite their weakness, they are by no means frail, and can take quite a beating for you. Included in this swarm is an entity called Bawabawa, resembling the worm of the same name allied to Dondochakka Birstanne; a valiant, albeit emotional, steed if you need one.

Arrancar Uniform- 100
An all white uniform of some mysterious make worn by every Arrancar. Who makes such outfits and what they're made of is enigmatic, as is why they seem to expand and contort with their wearer. This uniform, even as you transform using Resurreccion or some other ability or form, will automatically reshape itself to remain form fitting. It can even change style if that would better emphasize the abilities or aesthetics of that form.

Caja Negación- 200
Negación, a technique able to be employed by Hollows when needing to protect and extract allies from other dimensions. While appearing to be a barrier with a tractor beam effect, in actuality it is a technique that isolates the target within another dimension, causing the external field to be unbreakable. After analyzing the technique, Aizen Sosuke was able to construct the Caja Negación, small black cubes given to his Espada which simulate the technique. Caja Negación were intended as punishment devices, allowing the Espada to banish their subordinates to a spontaneous prison dimension forever after it as placed in their Hollow Hole. Anyone of significant spiritual energy or strength will simply cause the dimension to erode, releasing them eventually. You are given three Caja Negación, any expended coming back within several days. In future worlds, this will have similar effects on anyone you can force the cube inside of.

Edible Fraccion- 200
Numeros is the term given the lower ranked members of Aizen's wider army of Arrancar. Fraccion is the term given to direct subordinates of the Espada which were plucked from this army. Szayelaporro Granz also has Fraccion, though his were used less as subordinates as they were amusement, and food. Like Szayel, you have several dozen Arrancar subordinates of mild power, little intelligence, and rankly grotesque forms. Their true worth isn't in combat however, as it is the ability to transform any single one of them into a ball of spirit energy that you can consume to heal moderate wounds you might incur at any given moment. When consumed in this fashion, you may

later remake them with some time and an expenditure of spirit energy, rendering them all functionally immortal as long as you live.

Hollow Colony- 200
Situated within Hueco Mundo, and somewhat resembling a great termite mound, is a colony of Hollows. Weak enough that they may subsist mostly off of the ambient spirit energy of this world, they have sought not to become lonesome predators, but build their own little pocket of society and hunt together. Somehow coming into their good graces, you are always welcome in this colony, and may call upon them in matters of hunting, directions, and rumors circulating around Hueco Mundo. They're rather peaceful compared to most hollows, so they make for better company than most.

Giant Hollow Fortress- 400
A great fortress with the capacity to fly through the air. It has a hollow's mask and hole, with the mask's open mouth being the front gate to its interior. The fortress is in actuality a living entity comprised of hundreds of hollows merged into a singular construct around a core hollow. At any time, the many hollows comprising the great structure may defuse to attack intruders, and are able to fly through its walls due to being one and the same being. The structure may be destroyed by slaying the core hollow deep within the heart of the fortress, but it is protected by a powerful Hollow of the Adjuchas level. The fortress being what it is makes for a good attack platform during invasions.

Rokureichu- 400
An artificial spirit lifeform constructed by Szayelaporro, Rokureichu are also known as spirit-recording insects. Using a host as a medium for transportation, they record and analyze the surroundings of their host in extreme detail, at all times. The insects will scan and analyze properties of their subjects ranging from form to parameters to reiatsu signatures. Such is their meticulous analysis that they'll even dig up the exacting spirit particle composition of those they end up monitoring. This information can then be collected by study of even one of the insects left to monitor the host upon recollection. While the amount of information they can uncover is grossly broad and deep, it's up to you to actually make use of it in the end.

Room of Transformation- 400
Ordinarily, the process of transforming from a Hollow into an Arrancar is one of extreme risk. The removal of a Hollow's mask will usually cause their death, but may under rare circumstances allow them to awaken to a minor increase in power and stability of form. The Hogyoku in Aizen's hands was able to drastically reduce the risks of producing Arrancar, while radically increasing the benefits. In Aizen's hands, Hollows became far stronger after the transformation, having more of their innate potential unlocked and made available. While you do not have the Hogyoku, you now find yourself in possession of a room with the ability to produce a similar effect. In this room, using a small command device, you may transform Hollows into Arrancar at the same efficiency as the dream stone would, stabilizing their form and unlocking a great deal of strength. This may also be used on other distorted or mutated beings to produce similar results.

Hollow Kingdom- 600
Las Noches, former palace kingdom of Baraggan Louisenbairn, and later claimed by Aizen Sosuke. This monolithic structure can be seen from miles away, with even hours of running seemingly not allowing one to get from one side to the other. The interior is said to take three days of travel to cross from one side to the other. Multiple towers surround its exterior, while the main building has a

domed shape and large, open stretches of desert in the middle. You will be given a structure of similar scale, with your choice of permanent day or night being broadcast within the domed center structure. In addition to your great kingdom is a great army that populates it; hundreds of Adjuchas and thousands of lesser hollows with absolute loyalty to you as their king. You have no Vasto Lord under your command, but you do possess a guard of six adjuchas powerful even for their class.

Hollow Scythe- 600
Formerly a parasitic hollow that was broken, dominated, and transformed, this scythe acts as a conduit for its wielder's power and possesses the constitution of a powerful Hollow with its own, unique abilities. It appears twisted and white, with a doubled sided, red blade. Its first ability is simply the manifestation energy charged rifts made by slashing the air, which expel massive waves of destructive power. The scythe's true worth however stems from its ability of 'memory erasure.' The scythe is able to seamlessly slide through anyone and anything (with the exception of spirit energy infused objects like Zanpaktou) and in the process, erase memories possessed by the target. The wielder can selectively erase some or all of the a target's memories, with anyone that memory is connected too also suffering its effects. Erase one's memory of their identity, and all who knew them, and all records of them, will also be erased.

Ancient Prison- 600
Ikomikidomoe, an ancient hollow of the Adjuchas class, yet with power transcending even Arrancar born from Vasto Lords. This was a monster that was able to defeat old Yamamoto and nearly devour the Soul King some millennia ago, until it was stopped. By Ichibe Hyosube's power, its name was erased, and it was sealed within a sword to contain his power. The wielder of this sword would be able to use it like a Zanpaktou, calling Ikomikidomoe's power in various forms, but risked the sealed Hollow's ire, and hunger. If a moment of vulnerability were to appear, the wielder could be devoured in an instant. You now find yourself in the possession of a similar weapon, one of your own design, that contains an immensely powerful Hollow whose powers can be borrowed through the calling of its name. It shall possess some unique ability like all Hollows, and its final release may be used to temporarily join its power with your own. Beware abuse of the weapon however, as its host can be irritable.

