Bleach Seiryoku: Shinigami 0.1

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Dōnyū:

Welcome to the hidden world of the Shinigami, spiritual guardians entrusted with maintaining the balance between the realms and guiding the souls of the dead onward. The Shinigami have stood for generations as defenders of the cycle of souls.

Congratulations, wandering soul. You have awakened as a Shinigami.

Unlike ordinary spirits, Shinigami possess the spiritual power necessary to confront Hollows and guide wandering spirits safely to Soul Society. Through the power of your Zanpakutō, mastery of Kidō, Hohō, Hakuda, and Zanjutsu, you may eventually rise from an inexperienced recruit to a warrior capable of standing among the strongest Captains of the Gotei 13.

But being a Shinigami means more than simply hunting Hollows. Your duty is to preserve the delicate balance of souls between the Three Realms: the World of the Living, Soul Society, and Hueco Mundo. Hollows threaten that balance through their endless hunger, while the Quincy destroy souls completely rather than allowing them to return to the cycle. Even within Soul Society itself, grudges, political conspiracies, forbidden experiments, and ambitious individuals threaten everything the Shinigami have sworn to protect.

Your journey begins on the very night that Kurosaki Ichigo awakens his powers as a Substitute Shinigami. Whether you begin as a newly graduated member of the Gotei 13 or even an independent Shinigami walking their own path, the future now lies before you.

To aid you on this perilous journey, you receive 1000 CP to spend here in this jump .

Hajimari no Chi:

Roll 1d6 to determine where you begin your journey. If you dislike the result, you may instead spend 50 CP to choose your starting location.

1. Seireitei, Soul Society
You begin within the heart of Soul Society, inside the great walls of the Seireitei. The Gotei 13, Kidō Corps, noble families, and countless Shinigami reside here. Whether you are a newly graduated Shinigami or already assigned to a Division, you have access to some of the greatest teachers and resources Soul Society can provide.

2. Karakura Town, Japan
You begin stationed in Karakura Town, a place with an unusually high concentration of spiritual energy. Hollows regularly appear here, wandering souls require Konsō, and Shinigami are assigned to patrol the region. More importantly, this is where Kurosaki Ichigo will soon become a Substitute Shinigami, placing you dangerously close to many of the events that will reshape Soul Society.

3. Rukongai, Soul Society
You begin somewhere within the enormous Rukongai surrounding the Seireitei. Perhaps you are an ordinary soul who recently discovered unusually powerful spiritual abilities, a graduate preparing to enter the Gotei 13, or a wandering Shinigami operating beyond the Seireitei's walls. Life here ranges from peaceful communities near the Seireitei to dangerous outer districts where survival itself can be difficult.

4. London, Reverse London
You begin in London, within the territory overseen by the Western Branch of Soul Society. Unlike the Shinigami of the Eastern Branch, this organization deals primarily with Dragons and employs Witches and Wizards rather than Shinigami. As an Eastern-style Shinigami operating here, you are something of an outsider, but the unusual spiritual traditions of Reverse London may provide opportunities unavailable anywhere else.

5. Hueco Mundo
You begin within the endless white deserts of Hueco Mundo. Whether you were sent here on a dangerous mission, became stranded after pursuing a Hollow through a Garganta, or deliberately entered the realm to test yourself, you are surrounded by enemies. Hollows, Menos, and Arrancar wander these sands, making this an extremely dangerous starting point but also an exceptional place for a Shinigami seeking combat experience.

6. Choose Your Own Starting Location
Rather than rolling for a fixed destination, you may freely choose any reasonable starting location within the Bleach setting. Whether it is somewhere in the World of the Living, another district of Soul Society, Hueco Mundo, the Dangai, or another canon location, the choice is entirely yours.



Meinitto:

Unlike most Jumps, this world offers only a single Origin. You can freely decide your age and gender. And you can decide if you are a drop in or not. Because of this, instead of choosing an Origin, you are granted two discounts for each perk tier from the list below. In addition, any perks costing 100 CP that you choose to discount will instead become free.

General:

Shinigami no Seitai [Free]
As a Shinigami, you are a spiritual being and your body is composed primarily of Reishi. Despite appearing human, your spiritual nature grants you physical capabilities far beyond those of ordinary Humans. You possess enhanced strength, speed, reflexes, durability, and endurance, allowing you to survive injuries that would easily kill a normal person. Shinigami are also extraordinarily long-lived, aging far more slowly than Humans and potentially remaining physically young for centuries.

As a spiritual being, you naturally possess Reiryoku. Your Reiryoku allows you to interact naturally with souls, Hollows, and other spiritual beings. This spiritual awareness carries into future worlds, allowing you to perceive and interact with supernatural, incorporeal, or spiritual entities that would normally be invisible or intangible to ordinary people.

Your Reiryoku naturally produces Reiatsu, the spiritual pressure generated by your power. You can learn to release, suppress, and control this pressure, allowing stronger Shinigami to intimidate or even physically overwhelm considerably weaker spiritual beings simply through their presence.

Shin'ō Reijutsuin Sotsugyōsei [Free/100 CP]
You have successfully completed the six-year curriculum of the Shin'ō Academy, the institution founded by Genryūsai Shigekuni Yamamoto over two thousand years ago to train future generations of Shinigami.

In addition to receiving a general education regarding Soul Society, Hollows, spiritual beings, and the responsibilities expected of a Shinigami, you have been properly trained to control and make use of your Reiryoku and Reiatsu. More

importantly, you have received formal instruction in the four fundamental Shinigami combat arts: Zanjutsu, the art of swordsmanship; Hakuda, hand-to-hand combat; Hohō, high-speed movement and footwork; and Kidō, the use of spiritual spells.

You have also been taught how to perform Konsō to send wandering souls to Soul Society, how to properly hunt and purify Hollows, and the fundamentals of communicating with the spirit residing within your Zanpakutō. You possess all the knowledge and practical skills expected from a competent graduate and are ready to immediately begin serving within one of the Gotei 13's Divisions.

Your greatest advantage is your well-rounded education. This is one of your three possible starting backgrounds as a Shinigami. You may choose Shin'ō Academy Graduate, Rukongai Survivor, or Substitute Shinigami for free. Any additional background costs 100 CP each.

Rukongai no Seizonsha [Free/100 CP]
Rather than receiving the comfortable structure and formal education of the Shin'ō Academy, you learned your most important lessons in the streets of Rukongai.

You grew up within one of Rukongai's poorer and more dangerous districts, District 80: Zaraki, where food, shelter, and safety were never guaranteed. At some point during your life, you discovered an Asauchi of a fallen Shinigami and claimed it as your own.

Years spent surviving in the harsher districts of Rukongai have sharpened your combat instincts considerably. You know how to recognize danger, fight dirty, exploit weaknesses, endure hardship, and, when absolutely necessary, kill without hesitation. Your instincts and practical combat experience are considerably greater than those of an ordinary newly graduated Academy student.

Your fighting style naturally favors close-quarters combat, particularly swordsmanship and hand-to-hand fighting. You may lack the formal education and broad technical knowledge of an Academy graduate, particularly when it comes to Kidō and Shinigami regulations.

Your natural talent and experience are sufficient for you to immediately qualify for service within one of the Gotei 13 Divisions should you choose to formally become a Shinigami, despite never having completed the standard Academy curriculum.

This is one of your three possible starting backgrounds as a Shinigami. You may choose Shin'ō Academy Graduate, Rukongai Survivor, or Substitute Shinigami for free. Any additional background costs 100 CP each.

Daikō Shinigami [Free/100 CP]
Unlike most Shinigami, you were never an ordinary soul who entered Soul Society and trained through the Shin'ō Academy. Instead, you began your life as a Human in the World of the Living.

Your Shinigami powers came about through unusual circumstances. Perhaps a Shinigami transferred their spiritual power to you during a desperate situation or you were born as a hybrid between a Human and Shinigami. Whatever the exact circumstances, you possess genuine Shinigami powers despite your Human origins.

Because you never underwent the conventional training experienced by most Shinigami, you initially lack their formal education, centuries of accumulated experience, and hardened combat instincts. You know considerably less about Soul Society, Kidō, Hollow hunting, and even your own Zanpakutō than an Academy graduate would.

What you possess instead is extraordinary growth potential.
Your unusual existence allows your Shinigami abilities to develop approximately five times faster than those of an ordinary Shinigami.Shinigami abilities that might normally require decades of dedicated training can potentially be learned within only a few years.

This accelerated growth applies specifically to your Shinigami abilities and spiritual development, including your Reiryoku, Reiatsu control, Zanjutsu, Hakuda, Hohō, Kidō, Zanpakutō development, and similar Shinigami disciplines.

This is one of your three possible starting backgrounds as a Shinigami. You may choose Shin'ō Academy Graduate, Rukongai Survivor, or Substitute Shinigami for free. Any additional background costs 100 CP each.

Gotei Jūsantai Shozoku [Free/100 CP]
As a Shinigami, you are generally expected to serve as a member of one of the Thirteen Court Guard Divisions of the Gotei 13. Each Division possesses its own traditions, responsibilities, specialties, and culture, and serving within one will naturally influence the kind of Shinigami you become.

Choose one Division for free. You are considered a legitimate member of that Division and receive its associated training and benefits.

However, Shinigami can be transferred between Divisions throughout their careers. Perhaps you originally served under one Captain before being reassigned, temporarily worked alongside another Division, or simply had a particularly unusual career. Because of this, you may purchase additional Division backgrounds for 100 CP each, gaining their associated training and benefits as well.

First Division – Captain Genryūsai Shigekuni Yamamoto
The First Division stands at the head of the Gotei 13 and traditionally serves directly beneath the Captain-Commander. Its members are expected to represent the standards that every other Shinigami should aspire toward.

As a member, you are considered an elite Shinigami for your current rank. Your fundamentals are considerably more polished than those of most Shinigami of equivalent experience, and you are particularly good at maintaining discipline and professionalism even under extreme pressure.

Second Division – Captain Suì-Fēng
Closely connected to the Onmitsukidō, the Second Division specializes in stealth, assassination, reconnaissance, imprisonment, and the capture of dangerous targets.

You have received specialized training in Hohō and Shunpo, allowing you to move faster, quieter, and more precisely than most Shinigami of comparable skill.

You are particularly talented at suppressing your presence, approaching enemies unnoticed, pursuing fleeing targets, restraining opponents without killing them, and capturing dangerous individuals alive.

Third Division – Captain Gin Ichimaru
There has always been something strangely melancholic about the Third Division. Its barracks possess an atmosphere that would leave many outsiders uncomfortable, but its members have learned to continue carrying out their responsibilities regardless of their emotional state.

You possess exceptional resistance against negative morale and emotional interference.Fear, despair, sadness, intimidation, supernatural dread, and similar effects have considerably less influence over your ability to function. Even during one of the worst days of your life, you can force yourself to get up and continue doing your duty.

Fourth Division – Captain Retsu Unohana
The Fourth Division serves as the primary medical and relief unit of the Gotei 13. Its members treat injured Shinigami, maintain medical facilities, transport supplies, and perform many of the mundane duties necessary to keep the Seireitei functioning.

You possess considerable talent with healing Kidō and spiritual medicine. Treating injuries, stabilizing wounded allies, diagnosing illnesses, and learning new healing techniques come naturally to you. You're also surprisingly competent at mundane support work. Cleaning, cooking, organizing supplies, maintaining equipment, transporting materials, and other everyday chores can be completed efficiently without becoming overwhelmed.

Fifth Division – Captain Sōsuke Aizen
Under the charismatic Captain Aizen, the Fifth Division has become one of the most popular Divisions among Academy graduates. Competition for membership is fierce, and those accepted tend to possess considerable spiritual talent.

