

Intro

In Shinjuku City, you can't walk five feet without stumbling into someone who's lost something, or somebody getting ready to take something from someone else. After a while, two friends got together to do something about it. This was the birth of the GetBackers, the strongest retrieval service in the world. The current carriers of the GetBacker name is the duo of Ginji Amano, an energetic boy with the power to generate currents like an electric eel, and Ban Mido, a foul-mouthed genius with the mystical "Evil Eye," the power to trap opponents in minute-long illusions.

Unable or unwilling to take on normal jobs, these two have no choice but to accept only the most unimaginably dangerous jobs to make ends meet. This, paired with their own enigmatic origins, draws them into conflicts beyond imagination. Ancient feuds, dimension-shattering sorcery, and the war against the god of this world.

In the end, everything ties back to the strange locale called Infinity Fortress. A no man's land, where reality and simulation blend, and perception becomes truth. So many questions are left in the wake of this origin-less fortress. Whatever you may seek, all answers lie in Babylon City, the paradise at the top of Infinity Fortress, the home of God, and ground zero for the beginning and end of the universe.

In one way or another, all the greatest warriors and powers in this world find their destiny in the Infinity Fortress, and the GetBackers are no exception.

+1000CP

Origins

Though all things begin and end in Infinity Fortress, there are many different roles and routes to be taken in life. Select one of the Origins below, and one of the two sub-origins below that. Age is 1d8 + 16, gender is unchanged, 50CP to choose.

Anomalous - Free:
You find the roots of your power somewhere beyond this world. In this city, It's hardly unprecedented for people with unexplainable powers to suddenly appear with no past or memories to speak of, should you wish to follow suit.

- **Babylon City:** In some way, shape, or form, your roots lie in Babylon City, either as a creation of the city, or maybe even a resident. For the sake of Infinity Fortress' logic, which dictates that the "low" cannot oppose the "high" , you are one of the "low," like every other human from this world.

- **Archive:** A spawn of Babylon City's creation. The Archive is the so-called "God" of this world, who manages the timeline according to its directives. In some unknown way, you are tied to this digital deity, though not necessarily subservient to it. It may not even be aware of your relation to itself, yet.

Martial Arts - 100CP:
You are a practitioner of one of the many potent martial arts. One of the most impressive and famous of these arts being the Fuuchouin style, but you're free to choose any unique fighting style you can imagine, if strings are not to your liking.

- **Fuuchouin:** If not a survivor of the nearly extinct clan of string-users, you come from a clan sharing their philosophy. You view battle as a means to protect others and challenge oneself. You often seek non-lethal means to achieve victory, but you're fully capable of taking life when necessary,

- **Ura-Fuuchouin:** The dark underside of martial arts. Even if you aren't a user of the black strings, your techniques and principles are for taking lives, and nothing more. You crystalize the darkness of the human heart, a darkness that will spell disaster for any who underestimate your wickedness.

Beast Mastery - 100CP:
Once an aboriginal tribe of the island that would come to be called Japan. Fighting broke out that would split them in two forevermore. Both branches possess the ability to control living beings, and a number of similar shamanistic techniques.

- **Maryuudo:** The tribe that rebelled against Kabuto, and stole the power of Chimera before going into hiding. Maryodo have the ability to control and even mimic the abilities of animals. The Maryuudo live in hiding from the Kiryuudo, who endlessly hunt them down with their superior resources.

- **Kiryuudo:** The tribe that stood by Kabuto, and seek not only the eradication of the Maryuudo, but complete control of Japan. This clan controls insects, arachnids, and invertebrates of all kinds, but suffer an anomalous curse that allows them to permanently transform into a monstrous insectoid form.

Mysticism - 300CP:
You are a child of the mystic arts. Whether or not you actively practice it, magic is in your blood, and can not be escaped. Practitioners are rare in this day and age, but are out there, should you wish for a teacher, confidant, or perhaps a rival.

- **Witchcraft:** Almost entirely extinct after the Salem Witch Trials and the pursuit of the Voodooists. The Witch Queen is responsible for erecting the impregnable seal on Babylon city, at the cost of her own life. Without her guidance, most witches and warlocks have been left to their own devices.

- **Voodoo:** The voodooists are the mortal enemies of the witches. In contrast with the witch's focus on materials and precautions, voodooists draw power from the suffering and darkness of others. The inhumanly evil voodoo king, is one of the strongest beings in this world, and the closest to Godhood.

Factions

Where you came from, and what you choose to make of your life are two different things. Pick one Faction to align yourself with. This determines the ambitions, allegiances, and allies you'll have coming into this world.

Self-Interest - Free:
You aren't fighting for anyone other than yourself. Whether it's your own ambition, your own beliefs, or just your own entertainment, you won't be saddled with any obligations to anyone, unless you take them on of your own volition.

GetBackers - Free:
Whether you're an ally to the GetBackers, a member, or just another helping hand around the Honky Tonk cafe, you share in the duo's ideals of returning what has been lost. Expect to get caught up in their rotten luck, time and time again.

VOLTS - Free:
The gang that controls the slums of Lower Town. After Ginji Amano, better known as the Lightning Lord, abandoned Infinity Fortress, the young genius MakubeX was left to pick up the pieces. They are now gearing up for war against the Archive.

Der Ritter - 200CP:
The party said to rule the Beltline. This group is led by Der Kaiser, ex-GetBacker, son of the witch queen, and father to Ban Mido, along with his elite guard from the Miroku clan. You serve no one but Der Kaiser, not Brain Trust, not the GetBackers.

Brain Trust - 200CP:
An organization as powerful as they are mysterious. Said to comprise only the brightest minds in Babylon City. All of the most powerful beings in this world serve Brain Trust, or in some way fall into their plan to save and destroy the world.

Divine Design - 400CP:
You were taken in by a former disciple of the witch queen, a man calling himself Lucifer. Using the power of Divine Design, a magical card game that allows one to manipulate higher dimensions, you will follow Lucifer's plans to remake the world.

Locations

Roll 1d8 to choose your starting location for free, or pay 50CP to choose. Certain Origins and Factions can choose certain starting locations for free.

1. Honky Tonk - Free, GetBackers:
Base of operations for the GetBackers. This is where the duo can usually be found. Paul, the owner, is a patient but mysterious man, who is not to be underestimated.

2. Dark Forest - Free, Kiryuudo:
The secluded home of the Kiryuudo. The clan's power is greatest here, and if you don't happen to be one of them, they will invariably react to you with violence.

3. Lower Town - Free, VOLTS:
The slum at the base of Infinity Fortress. Due to the high density of "yang" energy, those born here develop abnormal strength, healing speed, and aggression.

4. Battleship Island:
A secluded island used almost exclusively for black-market dealings. If no deals are going on, you'll have the place to yourself. If they are, you'll be shot on sight.

5. Tower Arts Creations - Free, Divine Design:
The company responsible for producing the Divine Design card game, and the HQ for the Apostles gathered by Lucifer. You'll be fine if you don't start any trouble.

6. Sodumo Nado:
The seedier underbelly of Lower Town. This underground slum is a crystallization of the worst society has to offer, but far from the worst this world has to offer.

7. Beltline - Free, Der Ritter:
The second layer of Infinity Fortress. Reality is always in flux here. If the constant life-draining effect doesn't kill you, the immortal things populating this layer will.

8. Free Choice:
You may choose any of the above options at no cost, or even any other location that has been featured in the GetBackers anime or manga.

Undiscounted Perks

Special skills and abilities undiscounted for all origins and factions.

SD Jumper - Free:
Should the mood call for it, you have the ability to transform into a chibi caricature of yourself at will. You'll be shrunk down to barely a third of your height, with a proportional loss of weight. Strangely, your agility isn't negatively affected. That said, you are unable to sustain this form during any sufficiently serious moments. Others are aware of this change, but they can't seem to acknowledge it as anything more than mildly annoying, rather than the physics-defying miracle that it is.

Negotiator - 100CP:
Shady deals don't just pop out of thin air, someone needs to officiate these kinds of things. You're a master at networking, especially in the criminal world. You're a master at building connections with the seedy criminal underbelly of any city you set foot in. When the shadow leaders of society need a job done, they come to you to set them up with someone capable. These jobs are usually high-paying, but dangerous. Good thing you don't have to tag along if you don't want to.

Hevnly - 100CP:
With angels like you around, who needs heaven? You are absolutely stunning, an 11/10 bomshell and a half. You've got the looks, the confidence, the mannerisms, and you know how to use them to turn the minds of the opposite sex into drooling messes. What's more, this ensures that you'll never be placed in any additional danger for being too sexy, or for dressing as skimpily as you want in public, even in notorious high-crime areas. Well, no more danger than anyone else would be in.

Rabid Man - 600CP:
Adding to the madness of this world is this peculiar virus. Symptoms include a completely decentralized nervous system, almost instantaneous regeneration, the strength to kill regular humans with a single punch, limited shapeshifting, full control over severed flesh, eternal life, and a craving for human blood. You might know this better as "vampirism". Luckily, you lack the traditional weaknesses that the old vampires subconsciously imposed on themselves, like sunlight, crosses, and stakes. Your blood isn't pure enough to turn others into vampires. To resolve this, you'll need blood from a full vampire, which is much easier said than done.

Controlling the Flow - 400CP/600CP/800CP:
You have tapped into a small hint of this world's true nature, thus allowing you to control your own flow of time. This can be used at will where spacetime is already distorted, but figuring out how to use them elsewhere will take monumental time and effort. This also grants somewhat of an immunity to time distorting effects.

For **400CP**, you are able to control your flow to alter your speed, letting you move at superhuman speeds while actually exerting very little energy. You can alter this speed on the fly, letting you confuse opponents with inconsistent momentum. This allows you to safely exist in places where space and time are distorted, but won't grant much protection against stronger or deliberate effects.

For **600CP**, your manipulation of your own flow of time has increased to the point that you can control your own age. You can rewind or fast forward your body to its condition at any point in your life up to the present, maybe even past that, with enough practice. This leaves your knowledge and memories unchanged, but lets you make use of your skills, strengths, health, and intuition from that point in your life. Having this makes you immune to most spacetime distorting effects, but abnormally strong ones may still overpower it.

For **800CP**, you exist in your own frame of time. This makes it almost impossible for those in the normal time frame to follow your movements as you appear to blink across the room and occupy several locations simultaneously. This also acts as a kind of invincibility, leaving you immune to attacks from those in the normal time frame, while still being able to attack them. Though, it is still possible for an exceptionally clever opponent to trick you into being hit with your own attacks, but even then, this will require just as much luck to actually execute, as it does skill and intelligence. As you are independent from the main time frame, you are immune to any and all spacetime distortions applied to the normal time frame, as your own time frame will remain unaltered.

Stigmata - 400CP/600CP/800CP:
You possess Stigmata, a cross-like mark in one of your eyes that marks you as one destined to witness the outcome of the Ogre Battle. This brings out the dormant potential of your body, techniques, and innate abilities. This boost is dependent on your body's own potential. If you had no potential to begin with, your stigmata will reflect this. That said, the more you hone your body and skills, the more power your stigmata can draw from you. Naturally, the potential of a born martial artist wielding legendary martial arts will eclipse that of a normal person. Additionally, as you come closer to world-changing events, your Stigmata will flood you full of more and more energy, to ensure you survive long enough to witness it.