Quincy Items

Wandenreich Uniform- 100
Although unknown to most, the Quincy were not driven quite as close to extinction as Soul Society believed. Even now, the Quincy live under the banner of the Wandenreich, a secret empire. What you'll find here is the standard uniform of Wandenreich soldiers. This consists of a long, white, double breasted trench coat; a white, button down bib; white trousers; a thick, black belt; white trench boots; and a white, peaked military cap. The hat bears the crest of the Wandenreich, a five point variation of the Quincy Cross. The belt buckle and buttons of the coat also bear this mark. In addition to being vaguely stylish, this uniform will allow you to be counted among the Wandenreich's members at a glance. Comes with a matching cloak for when you wish to conceal yourself.

Gintō- 100
Antiquated tools of Quincy of old, Gintō are small, silver tubes approximately 5 centimeters in height. Gintō allow a Quincy to condense their spirit energy in the form of a liquid and store it within until such time they need to draw on these reserves for special techniques or emergencies. The liquid energy can be catalyzed to cushion falls, imprison enemies, or release immense destructive force among other application. You receive ten of these Gintō tubes, though their actual utility depends on how well you use them. Each week, you receive another ten, though nothing stops you from making more yourself.

Sanrei Glove- 200
Also known as the Scattered Spirits Glove and Leiden Hant, the Sanrei Glove is a powerful tool of the Quincy. It appears as a single white glove which extends up to the wearer's forearm, and makes it significantly more difficult for the Quincy to gather spirit energy. "How is this good?" you might ask. The Sanrei Glove is first a training device, and so pushing past this handicap to first form a functional bow, and then go through endurance training to fire arrows until reaching a level of comfort, will be able to become significantly stronger. A normal Quincy who goes through this training will eventually be able to reach the level of a higher level Shinigami seated officer. What's more, the glove is ordinarily impossible to remove, but removal is possible. Doing so will release the limiters placed upon the Quincy and allow them to temporarily a far higher level of power, at the expense of essentially becoming crippled, losing their powers unless they undergo a dangerous training process.

Seele Schneider- 200
Another powerful tool of the Quincy, and the only one to have a blade. Appearing to be sword handle sized tubes with square rings at the pommel for quick retrieval, the Seele Schneider works somewhat like a lightsaber in simple terms. That is to say, simply channeling spirit energy into the tool causes it to form a double edged blade. This blade is similar to a chainsaw, with spirit energy along the edge of this blade make three million round trips a second. In addition to being extremely efficient in cutting, this rotary action loosens the bonds between the spirit particles of whatever it cuts, allowing the Quincy to more easily gather spirit energy from objects in places like Hueco Mundo or Soul Society, or the attacks of certain enemies. Seele Schneider's primary function is as arrows, which they serve excellently as, but may also be used in preparation for greater attacks when multiple are used. As a result, you will be given five Seele Schneider on purchase. If destroyed, replacements appear a month later.

Medallion- 400
An immensely powerful and secret invention of the Wandenreich army; a medallion resembling the Quincy cross which is able to steal a Shinigami Captain's Bankai for their own use. While immensely powerful, there are a number of limitations as well. First, the wielder of the Medallion must be on the same general level as the Shinigami they're attempting to steal from, or risk the power overwhelming them or even not being captured properly in the first place. Second, the stolen Bankai interferes with Yhwach's gifted power, preventing a Quincy using Bankai from also activating Vollstandig. Third, mastery is not bestowed upon theft, with a Quincy potentially needing to put in significant time and training in order to use the stolen power as well as the original. Fourth, as the spiritual power of Hollows is poison to Quincy, the injection of such energy into the Shinigami a Bankai was stolen from can 'Hollowify' the Bankai and cause it to be stolen back. For similar reasons, the releases of Vizard or Arrancar are immune to this effect. The Medallion, with some tinkering, should be able to steal other releases or transformations you might encounter elsewhere, though a single Medallion can only hold one such power.

Spirit Cell- 400
Gremmy Thoumeaux, potential strongest of all Yhwach's Sternritter, with the power to manifest anything he imagined onto reality. His power too fearsome, potentially threatening to the Wandenreich should he have turned against them, he was kept contained in a cell with restraints made by Yhwach himself until the time of the war. For your own purposes, you too will obtain a set of such cells and restraints, around a dozen. A potential prisoner that you can either convince or force into the restraints may be imprisoned, held within stasis once the doors are closed. Even foes as powerful as Gremmy would be unable to break free.

Silbern- 600
To hide from the Shinigami who intended to wipe them from reality, Yhwach and the other Quincy hid themselves away in literal shadow. Through not entirely known methods, they were able to hide away in a shadow dimension overlapping normal space within Soul Society, the entirety of their race living in a city on the of Seireitei, and of approximately the same size. This ice encrusted city and palace, heavily fortified and intelligently designed for war, operated as their platform for invasion when the time was right. Inhabitants were able to travel back and forth between Silbern and Seireitei, and eventually Yhwach was able to super impose Silbern and the surrounding city onto the space Seireitei once existed. By making this purchase, you will acquire a similar property of approximate size, with a small army and civilian populace of Quincy. In future worlds, you may hide Silbern in the shadows of a location of your choice, giving similar advantages to the ones the Wandenreich had.

Still Silver- 600
Auswahlen, a ghastly power of Yhwach allowing to steal and redistribute the power of Quincy he deems unnecessary to those he deems necessary. This is ultimately lethal to those he steals from, not that he really cares. However, while the source of much of his power, this technique is also the source of his greatest weakness. Formed in the hearts of Auswahlen's victims is a form of silver called "Still Silver." If Yhwach's blood comes into contact with this silver, he will temporarily lose all his powers, from Auswahlen to The Almighty. You receive an arrowhead made entirely of Still Silver, though yours has a much wider use case. It will work on anyone it manages to pierce, shattering in the process and depriving that individual of all supernatural powers or special abilities for a short time. Due to its immense power, it is replaced only once each year after use.