Your greatest specialty is Kidō. You learn Bakudō, Hadō, barriers, and other forms of spiritual spellcraft noticeably faster than most Shinigami.

More importantly, your Reiryoku is unusually refined for your level of power. You waste less spiritual energy when performing techniques and possess naturally excellent control over your Reiatsu.

Sixth Division – Captain Byakuya Kuchiki
Tradition, discipline, and dignity define the Sixth Division. Under Captain Kuchiki, its members are expected to maintain exceptionally high standards of conduct.

Following complicated orders, maintaining formation, coordinating with allies, and performing your assigned role during chaotic battles come naturally to you. You rarely panic or abandon a plan simply because combat has become difficult.

Seventh Division – Captain Sajin Komamura
The Seventh Division values courage, loyalty, determination, and straightforward strength.Its members are renowned for their earnest personalities and willingness to throw themselves into difficult situations for their comrades.

You possess tremendous guts and motivation. Physical exhaustion, difficult training, repeated failures, and painful setbacks have difficulty breaking your determination. When you genuinely decide to improve yourself, you can continue training long after most people would have given up.

Eighth Division – Captain Shunsui Kyōraku
The Eighth Division reflects something of its Captain's relaxed personality. Compared to some of the stricter Divisions, its atmosphere is considerably more casual.

Apparently, it also has unusually good-looking members. Your appearance is now naturally around an 8/10 by the standards of whatever species or culture you belong to. You possess an effortlessly attractive appearance without needing extensive grooming or preparation. You also know how to relax without completely neglecting your responsibilities. You are excellent at recognizing when rules genuinely matter and when everyone would benefit from loosening up.

Ninth Division – Captain Kaname Tōsen
The Ninth Division has traditionally been associated with arts, culture, journalism, and the preservation of Soul Society's traditions. Its members also oversee the Seireitei Communication, helping preserve and distribute information throughout Soul Society.

Choose one musical instrument or artistic discipline. You begin highly proficient with it and possess enough talent to potentially reach professional mastery with continued practice. You are also talented at journalism, writing, editing, interviewing, and recording important events accurately.

Tenth Division – Captain Tōshirō Hitsugaya
The Tenth Division is commanded by Tōshirō Hitsugaya, one of the youngest Captains in the history of the Gotei 13 and a Shinigami possessing tremendous potential. Spending considerable time around the freezing Reiatsu of your Captain has apparently had an effect on you.

You possess greatly increased resistance to cold, ice, and snow. Mundane freezing temperatures barely inconvenience you, while supernatural cold and ice-based attacks have noticeably reduced effectiveness against you.

Eleventh Division – Captain Kenpachi Zaraki
The Eleventh Division is the most combat-oriented Division within the Gotei 13. Its members love fighting. Preferably up close. Preferably against something strong.

Your experience among these lunatics has made you exceptionally talented with close-combat weapons. Melee weapons feel natural in your hands, and you improve with them significantly faster than normal.

Your instincts for close-quarters combat are excellent, particularly when fighting stronger opponents. Unfortunately, the Eleventh Division's famous disdain for Kidō has rubbed off on you. Your ability to learn and use Kidō develops significantly slower than normal, and advanced spellcasting requires considerably more effort.

Twelfth Division – Captain Mayuri Kurotsuchi
Welcome to the Research and Development Institute. The Twelfth Division is responsible for scientific research, technological development, spiritual experimentation, surveillance systems, and investigating unusual phenomena throughout Soul Society.

You possess an exceptional talent for science, research, experimentation, and spiritual technology. You can analyze unfamiliar supernatural phenomena, reverse-engineer unusual devices, develop specialized equipment, and combine scientific principles with spiritual or supernatural abilities.

Thirteenth Division – Captain Jūshirō Ukitake
The Thirteenth Division frequently handles duties connected to the World of the Living. As a result, you are exceptionally talented at field work and protecting others.You quickly adapt to unfamiliar environments and are skilled at investigating supernatural disturbances, tracking Hollows, protecting civilians, and completing missions without unnecessarily endangering innocent people.

You possess particularly sharp instincts for noticing when someone nearby is in danger. When defending another person rather than yourself, your reactions become noticeably faster and you find it easier to push through exhaustion and injuries.

Jinrō Ichizoku [200 CP]
Much like Sajin Komamura, you are a member of the mysterious Wolfman Clan, a family of Souls whose ancestors were condemned to the Animal Realm for unknown sins. You naturally resemble an 8-to-10-foot-tall anthropomorphic wolf, though you remain fully intelligent and capable of becoming a Shinigami like any other Soul.

Your bestial body possesses tremendous physical abilities. You have approximately three times the physical strength of an ordinary Shinigami of equivalent power, alongside exceptional durability and endurance that allows you to continue fighting through tremendous punishment. Your lupine nature also grants you superior hearing and smell, and you can naturally understand and communicate with animals.

You also know the clan's secret technique Jinka no Jutsu. By ritually removing your heart, you may temporarily shed your Wolfman body and assume a completely Human form with some fur and wolf ears remaining . Your body becomes little more than a shell during this transformation, rendering you effectively immortal even normally fatal injuries cannot permanently kill you while the technique remains active.

The Humanization Technique lasts for a maximum of 24 hours, after which you permanently lose access to it for the remainder of the Jump and turn into a beast wolf form. As the price for using it, you also lose access to your Shinigami powers but keep all out-of-Jump abilities for the remainder of the Jump.

Sekikan-kyū [Varied]
Here you determine your starting level of spiritual power and combat ability. Your chosen level does not require you to actually hold the corresponding position within the Gotei 13. For example, Ikkaku Madarame serves as the Third Seat of the Eleventh Division despite possessing Bankai and combat abilities far beyond what his official rank would suggest. Your actual position and your level of power may therefore be completely different. Also here this perk will enhance any perk bellow to the appropriate level of skill and power of your rank.

Heitaishi-kyū [Free]
You possess the power of an average Gotei 13 foot soldier. Your Reiryoku, Reiatsu, physical abilities, and combat skills are sufficient to qualify as a proper Shinigami and defeat ordinary Hollows without much difficulty. You aren't particularly exceptional yet, but you possess the foundation necessary to grow considerably stronger.

Daisanseki-kyū [100 CP]
Your overall power and combat ability are comparable to a skilled Third Seat. You are among the elite members of an ordinary Division, surpassed primarily by its Lieutenant and Captain. Ordinary Hollows pose little danger to you, and even Gilians can generally be defeated alone without much trouble.

Fukutaichō-kyū [200 CP]
Your combat ability and Reiatsu are comparable to a Gotei 13 Lieutenant. You possess enough spiritual power that entering the World of the Living normally requires a Gentei Reiin, restricting you to roughly 20% of your full power to prevent unnecessary spiritual influence and collateral damage. At full strength, you can overwhelm most ordinary Shinigami and Hollows with ease.

Taichō-kyū [300 CP]
You stand among the true elite of Soul Society. Your Reiryoku, Reiatsu, physical capabilities, and overall combat ability are comparable to a Gotei 13 Captain. Your Reiatsu alone can intimidate, immobilize, or even render significantly weaker beings unconscious when deliberately released. Ordinary Hollows and lesser Shinigami are beneath you, and you possess enough raw power to battle Adjuchas-class Menos and similarly powerful opponents with relative ease. This grants the raw power expected of a Captain-level Shinigami, though Bankai must still be acquired separately.

Kizoku no Kakei [Varied]
Not every Shinigami began as some unfortunate soul struggling to survive in the Rukongai. You were born and raised within the Seireitei as a member of Soul Society's nobility. Choose the noble family you belong to, whether an existing family or one of your own creation.

Kakyū Kizoku [100 CP]
You belong to one of Soul Society's lesser noble houses. While nowhere near the influence of the Great Noble Families, you have lived a comfortable life with access to excellent education and enough wealth that ordinary financial problems rarely concern you. This comfortable level of wealth follows you into future worlds. Your noble blood has also blessed you with naturally impressive spiritual power, giving you approximately twice the Reiryoku of an average Shinigami before accounting for your training or other abilities.

Jōkyū Kizoku [300 CP]
You were born into one of Soul Society's greatest noble houses, whether one of the Great Noble Families, a prestigious family comparable to the Kasumiōji Clan, or an equivalent house of your own creation. You enjoy tremendous wealth, political influence, estates, servants, education, and practically every luxury Soul Society can provide. This status follows you into future worlds, where you will similarly possess the wealth and social standing of the highest levels of nobility or their local equivalent. More importantly, your exceptional bloodline grants you enormous natural spiritual power, giving you approximately five times the Reiryoku of an average Shinigami before accounting for training or other abilities.

Vaizādo [300 CP]
Through Hollowfication, the boundary between your Shinigami and Hollow nature has been broken, greatly increasing your potential. You possess an Inner Hollow that is completely synchronized with you and will never attempt to possess or betray you. You may manifest a Hollow Mask for a combined four hours every 24 hours, increasing your overall power by approximately 3× while granting Hollow abilities such as Cero and Bala. The duration and abilities of your Hollowfication can be improved through training.

Your Shinigami and Hollow powers are fundamentally fused, making your abilities considerably harder to steal, or separate. With sufficient training, you may eventually achieve a Resurrección-like transformation, fully manifesting your Inner Hollow and increasing your overall power by approximately 10×, making the transformation comparable to a Bankai in power. This does not grant Bankai itself, and achieving this state still requires considerable training.

100CP:

Senran no Kōyō
As a Shinigami, sometimes you will find yourself fighting entire hordes of Hollows at once. Whenever you successfully defeat an enemy while other hostile enemies remain in the same battle, your attacks, accuracy, reactions, and combat performance progressively improve. This improvement continues stacking with every enemy defeated until the battle ends, at which point you return to normal.

Fukutsu no Nikutai
Even among Shinigami, you are extraordinarily difficult to kill. Injuries that would normally prove fatal simply aren't enough to permanently put you down. So long as your head remains attached to your body, you can survive and potentially recover from your injuries. Complete decapitation remains a guaranteed method of killing you.

Ukenagashi
A Zanpakutō is more than a weapon for attacking. You have become exceptionally skilled at using yours defensively. Whether your Zanpakutō is sealed, in Shikai, or in Bankai, you possess exceptional instincts for parrying and deflecting incoming attacks with it, including attacks that would normally be difficult to intercept.

Bannō Ijutsu
The Fourth Division specializes primarily in treating injured Shinigami, but your healing abilities aren't nearly so restrictive. Any healing power or technique you possess becomes universally compatible, allowing you to heal Humans, Shinigami, Hollows, Quincy, other species, and similarly unusual beings without compatibility problems. If you don't already know healing Kidō, you gain basic proficiency with it; if you are part of the forth division your skill with healing Kidō is considerably improved.

Neko Henge
Much like Yoruichi, you possess the unusual ability to transform yourself into a talking cat or any other beast the size of a house cat at will. You become considerably more nimble and difficult to detect while transformed and can effortlessly switch between your normal and beast forms. Also you change the tone of your voice into more of a masculine or feminine tone if you so wish . Unfortunately, your clothing doesn't transform with you, meaning that when you return to your normal form, you won't be wearing whatever clothes you had on before transforming.

Bannō Konsō
Normally, a Shinigami performs Konsō by pressing the hilt of their Zanpakutō against the forehead of a Plus. You no longer require your Zanpakutō and may perform the ritual simply by touching a deceased soul's forehead. More importantly, your Konsō recognizes where a soul properly belongs, allowing you to send souls to Soul Society, a Quincy's appropriate spiritual destination, or whatever afterlife or reincarnation system they rightfully belong to. This continues functioning in future worlds.

