

Bleach Fraktion: Quincy 0.1

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Einführung:

Welcome to the hidden realm of the Quincy, where the last descendants of Yhwach's bloodline continue their ancient war against the Hollows. From the shining towers of the Silbern hidden within the shadows of Soul Society, to the sacred training grounds of the Schatten Bereich, and the countless hidden sanctuaries scattered throughout the World of the Living, the Quincy endure as humanity's greatest defenders against the darkness.

Congratulations, child of man. You have awakened as a Quincy.

Unlike the Soul Reapers, who purify Hollows and send them onward through the cycle of reincarnation, the Quincy destroy Hollows completely, erasing them from existence by gathering and shaping the Reishi that permeates the world into spiritual weapons. While this power protects humanity, it also threatens the balance of souls maintained between the Three Realms the World of the Living, Soul Society, and Hueco Mundo. For that reason, the Quincy have long been feared, persecuted, and nearly exterminated.

Your journey begins on the very night that Kurosaki Ichigo awakens his powers as a Substitute Shinigami. Whether you begin in the hidden empire of the Wandenreich, among one of the few surviving Quincy families in the World of the Living, or as a wandering survivor who has only recently awakened your spiritual heritage, the fate of your people now rests in your hands.

To aid you on this perilous journey, you receive 1000 CP to spend. Whether you choose to become a master archer, a master swordsman who shapes Reishi into blades, a scholar of Quincy techniques, or one worthy of awakening the legendary Vollständig, your destiny is yours to forge. Just remember the war between the Quincy and the Hollows never truly ended. It merely waited for someone like you to decide its outcome.

Startort:

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

1. Wandenreich

You begin within the hidden Quincy Empire concealed in the shadows of Soul Society. Here, the Sternritter, Soldat, and countless Quincy train under the rule of Yhwach. While surrounded by some of the strongest Quincy in existence, you are also caught in the heart of their military hierarchy and ambitions.

2. Karakura Town, Japan

You start in Karakura Town, a place where spiritual activity is unusually dense. Hollows appear frequently, Soul Reapers patrol the area, and many of history's most important events are destined to unfold here. Opportunity and danger exist in equal measure.

3. Hidden Quincy Settlement

Deep within the World of the Living lies one of the last hidden Quincy communities. Protected by powerful barriers and passed down through generations, this settlement contains experienced Quincy willing to teach those who carry their bloodline, provided you earn their trust.

4. London, Reverse London

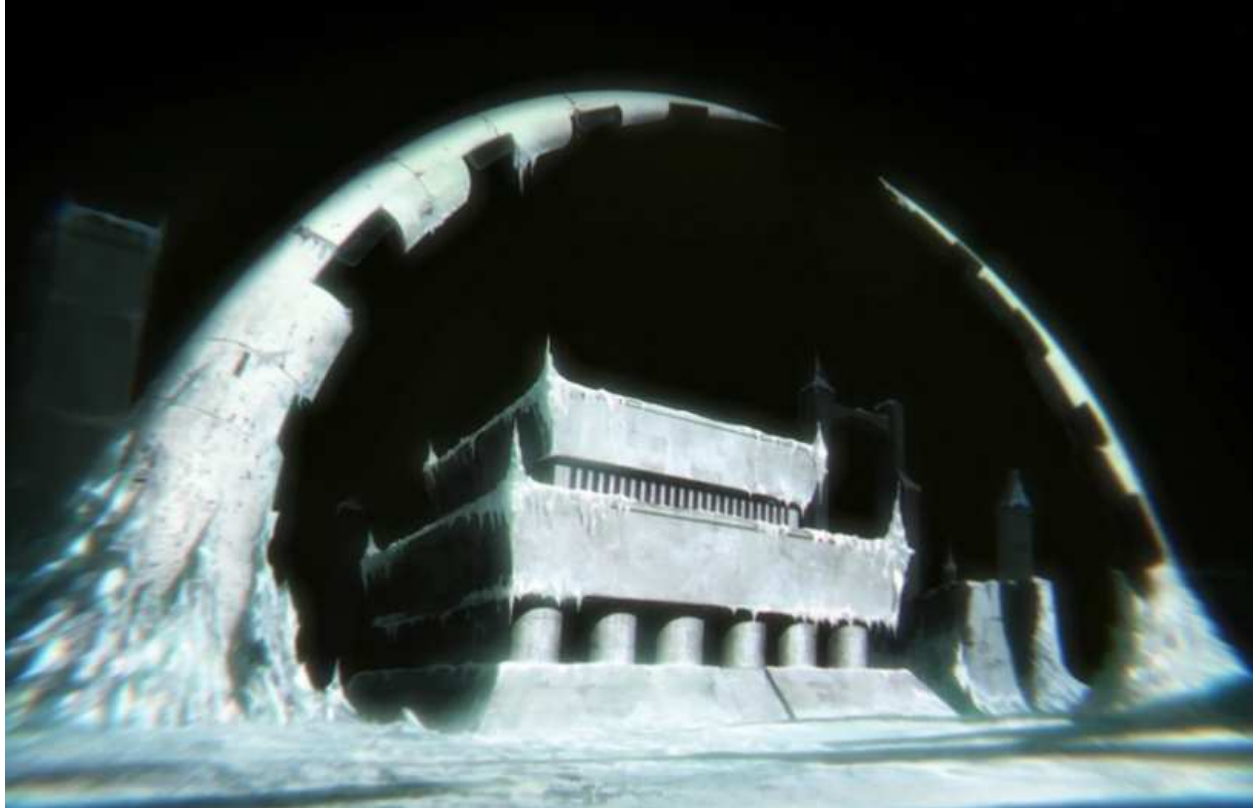
You begin in London, where the Western Branch of Soul Society secretly operates alongside ordinary human civilization. Dragons, Witches, Wizards, and hidden spiritual organizations exist just beyond the perception of normal people. While Quincy are uncommon here, the city offers countless opportunities to encounter unique supernatural forces and forge your own path.

5. Hueco Mundo

You begin within the endless white deserts of Hueco Mundo. Few Quincy willingly venture into this realm, but for one seeking strength there are few better hunting grounds. Every Hollow you destroy sharpens your abilities, though countless powerful Menos and Arrancar roam these sands in search of prey.

6. Choose Your Own Starting Location

Rather than rolling a fixed destination, you may freely choose any reasonable starting location within the Bleach setting. Whether it is anywhere in the World of the Living, Soul Society, Hueco Mundo, or another canon location, the choice is entirely yours.



Vorteile:

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

General:

Quincy Biologie [Free]

As a Quincy, you appear 100% human, possessing no obvious physical traits that distinguish you from an ordinary person. However, Quincy are far more physically capable than normal Humans, possessing the strength, speed, endurance, and reflexes necessary to survive battles against Hollows and other supernatural threats. You are also naturally spiritually aware, allowing you to see and interact with ghosts, Hollows, and other spiritual beings. This ability carries into future worlds, allowing you to perceive supernatural or spiritual entities that would normally be invisible to ordinary people.