Artificial Soul Items

Plush Body- 100
Mod Souls, even with their unique personalities and powers, require a body to inhabit. While handy to have a Gigai, some form of human-like body to inhabit and display their full strength, they can inhabit any sort of body. This just happens to be a plush doll, one of your design, with a mouth which your pill form (if a Mod Soul) can be deposited into. It features full range of motion and capacity for speech even if just cloth and stuffing. Additionally, certain modifications have been made to allow it to radically increase in size and mass, appearing as a great, muscular version of its former self. In this form, the Mod Soul is able to display its powers as if it had a normal Gigai, although the changes are temporary.

Gigai & Gikon- 100
Gigai, the artificial bodies that Shinigami inhabit to walk among humans undetected, and Gikon, the artificial souls used by Shinigami to inhabit these false bodies while they're away. You will receive both a Gigai in your likeness should you require a body, and a Gikon with a personality archetype of your choosing, including a duplicate of your own if you wish. Neither has any particular powers, although if so desired, the Gikon inhabiting this Gigai may be later imported as a companion. Doing so merges the artificial soul with the artificial body, preventing their use as objects in the future.

Senren Bakusatsu Taiho- 200
Special weapon of the artificial soul Ururu Tsumugiya, and also known as the Thousand Soul-Killing Cannon. It has a long, round appearance completely concealed by a heavy coating of cloth wrappings, with one end open and revealing a dark interior. The weapon has eight barrels and operates like a shoulder stabilized, rapid rate of fire rocket launcher that is able to kill minor hollows in large numbers, and threaten enemies up to the level of seated Shinigami officers. In addition to its rocket launcher function, it can also project its cloth wrapping as an extremely resilient binding.

Playing with Dolls- 200
The Bount might not be so unique after all. Whether they went rogue from an incompetent master or sought out a worthy new wielder after somehow surviving their master's death, this Doll now presents itself as a spiritual ally. They are designed as a normal Doll, as explained in the much earlier Bount racial option, albeit originating from another personality than yours. Unlike a normal Doll, this one is quite eager to work with you at first and will be sure to attempt to forge a genuine bond. If you are already a Bount, this represents a secondary Doll that has attached itself to you. Even non-Bount are possibly able to learn unique techniques to use with their Doll, such as the ability to merge or manipulate their form.

Bount Mansion- 400
For those hunted by both the living and dead, who have endured the ages within a world where time continues marching, a place to call home is more valuable than silver or gold. In your possession for many human generations is an old but very well maintained mansion, spacious enough to fit a large number of your people while granting them space and solitude alike. Hidden within the estate is a vast amount of wealth that allows for continued trade with humans for whatever value or convenience that provides. Additionally, the estate is littered with hidden rooms, tunnels, and passage allowing for covert activities. The whole estate is also warded by various Bount spells and magics to keep it hidden from Soul Society's wandering eyes.

Bitto Swarm- 400
Bitto a form of Bount Doll that would eventually be made by the Bounts Jin Kariya and Ugaki through sacrifice of one of their own. Resembling mosquitoes yet equal in size to a cat, these Dolls seek out and drain humans of their soul within moments, before condensing the energy into a red, purified liquid that is able to sustain the a Bount's unique constitution. This liquid can then be stored and dispensed by the Bitto inside of a vial for ease of consumption. Due to its concentrated form, Bounts will obtain much greater strength and nutrition from the liquid. The liquid does have a relatively short shelf-life however, and will eventually devolve into a rancid poison if left untouched. While non-Bount can still benefit and grow stronger from the elixir, they are not as suited as the Bount and receive somewhat lesser benefits.

Jōkaishō- 600
Used long ago by scientists that predated the current Shinigami Research Institute, the Jōkaishō is an immensely powerful reishi generator and regulator. The central unit appears as a massive red orb with power cables simply being able to melt into its surface as needed. Like a spiritual nuclear power plant, the Jōkaishō generates great amounts of energy, but can also melt down and produce terrible destruction, potentially wiping out a tenth of Seireitei in one go. Its purpose as far as research goes is the regulation and control of spirit energy, with attached interfaces allowing you to have a direct hand in influencing the spirit energy of anything the Jōkaishō is connected to with an excessively fine amount of detail.

Nemuri-J Project- 600
Nemu Kurotsuchi, product of Mayuri Kurotsuchi's project to create an artificial soul lifeform, was not the first of her kind, nor the second. Mayuri's success only came from the the seventh go at the process, with all prior results proving far too. . .unstable. Success was attained however, success you shall benefit from. You may now select yourself, or a companion, and begin a production line of Nemuri style clones. Made through a process involving Gigai and Gikon technologies, they are not exact clones, but artificial soul lifeforms resembling the original and bestowed with far greater physical and spiritual abilities compared to normal souls. Clones are also bizarrely resilient, taking and surviving injuries beyond what would be lethal to ordinary souls and walking away no problem. Personalities may vary, but each is fairly similar to the one their likeness was based on.

There are three clones provided at first, two adults and one child; the production line will continue to provide one additional clone at the start of each decade, each coming into your custody as a child, but also with slight improvements to the design making them just a bit stronger, smarter, and better than the last. It is relatively simple to add traits from yourself to these clones, particularly ones that would be passed onto children normally.

Companions

Fight For My Friends- 50 per

Every time this option is purchased, you can either import an existing companion or create a new one. Both options will gain the same origin choices, freebies and discounts as the primary user. 600CP will be given to each companion to spend, though they do not gain the item stipend. Newly created companions are, within reason, able to be freely designed as to their history and relationship with you, personality, appearance and so on. Nothing of notable benefit or that should be bought with CP.

She Just Came In Through The Walls One Night- 50 per

What kind of person just kicks a complete stranger in the head for asking a question? Maybe your new friend is that kind of person. With this option, somehow, you guarantee yourself a meeting with an existing character in this setting. A meeting that'll put you in a favourable light or even on the path to friendship. If you could convince them to accept, they'll even be able to come with you as a companion in future jumps. Some people can be decidedly dangerous to be near at all however, much less be in the favour of.