Kidō Senmonka
Your greatest talent as a Shinigami lies in Kidō. You possess excellent proficiency with Hadō, Bakudō, barriers, and the other applications of Kidō, allowing you to comfortably perform spells numbered 30 or lower. Additionally, you can completely omit the incantation of Kidō numbered 10 or lower without reducing their power, and further training can expand both limits.

Kakusareta Kyōki
Sometimes your face reveals far more than you want others to know. Fortunately, yours no longer does. You possess complete conscious control over your facial expressions, allowing you to convincingly display whatever emotion you desire regardless of what you're actually feeling. You can appear trustworthy, terrified, cheerful, emotionless, furious, or completely insane without accidentally revealing your true emotions.

Tekagen
Apparently winning normally isn't entertaining enough. You possess an exceptional talent for deliberately handicapping yourself without losing control of the handicap. Covering an eye to limit your vision, wearing bells that reveal your position, restricting your spiritual power, fighting one-handed, or imposing similar disadvantages upon yourself can all be done precisely. You always understand exactly how much a chosen handicap is restricting you and can remove it whenever you wish.

Bubun Kaihō
You have discovered an unusual method of controlling transformation-based abilities. Instead of fully releasing your Shikai, you may partially release it, accessing approximately one-third of its complete power and abilities. If you possess Bankai, you may similarly invoke it under a false name to release approximately half of its true power. In future worlds, this ability extends to other powers requiring transformations, releases, or activated states, allowing you to deliberately manifest weaker partial versions rather than always using their full strength.



200CP:

Sentō Shikō
A sharp mind can be just as important as a sharp Zanpakutō. During combat, you can calmly keep track of your stamina, remaining spiritual power, available techniques, injuries, enemy movements, battlefield conditions, and other important factors without becoming mentally overwhelmed. This greatly improves your ability to make quick tactical decisions, adapt to opponents, and survive prolonged battles.

Gin no Shita
Well, aren't you charming, Jumper? Much like the currently beloved Captain Aizen, your speech, mannerisms, and behavior make it remarkably easy to win people over. People are more willing to hear you out, give your words serious consideration, and develop a positive impression of you. Really, isn't Soul Society fortunate to have such a wonderful Captain like Aizen?

Jaaku na Hohoemi
There is something deeply unsettling about your smile. Much like Captain Unohana calmly smiling while disciplining unruly members of the Eleventh Division, you can radiate an intense aura of fear and intimidation simply by smiling. The stronger and more skilled you become in combat, the more terrifying this effect becomes, until weaker opponents may instinctively realize that provoking you was a terrible mistake.

Reiatsu Inpei
A Shinigami's spiritual energy can attract Hollows like blood in the water, so you've learned to completely conceal your Reiatsu. Hollows and other beings that primarily rely upon instinct or spiritual senses can no longer easily detect or track you through your spiritual presence. Intelligent opponents with specialized detection abilities may still locate you, but even they will have considerably greater difficulty sensing your Reiatsu.

Onmitsukidō
You have received training from the Onmitsukidō, or perhaps served within a private assassination force belonging to one of Soul Society's noble houses like theKasumiōji . You are highly skilled at stealth, infiltration, silent movement, assassination, and eliminating targets without leaving obvious evidence behind. Moving without making a sound and approaching unsuspecting targets unnoticed have become second nature to you.

Shinigami no Chikara Jōto
Though normally forbidden, you know how to transfer your Shinigami power to a living Human by piercing their heart with your Zanpakutō. Your transfers are 100% accurate, allowing you to decide exactly how much power you give them without accidental over-transfer. The recipient becomes a Substitute Shinigami, with their initial strength and Zanpakutō proportional to the amount of power you transferred.In a month your lost power will return to you,

Your recipient isn't permanently dependent upon your borrowed power. Within approximately one year, their own Shinigami potential begins properly manifesting, eventually allowing them to develop personal abilities and potentially awaken their own Shikai. They may also independently learn Zanjutsu, Hakuda, Hohō, and Kidō through proper training.

Ten'i Shokkō
Your skill with cloth rivals the craftsmanship associated with Senjumaru Shutara of the Royal Guard. With little more than cloth and thread, you can rapidly create beautiful and exceptionally well-made clothing. Given Reishi or equivalent supernatural materials in future worlds, you can produce spiritually enhanced garments such as Shihakushō and protective clothing capable of increasing the wearer's defenses.

With appropriate materials, you can weave additional supernatural properties into your creations. Clothing might accelerate healing, resist extreme temperatures, withstand spiritual attacks, conceal the wearer's presence, or possess other abilities appropriate to the materials and techniques used to create it.

Fūshin Kekkai
You possess a specialized sealing art designed to capture rather than kill. By closing your heart to the intention of killing your target, you can create exceptionally powerful barriers and seals capable of restraining dangerous enemies, making this particularly useful against beings who cannot permanently die.

While maintaining this state, however, you become incapable of deliberately killing someone, and your offensive abilities are greatly reduced. In exchange, your barriers, restraints, healing, support techniques, and other non-offensive abilities become considerably stronger until you release the restriction.

Jinsei Ōka
Shinigami constantly live alongside death. A routine patrol could become your final battle without warning, so you've learned to live life to its fullest. You can genuinely enjoy small pleasures, celebrations, friendships, hobbies, food, drink, and moments of peace without constantly worrying about what might happen tomorrow. Even after experiencing hardship, you find it considerably easier to appreciate the good moments life still offers.

Reiatsu Kantsū
Battles between spiritual beings are often battles of Reiatsu. When the difference in spiritual power becomes enormous, weaker attacks and supernatural abilities may be suppressed or even completely negated by the stronger opponent's Reiatsu. You have learned to counter this by concentrating your spiritual pressure and the power of your attack into an incredibly focused point.

Even when an opponent's superior Reiatsu or ability in future worlds would normally completely negate your attack or ability, at least 20% of its normal effectiveness will break through. This doesn't erase the difference in power between you a vastly stronger enemy still possesses an enormous advantage but raw spiritual pressure alone can never reduce your properly focused abilities completely to zero.

400CP:

Chō Hansha
Decades of battle as a Shinigami have honed your instincts until your body can react almost automatically to danger. You instinctively respond to both offensive and defensive actions from your enemies, allowing you to dodge, block, counterattack, or reposition yourself with minimal conscious thought. Your offensive instincts are equally refined, naturally directing your attacks toward vital points and openings to make every successful strike considerably more dangerous.

Shunpo Tatsujin
You have mastered Shunpo, one of the four fundamental Shinigami combat arts. Your skill approaches masters such as Yoruichi Shihōin and Byakuya Kuchiki, allowing you to perform Shunpo several hundred times consecutively without becoming exhausted. Among Shinigami of your general level of power, your Shunpo is among the fastest and longest-reaching, allowing you to rapidly cross enormous distances or overwhelm opponents through sheer movement speed.

Kidō Gokui
Your mastery of Kidō is sufficient to qualify you for service within the Kidō Corps. You know and have mastered Kidō spells up to #60 and can cast spells up to #50 without incantations while retaining their normal effectiveness. If you possess either Taichō-kyū or Kidō Senmonka, your mastery increases to Kidō #80, while you may cast spells through #60 without incantations.

If you possess both Taichō-kyū and Kidō Senmonka, your mastery reaches its peak. You know all standard Kidō spells from #1 through #99, across Hadō, Bakudō, and their related disciplines, and can effortlessly cast spells up to #80 without their incantations while maintaining their normal effectiveness.

Hakuda Gokui
You have mastered Hakuda, turning your own body into a weapon every bit as dangerous as a Zanpakutō. Your hand-to-hand combat skill approaches masters such as Suì-Fēng and Yoruichi Shihōin, allowing you to fight effectively even when disarmed or when your Zanpakutō's abilities are unsuitable for the situation. Among opponents of comparable physical and spiritual power, you are

one of the most skilled hand-to-hand combatants, expertly combining strikes, counters, grappling, movement, and spiritual power into your fighting style.

Senryaku Junbi
Preparation can decide a battle before it even begins, similar to Urahara. You possess an exceptional instinct for determining what equipment, supplies, weapons, medicine, tools, and countermeasures you should bring before entering a dangerous situation. Even when facing an unfamiliar enemy, you can make remarkably accurate predictions about what preparations might turn the battle in your favor. As long as you've had some opportunity to prepare, it becomes extremely difficult for a new opponent to catch you completely off guard.

Gijutsu Kaihatsu no Tensai
Much like Mayuri Kurotsuchi, you possess tremendous talent for science, research, invention, and technological development. You can study unfamiliar technology or supernatural phenomena, understand their underlying principles, and use that knowledge to create new devices, medicines, weapons, modifications, and countermeasures with remarkable ease. Given sufficient resources and research time, you possess all the talent necessary to become one of the leading minds of the Shinigami Research and Development Institute or its equivalent in future worlds

Oite Nao Sakan
Just look at ancient Shinigami such as Genryūsai Shigekuni Yamamoto and Retsu Unohana. Despite living for more than a thousand years, their age did little to diminish their terrifying combat ability. You now possess the same blessing. Age will never weaken your body or abilities; your strength, speed, reflexes, stamina, senses, memory, and supernatural powers will never deteriorate merely because you've grown older. No matter how many centuries or millennia pass, you may remain permanently at your physical and mental prime.

Better still, you have some control over how aging affects your appearance. You may allow yourself to visibly grow older if you wish, stop your apparent aging at any point, or maintain your most youthful adult appearance indefinitely.

Kaidō Gokui
You have mastered Kaidō, the healing branch of Kidō, with skill approaching that of Fourth Division Captain Retsu Unohana. Given sufficient time outside of active combat, you can heal severe physical wounds, restore fatigue, and replenish a patient's Reiryoku, allowing even heavily injured Shinigami to make remarkably complete recoveries. If you are a member of the Fourth Division, your experience there further improves the speed, efficiency, and precision of your healing techniques.

If you also possess Bannō Ijutsu and Taichō-kyū, your Kaidō reaches an extraordinary level. Your healing techniques can be performed almost instantly even during active combat and with several minutes of concentrated treatment, you can take someone from the brink of death to being fully healed and capable of fighting again, provided they are still alive when your treatment begins.

Shinjitsu no Kankaku
Illusions are rare abilities among Shinigami, as not many Zanpakutō possess the power to control one or even all five senses. I mean, who would have such an ability and not explain what it does to their allies, right? Regardless, you are now completely immune to all forms of hypnosis, illusions, and supernatural sensory manipulation, preventing your sight, hearing, smell, taste, touch, or other senses from being falsely controlled.

Though I'm really not sure why you'd ever need something this specific.



600CP:

Kenpachi
Even as a child, you knew there was something abnormal about you. Your natural power was so far beyond the Shinigami of your generation that finding people capable of truly challenging or understanding you was nearly impossible. Choose either Physical Ability or Spiritual Pressure. Your chosen attribute possesses three times the raw potential and natural power of a Shinigami of the same general rank as you.

Your greatest gift, however, is your monstrous potential for growth. When fighting an enemy who genuinely pushes you toward death, your chosen attribute begins rapidly increasing during the battle itself. The greater the danger and stronger your opponent, the faster you develop, continuing until you gain enough strength to surpass the opponent forcing you beyond your limits.

Like Zaraki Kenpachi, your potential has no natural ceiling. There is no predetermined maximum to how physically or spiritually powerful you may eventually become, you can continue becoming stronger indefinitely.