The greatest natural ability of a Quincy is their extraordinary control over Reishi, the spiritual particles that exist throughout the environment. You can gather and manipulate Reishi or any form of mana equivalent in the future worlds from the land, atmosphere, and surrounding spiritual environment, using it to strengthen yourself or create Spirit Weapons. Quincy traditionally manifest bows and fire spiritually constructed arrows, though with sufficient training you may develop other forms of Spirit Weapons. Your Quincy attacks are particularly dangerous to Hollows and creatures that are inherently evil or corrupted in nature. When such a creature is killed by your Quincy power, you may now choose to completely obliterate its soul from existence, preventing it from reincarnating, resurrecting, or otherwise returning from death.

Bogenschießen [Free]

As a Quincy, the traditional weapon of your people is the bow and arrow, and you have been trained in its use from the moment your powers awakened. You can summon your Spirit Bow at will and fire spiritual arrows without needing to carry physical ammunition. Your arrows possess the natural accuracy, firing speed, and control are comparable to those of an adept archer.

However, you are still relatively inexperienced by Quincy standards. While you can reliably fight weaker Hollows and other supernatural enemies, your archery skills have not yet reached the level of the trained Soldat serving within the Wandenreich army.

Quincy Blutlinie[Varied]

Within Quincy society, bloodline matters greatly. Your ancestry can determine not only your natural spiritual potential, but also how other Quincy perceive you and where you stand within their society.

Gemischt [Free]

Unfortunately, you are merely a Gemischt Quincy, a Quincy of mixed blood. Because of this, you occupy a relatively low position within traditional Quincy society, especially among those who place great importance on bloodline purity. Beyond the abilities granted to you for free elsewhere in this document, your bloodline provides no additional supernatural advantages.

Echt Quincy [200 CP]

You are one of the increasingly rare Echt Quincy, a pure-blooded Quincy descended from an unbroken Quincy bloodline. Your exceptionally pure spiritual heritage grants you considerably greater natural potential than a typical Gemischt Quincy. Your spiritual energy is stronger, and your ability to gather, manipulate, and shape Reishi is substantially superior, giving you enough natural power and talent to potentially stand among the elite Soldat of the Wandenreich even before reaching the true heights of Quincy power.

More importantly, you possess the natural ability to use Blut without requiring extensive preliminary training. Blut is an advanced Quincy technique in which Reishi is circulated directly through the user's blood vessels, creating visible patterns beneath the skin and dramatically enhancing either offense or defense. Blut Vene reinforces the body against incoming attacks, greatly increasing your durability, while Blut Arterie channels that power toward offense, dramatically

increasing the strength of your attacks. Normally, a Quincy cannot fully utilize both simultaneously, requiring them to switch between offense and defense as circumstances demand.

Finally, being an Echt Quincy grants considerable social prestige among other Quincy. Traditional Quincy families and organizations are far more likely to respect your lineage, and within the Wandenreich you could easily be recognized as someone with the potential to become an elite soldier. This benefit follows you into future worlds: whenever you belong to a society where ancestry, bloodline, family lineage, or hereditary purity determines social standing.

Machtteilung Quincy [300CP]

Similar to the Sternritzer Grandmaster Jugram Haschwalth, you are one of the extraordinarily rare Quincy born only once every few centuries with the ability to share portions of your own soul with others. Unlike Haschwalth, however, you suffer none of the normal disadvantages associated with this unusual nature. You retain the standard Quincy ability to naturally gather, absorb, and manipulate Reishi from your surroundings.

Through physical contact or deliberate experimentation, you may impart a small fragment of your soul into another person. As long as that fragment remains within them, their potential and rate of growth increase tremendously. Whatever field they genuinely dedicate themselves toward combat, science, medicine, craftsmanship, magic, academics, or something else they can develop at an extraordinary pace, effectively possessing the learning potential of a genius in their chosen field.

The true benefit comes when the fragment eventually returns to you. When the recipient dies or you leave the current Jump, whichever happens first, the portion of your soul automatically returns, carrying with it the growth and experience accumulated by that individual. These improvements are permanently incorporated into your base capabilities, allowing you to benefit from their training and development as though that growth had become part of your own foundation. However, this cannot grant you completely new powers or abilities that you had no capacity to possess in the first place.

Sternritter [300 CP]

Just like the elite Quincy who make up the Sternritter of the Wandenreich, your raw combat capabilities have reached the level expected of one of Yhwach's 26 chosen warriors. Whether you achieved this strength through years of brutal training and combat experience, were naturally born with exceptional spiritual power, or benefited from the Auswählen nine years ago that stripped power from the Genocide of the Gemischt Quincy and redistributed that power among Yhwach's chosen, the end result is the same.

Your base physical abilities, spiritual pressure, Reishi manipulation, combat instincts, and fighting experience are now comfortably above those of an average Captain-level Shinigami. You possess enough raw spiritual power to overwhelm ordinary Shinigami and Hollows through sheer force and can battle Captain-class opponents directly without needing to rely entirely upon special techniques or abilities.



100CP:

Vorbildlicher Schüler

Just because your nightly activities as a Quincy involve hunting Hollows and other supernatural threats does not mean you can afford to let your grades or career fall apart. By spending just three uninterrupted hours seriously focused on studying, paperwork, research, or other desk work, you can accomplish the equivalent of roughly 16 hours, or two normal eight-hour workdays, without sacrificing the quality of your work. This is perfect for a Quincy who expects to spend long nights hunting Hollows but still needs to maintain a normal Human life during the day.

Gutes Gedächtnis

Your mind has become exceptionally sharp, granting you something approaching a photographic memory, particularly when it comes to information you deliberately study or observe. You are excellent at remembering and organizing small details about enemies you have encountered, allowing you to accurately recall their appearance, behavior, abilities, weaknesses, fighting styles, and techniques long after the encounter. Given sufficient observation, you can produce remarkably detailed reports on an opponent, making you particularly suited to creating the Daten the Wandenreich maintains on Shinigami and other potential enemies.

Das Schwert

Quincy traditionally favor ranged combat, particularly bows, because fighting Hollows at close range unnecessarily exposes them to danger. You, however, have decided that tradition should not dictate how you fight. Choose one type of close-range weapon, such as a sword, spear, axe, dagger, or similar weapon. You gain the skill and combat experience allowing you to comfortably incorporate it into your existing Quincy fighting style. You may purchase Das Schwert multiple times, choosing a different close-range weapon with each purchase.

Arzt

Much like Ryūken Ishida, you are a highly competent doctor capable of treating both ordinary Humans and Quincy. You possess extensive knowledge of medicine, anatomy, emergency treatment, surgery, and the unique spiritual physiology of Quincy. In addition to conventional medicine, you know Quincy healing arts, allowing you to manipulate Reishi to stabilize injuries and accelerate the recovery of yourself and your fellow Quincy. You are particularly capable when treating your own wounds, remaining calm and precise enough to perform emergency treatment on yourself even while injured.