A Whole Damn Division- 300

It might actually be a 14th Division or just an army of your own kind. This option allows you to import all existing companions at once, though at a lesser level. These companions gain 400CP to spend and may not purchase 400CP or above options nor can they buy the Average Power Level perk at any level. They gain only one line of freebies and discounts from Role and Racial origins compared to normal, and do not gain an item stipend. There is otherwise no limit on how many can be imported through this option.

Hollow Pets- 50 per

Loyal, affectionate and hungry only for the love of their owner. These small animals, like miniature hollows complete with bone masks and heart holes, are the wildlife of Hueco Mundo. They subsist on ambient spiritual energy in the air, too weak and small to need souls, but make for wonderfully loyal friends. The missing hearts make them eager, even desperate, to be loved and they'll stand by their chosen friend regardless of the danger. You'll have one small animal, like a cat or dog, either having formed naturally in Hueco Mundo or as the soul of a living creature who passed on.

Free Companions

The below companions are all free and optional to take. They mostly represent entertaining friends you might end up meeting, who have a habit of bringing you into some sort of interesting trouble. Some might even have existing stories that you'll end up helping them with or be out of their normal time and place, if you choose to help them out. Each race gains one option for free but may take the others for 50CP, the companion coming along with you if you can convince them.

Don Kanonji (Free for Humans)

This spirit will always be with you! A tall man in strange garb appears, bewildered at whatever location he finds himself in and likely more than a little frightened. Don Kanonji is a small time charlatan turned big time T.V star in Japan, star of a ghost hunting show with millions of viewers. He has some small spiritual ability himself but a habit of getting in way over his head and making things worse. He's got it in your head that you might be able to help him out though, so expect to have him latch on like a starfish until things calm down. And things are never really calm when Don Kanonji is around.

Girl Next Door (Free for Humans)

Powers aren't required to be terribly strange, as you'll learn from your neighbor. She's a cute blonde who lives just next door, but she introduces herself with an assortment of names and titles so you're never sure which one to actually use. She has no shortage of admirers, but seems to call them all pigs. The look of fondness when she says it makes one wonder if that's really an insult or not though. She does seem to enjoy filth with how she'll inquire about bad habits and dirty rooms, but keeps up with her own appearance well. She favors hearts in her fashion especially, and usually has one in every outfit. Confident, flirtatious, a bit scatterbrained, she does seem easy to fall for.

The Girl Next Door fancies herself a chef and often invites you and other friends to her house for meals together. If you're smart, you'll make up excuses each time after the first though. Her cooking and sense of taste is so ungodly even saints would be driven to rage. Who actually melts marshmallow on ham, or serves tarantula ramen with no warning? Oddly, always leaves an extra serving on the table to an empty chair.

She admirers herself in mirrors plenty, perhaps too much. You can sometimes find her talking to herself with a manic, wild look in her eyes too. She even keeps a heart shaped locket that you swear contains a picture of herself inside. There's something not quite right with this girl, and the truth of the matter is a second soul residing within her body. The wandering soul of a stillborn, or perhaps something stranger, they grew together and both think of the body as theirs. They also have a very. . .complicated relationship with one another. May also be insane besides that.

Chad (Free for Fullbringers)

Sado's been a good friend, ever since you were kids, or at least he's quickly come to see you that way. He's a good guy, terrifying on the outside but so gentle at heart, enough that he can struggle to use his strength when not to protect his friends. He's a good guy for those who need a calming, steady hand in their lives and he won't hesitate to stand by his friend's side, even totally outmatched. Guy can't help himself when it comes to saving kids and the weak though, he made a vow along those very lines.

The Dragon of Karakura (Free for Fullbringers)
An up and coming yakuza boss that has decided to make her name in Karakura Town. She introduces herself with that by the way, and the title “Kaichou” to go with it. She’s a tall, foreign ginger who’s always seen in some name brand track suit, though apparently keeps a white suit for business occasions. Despite the strange first impression, she’s actually bilingual, graduated college multiple times, and has experience in both management and entertainment. It’s no wonder with that background and her wild charisma that she’s started to attract followers.

Her family is small for the time being, but is apparently made up of a talented few. They’re operating out of a new apartment building over in Kinogaya, with Kaichou always looking to recruit new members. Each member is incredibly loyal, with a tight bond of friendship shared between them; a bond that doesn’t stop the Kaichou from teaching them all sorts of foreign profanity for her own amusement. They’re Fullbringers in their own right but tend to be fairly weak. Despite “apparently” being a yakuza boss, she never really seems to commit crimes, usually helping bystanders with odd errands instead for some reason.

Kaichou, odd as she may be, does wield a strange amount of influence in town, which can be traced back to her “Fullbringer” ability. Centered in some fake dragon horns that broke off of a headband a long time ago, she has the ability to attach them and sprout a matching tail on command. While active, she has the ability to produce a substance that copies information, and store it in mundane objects. The substance leaks out into others on prolonged contact, causing a sense or euphoria and bestowing the copied information. This allows her to rapidly teach or inform others, but has lead to rumors of her being in the drug trade as a consequence. For an extra 50CP you may also take her family along for the ride.

Senna (Free for Shinigami)
A purple haired girl runs into you, bowling the two of you over, shortly after you begin. She seems quite disturbed about being followed but doesn’t hesitate to try and give a friendly hello. It’s not long before her chasers, a flood of blank spirits and several fools in green, try to catch up. If you could help her out here, she might become a friend for life. Perhaps even find a way to deal with her unique issues by connecting herself to you.

Dead Reaper (Free for Shinigami)
Mori Kaseiyo was a late bloomer that lived in Soul Society for centuries before becoming a shinigami, resulting in a outdated way of speaking and strange aura of dad energy despite still appearing quite young, and being a woman. A loud and proud member of the 11th division with all that implies, she still can't help but maintain a simmering warmth and kindness and so ends up surprisingly approachable. Even though other Shinigami find her strangely fatherly, despite being much younger. Recently, she's been stationed in the human world for Hollow patrolling purposes and has been having a great time. She's quite the music enthusiast so subjects like new genres, the young person's lingo, and technology have been of special interests.

Rumor has it that she's been standing out a bit too much after becoming some sort of musical talent for a new company. Since the hours are flexible and her identity appears safe, the people upstairs are letting it go though. It helps that rap is pretty exotic for the afterlife and mission control wants to see how far she goes. She's unashamedly sweet and polite, but can casually become quite rough, and is known to lose her composure all together under enough praise. In battle, Mori is able to

release her Zanpaktou Yuushou with the command "Listen up," causing it to transform into an oversized scythe.