Finally, you possess Zaraki's frightening instinct for combat. Fighting techniques that would normally require months or years of practice can be understood at extraordinary speed, allowing you to learn and effectively apply entirely new weapons, fighting styles, and combat techniques within mere hours of serious practice.

Yachiru
The First Kenpachi of the Eleventh Division, Retsu Unohana, was once known as Yachiru Unohana. Unlike many of the brutal warriors who would later inherit the title of Kenpachi, she did not rely solely upon overwhelming strength or wild attacks. The name Yachiru reflected her mastery of countless forms of swordsmanship, making her one of the greatest Zanjutsu practitioners Soul Society had ever produced.

You have achieved a similar level of mastery, having learned thousands of different styles, schools, and methods of Zanjutsu. You can freely mix and match techniques from these styles, seamlessly changing your stance, rhythm, reach, defensive method, and attack pattern in the middle of combat.

This mastery is not limited to the sword. Should you choose to learn another type of weapon, your understanding of Zanjutsu translates remarkably well to it. While you must still learn the weapon's unique characteristics, your existing weapon mastery drastically accelerates the process, allowing you to eventually achieve the same extraordinary versatility

Shunkō
Shunkō is the fusion of Hakuda and Kidō at will, you can focus your Reiryoku around your back and shoulders, causing it to erupt outward as wing-like masses of Kidō energy. While Shunkō is active, your strength, speed, agility, and endurance are increased to three times their normal level, while any Kidō, magic, or similar spells you cast are likewise amplified to three times their normal power. You can continuously maintain Shunkō for five minutes, after which you must rest for ten minutes before activating it again.

You can also circulate the spiritual energy of Shunkō around your arms and legs in rapid rotating currents. By intercepting an incoming Kidō or similar magical attack with these currents, you can weaken, disperse, or potentially completely negate it, depending on the difference in power between you and the attacker. Unfortunately, Shunkō's tremendous energy is concentrated around your back and shoulders, meaning ordinary clothing covering your back is immediately destroyed whenever you activate it.

If you possess Kidō Gokui You can permanently infuse your Shunkō with one element, granting it additional properties. Wind emphasizes cutting power and greatly increases agility. Lightning emphasizes piercing attacks and further increases speed. Fire surrounds your body in flames, damaging nearby enemies and adding burning damage to your attacks. Water emphasizes powerful impact attacks while slightly enhancing healing and regeneration. Earth forms spiritual armor around your body, greatly increasing your defenses without reducing your speed or agility.

If you possess Hakuda Gokui Its physical enhancement increases from 3× to 7×, and you can maintain Shunkō continuously for an entire day without fatigue, using it almost as naturally as your normal state. You also become exceptionally skilled at incorporating other forms of magic, martial arts, and supernatural

energy systems into Shunkō, allowing their techniques and properties to be combined with it far more easily.

Bankai
Bankai the second and supposedly final release of a Zanpakutō is a power attained only by the most exceptional Shinigami. Even among the Four Great Noble Families, generations may pass without producing someone capable of achieving it. Those who master Bankai inevitably become figures of significance within the history of Soul Society. Now, you are one of them.

You have successfully manifested and mastered your Zanpakutō's Bankai, unlocking its true power and abilities beyond those available through Shikai. Regardless of the exact nature of your Zanpakutō, activating Bankai provides an overall 10× increase to your fighting capability, representing the enormous increase in power brought about by its final release.

Additionally, you receive 1,000 extra CP specifically for constructing your Bankai in the Zanpakutō Builder below. Anything purchased with these 1,000 CP is only available while your Bankai is active and cannot normally be accessed through your sealed Zanpakutō or Shikai.

Finally, purchasing this perk grants you full access to the Bankai Section of the Zanpakutō Builder, allowing you to purchase abilities, transformations, enhancements, and other options that specifically require Bankai.



Kaizō Konpaku
Project Spearhead was created to narrow the numerical gap between Shinigami and Hollows by producing artificial souls specifically designed for combat. These Modified Souls, or Mod-Souls, are condensed into small candy-like spheres like ordinary artificial souls, but possess far greater independence and specialized supernatural abilities. Different Mod-Souls can possess enhanced strength, speed, endurance, illusion creation, transformation, teleportation portals, or other specialized powers. They were originally intended to inhabit corpses and serve as soldiers against Hollows before the project was abandoned.

Much like Kagerōza Inaba, you have mastered the science required to create Mod-Souls yourself. You can design each one with its own personality and specialized abilities and construct special Gigai capable of containing them and allowing them to properly use their powers. The stronger and more complicated the Mod-Soul and its abilities, the greater the time and resources required to create it. Your mastery grants you two additional applications of this technology.

Reigai by collecting sufficient information about an individual through their Reiatsu, Reiryoku, or another form of supernatural energy they produce, you can create a Mod-Soul based upon them and construct a specialized Gigai capable of containing it. The resulting Reigai is an extraordinarily accurate copy of the original, possessing their appearance, memories, personality, skills, and supernatural abilities. However, Reigai tend to be considerably more aggressive than their originals, and their replicated abilities can eventually become superior to those of the person they were copied from.

The more powerful or complicated the original individual is, the more information, time, and resources are required to create both their Mod-Soul and the Gigai necessary to contain their power. Reigai created through this method can also be distinguished from their originals by the distinctive purple spiritual lightning that occasionally emanates from their eyes.

Gikon Ryōri your understanding of artificial souls also extends to the techniques associated with Kirio Hikifune, the original creator of the artificial-soul technology. You have mastered the ability to infuse your Reiryoku into otherwise non-living substances, with food being your greatest specialty. Alongside this knowledge comes the skill of a genuine master chef, allowing you to prepare exceptionally delicious and spiritually nourishing meals.

Anyone who consumes food infused with your Reiryoku receives spiritual nourishment that temporarily replenishes and strengthens their own Reiryoku and supernatural energy reserves. Regular consumption alongside proper training can significantly improve the effectiveness of that training, allowing the eater to develop their power, stamina, and endurance more efficiently than they normally could. The quality of the ingredients, amount of Reiryoku invested, and your own power determine just how effective the resulting meal can become.

Asauchi Tanzō
It seems you studied under Ōetsu Nimaiya, creator of the Zanpakutō, and learned the secret art of forging Asauchi. These nameless, blank blades are the foundation of every ordinary Shinigami's Zanpakutō and possess nearly limitless potential, capable of developing into virtually any kind of Zanpakutō depending upon the soul of their wielder. You can now personally forge and create fully functional Asauchi, with sufficient materials and time.

An Asauchi begins as a blank spiritual vessel. By carrying it, training with it, sleeping beside it, and continuously exposing it to their spiritual essence, its wielder gradually imprints their soul upon the blade. The blank spirit within consequently develops its own appearance, personality, name, and abilities based upon its wielder. Before this process, the manifested spirits of your Asauchi resemble featureless humanoid beings, but they become increasingly individualized as their connection with their wielder develops.

Your apprenticeship has also granted you an extraordinary connection to the Zanpakutō you create. You instinctively know the name and location of every Zanpakutō forged from one of your Asauchi, regardless of distance, who currently possesses it, or how many times it has changed hands. Once an Asauchi begins developing into a true Zanpakutō, you also become aware of its true name.

This ability continues functioning in future worlds. Any capable individual you personally provide with an Asauchi can develop their own unique Zanpakutō even if they were never a Shinigami. After approximately one month of regularly carrying, using, and bonding with the Asauchi, they will begin hearing their Zanpakutō Spirit and awakening the unique abilities of their blade. Further stages such as Shikai and Bankai still require the appropriate training.

Ōken
Well, well. It seems Adnyeus, the Soul King, has personally granted you his blessing, transforming the very bones of your body into an Ōken. This transformation permanently enhances your Reiryoku reserves to become twice what they otherwise would have been. Your body has also become an extraordinarily valuable material. Your bones, hair, blood, skin, and other body parts possess tremendous spiritual quality and can be used as components for crafting powerful weapons, clothing, artifacts, medicines, and other equipment. Items properly created from these materials naturally possess exceptional durability and defensive qualities, with sufficiently skilled craftsmen capable of drawing out even greater supernatural properties from them.

As a living Ōken, you possess the right and ability to freely travel between the different spiritual realms of Bleach, including normally restricted locations such as the Soul King Palace. In future Jumps, this adapts to the local cosmology, allowing you to travel between the different worlds, dimensions, afterlives, and similar realms that naturally belong to the same universe.

Finally, your existence has become exceptionally difficult to permanently destroy. Should you be killed, you remain spiritually connected to those who remember you. Whenever another living person speaks your name aloud, you can use that connection to restore yourself and resurrect. You can only be permanently killed if no living person remains who remembers and speaks your name.

Zanpakutō Sakusei:

Every Shinigami possesses a Zanpakutō shaped by their own soul, and here you will decide exactly what form your Zanpakutō takes and what abilities it

possesses. You may customize its appearance, Zanpakutō Spirit, Shikai, special abilities, release command, and any other available options presented below.

Your purchases in this section determine the powers and characteristics of your Zanpakutō. Unless otherwise stated, abilities purchased for your Shikai become available whenever your Zanpakutō is released and may grow stronger alongside you through training.

If you purchased Bankai, you receive an additional 1,000 CP to spend exclusively within the Bankai Section of this builder. You also gain access to all options marked as requiring Bankai. These additional 1,000 CP and anything purchased with them are only available while your Bankai is active.

Zanpakutō Fūin Keitai :

Before awakening Shikai, every Zanpakutō possesses a sealed form. Choose one of the following forms for your Zanpakutō. Each has its own advantages and disadvantages while your Zanpakutō remains sealed.

Katana
The classic weapon carried by the majority of Shinigami. A katana offers an excellent balance between speed, reach, defense, and attack power, without specializing too heavily in any one area. Because of this balanced design, your Zanpakutō provides a small overall boost to your combat abilities while in its sealed form.

Wakizashi
A shorter and lighter sword traditionally carried by samurai. Its reduced size allows your Zanpakutō to be wielded considerably faster than most sealed Zanpakutō, making rapid attacks, counters, and defensive movements much easier. However, this comes at the cost of reduced attack power and reach compared to larger blades.

Ōdachi
Your sealed Zanpakutō takes the form of an enormous Ōdachi. Its tremendous size and weight grant your attacks greater reach and considerably increased

striking power, allowing even ordinary sword swings to hit with tremendous force. However, the weapon is slower and less maneuverable than most Zanpakutō.

Tantō
Your Zanpakutō takes the form of a small, extremely lightweight dagger. Among the standard sealed forms, it possesses the lowest individual attack power and shortest reach, but compensates through exceptional speed. You can unleash far more attacks in the same amount of time, making it excellent for rapid combinations and close-range combat.

Nichiyōhin
Rather than resembling a weapon, your sealed Zanpakutō appears to be an ordinary everyday object, such as a cane, walking stick, umbrella, fan, or another similarly sized item. You may freely alter its appearance between ordinary objects of roughly the same general size, making it exceptionally easy to disguise your Zanpakutō and carry it without attracting attention.

Unlike the weapon forms above, this option provides no direct improvement to your combat abilities while sealed. Its advantage lies entirely in the ability to disguise your Zanpakutō as something completely harmless.

Zanpakutō Shikai-gata:

When you call your Zanpakutō's name and release its Shikai, its true nature begins to reveal itself. Choose one of the following Shikai types. This determines the primary way your Zanpakutō enhances you whenever Shikai is active.

Chikara-gata

Your Shikai specializes in overwhelming physical force. While released, the power behind your physical attacks is increased to 1.5× its normal level, making your strikes considerably more destructive.

Sokudo-gata
Your Shikai specializes in speed above everything else. While released, your movement and combat speed are increased to 2× their normal level, allowing you to attack, evade, and reposition considerably faster.