For **400CP**, you possess the stigmata in only one of your eyes, like most who bear the Stigmata. 100% of your latent potential has been drawn out. This cannot bestow you with skills or power you never had to be awakened, but elevates your skills and efficiency to the highest level you could bring them in your current state. This puts you well above some of the strongest normal humans, making you easily mistaken as a genius among geniuses, but many of the freaks of nature that seek the gates of Babylon City will be too much to handle with just this.

For **600CP**, you are either a unique case of someone with Stigmata in two eyes, or you were born with one Stigmata, and have drawn out its full power. Appropriately enough for a born genius, your power is pushed beyond your own limits, letting you wield 150% of your skills, vitality, and innate abilities. You can master new techniques just by seeing them once, so long as you have the qualifications to do so. Your vitality has reached such a point that you can negate attacks of those significantly weaker than you. The absolute strongest beings in this Universe stand above you, but not entirely out of reach.

For **800CP**, you possess three Stigmatas, granting you a third eye in the middle of your forehead, effectively doubling your capabilities in all areas. You have talent not only in your skills, but can bring entire fields of study to new heights, be they martial arts, voodoo, etc. The only two who match and potentially surpass you are the Voodoo King, who also bears 3 Stigmatas, in addition to the long history of Voodoo magic, and the Lightning Lord, who can draw upon the limitless energy of Infinity Fortress. Additionally, you don't seem the slightest bit inconvenienced by the distorted reality and logic-based defenses of Infinity Fortress, and you'll likely have a similarly easy time inhabiting spaces where the fabric of reality is distorted or chaotic. Your overwhelming vitality also gives you a strong resistance against supernatural effects meant to drain your strength or life energy.

Transcendence - 400CP/800CP/1200CP:
Taking advantage of various quantum principles, along with the rules that govern this world, those who possess a sufficiently strong will have the potential to transcend this world. To a very limited extent, they are able to alter reality with their imagination and willpower, at least on a personal level. If you cannot imagine something, then it cannot happen. Many warriors show subtle signs of this, but the power of those who truly transcend are on a different level entirely. Only those who can exhaust your will to fight, instill doubt in you, or supersede the principles that govern this ability, can bypass it entirely.

For **400CP**, your willpower is superhuman, but your influence is still very subtle, only able to slightly alter causality towards certain ends. For instance, if you have such confidence in yourself that you cannot even imagine ever losing, then you will never lose. However, this will only alter fate just enough that you technically don't lose, but that doesn't necessarily mean you win either, and you may even be left in a worse condition than if you lost. It won't always let you get the exact outcome you want, unless that outcome was inevitable to begin with.

For **800CP**, your willpower defies all logic. You have transcended to the point that you can use your belief to alter your own abilities. If you wish to be stronger, then simply believe from the bottom of your heart that you are already that strong. This does require you completely to delude yourself. Even with the included boost, the willpower needed to convince yourself to make truly unbelievable leaps in power is unlikely to manifest outside of extremely high-pressure situations, but it's a nice ace in the hole if you need a lotta power in not a lotta time.

For **1200CP**, your willpower is nearly endless. You have fully transcended, like Kuroudo Akabane, and as such, can use your belief to perform impossible feats. If you believe you cannot die, then it becomes fundamentally impossible. Even when reduced to a single drop of blood, if you still don't believe that your opponent was strong enough to have killed you, you'll be completely unharmed not a moment later. If you can't believe that an enemy's defense is truly unbreakable, or that an attack is truly unstoppable, you'll be able to pierce and block them with relative ease, even if they really were unstoppable. Still, if you're completely convinced of an opponent's power or ability, or if they seize just a moment of doubt, they may be able to completely resist or negate your transcendent abilities.

Houjutsu - 400CP/800CP/1200CP:
A power that surpasses magic and science, while having traits of both. Houjutsu is an impossibly complex practice allowing one to command and create logic itself. By looking at the logic of reality as one elaborate algorithm, and writing your own "higher" logic on top of that, you create a force that can overrule all scientific or magical principles. To give an example, the Beltline monsters are not "born", they simply start existing. Since they were never born, they logically will never die either. Such is the logic they function under.

For **400CP**, your Houjutsu expertise is still limited. You cannot truly manifest any spectacular feats of your own. What you can do is interact with already existing and actively logic-defying forces. Send a computer virus to a logically impossible black hole to collapse it, or use a spell to turn a conceptually death-less being into a nonexistent being. However, this won't help you much without impossibilities like this to interact with.

For **800CP**, your Houjutsu can produce more tangible results. You can potentially learn to create artificial Beltline monsters, and grant them various illogical powers of their own. Other than having inherent priority over such effects, your creations could easily be mistaken for feats of advanced magic or science, though nothing particularly world-changing. Think creating a perfect energy-destroying vacuum with full sapience, while existing as a metaphysical non-entity. Or maybe granting the ability to bypass all physical and magical defenses by harmlessly devouring part of a target's body, taking it as a part of themselves.

For **1200CP**, your Houjutsu is at the peak of all practitioners. You can produce nearly any feat of Houjutsu that a practitioner has done in the past, and you may even surpass them in time. Your ability is at the level of the Witch Queen, who sacrificed her life to create the completely indestructible and impassable gate to Babylon City. You may learn to replicate the logic walls protecting the Beltline, which isolates space, and creates illusions that become real once an observer feels any fear towards it. You may even learn to create logic as strong as that surrounding Infinity Fortress, which prevents the "low" from opposing the "high".

Omega Theorem - 400CP/800CP/1200CP:
As you may have gleamed, "reality" and "simulation" aren't as cleanly segregated in this world as you might expect. A combination of programming skills, inherent power, and a loose grasp of the nature of this world has given you the ability to view the source code of reality, and modify it to a limited extent. The source code of each world is different, and must be intimately understood before you attempt to use any of these techniques. Be warned that you are ultimately analyzing the mechanics that govern a world, and those in charge of said mechanics may be none too pleased with your interference.

For **400cp**, for all intents and purposes, your access is read only. You may not fully understand how everything works, but you can vaguely tell when it isn't working as expected. This can help you get a better grasp of a particular world's metaphysics, but you can also tell when something fundamentally doesn't fit into the logic of the world around it, and run calculations to know when entities beyond your reach or perception are toying with reality and how.

For **800cp**, you have a bit more authority, but still limited. With some absurdly complex mental math, you can calculate the algorithm that will bring about that being's "catastrophe". Once you've found it, they, along with anything on their person, can be annihilated with just a touch. The catch is that this is exponentially more difficult if the target isn't already standing still. This allows you to generally muck around with distortions in reality, letting you counter reality or logic warping as long as the target isn't too powerful and you have time to run your calculations.

For **1200cp**, you essentially have free reign over the code of the world, with limits. You understand reality on such a deep level that you can eventually make edits. However, you aren't the primary authority. Whatever edits you make need to be made fast, as your changes will alert whatever force or forces normally govern reality. You can't make any changes too big, idealling having a specific target, even if that target is backed by powers beyond imagination. The powers that be will have a hard time rolling back your edit, but the intrusion will be detected, and afterwards you will be robbed of any and all editing privileges in that world. It's up to you to avoid punishment from beings you may have offended in the process.

Babylon City Perks

50% off for the Babylon City Origin. 100CP perk discounted to Free.

Reception - 100CP:
You have a special power that most would call an outright weakness. You have an abnormal capacity to exhibit kindness. You're a potent empath, first of all, able to passively sense people's emotions as if they were your own, even detecting the cumulative emotions across an entire building or small city. Though, this doesn't help you consciously pick up on complex social cues. When you extend a helping hand to those in need, even the most cynical souls can be touched by the gestures on some level. Enemies can be made into willing friends, with enough persistence.

Saving Aces - 200CP:
It's unwise to show one's strongest cards from the start. When rendered unable to utilize an ability of yours, whether by external forces or of your own volition, new lesser abilities quickly form in their absence. Maybe you lose your electrokinesis, but can now sense your surroundings through electricity in the air, or neglect your martial arts for years, giving you an unpredictable combat style. The replacement will never surpass the power of the original, but will be suited for very different situations. Breaking your fast will cause the replacement to quickly atrophy.

Mass of the Soul - 400CP:
Some scientists theorize that the human soul is a tangible part of the body, with some degree of mass. Using this logic, you've learned to make attacks selectively affect a target's soul or spirit. Even if multiple spiritual entities exist within a single body, you can forcibly punch one out while leaving the other, along with their physical body, unscathed. This applies to attacks of all kinds, whether it's a straightforward punch, an electric shock, or a massive plasma explosion. That said, you still need to hit with enough force to kill them normally, even more than that, if the soul is abnormally powerful.

Heaven's Child - 600CP:
One of the greatest mysteries of Babylon City. Those who find their origins in this enigmatic utopia are gifted with an unexplainable power over a physical substance or phenomenon, such as light, electricity, wind, or even blood. Whatever it is, you possess the ability to detect, control, and absorb it at will. Your power and control will increase with practice, and the applications of your power are limited only by your imagination and force or substance of choice. You may even learn how to manipulate related phenomena, like plasma from electricity, or iron from blood.

God of Infinity - 600CP:
You have a special bond with a part of the world. You have the chance once per jump to "synchronize" with a specific location, no bigger than a small city from the outside. Spending an extended period of time there will fill your body with energy, healing your wounds, and enhancing your physical abilities all around. The effect is slow, but continuous, and does eventually add up. Eventually, you'll develop a vague sense for the collective emotions and major changes within your domain. The boost quickly fades outside of your domain.

Lord of Lightning - Free, Requires Heaven's Child, God of Infinity:
Your power has allowed you to deepen the bond with your domain, to an extent. Whatever you absorb to fuel your power, however much of that substance is freely accessible within your domain can be called to you from anywhere outside of it. It will likely take quite some time to arrive at your position. Excluding the burden it places on your body, which is certainly significant, you can absorb as much or as little as you have stored or produced there, though naturally, you can only ask for what your domain has to give. Naturally, this is more effective within said domain.

Archive Perks

50% off for the Archive Origin. 100CP perk discounted to Free.

Poindexter - 100CP:
Well, for better or worse, you're now the token hacker character. You understand nearly any digital system you set your sights on, barring those that fundamentally defy human knowledge or scientific reasoning. Exceptionally complex algorithms, such as those involved in nuclear weaponry or space travel, are beyond your ability to infer without a sample to analyze. Still, only government systems could hope to detect your intrusion before it's too late. You can even calculate so many variables in your head in real-time that one could mistake your mind for a computer.

Child Emperor - 200CP:
When loyalty isn't available, fear and hate works as well. You have a knack for fanning negative emotions, whether it's fear, hatred, despair, etc. through increasingly extreme demonstrations, whether of the price for failing you, or of how truly wretched their object of their disdain is. These emotions are like a flame, with these examples serving as fuel. Too much fuel and all that animosity will turn towards you instead, too little, and it will fade entirely, exposing your deceit. You can only instigate sentiments that already exist, and have a clear target.

A Bug and a Feature - 400CP:
Anyone with a drop of wisdom can see perfection as the antithesis of evolution, perhaps that's why all-knowing or godlike beings are slow to treat you as the threat that you are. For those with awareness or control over the future, your presence creates room for error, throwing their predictions just the slightest bit off. If you manage to hold such a being's full attention, then the odds of your allies overcoming an otherwise certain fate in that time raises significantly, but whether they can seize it depends on them, as you won't be able to interfere.

Chaotic Theory - 600CP:
Some theorize there is actually a way to adjust calculations to account for chaos. You have brought this principle to an unreasonable extreme. You have the ability to mathematically calculate the outcome of virtually any situation, no matter how many unpredictable factors are at play. You can always narrow the future down to 1-3 possible outcomes. Your predictions can potentially be unraveled through overt distortions of fate, but not much else. Running these calculations requires adequate time and concentration, scaling with the complexity of the situation.