She seems to get on well with members of any race, as if she wasn't all that bothered about Shinigami politics in the first place. She's been kicked out before but always seems to make her way back in.

Picaro (Free for Hollows)
Perhaps the strangest Hollow in existence. A single creature that split into a swarm made of each soul it is part of, yet all still connected. Picaro is a collection of child spirits, young humans who met tragic ends yet refuse to be miserable even after death. They cling together for friendship and now hope that you can be their friend too. Or perhaps even protector, given this version of Picaro is barely above an ordinary hollow even when combined together. They're sure to brighten any day, for all that they cause chaos and mayhem for adults around them to clean up.

Apex Predator (Free for Hollows)
A lower ranked Arrancar within Aizen's army that has entered the human world due to lack of supervision, and been left to her own devices from lack of care. Having left because of boredom by her own admittance, this pint sized former-hollow has just been wandering around aimlessly looking for ways to pass the time. She's rather forgetful, giving a vague age in the thousands and a random name containing a large number of G's if asked. She also has difficulty with basic addition, and a terrible sense of direction, but has a bizarre amount of detailed trivia on sharks that she can share at a moment's notice. She seems to admire Harribel for connected reasons.

Despite her original nature, carelessness, and eccentricity, G is possessed by a strange charisma that allows her to easily endear herself to random souls. She says it's because she's like everyone's grandma, but lacks any maturity to back that up. Helps that she lacks much of the aggression Hollows are known for, and is generally a good conversationalist. Her interests in the human world vary day by day, but she has shared a dream of going into the carpet cleaning business one day.

As an Arrancar, she wields a trident with a name she's forgotten, but is always on the tip of her tongue. Her specialization lies in Sonido, being bizarrely fast for a minor ranking Arrancar. She's also much more dangerous than she initially appears, living up to her title by being equal parts vicious and voracious in combat, and actively trying to bite chunks out of her opponent. She keeps the company of a minor fish hollow in a reiatsu bubble to sustain it.

Masaki (Free for Quincy)
A girl out of time, scooped up from the moment she faced a terrible white Hollow and flung forward to get dropped in front of you. She won't let the terribly confusing situation weigh down her sassy confidence though, determined to either find a way back home or work out a new life here. A skilled if inexperienced Quincy, Masaki can't help but want to help out people in need. A true knight of the stars.

HA< HA> HA< HA> HA< (Free for Quincy)
A member of Yhwach's Wandenreich, she is technically part of the Sternritter, mostly as a joke. A bluenette with her hair in twin braids, she is ordinarily in the company of the dominantly female group within the Sternritter known by some as the "Femritter," mostly because they find her funny. Timid and antisocial by nature, this young looking Quincy constantly fears for her life with her usual

company, who refer to her as “Silly Rabbit.” She counts herself fortunate that she got lost in the human world with no idea how to get back.

Now separated from her original group, a different side of has been allowed to breathe: unbridled smugness. Thinking herself superior to simple humans and hollows, the girl now calls herself “Sexy Rabbit” and strides with absolute confidence through all of life’s obstacles, laughing all the way. This confidence is misplaced and oftentimes leads to her catastrophically failing, sometimes with literal explosive results. Despite her smugness and comparative power, her natural timidity and surprising kindness causes her to backtrack and apologize to anyone she acts rude towards. Currently has a job in construction to pay off the resulting debts.

Given the designation of “L - The Lucky” after the former member had an “unfortunate accident,” this rabbit has a tremendous amount of good luck in matters of chance and probability. Unfortunately she doesn’t have the power to back up her position, and luck is unable to beat matters of skill, so the most it normally does is help with pranks. For some reason she forms her spirit weapon in the form of carrots, simply saying “I like carrots,” when asked. Often treated like a child for her behavior. Might be guilty of war crimes, which would be terribly unlikely, but not impossible.

Kon (Free for Artificial Spirits)
One of the last surviving Mod Souls in existence, now stuffed in the nearest plush toy and somehow flung into your face. A perverted spirit of cowardly nature, he’ll either look at you as a kindred spirit, a target for his particular brand of affection or a terrifying tyrant. But for some reason, he’ll never really end up leaving and will do his best to help out, despite his general incompetence. At least he has a good kicking leg to work with.

Yubi Yubi (Free for Artificial Spirits)
One of the only Bount left, and one of the only ones not directly working under Jin Kariya. This brunette runs a bakery in Karakura Town named Cavalier King. She feels remorse for the dietary requirements of her species, leaving behind small remnants of the dead souls she devours as a simple charm in hopes they can still get reincarnated that way. As a result, she has many spirit fingers collected in her basement, and looks forward to returning them one day. Ordinarily friendly and energetic during her day job, sometimes to the point of intimidating customers with her sheer force of presence.

While a bit more with the times than some Bount, being an avid fan of movies and videogames, her tastes are still a bit retro compared to modern. Her game collection was built up around the original systems, and her assortment of movies are almost solely composed of Western “Splatterhouse” classics. It’s not that she enjoys violence in her day to day, but she is a raging enthusiast of it when it comes to fiction. Well, she also frequents a boxing gym, and is in great shape.

Her doll is relatively simple by Bount standards, being an armored warrior with a wolf helmet named Doog. Doog is just very fast, very strong, and carries a chainsaw. Yubi doesn’t like to employ Doog unless she has to defend herself. Ignore the outrageous, giddy laughter when Doog is summoned and starts to rev the chainsaw, she really doesn’t use him much. Yubi is very fond of animals, especially common pets like cats and dogs, though shows mild sadism towards turtles.

Drawbacks

There is no limit on how many drawbacks you can take from the below list.

Dilemmas & Dangers +0

You may not be aware, but the normal flow of events here is clustered and focused. From the moment Ichigo's power is first awakened to the defeat of Aizen Sosuke, only a few short months pass. When things are happening, they're happening quickly with little to no downtime. There appears little time for anything else of import to occur in these periods, especially as events accelerated towards each climax. What if the denizens of hell broke free to run amok on Earth, though? What if mysterious forces caused Zanpaktou spirits to rebel against their wielders? What if the destruction of the Sokyoku led to the freedom of a once imprisoned Arrancar?