Gikō-gata
Rather than directly increasing your physical attributes, your Shikai dramatically improves your precision, efficiency, and combat technique. Your attacks naturally become better at exploiting openings, targeting weak points, and striking vulnerable areas, allowing you to inflict greater damage without requiring greater raw strength.

Kidō-gata
Your Shikai provides no direct enhancement to your physical abilities. Instead, it specializes entirely in the supernatural abilities of your Zanpakutō. All special abilities granted by your Zanpakutō become more powerful and efficient, while requiring one-third less Reiryoku to activate and maintain.

Zanpakutō Shikai Keitai :

When a Zanpakutō enters Shikai, its physical appearance often changes to reflect the nature of its wielder and Zanpakutō Spirit. Here you may decide exactly what your released Zanpakutō looks like.

Kaigō to Na [Free]
Every Shikai needs a name and release command. You may freely choose both for your Zanpakutō. Since Zanpakutō traditionally possess Japanese names, you

are encouraged to give yours an appropriate Japanese name, while its release command may be anything from a single word to a short poetic phrase.

Examples include commands such as “Scatter,” “Roar,” “Dance,” “Raise Your Head,” or anything else appropriate to your Zanpakutō's personality and abilities.

Buki Henka[Free]
Choose the physical weapon your Zanpakutō becomes upon entering Shikai. You may select virtually any melee or thrown weapon, including swords, spears, axes, scythes, rapiers, hammers, boomerangs, whips, or stranger designs. Your Shikai may also simply remain the same general weapon type as its sealed form.

This option does not normally allow weapons that fundamentally depend upon external ammunition or complex ranged mechanisms, such as conventional firearms.

Kibatsu na Katachi [Free]
Once you've selected your weapon type, you may customize its appearance however you wish. Add unusual blades, strange curves, ornaments, chains, cloth, engravings, colors, oversized components, or other distinctive features.

Your Zanpakutō could possess a strange shape like Wabisuke, an elegant white appearance with flowing cloth like Sode no Shirayuki, or something entirely original. These aesthetic choices never hinder you in battle, regardless of how impractical the design would normally be, so feel free to make your Shikai as simple or outrageous as you desire.

Buki Torikomi [Free]
You may freely import an existing weapon into your Zanpakutō. Its appearance can then be altered and customized through the other options in this section to better suit your Shikai.

Buki Yūgō [100 CP]

Perhaps one weapon simply isn't enough. You may permanently combine two additional melee or thrown weapons into your Shikai, merging their forms and characteristics into a single Zanpakutō design.

This fusion is permanent and cannot normally be reversed. You may purchase this option repeatedly, with each additional 100 CP allowing you to incorporate another two weapons into your Shikai.

Sōgyo no Zanpakutō [300 CP]
Your Zanpakutō possesses the extraordinarily rare dual-blade phenomenon, placing you among the tiny number of Shinigami such as Jūshirō Ukitake and Shunsui Kyōraku whose released Zanpakutō naturally manifest as two weapons.

When you activate Shikai, your Zanpakutō divides into two weapons. They may share the same general design while differing in size or minor details, or you may customize each blade separately through Import and Combined. One twin may therefore possess a completely different weapon form or incorporate different imported weapons from the other.

The dual nature of your Zanpakutō also greatly enhances its released power. While both halves of your Zanpakutō are active, the effectiveness of your Shikai's abilities is increased to 2× their normal level. Also if you wish you can make your sealed state have two distinct swords if you wish.

Shikai Zanpakutō Nōryoku:

Here you will determine the unique abilities your Zanpakutō possesses while its Shikai is active. These powers represent the nature of your Zanpakutō Spirit and the abilities manifested through your soul. You may select one ability costing 400 CP or less for free. Alternatively, you may sacrifice this free selection to purchase

one 600 CP ability at a discount. All additional abilities must be purchased at their listed prices.

Zanpakutō no Jōji Nōryoku [Free]
Every Zanpakutō you create possesses the following abilities automatically. Unlike the special abilities purchased later in this section, these properties function in both its sealed form and Shikai.

Konsō
Your Zanpakutō can perform Konsō, guiding wandering souls to their appropriate afterlife and allowing them to continue through the cycle of souls.

Jiko Shūfuku
Should your Zanpakutō become damaged or broken while in its sealed form or Shikai, it will automatically regenerate and restore itself to perfect condition within four days, provided its spiritual connection to you remains intact.

Horo no Jōka
When your Zanpakutō kills a Hollow, it purifies the soul rather than simply destroying it. This ability also extends to evil spirits, undead, and similar supernatural beings encountered in future worlds, allowing their souls to pass into the appropriate afterlife.

However, purification does not erase the sins committed by a soul during its original mortal life. If the individual was sufficiently evil while alive, their purified soul will instead be sent to Hell to face the consequences of those actions.

Zanpakutō no Seirei [Free]
Every Zanpakutō possesses a spirit representing the nature of its wielder's soul. You may freely design your Zanpakutō Spirit's appearance, personality, voice, and mannerisms. Whether your spirit takes the form of a human, animal, mythical

creature, or something entirely unusual is up to you. This being will serve as both your lifelong companion and the living embodiment of your Zanpakutō's power.

Seirei Torikomi [100 CP]
You may import one existing creature, character, or artificial intelligence to serve as your Zanpakutō Spirit, adapting them into a spiritual being intrinsically connected to your soul and weapon. They retain their original personality and identity while assuming the role of your Zanpakutō Spirit.

Kijin [100 CP]
With a simple verbal command or gesture, you can instantly summon your Zanpakutō back into your hand, regardless of whether it was dropped, thrown, or forcibly knocked away.

Jōji Kaihō [100 CP]
Your Zanpakutō possesses the rare ability to remain permanently in its Shikai state without requiring you to continuously maintain its release. You can freely access its released appearance and abilities as naturally as you would wield an ordinary sealed Zanpakutō. Any passive benefits normally available in your sealed form remain active alongside your Shikai abilities.

Bunsetsujin [100 CP]
Your Zanpakutō's Shikai can separate into three to eight interconnected segments. At will, you may extend, retract, and manipulate these sections, allowing your weapon to strike from unusual angles. The segments remain connected as parts of the same weapon, allowing you to alternate freely between its ordinary shape and extended configuration.

Kōgekiryoku Kyōka [100 CP]
While your Shikai is active, its spiritual energy reinforces your entire body, granting an additional 2× enhancement to all your physical attributes, including

strength, speed, agility, and endurance. This enhancement stacks with the benefits provided by your chosen Shikai Type.

Senkō [100 CP]
Whenever you activate your Shikai, your Zanpakutō can release an intense burst of brilliant light capable of temporarily blinding and disorienting nearby opponents.

Yaiba Seisei [100 CP]
With a simple command or gesture, you can manifest numerous spiritual blades and launch them toward your opponents. These blades can be produced in rapid succession and directed at multiple targets, allowing you to overwhelm enemies with volleys of cutting projectiles.

Tajū Zangeki [200 CP]
Every time you strike with your Zanpakutō, your attack produces an additional simultaneous strike, effectively doubling the number of hits and the physical damage inflicted. You may purchase this ability multiple times. Each additional purchase costs 100 CP and adds two more simultaneous strikes to every attack.

Reishi Threads [200 CP]
Your Zanpakutō can produce threads woven from pure Reishi. These threads can be used to create and reinforce clothing, granting garments enhanced durability and allowing them to be infused with additional properties. They can also be used for medical purposes, stitching wounds closed, reconnecting severed limbs, and repairing damaged tissue.

Reigeki [200 CP]
Your Shikai can concentrate your Reiryoku within its blade before releasing it as a powerful blast of spiritual energy. You may fire these blasts individually or continuously, with their destructive power determined by how much Reiryoku you invest in each attack.

Gokan Sōsa [200 CP]
Choose one of the five traditional senses: sight, hearing, smell, taste, or touch. Your Shikai gains the ability to manipulate that particular sense in anyone

affected by its power. You may distort, suppress, enhance, or fabricate sensations associated with your chosen sense, allowing you to deceive opponents or interfere with their perception of the battlefield.

Hishōdan [200 CP]
Your Shikai can transform into a collection of up to 100 smaller projectiles, become a single large projectile, or produce detachable ornaments and weapon components that can be launched at your enemies.

You can freely direct and control these projectiles during flight, allowing them to pursue moving targets, change direction, and attack from multiple angles. Their accuracy and maneuverability are considerably greater than the ordinary blades created through Yaiba Seisei.

Yaiba Saisei [200 CP]
Your Zanpakutō no longer needs to wait for its natural regeneration to repair ordinary damage. Whenever your blade is chipped, broken, or otherwise damaged, you can instantly reconstruct it by expending Reiryoku, restoring it to its original condition.

Saimin-on [200 CP]
Your Zanpakutō can continuously produce a subtle sound, melody, or rhythm of your choosing. Opponents whose spiritual power is weaker than yours can be rendered unconscious by the sound, while stronger individuals may experience drowsiness or difficulty concentrating without necessarily being incapacitated.

Mahi Doku [200 CP]
Your Zanpakutō produces a paralyzing poison that enters an opponent's body whenever your blade cuts them. The affected limb gradually loses its ability to move, becoming completely paralyzed. However, the poison does not suppress pain, meaning your opponent remains fully capable of feeling the injuries inflicted upon them.

Hanasaku Noroi [200 CP]
Your Zanpakutō can release pollen that settles upon enemies, weapons, equipment, and surrounding surfaces. At will, you can cause this pollen to bloom

into beautiful flowers of your chosen appearance. Anything covered by these flowers becomes incapable of functioning or being used properly until the flowers are physically removed or destroyed.

Genso Sōsa [200 CP]
Your Zanpakutō possesses an elemental nature. Choose one element, such as Fire, Water, Wind, Earth, Ice, or Lightning. While your Shikai is active, you can generate and manipulate your chosen element through your Zanpakutō, incorporating it into your attacks and special techniques.

Jūryō Baika [200 CP]
Every successful strike with your Zanpakutō causes the target's weight to double. This effect accumulates with repeated strikes, causing the victim or affected object to become progressively heavier. A second strike doubles its current weight again, resulting in four times its original weight, followed by eight times after a third strike, and so forth.

Kizu Kyūshū [200 CP]
Your Zanpakutō possesses the ability to absorb the injuries, damage, and fatigue of anyone you strike, storing this suffering as spiritual energy within the weapon. A visible meter on your Zanpakutō indicates how much damage has been accumulated.

Once the meter is completely filled, you may release all the stored suffering in a single devastating blast. Even an Unseated Shinigami could use a fully charged blast to kill a Menos Grande Gillian with relative ease. After releasing this attack, the meter becomes completely empty, requiring you to accumulate damage and fatigue again before another full-powered discharge.

Kūkan Sōsa [200 CP]
Your Zanpakutō can create circular portals that connect two points in space within a three-kilometer radius of your current location. These portals allow you to

instantly transport yourself, other people, weapons, projectiles, and objects between their openings.

Shinshuku Jizai [400 CP]
Your Zanpakutō can extend and retract itself at tremendous speed, reaching a maximum length of two kilometers . This transformation happens almost instantaneously, allowing you to strike distant opponents before they can react or rapidly return your weapon to its original size.

Kyūshū Hansha [400 CP]
Your Zanpakutō can absorb incoming Reishi-based, spiritual, or magical attacks, storing their energy within itself rather than allowing them to harm you. You may subsequently release the absorbed energy as a powerful counterattack, either returning the original attack to its sender or concentrating the stored power into a blast of your own. Your ability to absorb particularly powerful attacks depends on your own spiritual strength and the amount of energy your Zanpakutō can safely contain.