Smoke and Mirrors - 600CP:
Spending time near the Infinity fortress has granted you insight into its mysterious defense mechanisms. You have a solid grasp of how to make devices that create complex holographic imagery indistinguishable from the real thing. The more you master this technology, the more illusion and reality start to blur. In time, your holograms will seemingly become completely tangible, display lifelike agency, and appear to defy the spatial confines of the room they occupy. Though, this is simply nuanced manipulation of human perception, in theory.

Machine Learning - Free, Requires Chaotic Theory, Smoke and Mirrors:
Within the area affected by your holograms, you are able to create phantoms that are indistinguishable from real humans. You can simulate real people that behave close enough to the real thing that even their close friends can be fooled. You can also just create a wholly new person as a blank slate. If left alone long enough, as in a few years, these illusions may gain a sense of self, becoming indistinguishable from a real person, with likes, dislikes, fears, and beliefs. The only real difference with real people at that point is that they can't leave the range of your holograms.

Fuuchouin Perks

50% off for the Fuuchouin Origin. 100CP perk discounted to Free.

Threads of Light - Free, Fuuchouin only:
You possess a superhuman mastery of a martial art of your choice or design, able to easily incapacitate a room full of thugs in seconds. This style can incorporate a specific weapon of your choosing, whether it be a whip, threads, a scarf, or even a bottle of water. You can control this weapon better than your own body as a viable form of self-defense, with no upper limit for growth. If you choose to specialize in unarmed combat, this mastery will be translated to your physical capabilities.

Prince of Fear - 100CP:
Your appearance and mannerisms have a natural grace about them, possibly a side effect of your training. This could be distinctly feminine, masculine, neither, or both. It pulls people towards you, makes them feel awe and admiration towards you, and potentially loyalty. This is exponentially more effective on those who see you in combat. Those who know you for long enough can build up a resistance to this, and some personalities are simply too strong to pull under your banner.

Elegance - 200CP:
You have bodily precision, coordination, and awareness that defies reason. This of course provides an overall enhancement to any martial arts, but you can do so, so much more. The esoteric art of Qi refers to the application of precise vibrations to enhance their attacks. A palm strike can destroy humans and walls alike from the inside out, a thread can cut through bullets without so much as stretching, though obviously it's better to limit its use to your own fighting style of choice.

Forbidden Addiction- 400CP:
There are some causes that are worth dying for, but many more worth living for. Forbidden techniques that sacrifice your life or body in return for great temporary power fall into your lap whenever given the chance. Thankfully, you have a body that can eventually recover from the negative after-effects of any technique that doesn't kill you fast enough. A few months is all it takes to completely recover from a technique designed to halve your lifespan, or cripple you for life.

True Heir - 600CP:
Whatever martial art you practice, you have been bestowed with the four greatest techniques of the clan. Four techniques that come close to defying the very laws of physics. To use the Fuuchouin as an example: an unpredictable omnidirectional attack, a localized hurricane of blade-like wind, an instant torrent of threads from above, and a nigh-impenetrable sphere of threads that minces all it touches and even bends light by distorting the air. Should you come from another clan, you may use this as a base to devise four techniques of comparable power.

White Songbird - 600CP:
To train is to master our body. To struggle is to refine your will. To lose is to know the soul. You can infuse your attacks with an almost holy quality, essentially letting you beat the evil out of people and spirits alike. This applies to not only one's inner demons, but also external forces controlling or corrupting their soul. This also allows you to fight spirits as if they were flesh and bone, letting them pass on through defeat in combat. However, this requires at least the smallest hint of light to exist within the target's soul.

Side Story - Free, Requires True Heir, White Songbird:
The Fuuchouin actually have a secret fifth technique. Whether you learned this, or a similar technique from your own clan, the effect is roughly the same. The target will be enveloped by the souls of all the departed who love and forgive them. This not only purifies their soul, but exhausts their body and will to keep fighting. The target's strength is no longer a factor, in fact, activating this requires you convince the target that you're done fighting them, but you haven't accepted defeat either. Naturally this is ineffective on those who are unrepentant and evil to their core.

Ura-Fuuchouin Perks

50% off for the Ura-Fuuchouin Origin. 100CP perk discounted to Free.

The Black Thread - Free, Ura-Fuuchouin only:
You possess an inhuman mastery of an assassination art of your choice or design. This is a martial art designed for killing, first and foremost, ill-suited to nonlethally incapacitating an opponent. This style can incorporate a specific weapon, whether it be threads, a claw, a staff, or even a bag of finely ground gemstones, which you will be able to control better than your own body, with no upper limit for growth. You can also specialize in unarmed combat to turn your body into a lethal weapon.

Birth of Taboo - 100CP:
You are the bearer of an unnatural darkness. You have an intimidating presence that can make others sick to their stomachs in disgust and terror. This aura is even more effective on those with a similar wretchedness. You have the benefit of being able to toggle this aura. Additionally, at the start of every jump, you may alter your history to have your birth marked by countless bad and unnatural omens. What, if any effect this has on those around you, depends on the individual.

Steeped in Darkness 200CP:
It's anyone's guess why the Fuuchouin gave all their most dangerous techniques to the most twisted and ostracized among them, but maybe this is related. You have an affinity for any techniques that could be considered evil, grotesque, taboo, etc. You learn them with greater ease than regular techniques, and the more negative emotions you hold in your heart, the more effective they become. In turn, this is all a moot point if your mental or emotional health is actually stable. This also won't make you any resistant if these techniques have severe consequences for the user.

Heart Puppeteer - 400CP:
Through any matter or phenomenon you have sufficient control over, be it strings, light, water, or even gravity, you can sculpt them into seemingly living constructs. The kinds of hits these can take and deal depends on what they're made of and how much. No matter their composition, they can perfectly copy the original's appearance, voice, and mannerisms, though you need to be close by to control them. You'll only be able to make one at first, but with training, you can control a dozen clones, sculpt enormous colossus, or even disguise yourself as others.

Cursed Weave - 600CP:
One of the most vile techniques of the Ura-Fuuchouin, or perhaps you just have a strikingly similar technique. This involves implanting a complex pattern onto the target's forehead in a split second. This digs into the brain, awakening 70% of their hidden potential, making them explode with superhuman strength. Use of this places severe strain on the mind and body, eating away at the self control and lifespan of the affected. If you'd rather cut out the middleman, you can set this technique to immediately destroy the target's brain without any kind of boost.

Unwilling Sacrifice - 600CP:
Undoubtedly the influence of the Voodoo Kingdom leaving its mark on you. You possess some evil technique that allows you to enslave the souls of those you've personally slain. You can summon them decades after the fact to fight on your behalf. Even if they loathed you in life, or loved those you pit them against, both their actions and words will be filled with mocking and malice towards your enemies. These spirits don't seem to have much trouble wounding physical beings, but should they be defeated, their souls will be forever set free from your control.

Chrysalis of Shadow - Free, Requires Cursed Weave, Unwilling Sacrifice:
Not even living souls are safe from you. You have the ability to place something akin to a cocoon on the heart of yourself or someone else. This cocoon can be used to trap the souls of still-living fighters, corrupting their mind and body to fight on your behalf, even if your desires differ from the cocoon's vessel. This not only twists the fighter's personality to your goals, but enhances their physical abilities in the same way as the cursed weave. This control can not be broken as long as the cocoon exists, and the cocoon will exist as long as the attached heart still beats.

Maryuudo Perks

50% off for the Maryuudo Origin. 100CP perk discounted to Free.

First Among Equals - Free, Maryuudo only:
Through the influence of Chimera, and generations of refinement, the Maryuudo have mastered the art of animal control. Through a series of complex whistles, you can call and direct animals to follow your commands. Though this alone won't make them any stronger or smarter than before. Additionally, you're limited to controlling vertebrates. This doesn't even scratch the surface of the strange shamanistic techniques of the Maryuudo.

Aborigional - 100CP:
Being one with the land has its perks. You seem to have an odd harmony with nature. Animals that would normally react to any human with fear or aggression are oddly comfortable around you, assuming you don't express malicious intent. Wherever animals could be, there always seems to be a bit more than you would expect. This also provides you with the skills to manage a nomadic lifestyle in the wilds,or eke out a relatively comfortable existence as a vagrant in the big city.

Untainted Blood - 200CP:
When the Maryuudo betrayed Kabuto, it was inexplicably the Kiryuudo who was cursed as punishment. The Maryuudo's possession of Chimera likely had some role in their protection. Even in future worlds, you will find yourself exempt from curses tied to or inflicted through bloodline. If a curse simultaneously affects all members of a bloodline, or is passed from parent to child, you will automatically break that cycle. Any children or descendents you have are similarly protected.

Once Every 100 Years - 400CP:
The first sign of the Maryuudo's more mystical origins. The Maryuudo are privy to techniques that allow one's body to exhibit the power and qualities of 100 different animals. This won't let you do the fundamentally impossible, but you can get surprisingly close, and these do appear to draw power out of your body that isn't normally there. Strike with the force and sharpness of tiger claws, glide like a bird, swim like a fish, you can even mimic the might of the fictional dragon.

Four Seasons - 600CP:
Among the Maryuudo, there are four powers that normally have only one user each generation. With this, you may stand as an exception and possess one of these for your own. One can heal severe wounds of oneself or others in minutes. One forces others into a deep sleep within miles of yourself. One rapidly drains the life of all nearby lifeforms indiscriminately, though without care, this may activate randomly. One allows you to awaken people and animals, either granting animals enhanced power and intelligence, or waking up dormant consciousnesses in others.

Chimeric Influence - 600CP:
The original source of the Maryuudo and Kiryudo, a bizarre power called Chimera. For its protection, Chimera has been planted inside your body. This normally only provides a general boost to shamanistic techniques, in times of extreme emotions, it can force you into a berserk form. In this state, you have the power to decimate buildings with your fists, or tear reinforced steel like paper. You're also sturdy enough to shrug off intense flames or spatial anomalies. Though you have control of this form, your emotions are greatly enhanced, and may impact your judgment.

Animal Kingdom - Free, Requires Four Seasons, Chimeric Influence:
It seems you've tapped into the Chimera's nature as not only a power source, but a catalyst for change. With this, your descendents will be naturally more receptive to your abilities. Techniques that can be taught and aren't outright supernatural will be picked up abnormally fast by your descendents, such as the Maryuudo's animal control or mimicry. You'll also be able to pass down four of your blatantly supernatural abilities, up to the level of those described in Four Seasons, to your descendents. Though each may only manifest in one individual each generation.

Kiryuudo Perks

50% off for the Kiryuudo Origin. 100CP perk discounted to Free.

One Above All - Free, Kiryuudo only:
Unlike the Maryuudo who can control any mammal, avian, reptile, etc, the whistles of the Kiryuudo allows for control over invertebrates of all types, be it insects, arachnids, or even some corals. In addition, Kabuto's curse allows you to morph into a large half-insect half-human monster, giving you greatly enhanced physical abilities. However, once you transform, the change is permanent until you either experience death, if only briefly or within an illusion, or conclude your jump.

Inhuman - 100CP:
You won't find many Kiryuudo who are squeamish about insects. You are perfectly comfortable around insects, and they're perfectly comfortable around you. You'll never find yourself attacked by wild invertebrates. Your demeanor allows you to easily conceal traits of yourself that others may find repulsive, whether it be a sickening power, a deformed body, or simply a twisted mind. This only works on strangers, and only so long as you make an effort to hide these things.