Stolz Darauf, Weiß zu tragen

White has long been associated with the Quincy, standing in deliberate contrast to the black uniforms traditionally worn by Shinigami. It would therefore be rather embarrassing if your magnificent white uniform became covered in blood, sand, mud, or Hollow remains. Any white clothing you wear remains perfectly clean, refusing to stain, discolor, or become permanently damaged by ordinary dirt and grime. Better yet, you always manage to look exceptionally stylish while dressed predominantly in pure white, whether you're wearing a traditional Quincy uniform, formal clothing, or something entirely different.

Stricken

Like Uryū Ishida, you possess an unexpectedly impressive talent for sewing, knitting, tailoring, and clothing design. Given the appropriate materials and tools, you can create professional-quality clothing by hand, repair damaged garments with remarkable speed, and alter existing outfits to perfectly fit their wearer. You also have a particular talent for incorporating subtle Quincy symbols and motifs into your creations without making the resulting clothing look excessively decorated.

Heiligen Pfeil verstärken

Normally, the Heilig Pfeil fired from a Quincy's Spirit Weapon is little more than concentrated Reishi given destructive form. Yours can become considerably more interesting. Whenever you create an arrow, bolt, bullet, or similar projectile using your Spirit Weapon, you may channel one of your existing abilities into that projectile, granting the shot properties based upon that power.

A fire ability could produce burning arrows, an electrical power could create shocking projectiles, while an ability capable of freezing targets could produce arrows that freeze whatever they strike. More unusual powers can similarly be incorporated where logically applicable.

Niedlich!!

Is it just you, or are an unusual number of Quincy within the Wandenreich ridiculously attractive? Whatever the reason, you certainly belong among them. Your appearance is now a genuine 10/10, representing an idealized version of your natural appearance while remaining recognizably yourself.

Strangely, even brutality has a habit of making you look more impressive rather than less attractive. Bloodstained after a battle, glaring down an enemy, or performing some dramatically villainous act somehow emphasizes your appearance instead of ruining it.

Quincy-Zauber 101

Congratulations, you have begun learning the basics of Quincy spellcraft. Unlike the enormous variety of Kidō available to Shinigami, traditional Quincy spells are comparatively limited and often depend upon manipulating environmental Reishi alongside specialized objects, inscriptions, or prepared materials. You understand these fundamentals and can gather surrounding Reishi to produce simple supernatural effects, with their effectiveness depending upon the amount of Reishi available and your ability to manipulate it.

At your current level, your spells are primarily useful for attacking, restraining, detecting, or controlling enemies. Five examples of techniques you can perform are: creating several Reishi bolts that converge upon a target; producing spiritual cords that bind an enemy's limbs; erecting a short-lived Reishi barrier against an incoming attack; placing a simple spiritual marker that alerts you when something crosses an area; and forming a small Reishi seal beneath an opponent that briefly anchors them in place. These are only basic applications, and further training or specialization in Quincy spellcraft can allow you to develop substantially more sophisticated techniques.

Armeetraining

Whether you were formally recruited into the Wandenreich or simply received equivalent instruction, you have undergone the basic military training expected of a Soldat. You know how to maintain your equipment, You understand military discipline, formations, patrol procedures, battlefield communication, reconnaissance, coordinated attacks, and how to follow orders while fighting alongside other Quincy. You can comfortably function as part of anything from a small hunting squad to a much larger organized military formation.



200CP:

Anführer mit niedrigem Rang

When you are hunting Hollows or marching to war against the Shinigami, personal strength alone is not enough. Sometimes what you truly need is the ability to lead others effectively. You are now an experienced low-ranking commander, capable of leading squads and small teams of Quincy or equivalent soldiers with ease. You know how to assign roles, maintain discipline, prevent disagreements from disrupting a mission, and determine who deserves credit or responsibility for successes and failures.

Porträtaufnahmen

When fighting Hollows, killing them as quickly as possible is often the safest solution, minimizing the opportunity for their toxic spiritual nature to harm a Quincy. Whenever you attack using a ranged weapon formed from or empowered by your Reishi, your accuracy dramatically increases when targeting an enemy's vulnerable areas. Your shots naturally gravitate toward weak points such as the head, heart, exposed joints, damaged armor, or other critical locations you are aware of. This does not guarantee an instant kill, but it makes landing potentially lethal or debilitating shots considerably easier.

Gegenmaßnahmen

Simply knowing what your enemy can do is not enough to win a war. Once you possess sufficient information about an opponent's abilities, equipment, techniques, tactics, and fighting style, you become exceptionally talented at developing countermeasures against them. You can analyze what you know, identify exploitable weaknesses, predict how their abilities might interact with your own, and devise strategies, equipment, formations, or specialized techniques intended to neutralize their advantages. These countermeasures must still be possible with the abilities, knowledge, personnel, technology, and resources available to you.

Nahkampf

Hand-to-hand combat is an unusual path for a Quincy, particularly because fighting Hollows at close range exposes them to spiritual matter that is naturally poisonous to Quincy. Regardless, you have trained extensively to fight using your bare hands and feet, becoming highly proficient in unarmed combat and capable of combining martial arts with your enhanced Quincy physique.

You have also learned to form and fire small Reishi projectiles directly from your hands and feet without first manifesting a Spirit Bow. These improvised shots are considerably weaker than your normal Heilig Pfeil, but they can be launched quickly in the middle of close combat.

Licht Regen

Whenever you manifest and fire your Spirit Weapon, you may replace your normal attacks with Licht Regen, unleashing an enormous barrage of Reishi projectiles in an instant. Rather than firing one arrow at a time, you can fill the surrounding area with hundreds or even thousands of spiritual arrows, directing the entire barrage toward a single powerful opponent or spreading it across numerous targets simultaneously. This makes the technique particularly effective when surrounded, allowing you to rain destruction across an entire group of Hollows or enemy soldiers at once. The number and strength of the projectiles ultimately depend upon your own spiritual power and Reishi manipulation.

Blaue Flammen

Much like the Quincy King Yhwach, you have learned to ignite gathered Reishi into supernatural blue flames. These flames can be projected from your body, spread across objects, or formed directly from concentrations of Reishi around you. Unlike mundane fire, your blue flames can burn any matter that would normally be completely incombustible, allowing them to consume things such as the Reishi-composed sands and stone of Hueco Mundo.

Schatten

You have mastered the Wandenreich's mysterious method of traveling through shadows. By entering an existing shadow, you may transform it into a doorway through dimensional boundaries, disappearing into darkness before emerging from another suitable shadow. This allows you to travel between places such as the World of the Living, Soul Society, and Hueco Mundo without requiring conventional dimensional gateways.