By selecting this 'drawback' you acquire the ability to make any movies, anime filler arcs, and even video game plot-lines potential realities. While your influences may prevent them from coming to pass as they would ordinarily, the hidden plot-lines represented will be made manifest. In places where the different media would cause outright contradictions, you may decide at your own discretion which set of background information or events takes priority.

Dawdling & Destiny +0

Over 100 years ago, Soul Society is shaken as multiple Captains and Lieutenants are transformed into mindless hollow in the secret experiments of Aizen Sosuke. Their salvation comes from the hands of Kisuke Urahara, but all are forced into exile from Aizen's excellent framing.

Over 1000 years ago, Yamamoto Shigekuni becomes Captain Commander of the Gotei 13, and apparently slays the powerful Quincy known as Yhwach. In truth, the Quincy's leader and race simply go into hiding to bide their time. This is the dawn of Shinigami dominance.

Over 2100 years ago, in a more humble time, Yamamoto founds the Genji School, an institution for teaching swordsmanship that would evolve into an academy for shinigami over the millenia.
For those who wish to have their adventures not during canon times, but in one of these past eras, you may choose this. Anywhere from 1 to 2100 years ago becomes a new, optional starting point at your discretion.

Discontent & Deconstruction +0

In another world, some found the natural flow of events unsavory and constructed their own narrative. Perhaps fate played out just a bit different, perhaps the entire world was changed. If one such narrative has your fancy more than default, think about taking this drawback. In simple terms, this is a fanfiction toggle, allowing you to adjust the world in broad ways, or Jump a variation of Bleach portrayed in a preexisting fanfic. Maybe you have a favorite story, or maybe you'd just prefer to explore a sci-fi variant where the other worlds really are other worlds.

You'll be unable to game this and turn Bleach into a setting of worship and self-empowerment; especially as all other drawbacks will retain the level of threat intended. This means even if the power-levels change or certain enemies would no longer exist. As a closing note, Crossover Fanfics may be selected, but they must be either Bleach-centric, or represent 50% of this new setting in substance. No matter how much may be changed, this is still a Jump for Bleach, and must be treated as such.

Distractions & Daydreams +0
What strange fate, but to end in a version of this world where Ichigo was born a girl, or was it Yoruichi who was born a man? There's nothing requiring exposition here, by taking this you have the ability to genderbend one or more preexisting characters with the plot adjusting accordingly. Genderbend the entire setting if you truly wish.

Bubble Brains +100
Why choose between two sports when you could combine them into some new third one? Who really cares about sliced bread when you plan on eating the whole loaf with some red bean paste anyways? Do you like the ideas of such deep thought being put into your wild fantasies that people have to remind you to close that flytrap of a mouth? Look no further! Much like bouncy, bubbly, bizarre Orihime, you've become a rather strange airhead. You tend to hold strange opinions on mundane and less than mundane aspects of life, and tend to take time with processing otherwise simple concepts only to arrive at bizarre conclusions. Social interaction between yourself and others can become something of a task, for all parties involved. Besides your new quirkiness, you won't be hindered terribly; you're still in the normal classes after all.

Blind Justice +100
Much like Captain Tosen, you have been rendered blind. For certain races or those with certain skills, this may not prove too troublesome. Maybe your ability to sense reiatsu lets you navigate effectively around any enemy of significance, hm? Regardless, for the next ten years you will never be able to find joy in color, sunsets, the faces of loved ones, or any other sight.

Friends, Family, and Fiends +100
Ichigo Kurosaki is a fairly simple guy. Go to school, get good grades, become a doctor, help people; fairly simple goals in life. He doesn't really care for his ability to see ghosts, and probably wouldn't acknowledge or try to help them if he wasn't a pretty good guy. Ichigo doesn't care about the fate of the world or the conspiracies behind all of reality. If he didn't feel the need to rise up in order to protect his friends and family, it's likely that he never would have been a hero in the first place. So, why do people keep targeting his friends and family?

Like Ichigo, your loved ones all seem to become danger magnets. Mundane relatives or love interests might just attract the random street punks or low level hollows, but the stronger they are, the more threatening the forces that come against them become.

Completely Justified Malice +100
Long ago, the now Head of the Tsunayashiro Clan discovered the terrible conception of the world, and the root of Noble family political power. The world was revealed to him to be a truly terrible place that balanced itself on the brink of destruction, maintained only by the greatest of sins. And so, a great and bottomless nihilism was born within him. In a pointless world born from such evil, what reason is there to act in anything but malice and spite? You too will have this evil seed bloom within you, being completely and entirely unable to justify morality or positivity. While you're smart enough to play pretend and not act up for the sake of your own self-preservation, concepts of virtue and goodness will seem to be complete, unjustified, pointless bullshit for the next decade. A worthless person fits a worthless world, right?

Tasty Bait +100
Hollows are actually fairly rare outside of Hueco Mundo. In Soul Society they'd be maliciously hunted, and in the human world only the weakest would be able to hunt without starving from poor diet. Well, they won't be a rare sight for you. Something about your reiryoku just comes off as especially tantalizing to hollows, and it only gets worse the more of it you have. A normal human might see a normal hollow every week or so even when they're not looking for trouble. Someone on the level of Captains might even draw in Vasto Lords in time though. That would be the limit of danger however, as nothing greater exists, and such foes would rarely appear.

Killer Kenny +100
Kenpachi Zaraki loves violence. The bloodier and more prolonged the exchange, the better. No one else in the entirety of this world will throw themselves into one battle after another with such sheer glee as Kenny, except for you now, apparently. You have been bestowed with comparable bloodlust and battlelust, such that you will often go out of your way to get into a good fight, and potentially even restrain yourself if no otherwise worthy opponents exist. You'll of course end up quite grouchy in times of peace or lack of opponents.

Black & White +200
Ichigo's Inner Hollow, a being which tormented him from time to time when he fell into a state near death, or required greater power. While Ichigo was calm, cool, kind, this Inner Hollow was malicious, sadistic, psychotic, and directly opposed to Ichigo in hopes of one day taking over his body.
Now you too have some sort of inner spirit or secondary personality, one that holds a similar role. This spirit will mirror your own personality, and serve an antagonistic role. It can influence your mind and various powers, speak to you in times of doubt, and otherwise mess with you. While the inner spirit can be temporarily placated by overcoming obstacles or growing in power (things that benefit the spirit as well), a permanent solution will prove much more difficult to attain.