Spinner of Lies - 200CP:
Analyzing the nature of insects has granted you invaluable insight into hierarchies. You thrive in the corruption of human society. Those who fully submit to you will experience an existential dread at the idea of opposing you, no different to a drone and its queen. A drone that will die for its queen, that will kill for its queen. The more hivelike your underlings become, the more productive they become. This has no effect on those who see you as an inferior, and equal, or an enemy.

Insect General - 400CP:
Possibly one of the Kiryuudo's greatest advantages over the Maryuudo was their willingness to experiment. They took the trouble to selectively breed creatures with miraculous properties. Butterflies that produce illusions, coral that can move and grow at the wielder's command, bees that can safely live within the user's body, spiders that can enslave human minds. It will take time and experimentation, but you now have the techniques needed to breed similarly fantastic creatures.

Kabuto's Successor - 600CP:
Through some twist of fate, you've obtained the same kind of immortality as Kabuto. You are essentially a spiritual being. By leaving behind your body, you can possess other living beings, gaining their body and powers. A strong enough will can resist and expel you, limiting you to weak-willed vessels, or those too beaten to put up a fight. Abilities rooted in the body or that weren't originally yours stay in the body they came from, but you get to take all your other abilities with you. You will die if your current body is killed, or your spirit is directly attacked.

Root of Sin - 600CP:
The blood ties of the Kiryuudo are strong. Now you too can inflict a similar curse onto your descendents as Kabuto inflicted on the Kiryuudo. The curse will mutate the body of those affected. You can slightly customize the curse to your liking, but the result is always monstrous. You can cause the curse to flare up with your will. The curse can only be lifted if you allow it, if you're defeated, or with strong magic interference. Still, it's perfect if you want an army of monsters at your beck and call, or just want something to keep your spawn in line.

Bloodline Harvest - Free, Requires Kabuto's Successor, Root of Sin:
Your power over blood and soul have combined in a repugnant way. In any place, at any time, you may collect the souls of every single being who has been placed under your ancestral curse, killing them on the spot, barring magical interference or severing of this bond. You can use them for whatever you please, but most directly to add raw power to your spiritual and physical abilities, limited only by the number of souls you absorb. If you don't release the souls yourself, they will leave on their own if you are defeated, returning to their bodies, if they still have one.

Witchcraft Perks

50% off for the Witchcraft Origin. 100CP perk discounted to Free.

Bibbity, Bobbity, Boo - Free Witchcraft only:
You have the blood of a witch running through you. The powers of witchcraft are as numerous as they are mysterious, so mysterious that you don't know any of them. Your natural talent may have you subconsciously touching on the principles of magic, but good luck finding a teacher to refine that talent. Most Witches fell during the Salem Witch Trials. Still, if you overcome that hurdle, the feats you can accomplish with witchcraft are limited only by your imagination and resources.

Barbarian - 100CP:
The boundary between a great friend and a colossal asshole is often paper-thin. Even if you're perpetually rude, or you've personally wronged someone, something compels people to look deeper. Thinking maybe you're actually a decent person deep down. Those close to you are content to overlook your prickly exterior and even those with a deep-seated grudge will struggle to maintain these feelings the longer they spend around you, unless their suspicions are proven correct.

Outdated References - 200CP:
The goal of countless magic practitioners, immortality. Whether you are truly undying, your lifespan is longer than a normal human's. Adding to the illusion is a magic spell that lets you freely alter your outward age. Your long life has netted you an extensive knowledge of occult matters relevant to your current world. This oddly didn't net you any additional treasures or spells, but when magic is wreaking havoc, you're likely to have a rough idea of the spell or artifact at fault.

Evil Eye - 400CP:
A power thought unique to Ban Mido. Are you perhaps another descendent of the Witch Queen? Just by looking at someone and willing it, you can trap them in any illusion you can imagine that feels just as real as reality. However, each illusion can only last a minute, and you can only use this power three times a day. You can slightly dilate time, so the illusion feels longer, akin to a dream, but if you break the three uses rule, you'll be erased from existence itself as punishment.

Power of the Cosmos - 600CP:
You draw your magic power from the astral body Asclepius. You intuitively know long chants that, if fully recited, will let you enhance your strength enough to blow away opponents. This power has especially crystallized in your arm. Your grip can crush steel even without a chant. If that's not enough, you can transform your arm into a demonic claw that rapidly heals your wounds and can cut through damn near anything, including space. However, this form empties your mind except for the urge to destroy everything before you, and leaves a significant toll on your body.

Risen to Heaven - 600CP:
It was an archangel who spawned the first demons, but who is to say the reverse is impossible? You have a strange potential within you. By utilizing power from dark, destructive, or corrupting forces, until you reach the precipice of that corruption, and choosing to abandon that power, the embers of that power will purify into a new form, less harmful to you, overall stronger, and without any commitment to a higher power. Ascension of a power requires monumental willpower and a genuine personal epiphany, but you will forever retain this improved form of the ability.

Angel arm - Free, Requires Power of the Cosmos, Risen to Heaven:
It should go without saying that the curse of Asclepius is ideal for purification. With this, you may turn away the power of Asclepius to transform your devil arm into a feathered angel arm. This enhances the devil arm's power all-around, but provides the most profound boost to your speed that makes the brute strength feel like an afterthought. The angel arm is free from almost all of the Devil Arm's drawbacks, including allowing you to retain your mind. You can theoretically use this arm whenever you want, but it is still exhausting, so you probably shouldn't.

Voodoo Perks

50% off for the Voodoo Origin. 100CP perk discounted to Free.

Who do Voodoo? - Free, Voodoo only:
While voodoo has many similarities with witchcraft, there is one major difference. Voodoo curses can never be dispelled, only deflected. Additionally, such curses have an equivalent blowback on the caster, requiring a scapegoat. Anyway, it's dangerous stuff. Luckily, you aren't too deep in yet. For better or worse, there are many voodoo practitioners who can act as a teacher, but voodoo draws power from negative human emotions, so they aren't exactly the most benevolent sorts.

King Above All Kings - 100CP:
There's acting like you're untouchable, and then there's knowing it. When you know your opponents are no match for you, so will they. Whether it's palpable bloodlust or an unshakable feeling of invincibility, a single demonstration will let any would-be attackers know beyond a shadow of a doubt that you are not to be fucked with. Of course, this only works if your confidence is well placed. If you lack the power to back it up, it's only a matter of time till someone calls your bluff.

Aromatherapy - 200CP:
In one way or another, you've gained knowledge of the Kudou sibling's trademark perfumes. You can blend countless different perfumes with effects that seem and arguably are magical. Such as bursting into flames, corrosion, boosting speed, paralysis, reducing intelligence, and you can invent more with experimentation. These perfumes are more like magic catalysts than purely chemical concoctions. As such, you may only carry seven different perfumes at any one time.

Above the Curse - 400CP:
You'd be amazed how often people wind up with extra souls or minds fighting them for their body. As long as such entities can't easily overpower your will, you will reach a kind of equilibrium, where they can't subsume you, and maintaining control is exponentially easier for you than them. What's more, injuries sustained while one of the other entities are in control, do not carry over when you are in control. If such injuries are lethal, only the entity currently in control will perish.

Necromantic- 600CP:
The ties between voodoo and the dead should be self-explanatory. You're a natural when it comes to manipulating the negative energies of the departed, such as manifesting their remorse as invulnerable violent phantoms. You have means to properly bring the dead back to life, but there is always a catch. Whatever method you try will only result in the spread of even more suffering. Such as the voodoo children. Aborted witch fetuses revived such that on their 17th birthday, a clone of them will kill everyone the original loved, and then the original.

Dark Sympathy - 600CP:
A magic that curses the user as much as the target wouldn't be much use to anyone. That is why sacrifices are so vital to voodooists. Not just with voodoo, but any magic you may know, you know how to deflect the backlash of your own spells onto others, and even utilize this deflection in the spells themselves. Such as a mind control spell that jumps onto whoever defeats the ones being controlled. Deflection needs a direct interaction to trigger. You must do something directly to your scapegoat, or they must do something to you of their own volition.

Divine Punishment - Free, Requires Necromantic, Dark Sympathy:
The greatest attack of the voodoo king not only drew from the darkness of the human heart, but condensed the collective evil of all humanity into destructive black streaks that can be summoned instantly out of thin air. The attacks are as strong as the amount of evil in the world. Using this world as an example, the bolts were as thick as tree trunks, as fast as lightning, and would completely annihilate almost any matter caught in its path. Perhaps you may find other uses for this energy, but toying with pure evil given form may not be a wise idea.

Self-Interest Perks

50% off for the Self-Interest Faction. One 100CP perk discounted to Free.

Amicable Lunacy - 100CP:
Shinjuku is a land filled with eccentric characters, and even more outright freaks. I think it's telling that even Dr. Jackal, a well-known serial killer, has no shortage of clients as a transporter. As long as you have a track record of getting your job done and avoiding arrest, potential clients won't be the slightest bit dissuaded by any bizarre or outright dangerous character quirks, as long as they have no reason to believe these tendencies will put them directly in harm's way.

No Breaks - 100CP:
Not everyone can be a fighter. Others make up the difference in strength through pure ballsiness. You have developed a skill and confidence behind the wheel that defies logic. You can drive a semi with the same speed and maneuverability as a motorcycle. Ramps, hair-pin turns, drifting, etc. all at full speed. You also have a great memory for maps, and an instinctive grasp of your vehicle's condition, perfect when the fastest shortcut is through a brick wall.

Clayman - 200CP:
To think that artistic skill could be such a potent weapon in a place like this. You have the craftsmanship of a master sculptor. You can craft imitations of others completely identical to the original in appearance. You aren't limited to stone either, if it can be sculpted and painted, you can work with it. This naturally extends to masks to mimic the appearances of others. For what it's worth, this also gives you an eye for making or identifying fake artworks.

Jackal and Hyde - 200CP:
You have skills as a doctor that could save or end countless lives. You can patch up severe wounds on the fly, as long as you have the right tools. On the flip side, you know how far the human body can be pushed before it dies. You can make all kinds of simple modifications to the human body, like implanting metal or removing organs, not that this guarantees survival in the long-term. You could even mimic a certain other mad doctor and turn your own body as a holster for countless knives.

The Protector - 400CP:
In this town you can find ancient magic, superhuman martial arts, and supernatural powers, and also freaks like you. You are stupidly tough, plain and simple. You can send someone flying blocks away, or shatter concrete with a casual kick. You have the toughness to stop a speeding car with your own body. A direct lightning strike is the bare minimum it takes to knock you out, and you don't stay down for long. You don't show much of the pain you do feel, making you appear invincible.

Honey Trap - 400CP:
This is... something. When you get especially sweaty, your body produces absurdly intense pheromones. When smelled by a member of the opposite sex, it has an outright hypnotic effect, trapping them in a trance where they'll obey your every command. This won't work through clothes, so you'll have to strip or be stripped for this to have much effect, and the target must lack an unnaturally strong will, but other than that, this will certainly come in handy for one situation or another.

Exspiravit ex Machina - 600CP:
We all lose someone we love sooner or later, but sometimes we get the chance for one last goodbye. When you find yourself in dire straits, the spirit of a dead loved one will manifest in physical form to help you for a few minutes. They will have their skills from when they were at their peak. If nothing else, you can use this moment to get closure. Any given spirit can only do this once before they have to leave for good, but even those lost in past jumps can come to your aid.