The moment you completely enter the Schatten, your Reiatsu disappears from your point of departure, making the technique particularly useful for retreats and infiltration. However, you require an existing shadow to enter and another suitable shadow from which to emerge; an environment completely devoid of shadows can prevent its use. Dimensional travel is comparatively straightforward, but traveling enormous distances within the same dimension requires multiple jumps through different shadows rather than allowing you to instantly cross the entire world in a single step.

Ransōtengai

You have Ransōtengai, an advanced Quincy technique originally developed so elderly Quincy could continue fighting despite bodies that could no longer properly move. By forming incredibly fine strings of Reishi and connecting them to your limbs, you can manipulate your own body like a puppet under the direct control of your mind.

This allows you to continue moving and fighting despite paralysis, broken limbs, damaged muscles, severed tendons, or similar injuries that would normally prevent movement. As long as you remain conscious and possess sufficient spiritual power to maintain the strings, you can force your damaged body to continue obeying you.

Hirenkyaku

The signature high-speed movement technique of the Quincy. By gathering Reishi beneath your feet and riding upon the resulting flow of spiritual particles, you can propel yourself across the battlefield at tremendous speeds. You can rapidly change position, evade attacks, pursue fleeing opponents, and cross large distances without relying entirely upon your physical running speed.

Hirenkyaku can also support you in midair, allowing you to stand, maneuver, hover, and travel through the air by continuously manipulating Reishi beneath your feet.

Eigenbeschuss

Infighting and competition among ambitious warriors can become vicious, especially when glory, valuable equipment, and advancement are at stake. You have become exceptionally skilled at exploiting such situations for your own benefit. When you deliberately attack or kill an ally or member of your own organization somewhere genuinely out of sight of witnesses, you possess an uncanny talent for preventing others from connecting the incident to you. You are equally talented at quietly appropriating the equipment, rewards, or glory left behind afterward and constructing a believable explanation for why those things now belong to you.



400CP:

Die Macht zurückgewinnen

Sometimes using great power comes with a terrible price. Much like Uryū Ishida, who sacrificed his Quincy powers through the use of the primitive Letzt Stil to defeat Mayuri Kurotsuchi before eventually restoring them, you now possess a way to recover powers that would otherwise be permanently lost. Once per Jump, whenever one of your abilities or powers is lost whether because you willingly sacrificed it as the price of a technique, had it sealed away, or had it stolen from you you will eventually encounter a means of restoring it.

This method might take the form of a scroll, ancient book, knowledgeable mentor, special training method, or restoration ritual, depending on what makes sense for the power and setting. Restoration is never instantaneous and requires at least one full week of training, preparation, or ritual work. Once completed, however, the lost power is fully restored to the state it was in before you lost it.

Ausweichen

Even a small amount of a Hollow's spiritual matter entering a Quincy's body can be extremely dangerous, making avoiding attacks far more important than simply enduring them. Your body has developed an almost instinctive response to incoming danger. Whenever you notice or sense an attack, your body automatically attempts to dodge in the safest available direction. This does not make you impossible to hit. If an attack is too fast, covers too large an area, catches you completely unaware, or your physical abilities simply aren't sufficient to escape it, you can still be struck.

Spezialisierung

Every Quincy eventually discovers that trying to master every aspect of their people's combat arts at once is far less effective than dedicating themselves to a particular discipline. Choose one of the three fundamental fields below:
Erschaffung einer Geisterwaffe, Hirenkyaku, or Quincy-Zauber.

Your chosen field becomes your natural specialization. Even if you begin with absolutely no knowledge or training in that discipline, you will learn its techniques significantly faster than normal and find it much easier to understand increasingly advanced applications. Continued training provides greater improvements than it would for your peers.

Erschaffung einer Geisterwaffe

This focuses on gathering and shaping Reishi into weapons. While the traditional Quincy weapon is the bow, specialization allows you to more easily develop increasingly sophisticated Spirit Weapons, improve their power and efficiency, and eventually create unconventional weapons suited specifically to your preferred fighting style.

Hirenkyaku [Requires Hirenkyaku]

focuses on Quincy high-speed movement, using Reishi beneath the feet to propel yourself across the battlefield. Specializing in it greatly improves your ability to learn its intricacies, allowing you to progressively increase your movement speed, precision, maneuverability, and efficiency while developing increasingly advanced applications of the technique.

Quincy-Zauber [Quincy-Zauber 101]

focuses on the more technical and ritualistic side of Quincy combat. You possess exceptional talent for learning Quincy spells, Reishi-based techniques, seals, barriers, restraints, and similar supernatural arts.

Blutvorrat [Requires Echt Quincy]

As an Echt Quincy, your natural affinity for Blut has undergone an evolution. Normally, a Quincy must alternate between Blut Vene, which reinforces their defenses, and Blut Arterie, which enhances their offensive power, as the two cannot normally operate at full strength simultaneously. Your unusual physical constitution removes this restriction entirely. You can now maintain Blut Vene and Blut Arterie at the same time.

Your unusual blood has another property. Any innate bloodline, hereditary, genetic, or lineage-based abilities you possess now benefit from your enhanced Blut. Circulating Reishi through your blood strengthens such abilities alongside your body, allowing their power, efficiency, and potential to improve as your Blut itself becomes stronger.

Blut Vene Anhaben [Requires Echt Quincy]

Your mastery of Blut Vene has evolved beyond merely reinforcing the veins within your body. You can extend its characteristic Reishi patterns outside yourself, spreading them through the surrounding environment and creating a spherical defensive barrier centered upon you. This external Blut Vene can intercept attacks before they ever reach your body, with its defensive strength scaling alongside your normal Blut Vene and spiritual power.

Its true strength, however, lies in what happens when something makes contact with the area under your control. Your external veins can spread across the ground and other nearby surfaces, allowing them to consume and absorb spiritual matter they touch. Against living targets, the veins can spread into their bodies and attempt to bring them under your control with opponents sufficiently weaker than you can potentially be seized and controlled through your Blut.

Sklaverei

Your ability to dominate Reishi has reached a new level through the Quincy technique known as Sklaverei. Rather than merely drawing loose Reishi from the atmosphere, you can forcibly tear apart spiritual matter and absorb its component particles. Buildings, terrain, spiritual constructs, spells and even the bodies of spiritual beings can be broken down into Reishi and incorporated into yourself.

This even allows you to absorb spiritual beings that would normally be poisonous to a Quincy, such as Hollows, without suffering the normal consequences while using Sklaverei. Absorbed Reishi can replenish your spiritual reserves, restore your stamina, and assist in recovering from minor injuries. In future worlds, Sklaverei similarly recognizes mana, magical particles, spiritual energy, and comparable supernatural substances as potential equivalents to Reishi, provided they exist in a form that can reasonably be absorbed.