Warabe Asobi [400 CP]
Your Zanpakutō can manifest children's games, transforming the surrounding battlefield into a playground governed by their rules. You and your Zanpakutō Spirit may select whichever childhood games you wish to manifest. However, the rules must be clearly explained to your opponents before they can participate. Once a game begins, its rules become laws that affect everyone involved, including yourself. These games function similarly to the ordinary games played by children, although their effects can make losing considerably more dangerous.

Reiryoku Kyūshū [400 CP]
Your Zanpakutō manifests five powerful tendrils capable of extending outward and restraining your enemies. Once a tendril captures a target, it begins draining

their Reiryoku and life energy, potentially continuing until the victim dies. The stolen energy is transferred directly to you, restoring your spiritual reserves, healing your injuries, and replenishing your stamina.

Gen'ei Gugen [400 CP]
Your Shikai manifests an enormous pair of spectral arms behind your body. These arms mimic your movements, allowing you to deliver additional physical attacks, defend yourself, or strike opponents beyond your normal reach.

You may customize the appearance of these manifestations, replacing the arms with tentacles, dragon heads, monstrous limbs, or similar appendages. Regardless of their appearance, their primary function remains the same: performing powerful physical actions in accordance with your movements.

Nigeki Hissatsu [400 CP]
Your Zanpakutō produces a poison that marks any location on an opponent's body struck by your blade. If you successfully strike the exact same location a second time, the poison activates and delivers a lethal effect, allowing you to kill opponents who might otherwise withstand your ordinary attacks.

Sajīn no Yaiba [400 CP]
At will, your Zanpakutō can transform into an enormous stream of spiritually empowered sand. You can freely manipulate this sand, directing it to pursue enemies, or tear opponents apart. Each individual grain acts as a tiny cutting blade, allowing your sand to inflict countless wounds simultaneously.

Kemono Shōkan [400 CP]
Your Shikai takes an unusual form. Rather than simply transforming your blade, activating it summons one to three living creatures that fight alongside you. These creatures possess their own personalities, instincts, and independent movement, although they remain connected to your Zanpakutō. Their strength, combat effectiveness is more effective the lower number of creatures you can summon at once.

Fushi no Kusari [400 CP]
As long as your Shikai remains active, you cannot die from injuries, regardless of how severe they become. You can still experience pain, suffer damage, and

have your body dismembered, but these injuries cannot permanently kill you while this ability is functioning. If your body is torn apart, powerful spiritual chains emerge from your severed remains, drawing your body parts back together and gradually restoring you. This regeneration continues as long as your Shikai remains active and your separated body parts maintain physical contact with your Zanpakutō.

Hikari Sōsa [600 CP]
Your Zanpakutō grants you complete control over light, allowing you to bend, redirect, and manipulate it according to your will. You can render your blade or yourself invisible, distort an opponent's vision, and create elaborate optical illusions.

You can also construct isolated dimensions of light, trapping entire groups of enemies within artificial spaces where their senses are overwhelmed by illusions and they cannot properly detect your presence. These dimensions may even be weaponized as devastating traps: at will, you can collapse one into a single point, crushing and destroying everything imprisoned within it.

Kanzen Saimin [600 CP]
Your Zanpakutō possesses the ability to place others under Complete Hypnosis. Anyone who witnesses the activation of your Shikai becomes susceptible to its power. Once affected, you gain complete control over their five senses, allowing you to dictate everything they see, hear, smell, taste, and feel. You may create entirely fabricated experiences, disguise people and objects, conceal your presence, or make your victims perceive events that never occurred. The hypnosis remains under your control, allowing you to manipulate the affected individual's perception whenever you desire.

Kamigoroshi [600 CP]
Your Zanpakutō possesses a unique property that makes it exceptionally dangerous to divine beings. Whenever your blade strikes something possessing

divine power or a divine nature, it can absorb and disperse that divinity, weakening the target and stripping away the supernatural protection granted by their godhood.

This property continues functioning in future worlds, allowing your Zanpakutō to harm gods, demigods, divine constructs, and other beings empowered by divinity.

Zettai Setsudan [600 CP]
Your Zanpakutō possesses an almost absurd degree of sharpness, making it one of the deadliest cutting weapons in Soul Society. Its blade can slice through virtually anything placed in its path, bypassing conventional armor, physical durability, and ordinary attempts to block it. Rather than relying upon overwhelming force, your Zanpakutō simply cuts through whatever it strikes.

Horo no Zanpakutō [600 CP]
Your Zanpakutō is extraordinarily unusual, possessing a Hollow as its Zanpakutō Spirit rather than an ordinary spiritual manifestation. This Hollow possesses power comparable to an Adjuchas-class Menos, granting your weapon an inherently Hollow-like nature.

Whenever you wield your Zanpakutō's released powers, you may also access Hollow techniques such as Cero, Sonído, and Pesquisa, incorporating them into your fighting style and Zanpakutō abilities. If you possess Visored: Your Zanpakutō Spirit's inherent power increases from Adjuchas-class to Vasto Lorde-class, granting your Hollow abilities considerably greater potential.

Nōryoku Mohō [600 CP]
Your Zanpakutō can replicate the abilities of other Zanpakutō, supernatural techniques, and magical systems simply by witnessing them being used once. The effectiveness of a copied ability depends upon your own Reiatsu and spiritual power. You may maintain and use multiple copied abilities simultaneously, but doing so divides your Zanpakutō's available power between them. Consequently, the more copied abilities you activate at once, the weaker each individual ability becomes.

Na o Ubau [600 CP — Cannot Be Discounted]

Your Zanpakutō embodies the primordial power of names and chaos, continuously producing black ink capable of stripping away the names of anything it covers.

Even in its sealed state, anything struck and covered by this ink loses half of its name, causing its power and capabilities to be reduced by half.

Upon activating Shikai, anything completely covered by your black ink has its entire name erased, stripping away the power associated with that name and rendering the affected person or object powerless.

After all, names possess power. To lose half your name is to lose half your strength, while losing your name entirely means losing the very power that defines your existence.



Bankai Zanpakutō Nōryoku:

Here you will determine the unique abilities your Zanpakutō possesses when its Bankai is activated. These abilities represent the ultimate manifestation of your Zanpakutō Spirit and the true potential of your weapon.

This section is exclusively available to those who have purchased the Bankai perk, which grants an additional 1,000 CP to spend on abilities from either this section or the preceding Shikai Section.

Bankai no Sugata [Free]
Here you may freely design the appearance and manifestation of your Bankai. Decide how your Zanpakutō transforms when you utter the iconic word “Bankai”, along with the new name it receives upon achieving its final release.

Your Bankai may transform your weapon, alter your clothing or appearance, manifest enormous structures, or completely change the surrounding environment. The possibilities are limited only by your imagination. However, these changes are purely cosmetic. Any additional powers effects must be purchased separately through the available Bankai abilities.

Bankai Kyōka [Free/200Cp Each]
Upon activating Bankai, the Shikai ability you originally selected as your free ability receives a tremendous enhancement, increasing its effectiveness to 10× its original power. If you instead sacrificed your free selection to obtain a discount on a 600 CP Shikai ability, that discounted ability receives this enhancement instead. You can spend another 200 CP each to enhance another shikai ability that you bought.

Tsuika no Yaiba [100 CP]
Your Bankai manifests an additional copy of your Shikai weapon, allowing you to wield one extra blade alongside your original. You may purchase this enhancement repeatedly for 50 CP per additional blade, with every purchase adding another weapon to your Bankai.

Nendōryoku [100 CP]
Your Bankai grants you the ability to make your manifested blades float freely around you, controlling their movements entirely through your mind.
You can direct them to attack, defend, pursue opponents, or strike from multiple directions without physically holding them. This ability applies to all blades manifested through your Bankai, including those obtained through Extra Blades.

Rei Sōkō [100 CP]
Your Bankai manifests a new set of clothing that functions as both protective armor and an enhancement to your physical senses. Rather than allowing incoming attacks to directly damage your body, this armor absorbs their impact by consuming your Reiryoku. As long as sufficient spiritual energy remains, you can withstand attacks that would ordinarily injure you. Damage to the armor is automatically repaired as your Reiryoku recovers, allowing the clothing to regenerate alongside your spiritual reserves.

Tsuika no Ude [100 CP]
Your Bankai manifests an additional functional limb extending from your back, granting you another appendage with which to attack, defend, grapple, or wield weapons. You may purchase this enhancement repeatedly for 50 CP per additional limb, allowing you to develop a multi-armed fighting style.

Kyodaika [100 CP]
Your Bankai dramatically increases the size and reach of your Zanpakutō, allowing it to become considerably larger than its Shikai form. You may freely determine its new proportions, with your weapon reaching a maximum length of 23 meters. Despite its enormous size, you remain capable of wielding it effectively without suffering the usual difficulties associated with such an oversized weapon.

Kakusei Chikuseki [200 CP]
When you first activate your Bankai, it begins in a dormant state rather than immediately revealing its full power. As you fight, a visible spiritual meter gradually fills through your combat activity.

Once the meter is completely filled, your Bankai fully awakens, granting an additional 3× increase to its overall power for the remainder of its activation. You must build up this charge again whenever you reactivate your Bankai.

Fushi no Rensa [200 CP]
Your Bankai manifests supernatural chains that connect you to a chosen enemy, binding your fates together. While this connection remains active, neither you nor your linked opponent can die as a direct result of the other's attacks. You may still injure, incapacitate, or defeat one another, but neither can deliver a fatal blow to the other until the connection is broken or your Bankai ends.

Kyoshin Kengen [200 CP]
Your Zanpakutō Spirit manifests behind you as an enormous titan, reaching the height of a skyscraper. This colossal manifestation can perform physical attacks on your behalf, allowing you to strike enemies with tremendous reach and force. You may also channel your Zanpakutō's other abilities through the titan, projecting your techniques from its enormous body rather than your own.

Tekimikata Hanten [200 CP]
Upon activating your Bankai, you may reverse the perception of friend and foe for enemies who witness its release. Those affected begin perceiving their allies as enemies and their enemies as allies, potentially turning entire groups against one another. This ability is especially effective when you fight alone, as bringing your own allies into the battlefield may complicate the resulting confusion.

Gensō Gakudan [200 CP]
Your Bankai produces beautiful music that envelops the surrounding battlefield. Anyone affected by its melodies becomes trapped within powerful auditory illusions that can manifest as tangible effects, allowing the music to physically harm your opponents. You may compose different melodies to produce different illusions and attacks.

Sanketsu no Umi [200 CP]
Your Bankai manifests an enormous ocean of blood, its total volume proportional to the number of people you have killed throughout your existence. This blood is extremely corrosive to your enemies, dissolving anything caught within it. However, it has the opposite effect upon you, continuously healing your injuries and restoring your body whenever you come into contact with it.

Dai Bakuhatsu [200 CP]
Your Bankai grants you access to a single powerful finishing attack, concentrating an immense amount of your spiritual energy into one devastating release. At full power, this attack possesses enough destructive force to level two mountains simultaneously. However, the technique places tremendous strain upon your body and spiritual reserves, leaving you severely exhausted afterward. Because of this strain, you may only use this attack once every four days.

Ryōiki Tenkai [400 CP]
Your Bankai manifests an enormous area of influence approximately the size of a town, with you positioned at its center. Upon activation, you may choose one of two effects for this territory.

Imprisonment: Enemies caught within the area become trapped inside your Bankai's domain, unable to escape through ordinary means until they defeat you or force your Bankai to deactivate.