Rule Breaker - 600CP:
An increase in stakes often means an increase in danger, and not all allies will be able to keep up, but just a quick pep-talk from you can exponentially raise an ally's fighting power. You can't boost someone above your own power, or beyond what the challenges ahead call for, but you can get close. How close they get to this max depends on their own willpower. You're limited to one student at a time, and the power will vanish once the danger has passed or they lose their will to fight.

GetBackers Perks

50% off for the GetBackers Faction. One 100CP perk discounted to Free.

The Last Piece - 100CP:
An eye for people is the bare minimum you need to run a successful retrieval service. You have a decent sense for a client's character. Whether they're scum putting on a fake smile, or a kind soul trying to act tough, you can quickly tell who is worth trusting. Not to say it's impossible for a masterful actor to fool your eyes, but it's hard for someone to lie to you without you feeling that something is off. This won't help you get any specifics, but this vague feeling is a great first clue.

Do it for the Ecchi - 100CP:
Best thing about being an open pervert is that eventually people just get used to it. As long as you're just joking, they know you personally, and you don't take it too far, the most reaction you'll get out of sexually harassing someone is an annoyed smack. If you aren't proactively perverted, those you find attractive will be inclined to play along and tease you with their body. Whether this is attraction, manipulation, or just their sense of humor, depends on the individual.

A Tale as Old as Clowns - 200CP:
How convenient that so many strong fighters are desperate for a worthy fight. You have potential that the strong can see clear as day. Even if they normally wouldn't have qualms killing the weak, they can't help but find it a waste to kill you before you've "ripened". For the sake of keeping you alive, they may go so far as to occasionally protect you, or even cooperate with you, if you can convince them it will be fun. Don't think their patience will last if you get in the way of their goals.

Potential Murderer - 200CP:
You don't need to be evil to kill, you just need to believe you're right, and you're just the jumper to stomp that confidence into the dirt. By actively resisting the plans of your enemies, you have a way of planting seeds of doubt in them. The more they struggle to beat you, the more they struggle to believe in themselves, and the righteousness of their cause. Of course, this doesn't amount to much if your opponent couldn't care less about what's right and what's wrong.

Sixth Sense - 400CP:
One's sixth sense is their ability to sense the world without any of their five main senses. It allows one to act with total confidence, whether it be brewing the perfect coffee, or dodging a flurry of attacks. It's not seeing, it's not hearing, your body just knows the most effective reaction for any situation. This is a massive boon, but requires practice, intuition, and complete confidence to make the most of it. This power can let even an old man punch way above their weight class.

Fighting Genius - 400CP:
Violence isn't something you learned, you were born with it. You are a natural when it comes to fighting, letting you form complex strategies in the midst of battle and read your opponents like a book. This also comes with a substantial increase of speed, such that you can deliver dozens of targeted blows faster than most people can see. With extensive training, your speed may reach the point where the vacuum you create is strong enough to be an attack in its own right.

Supporting Cast - 600CP:
Who says violence can't solve every problem? Those you beat in combat have an odd tendency of becoming your allies not long after. This requires that they don't die in the process, and they had good intentions. Those befriended in such a way are prone to pulling inexplicable powerups and miraculous feats out of their ass when you're fighting for a similar goal, but only just enough to keep up. As if they were scaling to the conflicts. This isn't guaranteed to always save them.

Go Beyond - 600CP:
Turns out, once you get strong enough, the laws of physics have a hard time keeping up. You can infuse your attacks with a special power that can breach dimensions. In other worlds, there's very little in the physical world you can't break through, including forcefully destroying effects that mess with dimensions or spacetime. That said, to bring out these effects, you need to really put your all into your attack, or at least enough to leave you pretty exhausted.

VOLTS Perks

50% off for the VOLTs Faction. One 100CP perk discounted to Free.

Fifth Emperor - 100CP:
Should you find yourself around the destitute and disenfranchised, you'll be in good company. You very quickly build a strong reputation in these areas, whether as a protector, a monster, or both. Those who you can relate to through your lousy living condition tend to form a bond closer than family. Though, you still need to be careful that you draw a line somewhere, and weed out any irredeemable scum that decides to take root in your family for their own gruesome ends.

Bloody Joker - 100CP:
You need to learn to laugh when you have the chance, otherwise what good is it to live through the tough times? It's hard to say whether you're a good comedian, but you are a master at lighting the mood. You even have a skill for talking your serious allies into playing along with your silly gags. Even if they act annoyed, your friends will definitely appreciate the levity you bring to a situation. None of this is to say you're unable to get serious when the situation calls for it.

Slum Science - 200CP:
Who says you need money to do science? As long as you have the intelligence, you can bridge the gap in resources that prevents you from doing harcore science in a barren place like the slums or an abandoned city. If you don't have the tools you need, you know how to get them. Of course, this won't let you invent or build something you couldn't under ideal circumstances, but if you have the brilliance to invent it, you can make the most of your limited tools to bring it into reality.

Repent and Reform - 200CP:
Fooling one is hard, fooling thousands is trivial. You are a master at manipulating public sentiment. Negative rumors tend to spread far easier than positive ones, but with a solid enough performance, you can have legions of murderers pissing themselves at your name, or cursing those of your enemies. Naturally, you can only do so much against tangible evidence. If it's found you had the best interests of those you fooled at heart, the odds of them showing understanding or outright gratitude towards your actions when the truth comes to light are oddly high.

Guiding Light - 400CP:
You'd think the unraveling of reality would spell death for anyone, but you beg to differ. You have a knack for surviving distortions in time, space, or reality, and even navigating them to get where you need. You have a resistance to the toll such spaces place on your being, at least you won't just poof out of existence from a rip in space or paradox. After a while, you may even start to get a grasp for the rules of these spaces that first seemed random and alien, and find ways to exploit them.

What Must not be Seen - 400CP:
By now, I'm sure you're no stranger to sudden powerups born from highly specific circumstances. When such a power is granted to you, you always have a decent idea of how to reproduce those circumstances to awaken them to others. Even if the exact specifics can't be reproduced, you know what kind of shortcuts you can get away with, like using illusions or hypnosis to fool the target's senses. Naturally, there are some situations where such a reproduction is just impossible.

Lonely Paladin - 600CP:
A soldier cannot fight without an enemy, and what better enemy than God? Your resistance creates a potential future where the gods lose their power over their world. If you evoke this right and champion such a future, fate will throw whatever it can at you to see you fail. If you stay standing, your future will come to pass and the gods will be helpless to change it. If you face defeat, begin to doubt your cause, or lose your will to fight, this potential future is forfeit.

Rebellion Against God - 600CP:
With how many of this world's greatest fighters see the god of this world as their enemy, it's a good thing the Archive's powers are limited. No matter how powerful they seem, when you offend a godlike figure, they don't seem capable of using their control over reality to erase or control you directly, or their omniscience to see your full potential. Not to say they can't harm or manipulate you indirectly, but they'll have a hard time dealing with you without being smart.

Der Ritter Perks

50% off for the Der Ritter Faction. One 100CP perk discounted to Free.

Soft Served - 100CP:
You're a great big softy. You have a polite demeanor that makes people drop their guard around you unless they have good reason to suspect you or they were the cautious type to begin with. This also works in reverse, making you a natural at coming up with convincing excuses to keep up the pretense of practicality when you disobey a cruel order from a superior, or blatantly show an opponent mercy. Especially sensitive or empathetic individuals may see through your bluff

Justice at any Cost - 100CP:
Not everyone can be the hot-blooded protagonist. Some find it preferable to play it cool and suave or even play the villain. You are naturally level-headed. You can be personable when you want to be, but when it's clear you need to burn your bridges or even make yourself hated by those you love in order to protect what matters to you most, you don't even hesitate to kill your emotions. If necessary, you could even kill someone you once called your best friend with little hesitation.

Swept Away in the Breeze - 200CP:
What's scarier? A killer with a big sword, or a killer you can't see coming? You have the ability to completely erase your presence, giving the illusion that you can materialize and vanish into thin air. You can sneak up on most opponents and escape their line of sight at your own convenience. Even those with exceptional instincts will struggle to keep track of you. It's worth mentioning that you can't attack or interact with your environment while hiding your presence.

Incorporeality - 200CP:
A party trick compared to stronger illusions like the evil eye, but still useful for intimidation. You have the ability to manifest your aura as illusionary monsters. They can't actually do damage, but even those who specialize in illusions will mistake them as real. The more of your aura you release, the more terrifying the monsters that manifest. They can be as small as a beetle or large as a whale. You summon them in an instant, and there's no real limit to how often you can do this.

Stronger than the World - 400CP:
You have a physics-defying strength. You can swing around swords with the same weight as a city bus, and nobody will be able to tell. What's more, you know how to play with the physics-defying forces that come from such actions. Perhaps you weaponize the sonic booms from breaking the sound barrier, or the flames from igniting the hydrogen in the air. If you have a sufficiently hyper-dense weapon, even weaponizing distortions in gravity is within the realm of possibility.

Locksmith - 400CP:
You have a special talent for spoofing keys for locks of a more metaphysical or mystical nature. It has to be a seal deliberately placed by an external force to bar access to something, but otherwise, you can open locks even the gods struggle against. The key can be intangible like a certain energy or bloodline, though your copy is only useful as a key. Creating a key requires the sacrifice of something with similar supernatural significance, or strong ties to whatever placed the lock.

Miroku 7 - 600CP:
The ritual witches used to craft their guardians by merging seven beings into one. Initially, they can switch between the 7 minds and bodies, but eventually all but one will vanish, letting them inherit the strength, powers, and skills of the other 6 combined. You decide ahead of time which soul will be left at the end, or if they will ever fully merge. You can use this on allies or even yourself. If one or more of the 7 are companions, the final result will be counted as a single companion.

Undying Will - 600CP:
If it were not clear already, will has power in this world. So long as your underlings have sworn their undying loyalty to you, and have a clearly defined goal that they are determined to pursue, not even death will stop them. They will be able to come back from the dead in physical form. They will vanish if they accomplish or give up on their goal. Once per jump you may do the same if you die, but if you are bound by the same limitations, losing sight of your goal will end your chain.

Brain Trust Perks

50% off for the Brain Trust Faction. One 100CP perk discounted to Free.

Talented Agent - 100CP:
So long as you have the brilliance to back it up, geniuses won't have any trouble treating you as an equal. Even if your ideas or even your entire field is entirely unscientific, your suggestions will be taken at face value, and may even spread amongst your colleagues, if they have tangible merit. You could prove an entire organization full of the brightest minds that "dimensional metaphysics" is a legitimate science, or that "willpower" is the key to bridging the real and virtual.

Devilish Dealings - 100CP:
There's a reason they say beggars can't be choosers. When a group is in desperate need of power, and you can show that you can provide such assistance, they tend to begrudgingly lend a hand with their mission. Even if you don't even try to hide that you have your own objective, and have a tendency to be on the losing side, as long as you haven't betrayed anyone yet, and your power can't be called into question, they'll push down their suspicions of you for as long as possible.

Timeless Dimension - 200CP:
Your dealings with fate have given you a profound understanding of the butterfly effect. Not quite precognition, but fairly close. You have a vague sense of people or events that will have sweeping repercussions on the world around them. You can use this to get involved with such people or events before even they realize their significance, or uncover untapped potential before it can be used against you. This obviously makes you a natural at seeing through the schemes of others.