Hollow Ersticken

Hollow Reishi is extraordinarily poisonous to Quincy. Even relatively minor contamination can destabilize a Quincy's soul and potentially cause Soul Suicide, destroying the boundaries of their soul from within. Somehow, you possess the same exceptional resistance demonstrated by Uryū Ishida as Hollow spiritual matter simply does not produce this fatal reaction within you.

This protection follows you into future worlds. Whenever a particular substance, supernatural energy, or form of magical contamination is inherently lethal specifically because of what species or race you are, your body and soul will no longer suffer that racial incompatibility. It specifically protects you against substances that are dangerous to you because of an inherent incompatibility with your race.

Der Maschine

Much like BG9, your body is no longer truly biological, having become a sophisticated living mechanical construct designed to house your soul and Quincy powers. Your metallic construction grants exceptional durability, and you can remain operational after suffering injuries that would immediately incapacitate a biological person. Built into your chest are several extendable metallic tendrils capable of reaching considerable distances. These tendrils are strong and sharp enough to pierce flesh and stone and can be used for restraining opponents, manipulating objects, or directly attacking enemies. When they penetrate or establish sufficient contact with a target, you can surround yourself and your subject with a curtain of Reishi and perform Data Extraction, analyzing their body, Reiatsu, techniques, and other information accessible through examination. The longer and more complete the extraction, the more detailed the resulting information becomes.

Your body also contains an integrated missile system. Sections of your armor can open to expose numerous Reishi-enhanced projectiles that may be launched individually or simultaneously, allowing you to bombard an area with dozens of explosive missiles. Your internal systems automatically manufacture replacement ammunition using available materials and Reishi, though sufficiently heavy expenditure requires time and resources to replenish.

Finally, you possess an advanced Self-Repair Protocol. When damaged, your body automatically begins repairing compromised mechanical systems and restoring damaged components

Quincy Crafting

The Quincy are traditionalists at heart. Their greatest techniques were not necessarily created through sudden flashes of genius, but through generations of use, refinement, and gradual improvement. You embody this philosophy perfectly. Any technique, spell, weapon, device, or supernatural art that you regularly use can naturally develop alongside you. The more experience you gain with something, the more clearly you recognize ways to improve it without needing to completely reinvent how it functions.

Given sufficient time and practical experience, you can increase its power, improve efficiency, reduce costs, eliminate unnecessary steps, expand useful applications, and gradually overcome its existing weaknesses. Greater flaws naturally require considerably more time and effort to overcome, and improvements must develop from a genuine understanding of what you are refining.

This talent applies equally to technology and supernatural techniques, allowing even ancient or seemingly outdated creations to remain competitive through continuous refinement. Better still, once you have successfully developed an improvement, you possess an exceptional talent for teaching that advancement to others who are capable of learning the original technique.

600CP:

Quincy Loyalität

Like Yhwach, you possess the qualities necessary to create, organize, and command an immensely powerful army whose members are fiercely loyal to you. Strategic and tactical thinking comes naturally to you, allowing you to coordinate enormous battles, manage multiple fronts, and quickly recognize the strengths and weaknesses of your forces. You are particularly talented at matching individual warriors against the opponents they are best suited to fight, ensuring that even specialists with unusual abilities can be used to devastating effect.

More importantly, your leadership inspires extraordinary loyalty and unity. The longer you rule your followers and prove yourself worthy of their allegiance, the more you become a symbol around which they rally. Your methods, ideals, discipline, and personal style of leadership gradually influence the culture of your organization, allowing even an army assembled from vastly different personalities and backgrounds to function as a unified force. This loyalty is not mind control, and sufficiently severe betrayal or mistreatment can still turn followers against you, but ordinary disagreements, fear, hardship, and enemy attempts to undermine morale will have a much harder time breaking the bonds you have established.

Auswählen [Requires Machtteilung Quincy]

Your ability to distribute fragments of your soul has developed its terrifying counterpart the power to forcibly reclaim and redistribute power. Like Yhwach, you can perform Auswählen, selecting those connected to your soul or any other power distribution ability and forcibly drawing their accumulated power back into yourself. Auswählen transfers pure spiritual power, allowing it to bypass many barriers specifically designed to prevent the movement of physical spiritual matter.

When activated, your chosen victims are marked by immense columns of light through which their power and vitality are taken. Weaker targets can be killed outright, potentially having their bodies stripped down to the bone, while sufficiently powerful individuals will survive despite losing much of their supernatural strength.

The stolen power may be absorbed by you or redistributed among your chosen followers. Those receiving it experience an immediate increase in their existing

power and recover abilities or transformations that had been weakened through exhaustion. The more power sacrificed through Auswählen, the more you have available to distribute. You cannot use this to spontaneously grant completely unrelated abilities that neither you nor the recipient could possess its primary purpose is transferring and strengthening existing supernatural power.

You may also sacrifice the power and life force of selected followers to restore others. A sufficiently large sacrifice can revive a recently fallen follower whose soul remains recoverable, returning them with their abilities restored and potentially strengthened by the excess power provided. Likewise, you may direct Auswählen toward yourself to replenish lost spiritual power, restore your physical strength, and counteract supernatural effects that have directly reduced or stolen your existing power.

Sankt Altar [Requires Machtteilung Quincy]

Perhaps you've encountered an ability that you simply cannot resist taking for yourself: a Shinigami's Bankai, another Quincy's Schrift, a Hollow's Resurrección, or some equally desirable supernatural power. Like Yhwach, you can now use Sankt Altar to forcibly steal such powers from their owner.

To activate Sankt Altar, you summon five orbs of Reishi above your fingers before positioning them around your target. Each orb releases a beam of spiritual energy, forming a massive Quincy Zeichen with the victim trapped at its center. Once completed, the formation forcibly extracts one supernatural power or ability of your choice from the target and transfers it to you. You gain the ability in a form compatible with your own body and soul.

However, stealing a piece of another person's soul is not something that can be done casually. Sankt Altar can only successfully steal a power once per year. This year also serves as an adjustment period during which your soul gradually becomes accustomed to the stolen ability. By the end of that period, you can wield it as naturally as one of your own powers.

The theft is also temporary rather than permanent. Power originating from another person's soul cannot be so easily extinguished. Over the same one-year period, the original owner's soul gradually regenerates what was taken from

them. Once the year has passed, they regain full access to the stolen ability. You do not lose your copy when this happens.

Schrift

Whether through the Engraving Ritual performed by Yhwach, or some other source of supernatural power, a Schrift has awakened within your soul. Like the powers possessed by the Sternritter, your Schrift represents an ability uniquely suited to you, normally identified by a letter of the English alphabet and a title describing its nature.

You may choose one canon Schrift possessed by a Sternritter, with three exceptions: The Almighty, The Miracle, and The Compulsory cannot be selected.

Alternatively, instead of selecting a canon Schrift, you may choose one of the 26 original Schrifts listed below, corresponding to the letters A through Z. These Schrift can be turned on or off at will.