Ability Expansion: Instead of trapping your opponents, you may cause your Zanpakutō's abilities to passively emanate throughout the entire territory, allowing their effects to reach targets anywhere within the area without requiring you to strike them directly. You may freely choose which effect your Bankai manifests each time you activate it.

Saikōchiku [400 CP]
Your Bankai grants you the ability to reconstruct and reshape anything within your immediate vicinity, allowing you to repair damaged objects, alter their structures, or transform them into entirely new creations.

With sufficient understanding of the materials and mechanisms involved, you can even strengthen reconstructed objects or grant them additional properties and abilities. This power also extends to living bodies, allowing you to repair severe injuries, restore mangled limbs, and reconstruct damaged tissue.

Hebi no Mōdoku [400 CP]
Your Bankai's blade contains an lethal poison hidden deep within its structure. By deliberately shattering a fragment of your blade inside an opponent's body, you can release this poison directly into their system. Once activated, it rapidly disintegrates the victim's cells, causing almost instantaneous death unless they possess an appropriate means of resisting or neutralizing its effects.

Reishi no Wana [400 CP]
Your Bankai allows you to construct elaborate supernatural traps using your Reiryoku, Reishi, and other Zanpakutō abilities. These traps can be concealed throughout the area affected by your Bankai, allowing you to capture, immobilize, or imprison your opponents. With sufficient preparation and spiritual power, you can create prisons capable of holding their victims indefinitely, potentially trapping them for eternity unless the confinement is broken.

Shisha no Gunzei [400 CP]
Your Bankai grants you the ability to resurrect anyone you have personally killed, bringing them back as undead servants under your command. These zombies retain the skills, physical capabilities, and supernatural abilities they possessed while alive, allowing you to assemble an army from the enemies you have defeated throughout your existence.

Bankai Saisei [400 CP]
Unlike ordinary Bankai, which can suffer permanent damage when broken, your Bankai possesses the ability to naturally regenerate itself. Whenever any part of your Bankai is damaged or destroyed, it gradually repairs itself over time, eventually returning to its original condition. Even severe destruction will not permanently cripple your Bankai, although more extensive damage requires a longer recovery period.

Kaimē [400 CP — Requires Na o Ubau]
Your mastery over names has advanced beyond simply erasing them. Whenever you completely remove the name of a person, creature, or object through Na o Ubau, you may use your ink to bestow an entirely new name upon the target.

By writing this new name onto them, you redefine their nature and determine the abilities, characteristics, and power associated with their new identity. A target renamed after something weak may become correspondingly powerless, while one granted the name of something powerful may acquire abilities reflecting that new identity.

Zanpakutō Yūgō [600 CP]
It seems you have transcended even the conventional limits of Bankai. Rather than merely releasing your Zanpakutō's final form, you have achieved complete fusion with your Zanpakutō Spirit, becoming one with the very power of your blade.

While your Bankai is active, this fusion grants you an additional 10× increase to your overall power on top of the normal 10× enhancement provided by Bankai, resulting in a total enhancement of 100× your base fighting capability.

Your Zanpakutō's powers are no longer merely abilities wielded through a weapon; they have become an intrinsic part of your own existence, allowing you to manifest and control them as naturally as you move your body.

Dōgu to Sōbi:

Choose two items from each price tier to receive a discount, except for the 600 CP tier, where you may select only one discounted item. Your selected items receive a 50% discount, with discounted 100 CP items becoming completely free. If you possess Jōkyū Kizoku Your noble family's extraordinary wealth and influence grant you a 50% discount on every item in this section, rather than only your selected items. However, only two 100 CP items may be obtained for free.

General:

Hihakushō [Free]
The standard black uniform worn by members of the Gotei 13, consisting of a black kosode, hakama, white undergarments, sash, and traditional sandals. Your uniform is properly fitted to your body and serves as your official attire as a Shinigami.

Jigokuchō [Free]
You receive a Hell Butterfly, a supernatural creature traditionally used by Shinigami for communication and safe passage between worlds. It can guide you through the Senkaimon, allowing you to travel between Soul Society and the Human World without becoming lost in the dangerous Dangai. Your Hell Butterfly can also serve as a messenger, carrying communications, instructions, and important orders to other individuals.

100CP:

Gigai
A realistic artificial body that allows your spiritual form to interact with the physical world as an ordinary human. It provides shelter for your soul during extended missions and can be used while recovering lost spiritual powers. In future worlds, your Gigai adapts to the local environment, allowing you to live among ordinary people without revealing your supernatural nature.

Gikongan
A supply of artificial souls contained within small candy-like pills. When inserted into a body, a pill temporarily ejects its original soul and allows the artificial soul to control the vacant vessel. Each artificial soul possesses a customizable personality and can operate a Gigai, corpse, or suitable artificial body. They can also inhabit objects such as stuffed animals. In future worlds, these pills allow you to create temporary substitutes, operate spare bodies, or give otherwise lifeless vessels independent personalities.

Gokon Tekkō
A specialized glove that forcibly separates a person's soul from their physical body through direct contact. It can be used to extract spirits, remove souls from artificial bodies, or temporarily separate someone from their physical form without requiring them to die. This functionality continues to work on compatible spiritual beings in future worlds.

Denreishinki
A specialized communication device that allows direct contact with Soul Society, receives mission orders, and detects nearby Hollows through a radar-like tracking system. It can identify spiritual targets, display their approximate locations, record mission information, and maintain communication with other compatible devices. Your model also includes modern smartphone functions, including messaging and video calls. In future worlds, its detection system adapts to identify local hostile spiritual entities, supernatural creatures, and similar threats.

Kan
You receive 100,000 Kan, the currency used within Soul Society, providing sufficient funds for personal expenses, supplies, and everyday purchases.
If you possess Jōkyū Kizoku, you instead receive 1,000,000 Kan for free. In future worlds, this money converts into an equivalent amount of local currency, allowing you to retain its purchasing power.

Tenshi Heisō: Hissaki Kumoi
A treasured Shihōin Clan weapon consisting of extraordinarily sharp, yellowish-orange spiritual wires. These wires can be rapidly deployed to surround, restrain, or entangle an opponent. Their exceptional cutting power makes attempting to escape through brute force extremely dangerous, even for tremendously powerful supernatural beings.

Sankotsu no Jufu
A set of three powerful sealing talismans consisting of Chizeimon, Kōzanmon, and Tesshimon. When properly arranged around a target, they create two overlapping spiritual barriers that stabilize and preserve whatever is contained within, maintaining the target's current physical and spiritual condition. These talismans can be used to stabilize critically injured individuals, preserve unstable supernatural entities, contain dangerous spiritual phenomena, or maintain delicate magical processes.

200CP:

Nikubakudan
A biological explosive developed by Mayuri Kurotsuchi that can be implanted into a living body and activated remotely. Upon detonation, it consumes the host's biological matter to produce a devastating explosion capable of damaging the surrounding area.

Hojiku-Zai
A supply of Mayuri's powerful regenerative medicine, capable of rapidly healing injuries and even regrowing completely severed limbs after injection. Although extraordinarily effective, the regeneration process can be extremely painful.

Kanshiyō no Kin
Specialized microscopic organisms capable of gathering information about anyone carrying them, allowing you to remotely monitor their activities, physical condition, and supernatural abilities. The collected information can be studied to develop countermeasures against an opponent's techniques.

Reiatsu no Zōfukuki
A large spherical machine capable of amplifying the spiritual pressure of those connected to it, allowing a group to compensate for the absence of a particularly powerful member. In future worlds, the machine can be adapted to amplify compatible supernatural energy systems, making it useful for powering spiritual machinery, supporting rituals, and reinforcing energy-dependent defenses.

Reishukaku
A transparent spiritual orb that creates a protective barrier around its user when supplied with Reiryoku. Multiple individuals may contribute their energy to produce a larger and stronger barrier. The barrier can protect against powerful attacks, cushion dangerous falls, and temporarily suspend its occupants in midair. However, maintaining it continuously consumes spiritual energy, and losing concentration can destabilize the barrier.

Ryūkotsujō
A bone-like spiritual artifact that produces a harness and a large bat-like wing when supplied with Reiryoku, functioning as al one-handed hang glider. It requires no previous flying experience and can be used for aerial travel, reconnaissance, escaping dangerous locations, or descending safely from great heights.

Senren Bakusatsu Taihō
A powerful, multi-barreled spiritual cannon that can transform into a rocket-launcher configuration for attacking particularly dangerous opponents. It can also launch a large supernatural cloth capable of capturing and restraining targets, giving it both offensive and nonlethal applications.

Shisuikyō
A supernatural mirror capable of draining the Reiryoku of anyone affected by its power, weakening their spiritual reserves over time. However, the mirror also consumes its wielder's Reiryoku while operating. Prolonged use can dangerously exhaust both the target and the user. In future worlds, its draining properties extend to compatible supernatural energy systems, allowing it to weaken magical and spiritual opponents at the cost of your own energy reserves.

400CP:

Kakaku Taihō
An enormous spiritual cannon capable of launching individuals across extraordinary distances while protecting them inside a Reiryoku-generated projectile. With sufficient preparation and energy, it can even launch passengers toward otherwise inaccessible spiritual realms.

In future worlds, it can be used for long-distance transportation, bypassing fortified defenses, or reaching distant supernatural locations, provided you possess sufficient energy and the necessary coordinates.

Chōjin'yaku
A supply of Mayuri's experimental medicine capable of dramatically accelerating a person's perception of time and reaction speed. When properly diluted, it can enhance the user's reflexes and awareness. However, an undiluted dose causes the victim's perception to accelerate so drastically that their body cannot keep up, potentially making a single second feel like one hundred years and leaving them effectively paralyzed.

Arankaru Senyō no Jirai
A specialized spiritual landmine designed to detect the Reiatsu of an Arrancar and automatically detonate when one enters its detection range. Its explosion is powerful enough to seriously injure even exceptionally durable spiritual opponents. In future worlds, its detection mechanism can be recalibrated to recognize a chosen category of supernatural beings, making it useful for protecting locations against specific types of enemies.

Garuganta Kōchiku Sōchi
A portable spiritual device capable of generating a stable Garganta portal, allowing individuals to travel between the Human World, Hueco Mundo, and other compatible spiritual realms.

The device can also close an active portal during transit, giving its operator control over access between connected locations. In future worlds, it adapts to the local cosmology, allowing you to establish portals between compatible dimensions and supernatural realms.

Nikutai Hogobin
A collection of advanced medical pods designed to stabilize, preserve, and restore individuals suffering from catastrophic injuries. They can maintain critically wounded patients, regenerate severely damaged body parts, and assist in reversing certain forms of supernatural bodily modification. Particularly difficult restoration procedures may require additional resources or impose consequences upon the patient's lifespan.

Tentōken
A mantle bearing the crest of the Shihōin Clan that grants its wearer the ability to fly and hover freely in midair. Unlike the Ryūkotsujō, it requires no hands to operate and allows unrestricted movement while airborne. No previous flying experience or specialized training is necessary.

Shihōin-ke no Tate
A powerful spiritual artifact bearing the Shihōin Clan's emblem, equipped with a long cord and two slots designed to channel energy from Zanpakutō.

By wrapping its cord around a target and channeling sufficient Reiryoku through two weapons inserted into the shield, you can unleash a concentrated spiritual discharge capable of destroying exceptionally powerful spiritual constructs. In future worlds, it can be used against powerful magical weapons, supernatural barriers, and energy-based structures, provided sufficient power is supplied.

Shinenju
A rosary formed from the accumulated memories of souls lost within the Dangai. It possesses the ability to influence and command Blanks, spiritual beings created from souls that have lost their memories.