Sweet Tooth - 200CP:
A little something to give you or your allies an edge outside of your home turf. You know the process to craft candies infused with metaphysical properties of a given environment. Perhaps you create a yang candy to improve the consumer's physical abilities, or give a boost of ki to an exhausted martial artist. You need to find an environment rich with a given energy before you figure out how to make it into candy, but once you know how, they aren't that hard to produce.

Will of the Archive - 400CP:
The gods are always looking for useful pawns, and would be glad to hire you for the job, if you don't mind swallowing your pride. You have the means to strike a contract with the gods of a world. If you're willing to fully devote yourself to their objective, they'll gladly bestow you with the power to make it happen. Of course, they'll just as easily revoke this power if they realize they can't control you as they like. It's on you to cut ties before god has the chance to stab you in the back.

Fairest of Them All - 400CP:
The foundation of Brain Trust's dimensional technology is the "Magic Mirror Effect". In short, by inducing 100% reflectivity in mirrors, it allows one to blur the boundary between reflection and reality. Even without a mirror present, you can create mirror clones of yourself, either as illusions or tangible clones that divide your power amongst themselves. You can enter reflective surfaces as if they were physical spaces and even bring others with you, or just trap them within.

Simulacres et Simulation - 600CP:
In spite of how thin the boundary between reality and simulation can be, fully erasing that line is much easier said than done. Like Thesius' ship, at what point does a copy become the real thing? The break in this stalemate came in the technology to gather qualia, which you are now privy to. Through use of gathered qualia, even virtual constructs can become real, and vice versa. Perhaps this process can allow digital creations to become more than just a copy.

Angels From Above - 600CP:
While entry into another world usually requires you to leave your current world, I guess you're just an exception. When it comes to alternate or even virtual worlds you have access to (within the same jump), you may send an avatar of yourself instead. While you and the avatar are essentially different people. You will not share your powers or personality, but they will inherit your knowledge, skills, and objectives, and will likely help them ascend in power on their own.

Divine Design Perks

50% off for the Divine Design Faction. One 100CP perk discounted to Free.

Dominator - 100CP:
The foundation of divine design is the dismissal of the laws that govern the world. The adaptability you have is something fierce. When the rules of reality break apart, as long as they aren't actively harmful, you can adapt without missing a beat. Your mastery over your own faith makes you freakishly quick to master powers rooted in the power of belief. Just be careful that you don't lose sight of reality once it's working the way it's supposed to.

Word of Mouth - 100CP:
Human culture can be fickle. There's rarely any rhyme or reason to what does and doesn't catch on, but you've clearly figured something out. You're a master at making trends spread like wildfire. Whether that means spreading rumors to suit your needs, or turning your products into an overnight sensation, all it takes is a little bit of social engineering from you. I'm sure this will also come in handy to use rumors to lure potential allies into your fold, or enemies into a trap.

Blame the World - 200CP:
Your eyes have the vile ability to gaze right into a person's heart to see all their deepest traumas and anxieties. If the traumas are sufficiently deep, you can use them to groom the victim to be fanatical to you, even if it means doubting their own memory, loved ones, morality, and grasp of reality, just for the flimsiest of promises from you. This naturally makes those affected more mentally unstable, and sufficient shock can break through your brainwashing.

Undominated - 200CP:
You have a heart that is difficult, if not nearly impossible to dominate. When external forces seize control over your body, you will maintain just enough control to send an invisible signal to one you truly care about. They will understand it's meaning. If they can make their way to you and either beat you, or be sufficiently injured by you, it will be enough for you to break free of control. Should the situation be reversed, you can instead do the same for this fated person.

Seer - 400CP:
The power of foresight can be used to do endless good in the world, or just as much evil. One of your eyes has the ability to see into the future, and you can even use this knowledge to change it. You can decide how many seconds ahead it sees, and maybe you can see farther with practice. You'll never feel disorientated using this eye. In fact, your quick thinking and superhuman reflexes makes it all but impossible to beat you with anything less than sudden overwhelming power.

Holy Eye - 400CP:
If you hadn't noticed, illusions are a popular specialty in this world. It seems the power of the archangel Sariel has rubbed off on you. You have a total immunity to illusions, one that extends to any allies in your immediate vicinity. This effect even reflects attempts to cast illusions on you back at the caster, letting you distort the illusion to your own tastes. Be warned that this protection will fail if the illusion is cast on you in a moment of emotional weakness.

No Turning Back - 600CP:
Two techniques any cult leader would drool over. Firstly, you can seal the soul of a defeated enemy into a card. Giving the card to someone will let that person control the affected like a mindless puppet. If that isn't enough, you can place a death curse on someone that will tear their heart out if they ever betray you, even if you don't know it. If you're the sentimental type, you can instead cast a false version of the death curse that only makes the affected think they'll die.

For Magic and Profit - 600CP:
Let's take a moment to appreciate the ludicrous feat of finding a way to mass produce reality-warping artifacts. You can now accomplish a similar feat. By extensively studying a magic artifact, you can find a way to make copies of it. The copies will be weaker than the original, and lose all their power if the original is destroyed, sealed, or otherwise disposed of. The process requires many magic ingredients, but even with that limit, I'm sure you can find many uses for this.

Allies

Pay for allies to bring with you on your journey, and possibly into future worlds.

Addition to History - 50CP:
Whether they appeared out of nowhere, or have been integrated into this world's history, you may import one of your allies into this world with each purchase. Each ally gains 600CP to spend on an origin, faction, or whatever else they please, and may gain more through drawbacks. Between yourself and imported companions, if one of you takes the drawback **Heir to the Archive**, so must everyone else, but they still receive points for it. You can optionally use this purchase to craft a wholly new companion within those same parameters.

Born of the Simulation - 50CP:
Each purchase of this grants you the option to take a native of this world along with you, even once you leave this world. As if you were destined to be together, you will run into one another time and time again, often in situations where you can work together and grow closer. Not to say it's guaranteed that you'll become fast friends, especially if you choose any number of the sociopaths out there, or those strongly bound by their ideals and loyalty. Still, should you gain their informed consent, you may take them with you as a companion.

Anomalous Items

50% off for Anomalous Origins. 100CP perk discounted to Free.

Little Beaut' - 100CP:
It's not much, but it's home. Well, home if you're a desperate vagrant. A shabby car under your name and the accompanying license. It's not fancy or expensive by any means, it's actually on the smaller side, but within those limitations, you can freely decide its make and model. All-around, it seems like this car was made to cut costs. It barely burns any fuel and rarely breaks down unless you do something stupid. Unfortunately, this won't stop you from getting towed or ticketed.

Conductive - 300CP:
As cool as supernatural power can be, they're rarely ever free to use. You are in possession of a melee weapon through which you can conduct any of your powers for significantly increased power at significantly decreased cost. Something small, like a baton or a whip, you can even have it concealed as a belt or in your sleeve or some such. However, you're naturally limited to using your powers on what you can hit. You can even choose a weapon you already own to gain this property.

Wire Doll System - 600CP:
One of MakubeX's greatest, and most horrifying inventions. This software allows one to link into the human brain through LAN cables, seizing complete control over their motor functions. Through this, even a harmless vagrant can be controlled or given the skills of a master martial artist. You can even grant them the strength of one to an extent by tapping into dormant genes. You'll need the infrastructure to run this software, but this does come with a few dozen anti-gravity alloy cables.

Martial Arts Items

50% off for Martial Arts Origins. 100CP perk discounted to Free.

Jumper of the What? - 100CP:
It would be a pity to devote your life to a highly specific weapon you don't actually own. This grants you a weapon or collection of smaller weapons of your choosing. This cannot have any mechanical parts, or materials with inherently fantastic or physics-defying properties. It could be as specific as a whip made of a particular tribe's hair, a seemingly endless supply of harp strings, a guillotine blade the size of your body, etc. If damaged or lost, it will return in perfect condition in a week.

Taichi Stone - 300CP:
A mysterious stone with magnetic properties. It can project something as small as a coin with enough force to shatter boulders. You can't lift anything heavier than a microwave, but you can launch dozens of small projectiles at once. What's more, whether due to the cut or its innate properties, the stone gives a bizarre degree of control over the metal. The strong radiation of the stone can damage the body and induce nerve damage if overused, possibly blinding you, or worse.

The Seams of Reality - 600CP:
You are in possession of a massive room wired with some of the most advanced holographic technology Infinity Fortress has to offer. Despite ostensibly being illusionary, it's truly doubtful. In addition to being indistinguishable from reality, it is difficult to judge space within these holograms, and even attacks feel real. However, at the end of the day, this is a created reality, and enough brute force can destroy or disrupt the projectors forming the illusion.

Beast Mastery Items

50% off for Beast Mastery Origins. 100CP perk discounted to Free.

Music for the People - 100CP:
In some fashion, a masterpiece of an instrument of your choosing, from the hands of a well respected craftsman, has fallen into your possession. If you have the talent to play, music from this has the ability to bring people together, and evoke a sense of unity, at least in while you're playing. Not that this will stop an attacker in their tracks, but perfect for a good time amongst allies. Alternatively, you can sell this to any number of wealthy collectors for a substantial payout.

Internal Quarantine - 300CP:
Most armors protect you from others, but some protect you from yourself. The esoteric methods that went into this set of full-body armor allows it to suppress curses or illnesses affecting the wearer. With this on, any such ailments will drop significantly in speed and effectiveness, though not completely, and it won't mend damage that has already been done. Should the ailment distort your body, this armor will do its best to at least push you back into the general shape of a human.

Hell Valley - 600CP:
Being part of an old clan has its benefits, especially when you get first dibs on land. You are in possession of the absolutely enormous forest territory. This land is prepared with enough housing to easily fit a few thousand tribesmen with miles to spare. Others will have a hard time finding or accessing this land, but even if they do, every single insect and animal on this land is trained to ward off any intruders beyond yourself and those you allow entry.

Mysticism Items

50% off for Mysticism Origins. 100CP perk discounted to Free.

Den of Mystery - 100CP:
After the near extinction of the witches centuries ago, greater precautions were taken to ensure their privacy. This cozy fortune telling shop doesn't come with any mystical knick-knacks or such, but there is a handy enchantment on the place. This shop appears innocuous to the public, barren of any people or items you'd prefer hidden. However, this isn't a strong spell, anyone with a bit of magic knowhow, or someone who knows exactly what they're looking for, can easily break the illusion.

Mournful Wailing - 300CP:
There are few magical ingredients as iconic as the mandrake root. A man-shaped root grown at the foot of a guillotine. You have one such root to use as you see fit. You can excite the root to release a scream that will drive the listener mad, unless they were a bit mad to begin with. You also have a recipe to brew this into voodoo coffee, a potential catalyst for voodoo magic. Without the proper curses to make the most of it, the most you can do is trap the drinker into a brief but vivid illusion.

Unturned Circles - 600CP:
You've stumbled upon the old notes of Maria Noches, one of the few witches alive today. This includes information on her turning circles, which you've tattooed onto your body. This magic circle automatically reflects any and all attacks back onto the attacker, barring those that supersede magic itself. This version is incomplete, and as such, has an upper limit that it can reflect, capping at point-blank cannon fire. You may be able to complete the spell if you can convince Maria to assist you.

Self-Interest Items

50% off for the Self-Interest Faction. 100CP perk discounted to Free.

Phantom Sunflower - 100CP:
Many legendary artists only receive recognition post-mortem, but have you ever heard of one who paints their last piece after their own death? Through a spirit medium, a famous artist has come back from the dead to paint one last piece. You can keep or sell it. Collectors will likely doubt the true story, but the techniques make it easy to slip past appraisers as a piece made during the artist's lifetime. You may receive a new painting from a famous dead artist every jump.