If you are a ***Machtteilung Quincy***, then like Yhwach, you can perform the Engraving Ritual upon others. By allowing a willing target to drink your blood, you can engrave a letter of the English alphabet directly into their soul. You possess an instinctive understanding of which letter is most compatible with each person, allowing you to select the letter most likely to awaken the strongest expression of their hidden potential. Two people receiving the same letter do not necessarily receive the same ability. the resulting Schrift reflects the individual rather than the letter alone.

Any Schrift awakened through your Engraving Ritual is fundamentally unique to its recipient. You or anyone else cannot gain, copy, absorb, reclaim, or reproduce that person's Schrift through Auswählen, Sankt Altar, or similar power-stealing abilities form other sources.

A — The Author

Your Schrift grants you the extraordinary ability to rewrite the history of people and objects. So long as you know the true history of your target, you may alter specific events within that history, effectively declaring that something happened differently from how it originally occurred.

You could make an injury have never been received, change who possessed an object at a particular point in its history, or rewrite an encounter so that an event that originally occurred simply did not. Reality adjusts itself around the alteration, and those affected will remember the rewritten history as though it had always happened that way. However, this power only works upon people whose Spiritual Pressure you could overwhelm through your own.

B — The Beauty

Your Schrift transforms you into the ultimate representation of beauty and attraction in the eyes of those capable of being attracted to you. Anyone who sees you and genuinely finds you attractive will perceive you as the most beautiful person they have ever encountered.

Those successfully affected become overwhelmingly inclined to obey your commands, doing so willingly and believing that following you is exactly what they want to do. There is an important limitation: The Beauty cannot create attraction where none is possible. Someone whose sexual orientation excludes you, or whose preferences make them fundamentally incapable of finding you attractive, is unaffected.

C — The Copy Cat

Your Schrift allows you to copy supernatural abilities and techniques that you personally witness. The original source does not matter. Copied abilities are permanently stored within your Schrift, but they are considerably weaker and less effective than the originals. Furthermore, you may only have one copied ability active at a time. Switching to another stored power immediately disables the previous one.

D — The Deterioration

Anything sufficiently infused with your Reishi becomes subject to accelerated deterioration. Matter begins aging, decaying, corroding, and eventually crumbling into ash as your Schrift forces the passage of time upon it. Even exceptionally durable substances are not inherently immune, because you are not damaging them, you are accelerating the deterioration that time would eventually inflict upon them.

E — The Elastic

Your body possesses the properties of rubber, allowing you to stretch, compress, bend, twist, and deform far beyond normal biological limitations without suffering injury. You can stretch your limbs over great distances, compress yourself through narrow openings, rebound from surfaces, and use the tension generated by your elastic body to enhance physical attacks. Your unusual physiology also grants tremendous resistance to blunt-force and impact-based attacks, as your body naturally deforms and absorbs their force.

F — The Flu

Your Reishi carries a spiritual disease. Those exposed to sufficient quantities gradually develop increasingly severe flu-like symptoms, including coughing, sneezing, exhaustion, fever, weakness, and difficulty concentrating. More dangerously, each significant coughing or sneezing fit temporarily drains some of the victim's physical strength and Spiritual Pressure, causing infected opponents to become progressively weaker as a battle continues.

The disease is actively carried through your Reishi, allowing prolonged exposure to contaminated environments or attacks to spread it.

G — The Gas

Your Schrift grants you complete control over gases within your effective range. You can move, gather, disperse, compress, expand, and reshape existing gases with precision. More impressively, you can alter their chemical composition, converting available gases into different gaseous substances that you understand. Air could be separated into its constituent gases, harmless atmospheric gases could be rearranged into useful compounds, and dangerous gases could potentially be rendered harmless.

H — The Half

Anything sufficiently infused with your Reishi has its property reduced to half of its normal effectiveness.

I — The Idol

You are the Quincy Idol, and the battlefield itself becomes your stage. Whenever you genuinely sing and dance, your Schrift spreads your Reishi through your performance and empowers allies capable of hearing or witnessing you.

Their morale rises dramatically while their effectiveness of their abilities are temporarily enhanced. The better and longer your performance, the easier it becomes to maintain these benefits across a large group. Enemies experience the opposite effect. Your performance disrupts their morale and spiritual rhythm, gradually weakening their physical and supernatural capabilities while strengthening your allies.

J — The Joke

Laughter has become a weapon in your hands. Whenever you successfully make someone genuinely laugh, whether through a joke, ridiculous behavior, comedy, or even simply tickling them, your Schrift causes a portion of their spiritual energy to escape from their body.

That released energy is automatically drawn toward you and absorbed into your own reserves, restoring your Spiritual Pressure and stamina. The harder and longer the target laughs, the more energy you can drain from them.

K — The Key

Your Reishi possesses the concept of a key. By inserting your spiritual energy into something designed to restrict access, you can cause it to recognize your Reishi as the correct method of unlocking it. This works on ordinary locks, doors, safes, restraints, combination locks, security systems, and digital passwords, as well as supernatural seals and barriers that function according to the concept of being locked.

L — The Liquid

Your Schrift grants you control over liquids. Any liquid within your effective range can be moved and manipulated according to your will, allowing you to create waves, floating spheres, high-pressure streams, barriers, or countless other shapes. Your control extends to virtually anything that genuinely exists in a liquid state, rather than being restricted to water.

M — The Minimum

Requirements have become little more than suggestions to you. You always possess the minimum necessary qualification to begin learning something that can actually be learned. Whether a technique normally requires a particular bloodline, species, magical affinity or anything else. The Minimum allows you to meet the minimum threshold necessary to start learning it. You must still obtain the necessary knowledge and put in the required training, study, practice, and effort.

N — The Nuclear

You can alter the properties of your Reishi so that it behaves like intensely radioactive energy. Those exposed to sufficient amounts of this Reishi suffer accumulating radiation- damage, with prolonged exposure causing increasingly severe weakness and potentially fatal poisoning.

You can concentrate this property into your Spirit Weapons, arrows, or other Quincy attacks, causing affected areas to remain spiritually hazardous until the infused Reishi disperses.

O — The Overcast

You have learned to overcharge your Reishi creations far beyond their normal operating limits. Spirit Weapons, Heilig Pfeil, Quincy spells, and other compatible Reishi-based techniques can be charged with additional spiritual energy before activation.

A fully prepared Overcast can temporarily make the affected technique up to ten times more effective than its ordinary state, increasing appropriate qualities such as power, range, durability, speed, or scale.

P — The Painter

By using your spiritual energy to create a complete picture, you can cause whatever you have painted to manifest physically once the artwork is finished.

The quality, complexity, size, and supernatural properties of your creation determine the amount of Reishi, time, and artistic detail required.

Q — The Quick

Speed is your specialty. Relative to others possessing approximately the same overall level of power as you, you are extraordinarily fast and are likely among the fastest Quincy of your generation.