You Could Have Been More +200
You know, from certain perspectives it could be said that the world's greatest villains are justified in their goals. To slay and supplant the Spirit King and restructure reality without the evils afterlife dominating aristocracy on paper is just and noble. It's too bad they have to be such dicks about it. Like Aizen and many others, you can't help but be drawn not only to villainy, but hamming your villainy up to the point of self-sabotage. The intense desire to maim allies who aid you, make spectacular entrances and exits that waste time and leave you open to attack, and act out terrible betrayals is practically impossible to resist even if it'd make your plan harder to complete. So many of these foes could have won with ease had they simply not been so spiteful to so many along the way or so sure that they had already achieved victory.

Diehard Pacifist +200
Orihime is an oddball in many ways, from her diet, to her powers that reject reality. Those same powers could leave her near invincible, had it not been for another trait of hers. That girl holds such deeply ingrained aversion to violence that no amount of will can help her desire harm on another. You too will have what could be called a curse in a world as violent as this one, pacifism. Even on your worst enemies, you can't seem to muster any honest desire to inflict harm or pain, which will cripple your ability to do anything but act in a defensive or supplemental role in the conflicts to come. Attacks are possible, in extreme situations, but always at a far reduced level than you should be capable of.

Vow of Protection +200
Yasutora Sado, known as Chad to many, is a hulk of a man that can tank steel girders to the back even as a 'mundane' teenager. While violent in his youth, an inspirational figure showed him another path, and so he took a solemn vow to only fight for the sake of others. Did he have to take it so seriously though? Like Chad, you won't fight any battle that isn't for the sake of someone else's health or safety. Even if you're surrounded by those wishing you ill will, you will only be able to stand there and take it. A battle is more than just being the one to throw out attacks as well, as your vow will not let you skirt around by aiding other fighters or defending them from attacks. Careful to keep a friend close; a reason to fight.

Wanted: Dead +200
Between the Central 46's cruel paranoia and the Gotei 13's penchant for following any and all orders, there's no end to the sanctioned atrocities that Shinigami have carried out. These killings and death sentences, numerous as they are, can often be declared with the most flagrant of reasons. Pick your reason, from being born wrong to having the wrong zanpaktou, it matters little. You're now marked for death, and will be hunted maliciously if they can catch a scent of you. Like Rukia or the Visoreds, appealing this decision will be a difficult task, especially given you're meant to be killed or captured on sight. But it's not impossible, especially if you can force them to owe you big time.

Kurosaki Ichigone +200
Ichigo is a truly incredible guy, whether you believe that's because of his status of a freakish hybrid of all races and power systems or his nature as a genuinely good mate. Regardless of why, it's fact that time and time again he would go head to head against the fiercest enemies and threats to reality. Without Ichigo, who would have beaten Aizen? Without Ichigo, who would have stopped Yhwach from rupturing the worlds as the new Soul King? Well, you're going to have to find someone quickly because Ichigo is Ichigone. The Shinigami no longer have their massive, friend driven beat stick that throws itself at their greatest problems. Forget Aizen or Yhwach, who's going to deal with Ulquiorra? May not be taken with other Drawbacks that remove the threats that Ichigo would have taken care of, such as timeline changes.

Cocky Rival +300
If there exists a man whose purpose is to job, why look no further than Renji Aburai. This is a man who found someone to spite, and never failed to be one upped by that man for the next few years. Time and time again he attempted to establish seniority and dominance over Ichigo. Renji was a Lieutenant with skill in his Zanpaktou's Shikai, and Ichigo defeated him without even knowing his sword could have a name. Renji was first to learn Bankai, and yet was utterly crushed by the same opponent that Ichigo would go on to defeat.

These events would play out time and again, with Renji being cocksure and spiteful each time until the moment he was shown up again, and again. Like Renji, you now find yourself by the spirit of arrogance and jobbing, hopeless in the face of any significant opponent while others get the glory. As with Renji, all your accomplishments will be overshadowed, your defeats will be numerous, and your respect from others will be minimal. Despite that you have the misplaced confidence continues to get you in bad spots. That cockiness will only make the crushing defeats hit harder. It's not impossible to win and contribute, at least if you resign yourself to fighting secondary antagonists and side characters instead of taking on the meat of evil.

Spiritual Ignorance +300
This is not a world of equal opportunity. Some get lucky, and some get unlucky. Some are born with power or talent, while others are born weak or dim. Most humans can spend their entire lives unaware of the great powers above, and their entire afterlives never approaching them. You're one of the unlucky ones, those born with no power. You have no spiritual awareness to speak of, and spiritual power on the level of a mundane human, if that. You are doomed to be feeble and obscure in this world, weak beyond measure. Even if you do have some form of spiritual or magical abilities, from here or elsewhere, they will be reduced to such an unbelievably crippled level that you'd might as well not have them at all. Even if you are a spiritual race, you'll be limited in power and skill in a similar way.

Skull Fracture +300
Do you know of the Arrancar named Nelliel? Once a powerful member of the Espada, a nearly lethal head wound rendered her amnesiac, and caused her reiatsu to begin leaking out. Her body, in an attempt to sustain itself in this weakened state, caused the woman to take the form of a child. Like Nelliel, you have received a disastrous blow to the noggin, leaving you without most of your memories or powers. There is a bright side, in that you can temporarily revert back to your fully powered adult self in times of duress, but moments will be scattered and temporary. While it will become easier to revert over the course of this Jump, there will never be any permanent solution to the problem of eventually returning to your childlike state. It also should be said that as a child, you will lack the ability to consciously decide when it's best to transform.

Gloves Off +300
Of Ichigo's many talents and abilities, what might be the most intimidating for his opponents is his limitless potential. I can't count the number of times this lad got back up from what should have been a lethal blow, several times stronger than before, going on to win a fight that he shouldn't have. Most people aren't Ichigo; their power is more static, or they spend too much time fucking about rather than going for the win. While some have moments similar to Ichigo, it can be said no one matches his sheer ability to come back from certain defeat and evolve during battle.