Embrace of the Goddess - 300CP:
You want money? You'll find it hard to beat the profit margins of fake art and drugs. What appears to be a full-sized replica of the Venus de Milo is actually a massive clump of Aphrodite, a drug more rare, potent, and addictive than much else you'll find on the market. A marble-sized rock can sell for 2 million yen, or ~19k USD. One can take it normally, or inject it straight into their brain to release one's limiters, briefly granting the strength of 100 men, at the cost of their life.

Marine Red - 600CP:
Found at the bottom of the sea, these 13 bottles are treasures in more ways than one. 12 of these are century-aged. These alone could sell for a fortune. The 13th? The blood of a vampire. The ages have taken their toll on the virus. It would take the whole bottle just to make one weak vampire, unable to create more of their kind. But, on the off-chance the drinker was already of a vampiric nature, even if not one from this world, it could serve as an excellent catalyst for their power.

GetBackers Items

50% off for the GetBackers Faction. 100CP perk discounted to Free.

Blinders - 100CP:
What may appear to be a pair of stylish circular sunglasses have a surprising secret. Namely, they're completely opaque. Though seemingly useless, wearing these for an extended amount of time have an odd effectiveness for training one's other senses. This may just improve your sensitivity to your other senses, or even help improve one's sixth sense, if you have such a thing. Just know that you need to commit to wearing the glasses for an extended time if you want to see results.

Party Balloons - 300CP:
A handy present from the thief Clayman. They didn't even feel the need to charge you. You have about 100 or so balloons that can easily fit in your pocket, and be inflated in an instant. When inflated, these are completely impossible to tell apart from the real you, aside from being inanimate, even somehow accounting for damage you take prior to releasing them . Perfect for a very flashy smokescreen. Even if you use them all, you'll end up with replacements within the month.

Missing Link - 600CP:
A virus embodying a particular lab's research into artificial evolution. 99.99% of those injected are mutated into mindless ghouls. As for that 0.01%, even a dog would develop intelligence that dwarfs a normal human, eventually culminating in psychic powers that can easily lift and throw cars. However, this raises aggression proportionate to intelligence, so it's arguable whether this is any better. Luckily, you also have the vaccine. Perhaps you can one day perfect the virus.

VOLTS Items

50% off for the VOLTS Faction. 100CP perk discounted to Free.

Skybound - 100CP:
Anti-gravity alloy, one of the prized creations of VOLTS' R&D team. Various metals are merged in zero gravity to create a miraculously light and hard alloy. This can make blades that can pierce stone without even warping, nearly invisible threads that can support the weight of a building, cables that can transfer data 256x faster than anything on the market, etc. You receive roughly a ton of this alloy to use in any way you see fit at the start of each jump, and instructions on how to work it.

Eyes of Infinity Fortress - 300CP:
Infinity Fortress is a big place. You need to be thorough to make sure there are no corners left unseen for people to plot. This is the making of a surveillance system that can cover a space as massive as a small town, with barely a single square foot out of sight. Even those with strong instincts will struggle to find these cameras. From the central hub, you can even collect numeric data on what you observe. Of course, you still have to do the hard part of installing the whole thing.

I.I. - 600CP:
This small, almost shabby hard disk, has all the information one needs to start a war. It contains the blueprints for a nuclear bomb. As long as you can gather all the necessary materials (a tall order in itself) even a bored college student could make a nuke of their own. You can sell this to the highest bidder, or keep it for yourself. Just know that few government bodies will be content letting you hold this over their heads, and are likely to take action if they find out.

Der Ritter Items

50% off for the Der Ritter Faction. 100CP perk discounted to Free.

Covered Bases - 100CP:
Issue with being a weapons master is keeping your mastered weapons on-hand. This is a collection of 7 simple deadly weapons. They can be spears, swords, scimitars, chakrams, knives, katanas, bow, etc. As long as they aren't modern weapons like guns and grenades. Bizarrely enough, as long as you have one of these on-hand, you can swap between any of these seven weapons in an instant, without any explanations for where you're keeping the six you aren't using.

Meteoric Blade - 300CP:
A meteor struck our planet who knows how many centuries ago. From this meteor was harvested a metal with bizarre properties. You possess a melee weapon forged from this odd black metal. In addition to striking with enormous force, swinging this sword can create gravitational anomalies, such as micro black holes, massive waves of force, distorting light, and likely more. The only caveats are the blade's extreme weight, and the training needed to make the most of its properties.

Noble of the Beltline - 600CP:
Against all the odds, you managed to make this small corner of the Beltline your own. This enormous gothic castle is subject to the chaotic warping reality of the beltline, and yet, this will never impede you or your allies within, nor will beltline monsters approach. The same can't be said for your enemies, most of which will find themselves suppressed or killed by this chaos. In future jumps, this castle will maintain these chaotic properties, but only within and around the castle walls.

Brain Trust Items

50% off for the Brain Trust Faction. 100CP perk discounted to Free.

Demonic Shards - 100CP:
A bizarre weapon, if you can even call them a weapon. This bag seems to contain an endless supply of glass mirror shards. Some of the shards are large, bust most are in the form of a fine powder. This powder is actually the more dangerous of the two. While the large shards can at most be used like knives, the powder is fine enough to slip into the pores of one's skin and tear them apart from the inside. Oddly enough they don't seem to be dangerous to you, though care is still advised.

Yang Candies - 300CP:
You have a dozen or so hard candies that you can pull from your pocket when needed. These candies are actually filled to bursting with pure yang energy, the intangible embodiment of change and physicality. Those who eat this will receive a massive boost to their physical abilities and combat skills for the next few hours. Especially those used to being surrounded by such aggression will find the boost especially dramatic, feeling an odd comfort, as if they were in their own home.

Simple Clock - 600CP:
This small, nonsensical ball of clockwork, appears to be a forgotten subroutine of the Archive itself. All it really has the power to do is give you three futures. One of these three futures is almost certain to come true, even accounting for your own interference. It can give you a vague idea of how to achieve each future, but not in any great detail. Forces with the potential to alter fate can create a fourth future, but this will take an exorbitant amount of luck and effort to bring into reality.

Divine Design Items

50% off for the Divine Design Faction. 100CP perk discounted to Free.

Guardian Card - 400CP/ Free for Divine Design/ (+600CP):
A Divine Design deck, empowered through your guardian card. With this deck, you can distort reality with your own imagination. Most notably bringing the effects of your cards into reality. Upon you moving to a new jump or the destruction of the original deck, you will lose your general reality-warping, but unlike others, you will still be able to manifest your cards or drag others into an isolated dimension. For an undiscounted 600CP, you may instead have an original divine deck, letting you retain the card's full power, and even make copies if you have the know-how.

Silent Plea - 100CP:
This is a small, completely innocuous item. It could be a coin, a thread, a button, whatever. Despite ostensibly having no special power, when you find yourself in trouble, without the ability to call for help, those who receive this will invariably understand your plea. Even if all evidence points to the contrary, the depths of your helplessness will shine through, and the recipients will be bizarrely motivated to help you, assuming they would be inclined to do so in the first place.

Guardian Angel - 300CP:
Perhaps you will find this completely useless, or perhaps it may be worth more than your own life. Through no small effort, a coffin has been brought into your possession. Within the coffin is the corpse of someone you truly loved, but lost to the grip of death. Even if this person died in a previous jump. Whether you wish to try reviving them, or just give them a proper burial, is a decision you must make for yourself. You may only buy this once, and it may only be used once.

Miracle Manufacturing - 600CP:
You struck it big and are the proud owner of a company producing a card game that is exploding in popularity. It's fine enough if you simply wish to live off the profits, but the company's NDA is airtight. You can use this as a cover for whatever shady purposes you see fit. You could even repurpose it to make secret additions to your product, whether it's drugs, magical enchantments, trackers, whatever you can fit into a card pack, and nobody will catch wind until they're already lining shelves.

Get Back the Lost Time

Infinity Fortress, undoubtedly the converging point of fate in this world, both past and future. A massive tower comprised of countless incomplete skyscrapers that seem to merge into each other. The story that most stand by is that the fortress was a massive construction project that fell apart at the last second and was left abandoned. However, that leaves a very peculiar question. If the fortress is such a recent addition to the Shinjuku landscape, why can't anyone seem to remember a point in time where Infinity Fortress wasn't exactly where it now stands? And yet, like most else about the tower, people just never thought to question it.

The fortress is broken into three main layers. The bottommost layer, Lower Town, includes the surface level as well as several subterranean levels. Here, thousands of disfranchised make their home in this violent slum. The yang energy that flows through Lower Town gives nearly superhuman physical abilities and aggression to inhabitants. It's no wonder the VOLTS are so formidable. Like the rest of Infinity Fortress, real and virtual blend here, where illusions can be indistinguishable from reality, and digital constructs can live their whole lives not realizing their nature.

The higher floors of Infinity Fortress are called the Beltline. An inhospitable place for all but the strongest humans. Time, space, reality, perception, it's all a blur of chaos in the Beltline. The laws of logic and reality that govern the Beltline are incomprehensible to the average human mind. If that were not enough, the Beltline gives birth to immortal bloodthirsty monsters. The very reason for VOLTS founding was to protect Lower Town from any monsters that escaped the Beltline.

At the top of Infinity Fortress, is Babylon City. Some say it's a utopia that looks down on the world below, some say it's the home of God, some say it holds the key to seizing the throne of God for oneself. In reality, there's a hint of truth to all three. What is known is that when an individual with unexplained powers that defy human understanding appears, their origins can likely be tied to Babylon City.

The fate of Infinity Fortress and the world as a whole will culminate in the Ogre Battle. Proficy states that the greatest warriors of the world will fight for the chance to reach Babylon City to decide the fate of the world. The battle will begin upon the gathering of the three keys to Heaven's Door. The power of Chimera from the Maryuudo and Kiryuudo clans, the complete Voodoo child born from the Witch Queen's daughter, and the key hidden away by the powerful Der Kaiser.

In simple terms, this fight is to decide which of the three futures will come to pass.

The first future, where Infinity Fortress does not exist, and the Archive reigns supreme as God over mankind and fate.

The second future, where Infinity Fortress exists, and humanity is given the freedom to control their own fate.

The third future, a world of pure chaos. Hardly any different from total extinction.

The start of the Ogre battle will be kicked off by the encroachment of the Beltline's chaotic reality onto Lower Town, resulting in no shortage of deaths on its own. To climb Infinity Fortress, you must pass logic walls that turn fear into reality, the intersection of timelines, countless Beltline monsters, and those aren't even the worst threats. The most powerful beings will be vying for the power of Babylon City, but only one may claim the prize. You'll need to fight off the strongest beings this world has to offer, most notably the seemingly invincible Voodoo King, and the Lightning Lord, empowered by the endless energy of Infinity Fortress.

Should you succeed, you will pass through the gates to Babylon City and find... Shinjuku, a Shinjuku where there was never any Infinity Fortress and the like. There you will be guided by a familiar face to learn the truth of these two Shinjukus. Regardless, you now have the power to remake the world as you see fit. Will you leave the world as is, create a less chaotic world like you see here, build a utopia in your image, or just wipe the slate clean.

Whatever you choose, you will also retain possession of Infinity Fortress in future worlds, where it will naturally integrate itself into the history of its location. The fortress sees you as its true master now. If nothing else, it is a source of infinite electrical power. Within the walls of the fortress, this power constantly flows into your body, fueling and empowering your physical and supernatural abilities. You can even call for bursts of power when away from the fortress in desperate times, though it's nowhere near as potent or plentiful. You may even find some benefit in studying the vague boundary between illusion and reality within the tower.