Your movement speed, reactions, acceleration, and ability to process rapidly changing combat situations are all dramatically enhanced. Techniques such as Hirenkyaku particularly benefit from this Schrift, allowing you to cross battlefields and reposition yourself before comparable opponents have time to properly respond.

R — The Riot

Your Reishi carries a supernatural impulse toward conflict and disorder. Whenever you deliberately infuse a person with your Reishi, those they normally consider allies become increasingly difficult for them to tolerate. Irritation becomes anger, old grudges become fresh provocations, and eventually the affected person feels an overwhelming desire to start a fight. The effect becomes particularly dangerous when you spread your Reishi across multiple members of opposing groups, potentially turning an already tense confrontation into a full-scale riot.

S — The Saint

You have become something resembling a saint among the Quincy. Your Reishi is permanently infused with holy properties, making your spiritual power particularly effective against beings and abilities associated with corruption, or other fundamentally unholy powers.

Your greatest improvement is to healing. Any healing technique fueled by your Reishi becomes dramatically more effective, allowing you to stabilize severe wounds, accelerate natural recovery, cleanse many spiritual contaminants, and

restore others far more efficiently than before. If you possess Arzt or another healing ability, The Saint greatly enhances its effectiveness.

T — The Temperature

Your Schrift grants direct control over the temperature of anything you sufficiently infuse with your Reishi. You can remove heat until a target approaches absolute zero, or increase its temperature toward extremes comparable to the surface of the Sun.

You may apply this gradually or concentrate the effect into attacks, allowing your Reishi arrows to freeze whatever they strike, superheat weapons, create extreme temperature zones, or rapidly shift something between hot and cold.

U — The Undo

You possess the ability to declare that something which just happened to you didn't happen after all. Whenever an event directly affects you, you have a window of approximately five seconds to activate The Undo. Doing so reverses that event's effect upon you, returning you to the condition you were in immediately before it occurred.

V — The Vineyard

Your Schrift grants complete supernatural control over plant life. Existing plants can be commanded to rapidly grow, twist, move, and reshape themselves according to your will.

More importantly, you can convert your Reishi directly into temporary plant life, allowing you to use The Vineyard even somewhere completely barren. Reishi-created plants possess supernatural durability proportional to the energy invested in them and disappear when the Reishi sustaining them is exhausted.

W — The Weight

Anything you physically touch can have its weight manipulated by your Schrift. You can make something extraordinarily light or increase its weight to absurd levels without necessarily changing its physical size. The greater the alteration and the more powerful the target, the more Reishi required to maintain it.

X — The X-Ray

Very little can hide from your sight. By activating your Schrift, you can see through physical matter, choosing exactly how many layers you wish your vision to penetrate.

Walls, armor, containers, terrain, smoke, and similar obstacles can become effectively transparent to you, allowing you to locate hidden enemies, inspect machinery without opening it, discover concealed objects, or identify what lies on the opposite side of a barrier.

Y — The Youth

Your Schrift allows you to manipulate the physical age of living beings. By sufficiently infusing someone with your Reishi, you may cause their body to become progressively younger or older.

You can restore an elderly person to their physical prime, reduce an adult toward childhood, or rapidly age an opponent until their body suffers the weaknesses associated with extreme old age. You may also use The Youth upon yourself, allowing you to maintain whatever physical age you prefer.

Z — The ZZZZZ

Your Reishi carries an overwhelming sleep-inducing property. Anyone exposed to it gradually becomes tired, their concentration deteriorating as increasingly severe drowsiness overtakes them.

Minor exposure causes sluggishness and slower reactions. Continued exposure makes remaining awake progressively harder until the victim eventually falls into a deep sleep. You can spread this effect through your Reitsu. Targets with substantially greater Spiritual Pressure, exceptional willpower, or immunity to sleep effects can resist, but even they may experience some degree of fatigue after prolonged exposure.

Gott am nächsten [Requires Schrift]

Interesting. It appears there is something particularly special about your connection to the power of the Schrift. Much like Lille Barro, the first Quincy to receive a Schrift from Yhwach, you possess an unusually close connection to this power. Perhaps you were the second Quincy ever granted a Schrift, or some equivalent event occurred in your personal history.

Your body has gained the supernatural properties of light itself. At will, you may transform partially or completely into a spiritual light-like state, making your body intangible to conventional physical and supernatural attacks. Abilities specifically capable of affecting intangible, conceptual, light-based, or similar beings can still harm you.

Movement becomes equally unnatural. You can convert yourself into light and teleport between visible or spiritually perceived locations within your effective range, disappearing and reappearing within seconds.

Your Quincy and other Reishi techniques can be transformed into brilliant light-based attacks. When this light successfully strikes an opponent, it temporarily interferes with their ability to control their body, causing them to become immobilized for several seconds.

More importantly, your unusually close connection to the Schrift has caused your existing Schrift to undergo a second awakening. Choose one additional Schrift from the A–Z Schrift section. You permanently gain this second Schrift alongside your original one. More importantly, the two are no longer entirely separate abilities. You understand how to combine their concepts into a single unique power that possesses characteristics of both.

Soul King-Stück

Deep within your soul rests something that should never have belonged to an ordinary being: one of the mutilated body parts of the Soul King, Adnyeus.

Long ago, the ancestors of the Five Great Noble Families feared the tremendous power of the Soul King and sought to ensure that he could never oppose the new order they intended to create. His body was mutilated and divided, and fragments of that divine existence eventually became scattered throughout the cycle of reincarnation, becoming attached to countless souls.

Choose any body part of the Soul King except his head or torso. By carrying a fragment of one of the greatest beings in existence grants several extraordinary benefits.

Divine Spiritual Power

The fragment possesses an enormous quantity of spiritual energy that has now merged with your own. Your base Spiritual Pressure rises beyond that of an ordinary Captain-class Shinigami, massively increasing the raw power available to your techniques and abilities.

Precognitive Immunity

The Soul King existed at the foundation of the worlds themselves, and his fragment has partially separated you from the normal progression of destiny.

You are completely immune to supernatural precognition and future sight. Attempts to directly observe your future either fail, produce incomplete information, or cannot account for your actions. More importantly, you are no longer completely bound by predetermined fate. Prophecies, predetermined futures, and supernatural effects attempting to force you toward a specific destiny cannot guarantee that outcome.

Chaos

The fragment has awakened within you a trace of the primordial Chaos associated with Adnyeus. At will, you may mix this chaotic element into your spiritual power and surround your body with it. Chaos can be shaped into crude weapons, projectiles, barriers, armor, or extensions of your body, allowing it to serve both offensive and defensive purposes.

Limiter Removal

The fragment within you functions somewhat like a natural Hōgyoku, constantly encouraging your soul to surpass its previous limitations. Your abilities no longer possess an absolute natural ceiling. You may continue training, developing, refining, and strengthening your powers indefinitely.

Aspect of Creation

Finally, your Soul King fragment resonates with one of the fundamental concepts involved in the structure of creation itself. Choose one of the following Aspects. Your chosen concept permanently becomes part of your soul.