Well, too bad for you, because now most people ARE Ichigo, at least in a metaphorical sense. Almost everyone you consider your enemy has incredible innate potential allowing for sudden comebacks, and are far less reckless when it comes to giving their opponents chances. Especially powerful and important individuals in the world will even acquire Ichigo's ability to seemingly defy death itself to stand back up many times stronger than when they fell. If you had intentions to join the villains, think again, as Ichigo as a foe will have these traits amplified further, alongside his friends.

Railroad Tracks +300
Ichigo may exist, or he may not depending on your prior choices. Regardless, if you take this you won't be able to rely on him anymore. Why? Because you'll be the new protagonist of this story, or at least forced to share the position with him, and you're about to get railroaded hard. The story saw the invasion of Soul Society and Hueco Mundo, where the united military forces of two worlds became enemies for a rag tag group of highschoolers and some friends.

Aizen and Yhwach were the greatest foes Ichigo would meet; whose powers seemed nearly impossible to overcome, and whose ambitions would see the destruction and rewriting of reality. No matter what you do, what changes you make, or how you try to run, you're going to be front and center for these events or events just as dangerous. You will face similar threats and challenges as

Ichigo does, enough to pose as much of a threat as he faced alone to you instead. They might be the same Ichigo faced, the boy drawn to other powerful foes instead. Or, if away from the primary story and proper time, entirely new dangers and challenges may manifest to block your path instead. Even if you won't take part in the original story, one will be made for you to equal Kurosaki's struggles.

Unfortunate Linchpin +300
Urahara. Aizen. Yhwach. Even Yamamoto. Mayuri. Szayel. Ichibei. They've all got their own ideas of how things should go, plans and schemes in place to achieve their goals. When something new appears, they all try their best to take it into account. And what could be more new than a traveller from another world? Each of these plotters, and perhaps even other manipulative antagonists or protagonists if you include some optional stories, has come to consider you a integral part of their primary plans. At best, you're a distraction meant to take dangerous heat off of them regardless of the peril to your own life. At worst, you're a sacrificial pawn, perhaps even set for dissection to see what makes you tick. You're thrown into the thick of it, with all sides considering you important and few men of influence with anything good in mind for you.

If taken with Railroad Tracks, due to similarities, it will ensure that the threats posed in Railroad Tracks are of an original nature. You already face dangers from existing characters with this, so the previous drawback will introduce new challenges to bar your path.

Ending

Three choices await, at the end of your long years here.

TURN BACK THE PENDULUM

It's time to go home. A warm, welcoming light shines out, beckoning you from whence you came. Do happy memories await or do you go with thoughts of fixing what you could not before?

THE DEATH AND THE STRAWBERRY

You've not had enough yet. You might not want to leave at all. Did you find someone that ties you down here, that finally settled that wanderlust? Or maybe you just took on some obligations you can't let go of. You wouldn't be the first watcher of this world.

GOODBYE TO OUR XCUTION

Just because we're coming to an end here, doesn't mean it's the end for good. You've got more stories to tell yet. Maybe one day you'll find your way back, maybe not. Maybe you won't remember anything of this place at all in a while. But it all still happened, even as you travel on to a new world.

Notes

Special thanks to my Bee for writing at my side the whole way through.

Thanks to Mib/Reborn for the chance to do this, motivated me to actually finish it. To Blade for whatever ideas inevitably influenced this jump from yours, your jump really wasn't as bad as you think. To all the anons who gave suggestions that made this as big as it has become.

Replacing or fitting into existing character groups. If you can accurately replicate everything someone has, you can optionally replace an existing character in the story, gaining their position and relationships with the cast. More easily obtained, you can also fit in as a relation to existing characters if you can provide a logical explanation and it's not impossible. A second sibling to Rukia Kuchiki or another member of the Kurosaki family. Neither option gives you any material benefit you've not paid for.

In regards to 'spiritual' and 'magical'. It's up to the individual reader as to how it might apply things across different jumps. Here, even the magical styles present are all ultimately spiritual techniques. Some things might be obviously limited to souls and not magic, like the science perk to create souls, but others are potentially open to interpretation. Might the Kido perks help with non-spiritual magic or Human Drive increase your potential with magic the same it would with spiritual magic here? It's up to you. Try to be reasonable and not stretch it too far.

Why take Ikomiki instead of making the unique hollow power a hollow gets the same as Aaroniero's? Ikomiki works on any target, whereas Aaaron was limited to hollow spirits and his one non-hollow victim was through unconventional means. Ikomiki does not require Resurreccion to use multiple 'aspects' at once yet possesses the same potential for growth and new tricks as a unique power.

Racial perks and buying out of background. You can do it, a lot of perks have non racially unique effects, but there's also some stuff that won't be very useful or usable at all. Buying a perk that makes you amazing at using Hollow techniques like Cero or Garganta as a Quincy is going to be a waste of points. If you can somehow gain Hollow abilities, you'll have access to them, but the perk won't let a Quincy use techniques that require being a Hollow in full or part. Most of this comes down to common sense. Kido can be bought by anyone because normal souls learn it but a pure Shinigami won't gain a Segunda Etapa even if they buy the perk, though they can still benefit from the progression effect.

This Isn't Even My Adult Form and uncappers or similar abilities. They don't really work well together well, at all. If you have the perk above, you can choose to have things not act as being uncapped so you can benefit here but otherwise the effects are pretty incompatible. If you've got no limits on anything at all, there's no point you really reach a fully matured form. You can still gain the overall increase to development gains but the specific stuff won't play well.

The Power to Share is largely to do with general power and what is obtained here or through the share perk itself, when it comes to the weakness. It won't make you lose your other perks and if you have some outside source of spiritual and physical enhancements, you'll likely avoid the full reduction to a helpless state. It's not going to take all your perks away. The rate of reduction is not exceptionally fast in any case and changes are likely only noticeable when weeks or months pass without any sharing occurring. As with other techniques possible to make, it's also possible that this

might be mitigated in some way with training, such as being able to hibernate to temporarily slow or halt the effects.

Dying in a dead world. For the most part, death works as normal. You die, you lose, save for things that would let you ignore that. The exception here is for Humans, living ones, who do not die just by losing their physical form. Instead, they can continue the jump as a Plus spirit. Since most Plus tend to retain their identity when they travel to Soul Society or become a Hollow, you can pass on this way. However, any other death or passing along the cycle further as a plus, will count as a death as normal.