Through the rosary, you can direct these beings to perform various tasks, including manipulating the boundaries between spiritual realms and potentially drawing two worlds closer together or pushing them apart.

In future worlds, its properties extend to compatible memoryless spirits and similar entities, allowing you to influence them and interact with the boundaries separating different realms.

600CP:

Rokusenbon no Asauchi
You receive a collection of 6,000 Asauchi, the blank Zanpakutō created by Ōetsu Nimaiya. Each is a nameless spiritual sword capable of developing into a unique Zanpakutō through prolonged contact with its wielder, gradually reflecting their soul and spiritual nature.

These Asauchi can be distributed among your allies allowing them to develop their own Zanpakutō and eventually awaken Shikai and Bankai through training. They may also be used as materials for spiritual research and experimentation.

In future worlds, your collection replenishes any lost, destroyed, or distributed Asauchi at a rate of 100 per month, ensuring that you always have a renewable supply of blank Zanpakutō.

Shin'ō Reijutsuin
You become the owner of a fully equipped spiritual academy modeled after the institution responsible for training Soul Reapers. It contains classrooms, training grounds, dormitories, libraries, medical facilities, and specialized areas for teaching Zanjutsu, Hakuda, Hohō, Kidō, and spiritual theory.

The academy comes with qualified instructors and support personnel capable of training ordinary souls into competent Shinigami. Students can develop their spiritual abilities, learn combat techniques, and receive instruction in the responsibilities and traditions of Soul Society.

In future worlds, the academy accompanies you and adapts its curriculum to accommodate local supernatural systems. You may recruit inhabitants of those worlds as students, establish your own Shinigami organization, and train future generations of spiritual warriors.

Reiōkyū
You receive your own replica of the magnificent Soul King Palace, a vast spiritual sanctuary situated within a separate dimension accessible only to you and those you authorize. It contains luxurious residences, expansive training facilities, spiritual gardens, and the extraordinary infrastructure associated with the Royal Realm. The palace possesses exceptionally dense Reishi, making it an ideal environment for spiritual training, recovery, and experimentation. Its dimensional isolation and powerful protective barriers make unauthorized entry extraordinarily difficult. You may freely appoint guardians, servants, and residents to maintain your domain.

In future worlds, the palace remains accessible through a portal in your warehouse, serving as your personal headquarters and spiritual sanctuary.

Sōru Sosaeti Rekishi Dai Toshokan
You receive an enormous spiritual library containing the recorded history of Soul Society, from its earliest known origins to the present day. Its archives include the history of the Gotei 13, noble families, major conflicts, spiritual discoveries, forbidden research, and the development of Shinigami techniques and institutions.

The library contains extensive information on Zanpakutō, Kidō, Hollows, Quincy, spiritual technology, and the structure of the different realms. Its collection includes rare manuscripts, historical records, research documents, and accounts of events concealed from ordinary members of Soul Society. However, knowledge that was never recorded or has been completely erased remains beyond its reach.

In future worlds, the library automatically establishes a new section dedicated to each setting you visit, gradually acquiring its recorded history, supernatural knowledge, magical traditions, and scientific discoveries. Its archives are searchable and organized, allowing you to use the accumulated knowledge of multiple worlds for research, education, and technological development.

Bakkōtō
You have obtained one of the forbidden Bakkōtō developed by the Kasumiōji Clan. Unlike a Zanpakutō, a Bakkōtō is a parasitic spiritual weapon that evolves by consuming its wielder's Reiatsu. Its organic nucleus resembles an eye surrounded by living flesh, which gradually spreads across the wielder's body as the weapon grows stronger. Normally, this process eventually consumes the user's mind and body unless they possess sufficient spiritual power to resist it.

Your Bakkōtō is different. It is completely loyal to you and will never turn against you, consume your body, or negatively influence your mind. It continues to evolve alongside your Reiatsu, growing stronger as your spiritual power increases. You may also feed it the nuclei of other Bakkōtō or other weapon cores in future worlds to accelerate its development.

Choose two of the following Bakkōtō as the foundation of your personal weapon, combining their appearances and abilities into a single creation. You may purchase this option multiple times, gaining an additional Bakkōtō foundation with each purchase. Your completed Bakkōtō may also be imported into your Zanpakutō, combining their abilities into one weapon.

Saiga
Saiga can reflect moonlight into an opponent's eyes, temporarily paralyzing them while leaving them unaware that any time has passed. With sufficient Reiatsu, it can imprison victims within an alternate dimension where they remain conscious but cannot move.

By channeling additional spiritual energy, you can manifest illusions drawn from your victims' memories, potentially trapping them until their souls are crushed. Particularly powerful opponents may escape by releasing sufficient Reiatsu. At full power, Saiga can also fire destructive spiritual energy blasts.

Kakuyoku
Kakuyoku takes the form of an oversized guandao capable of releasing spiritual energy blasts whenever it is swung. These projectiles solidify into enormous stone walls upon impact, allowing you to create defensive barriers, obstruct movement, and reshape the battlefield. You can also merge your body into the walls you create, concealing your presence and moving through them to launch surprise attacks.

Retsurai
Retsurai takes the form of a large reaper's scythe with numerous protrusions along its blade. By consuming a fragment of the weapon, you can grow additional blades from your back and launch them as projectiles. Consuming another fragment replenishes or increases your available blades.

While wielding Retsurai, sharp spikes continuously emerge from your body, providing additional offensive capabilities and dramatically increasing your movement speed.

Shiragiri
Shiragiri resembles a katana with protrusions along its cutting edge. It can generate thick mist to obscure the battlefield, conceal your movements, and interfere with an opponent's visibility.

Its signature ability, Mugen Kairō allows you to transform your body into mist and subsequently solidify it to attack. This makes it possible to evade physical strikes, move through narrow openings, and launch unexpected attacks from within the surrounding fog.

Mukōka
This Bakkōtō initially resembles a tuning fork with an organic nucleus embedded in its hilt. Its true form covers your right arm and shoulder in black organic armor, producing a blade of highly concentrated spiritual energy. When inactive, the armor can retract around your chest and form a tail.

By stabbing its blade into the ground, you can temporarily negate the special abilities of nearby Zanpakutō excluding your own. This works by disrupting an opponent's connection to the spiritual energy powering their weapon. In future

worlds, this ability can similarly interfere with compatible supernatural weapons and their energy-dependent abilities.

Kasumiōji-ke Ansatsu Butai
You receive your own secret assassination organization modeled after the Kasumiōji Clan's private forces. The organization consists of 100 highly trained assassins, each proficient in stealth, assassination, swordsmanship, Hakuda, and Hohō. They are completely loyal to you and will carry out your orders without betraying you.

Every member possesses a personal Bakkōtō, granting them combat abilities on par with ordinary Shinigami. Unlike traditional Bakkōtō, their weapons will never consume their wielders or turn against them. Your assassins are trained to operate individually or in coordinated squads, specializing in infiltration, intelligence gathering, sabotage, protection, and eliminating dangerous targets.

In future worlds, your Assassin Corps, maintaining a hidden headquarters and adapting its methods to local supernatural systems and technology. Members who are killed will be replaced after one month, allowing your organization to maintain its full strength. You may also recruit additional members and train them in the use of Bakkōtō.

Nakama:

Kyūyū 50
You may import or create companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

Arata na Nakama 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Ketten:

Hosoku [+0 CP]
You may use this Jump as a supplement to another Jump. However, CP earned here may only be spent here, and CP from other Jumps cannot be transferred into this one. This restriction also applies to CP gained through Drawbacks.

Taizai Enchō [+100 CP]
You may extend your stay in this world by an additional 100 years for every 100 CP gained from this Drawback.You may take this Drawback up to eight times, earning a maximum of 800 CP and extending your stay by 800 years.

Kage no Usui Mono [+100 CP]
You possess an extraordinarily forgettable presence. People tend to overlook you unless you are directly in front of them, making it difficult to attract attention, establish relationships, or leave a lasting impression.

Taida [+100 CP]
You are unbelievably lazy when it comes to work, training, and everyday responsibilities. Unless someone constantly pressures you into action, you naturally procrastinate and avoid anything productive. Left to your own devices, you would happily spend your days doing absolutely nothing.

Horo o Hikitsukeru Tamashii [+200 CP]
For some reason, Hollows find your soul irresistibly delicious. At least once every week, a Hollow with troublesome or unusual abilities will appear and attempt to devour you. These encounters will continue throughout your stay, regardless of how many Hollows you defeat.

Gōman [+200 CP]
Your power has completely gone to your head. You constantly look down on others, believing yourself superior to nearly everyone you encounter.
You habitually underestimate opponents and frequently give them unnecessary opportunities simply because you refuse to acknowledge them as genuine threats.

Kioku Sōshitsu [+200 CP]
You lose all memories of your previous Jumps, including your past experiences and accumulated personal knowledge. Although your purchased abilities remain intact, you cannot remember your previous adventures or the circumstances surrounding them. Your missing memories will return only after you leave this Jump.

Atama o Tsukawanai [+300 CP]
You are an idiot of truly extraordinary proportions. Using your head for anything other than headbutting is practically impossible. Even basic multiplication and division seem like advanced academic subjects to you. Your intelligence and reasoning abilities remain severely impaired throughout this Jump.

Shukuteki [+300 CP]
You acquire a persistent rival whose personality and ideology are almost the complete opposite of your own. They will oppose your ambitions and interfere with your plans whenever possible.

For the first eight years of your stay, you cannot defeat this rival through your own efforts alone, regardless of how powerful you become. You will need allies or outside assistance to overcome them.

Tanki [+300 CP]
Your patience is practically nonexistent. Even minor insults, inconveniences, or provocations can send you into an uncontrollable rage. While angry, your judgment deteriorates considerably, making you easier to manipulate, deceive, and lure into traps.

Yasumu Hima mo Nai [+400 CP]
Your life becomes an endless succession of duties, assignments, requests, and unexpected responsibilities. Whenever you finish one task, another inevitably demands your attention.

Whether through your official duties or the expectations of others, you remain perpetually occupied, leaving almost no time for leisure, relaxation, or personal training.

Gairai Nōryoku Fūin [+400 CP]
All powers, abilities, equipment, and resources obtained from previous Jumps are sealed for the duration of your stay. Your Warehouse is also inaccessible.

You must rely entirely on the abilities, items, and resources obtained within this Jump. Everything sealed by this Drawback will be restored once you leave.

Owareru Mono [+600 CP]
You have attracted the hostility of a powerful faction within the Bleach universe. Choose one existing faction, such as the Quincy, Hollows, or another suitable organization. Throughout your stay, they will relentlessly pursue you, regularly dispatching combat squads equipped with powerful weapons and abilities specifically selected to counter your own.

At the end of your initial ten-year period, the faction's leader will personally confront you, having attained power approaching that of a god. This confrontation will test your strength, abilities, and determination against an opponent specifically prepared to defeat you.

You may purchase this Drawback multiple times. Each additional purchase grants another 600 CP but causes a separate faction to become your enemy, complete with its own relentless pursuit and final confrontation

Jūnen-go:

Kikan : Your journey has finally come to an end. You return to your original world, retaining everything you have gained throughout your Chain. Time resumes in every world you previously visited.

Eijū: You've grown rather fond of this world, haven't you? You may choose to remain in the Bleach universe permanently, continuing your life and adventures here. You receive an additional 1,000 CP as a farewell bonus.

Tsugi Naru Tabi : Your journey is far from over. Leave this world behind and continue to your next Jump, carrying everything you have acquired with you. New worlds, new challenges, and new companions await!