Naturally, the fortress will not bear the same influence on the surrounding world as in this jump, nor will it be connected to either Shinjuku from this jump. If you desire, you may instead link up the gate to Babylon City to a personal dimension you may have gained from other jumps, or even your own warehouse.

Drawbacks

If you find yourself lacking for points, then this section is your answer. With this you may take on additional challenges for additional choice points. No cap.

Short and Sweet + 0CP, incompatible with Get Back the Lost Time:
Rather than the events outlined thus far, you will be sent to the anime continuity. Things more or less play out identically, but take a different direction before the events involving Divine Design. As such, It stands to reason that events will continue playing out differently. As such, the Ogre battle will not come to pass.

For the Fans + 50CP:
This could be a good or bad thing, depending on your inclinations. It seems that the archive has a fujoshi streak. The fate of this world has a peculiar bias towards handsome boys constantly stumbling into highly suggestive poses, situations, and innuendos. If you're a male, this will naturally apply to you too.

Acceptable Losses + 50CP:
You look ridiculous. Maybe it's your face, maybe your fashion sense, maybe it's just how you carry yourself, but people are prone to see you as an annoyance, if not outright pitiful. You're prone to making scenes in public, and in general have a hard time controlling your language and volume.

Nothing Personnel + 50CP:
It's common for fighters here to develop a particular catchphrase to use as their trademark but... you sure you don't want to workshop this more? Your catchphrase is just embarrassing, but you can't help but find it cool. Even once you realize how embarrassed everyone is to know you, force of habit will make you keep saying it.

It's Tough Living in a Shonen's World + 50CP:
Comedic sexual harassment isn't as funny on the receiving end. You have a habit of wearing skimpy outfits, and people you work with have a tendency to exploit this by groping you and making fun of your over-sexualized body. There's no deeper meaning to these acts beyond being a nuisance, but they certainly manage that.

Karmic Burden + 100CP:
Should you transform into a monstrous form for any reason, you will be unable to dawn any form more humanoid than it for the rest of the jump. Naturally, the same applies if you change to any forms that are even more deformed or bestial than that. You will take on a monstrous form regardless when at the brink of death.

Lord of Edge + 100CP:
No one likes you, and that's how you like it. You suffered a horrific tragedy in your past that makes you jaded and standoffish. You're violent, foul-mouthed, cynical, pervy, and this facade rarely lets up for a second. You can still show your gentle side through your actions, but you're likely to smack anyone who points this out.

Neverland Reject + 100CP:
It's a miracle you made it this long in Shinjuku with such a childish heart. You're extremely naive and emotional, and rarely suspect others as much as you should. This is especially true for the opposite sex, who often cloud your mind with their appeal. This won't stop you from defending yourself from a proven threat.

Boiling Over + 100CP:
Murder is unfortunately commonplace on these streets, but for you, killing, is an addiction. Suppressing your bloodlust for too long evokes clear withdrawal symptoms, becoming irritable and shaky. When a target manages to escape you, it often results in an obsession with them, whether out of curiosity, or vendetta.

World's Strongest Hobos + 100CP:
The GetBackers bad luck has rubbed off on you, or maybe just their incompetence. Your luck with money defies reason. Any money that falls into your possession is almost instantly lost, pissed away, or destroyed. Get used to sleeping in a car, because you probably won't be able to hold a house or apartment for long.

Living Through Music + 200CP:
Whether through a birth defect or some later injury, you have completely lost vision in both your eyes. Your other senses have enhanced somewhat to sense your surroundings, but they're still somewhat inaccurate compared to sight. Perhaps this can improve with practice, but it will never cease to be a disability.

Are you Even Real? + 200CP:
Attempting to leave your starting location will see your body turn transparent and begin to dissipate, calling into question whether you're just a clever hologram that thinks it's a jumper. Such existential questions will haunt you for this whole jump. You can leave for the duration of the Ogre Battle, but must return right after.

Blazing Bridges + 200CP:
People betray each other so often in this world it's basically a sport. In your case, people are constantly betraying you and accusing you of doing the same while being frustratingly reluctant to give or receive a proper explanation. They may have a very good reason for this, even if you've given them no reason to feel wronged.

Lower than the Low + 200CP:
As if under a curse, Yakuza are compelled to harass you like moths to a flame, and you find it fundamentally impossible to fight back, no matter how absurd the gap in power between you. You can protect yourself if they try to kill you, but other than that, they can beat the snot out of you with the same ease as a regular person.

Ideal Vessel + 200CP:
Kabuto has set their sights on you as their ideal vessel, and tasked their Kiryuudo clan with retrieving you. They know better than to think they can just hop into your body, so they'll be smart, and use every resource at their disposal to trick you into exhausting yourself to the point where they can take you over.

When Lightning Strikes + 300CP:
By default, you are limited to a level of power that some would call "street level". Use of your full power requires you to dawn a destructive personality that targets friend or foe alike. Experiencing extreme danger or emotions will automatically force you into this form. This state leaves you completely exhausted afterwards.

Geass + 300CP:
Great power comes at a cost, especially those of a mystical nature. For every supernatural power you possess, you are limited to using it, or any functionally identical powers, a maximum of three times a day. Going over, even accidentally, will wipe you from existence, sending you home and ending your chain.

Voodoo Child + 300CP:
You are a living curse, a voodoo child. Your age will be adjusted so you experience your 17th birthday early in this jump. At this time, a mirror version of you will be created. They love everything you hate, and hate everything you love, seeking to destroy it. Killing them, or coming to empathize with them, will kill you both.

The Fourth Future + 300CP:
It seems that none of the three futures predicted by the archive account for your chain. When the Ogre Battle comes around, you must somehow bring about the fourth future that allows your chain to continue. You have no leads as to how to accomplish this, and there are few here who will be fond of your intentions.

Helpless + 300CP:
Who knew Beltline Monsters had a favorite food, and it's you. A Beltline monster has set their sights on you, and will even leave the confines of Infinity Fortress to end you. You can run and hide, but will eventually catch your scent again, and their logic prevents you from killing them by any means. Luckily they're slow and dumb.

Bug in the System + 600CP:
Whether rightfully or not, Brain Trust has identified you as the bug making this world deviate from their desired path. They seek to delete you at all costs. Their ranks include some of this world's greatest threats. The scheming Kyoji Kagami, the overbearing Voodoo King, the transcendent Kuroudo Akabane, the seemingly omnipresent Makube, and more. Luckily the Archive lacks the power to take direct action, but there's no telling what extreme methods Brain Trust will turn to.

Index Out of Bounds + 600CP:
Your arrival has distorted the Archives predictions, causing the encroachment to start early, and even extend past the confines of Lower Town. If you wish to survive, you must open Heaven's Door and escape to Babylon City before the world is pulled into the Beltline and erased. The Archive would much rather you go down with the world, or die so they can start fixing things. The archive will use its control over time, space, and fate to confine you here and arrange your death.

Gamma and Beta + 600CP:
In spite of their usual moral qualms over such a job, the GetBackers have accepted the job to "get jumper back to their home world" (i.e. end your chain) from a mysterious figure. For whatever reason, they will start off the jump at the full power they reach in canon. Plot armor is in full effect, so killing them is easier said than done, and last-minute powerups and deus-ex-machinas are to be expected.

Heirs to the Archive + 600CP:
When talking about power, there's a point where fact and hyperbole blend. What we have here is when such claims are taken at face value and beyond. Characters can be faster than speed, possess more than infinite power, and if one character can use a power, every stronger character can too. In layman's terms, fanwank is in full effect for this world. That is to say, for everyone except you and your companions. Any attempt to claim these enhanced powers for yourself will fail.

Ending Options

Maybe you've picked a future for this world, or left that decision to someone else, but you're nonetheless made with three more choices pertaining to your travels.

Return to Nothing
Go Home

Leaving all as it Is
Stay Here

Creating the World Anew
Move On

Notes

Jump by Gene

On Ambiguity

There's a lot of "tell don't show" in this series, so it's hard to say how much of what the characters say should be taken literally or hyperbolically. One could claim that the series barely stretches beyond street level, but one could make an equally convincing argument to start throwing around terms like planet buster. The wiki very much rounds up when it comes to power and ignores vital context when evaluating character feats. I rest somewhere in the middle. There's definitely a lot of hax at play in the arcs after the end of the anime, but I'm more inclined to round down when something is left ambiguous.

On Witchcraft and Voodoo

Magic is implied to be a big deal, but rarely demonstrated, so it's hard to say what exactly it can and can't do. Simply put, they are very soft magics. They usually only come up as unprompted plot twists or deus-ex-machinas. Witchcraft and voodoo have been used to accomplish very similar feats throughout the series, so the main difference between them seems to be methodology. At least aesthetically, they're both rooted in the RL historical image of the respective practices, so you can use that to get some kind of idea for what they can do.

On Divine Design

Divine design is probably the magic system we've been given the most explanation about, but there's still a lot of ambiguity. Functionally, as long as you have a deck and a guardian card, this power allows one to warp reality according to their own belief, use the cards for divination, manifest the effects of their cards onto reality, and pull others into a dimension where only Divine Design is effective. The feats we've seen users accomplish without using specific cards include enhancing attacks, stacking up eggs without them rolling, walking through glass without breaking it, winning at gambling, crossing the street blindfolded, etc. We've never seen a user create matter or phenomenon from nothing at all without the use of a card. Usually they just distort phenomena in slight ways, so this warping may not be as freeform as it sounds on paper. It's also possible that some things were lost in translation, hence why it's hard to describe specifically what's going on.

On Stigmata

I know Stigmata says it "releases one's untapped potential" but like a lot of things in this series, it's unclear what the fuck that actually means. Let me just cover my ass by saying this probably won't give you infinite strength by pairing it with an uncapper. I think the boost from stigmata is rooted in the amount of power the wielder would otherwise have, so if you continue to train yourself, it will increase the potential the Stigmata has to draw from you. Percentages keep coming up when characters are discussing Stigmata, so I have the feeling it has some basis in that myth that you only use 10% of your brain, but that's just my conjecture.

On Lore

I probably haven't done the best job of hiding it, but the plot twist at the end of the series is that the whole world is actually a virtual reality. Brain Trust is a gathering of geniuses who sought to create essentially a backup of our world in case they couldn't bear to live in their current world any longer. Believing that simply copying the parameters of their world would create nothing more than a duplicate, they created the world by gathering all the qualia of humanity to form the reconstruction. For whatever reason, one of the members who was called the Witch Queen tampered with the backup, causing its history to skew. Brain Trust was unable to fix this from the outside, so they sent in various agents that they quickly lost contact with. The whole purpose of the Ogre battle is to get someone within the world to essentially reboot it so history can be set back on track.

On Transcendence:

There are versions of all the people in the real world as the virtual one, but there are slight differences. The implication of Transcendence is that a native of the virtual world realizes the world is virtual in order to distort it to some extent, some argue this is why Akabane's powers keep changing, since he's pretty much making them up as he goes along. It's unclear what the connection between one who has transcended and their equivalent in the real world is. Akabane clearly works for Brain Trust, and knows what's going on, but we're shown at the end that he and his equivalent in the real world aren't one mind sharing two bodies, but two different people with presumably different histories who can act independently.

TL;DR:

Getbackers is a clusterfuck of a series that loves to throw out cool ideas without any plans to properly explain them or address the resultant plot holes.