Stagnation and Stillness

By touching something and infusing it with your Chaos, you may impose Stillness upon it. While maintained, supernatural attempts to make the affected target grow, evolve, transform, develop, regenerate, or otherwise change its current state can be halted.

Progression

You may also separate pieces of sufficiently regenerative parts of your body and implant them into another compatible being. Once successfully integrated, you can influence their development through the fragment, accelerating their growth and evolution and exerting a degree of control over the resulting transformations.

Miracles

You embody the impossible made possible the ability to give form to thoughts, feelings, hopes, and desires. Damage inflicted upon you becomes fuel for a Miracle. Surviving significant injuries can cause your body to reconstruct itself larger, stronger, and more powerful than before.

Your equipment shares in this blessing. When a weapon empowered by your Miracle is damaged, the misfortune inflicted upon it can manifest as a rebounding calamity against whoever damaged it, with greater damage producing a correspondingly greater retaliation.

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All Is One

You embody the principle that everything ultimately belongs to the same creation. All supernatural power systems within you become mutually compatible. Reiatu, Reishi, magic, chakra, mana, psychic energy, divine power, and equivalent energies acquired in future worlds can be combined, converted, and used together without suffering incompatibility merely because they originate from different supernatural systems.

The same principle applies to your nature. Whenever you legitimately acquire additional racial or supernatural physiologies, they integrate harmoniously rather than rejecting one another. You become a stable hybrid, retaining the beneficial traits and powers of each component without your different natures destroying each other.

To Live Is to Kill

Whenever you personally kill a being possessing a soul, you may ensure that its soul immediately enters the world's legitimate cycle of death rather than becoming a wandering spirit, or being destroyed by your normal Quincy nature.

Within Bleach, such souls can therefore be sent onward toward Soul Society. In future worlds, the ability automatically adapts to legitimate afterlives and reincarnation systems that exist there.

More importantly, once you invoke this Aspect upon a death, that death becomes permanent. Resurrection, or similar methods cannot simply return that specific individual to life.

Vollständig

Just as a Shinigami possesses Bankai and an Arrancar possesses Resurrección as their ace in the hole, you have mastered the Quincy equivalent, Quincy: Vollständig, the perfected successor to the outdated Quincy: Letzt Stil.

Choose any item you possess to serve as the catalyst for activating your Vollständig; most Quincy traditionally use a Leiden Hant or senrei glove, but exceptions are possible, allowing you to use a weapon, piece of jewelry, clothing, or another personal object instead.

You can activate your Vollständig instantly without needing the enormous pillar of light and ringing church bells normally associated with its manifestation. However, if you are trapped or encased within something when transforming, you may manifest the pillar deliberately, causing the eruption of Reishi to destroy the structure imprisoning you and free you as the transformation completes.

Upon activation you manifest Heiligen Fliegen, wings composed of Reishi that grant you true flight and allow you to freely maneuver through the air, alongside a Heiligenschein, the Quincy Zeichen appearing as a halo above your head that greatly enhances your ability to gather, absorb, and manipulate surrounding Reishi. Vollständig massively enhances your overall combat capabilities, to approximately ten times their normal effectiveness.

If you possess **Sklaverei**, your Vollständig then has the ability to be in an enhanced state in which your Heiligenschein forcibly tears apart surrounding spiritual matter and absorbs the resulting Reishi into your body. The tremendous quantity of stolen Reishi manifests as spiritual armor around your Vollständig, with its appearance potentially changing depending upon what you absorb.

In this state, your Vollständig's enhancement increases from approximately 15× your base capabilities, while Sklaverei itself becomes considerably stronger, allowing you to break down spiritual terrain, constructs, techniques, and sufficiently vulnerable spiritual beings to continuously replenish your reserves. This enhanced state remains dependent upon your ability to maintain the tremendous Reishi consumption required to sustain it.

If you possess a **Schrift**, your Vollständig becomes a personalized manifestation of that Schrift and receives a unique divine name based upon its concept. You may freely determine this title according to your imagination; for example, a wielder of **Z — The ZZZZZ** might possess a Vollständig named **Der Schlaf Gottes** — The Sleep of God. While transformed, the range, strength, scale, and effectiveness of your Schrift increase, and entirely new techniques based upon the underlying concept of your Schrift become available.

If you possess **Gott am nächsten**, your connection to divinity pushes Vollständig beyond its normal limits and grants you a second transformation comparable to an Arrancar's Segunda Etapa. The first time you are genuinely defeated while Vollständig is active during a battle, your transformation refuses to end and instead revives you, transforming your body into an angelic form inspired by an order of angels of the old testament, such as a Seraph, Cherub, or Ophanim/Throne.

While transformed in this way, all of your existing abilities receive an additional approximately 10× enhancement beyond your ordinary Vollständig, and you acquire High-Speed Regeneration, allowing severe wounds, destroyed organs, and even missing limbs to regenerate so long as you possess sufficient spiritual energy. Your spiritual senses also become extraordinarily powerful, approaching a form of limited battlefield omniperception that allows you to detect concealed opponents.

Finally, if you possess both **Soul King-Stück** and **Gott am nächsten**, your transformation makes you an almost unkillable existence. Your physical body is no longer the true foundation of your life; instead, your existence becomes anchored to a concentrated Quincy Core within your spiritual being. So long as this core remains intact and enough spiritual energy remains to sustain it, destruction of your body cannot permanently kill you.

There is no fixed number of times you can resurrect in this manner, but every reconstruction consumes tremendous amounts of spiritual energy, meaning repeated destruction can eventually exhaust you. To permanently kill you, an enemy must destroy your Quincy Core, completely annihilate your soul, or exhaust your spiritual reserves until reconstruction becomes impossible.

The Almighty

You have awakened the same divine eyes once possessed by Yhwach and the Soul King, Adnyeus, granting you a newly awakened version of The Almighty. At will, your irises can divide into multiple pupils as your perception expands beyond the present and into the countless possibilities of the future. While active, you do not merely see a single predetermined timeline; you can simultaneously observe all possible futures branching outward from the present, witnessing the different actions, reactions, victories, failures, and consequences that could result from the choices made by yourself and those around you. The Almighty has a three-second cooldown between activations.

Your Almighty initially allows you to perceive approximately one month into the future. Given extraordinary amounts of practice and sufficient growth, it is theoretically possible for your future sight to eventually extend millions of years into the future.

Seeing the future is only the beginning of The Almighty. Once you have observed the possible futures available within your current range, you may identify the actions and reactions most advantageous to you and guide events toward those possibilities. You instinctively understand which choices you need to make to approach a desired future, which enemy actions need to be prevented, and which opportunities must be exploited.

If you possess both **Gott am nächsten** and **Soul King-Stück**, The Almighty undergoes a further evolution. Once per day, rather than merely observing neighboring possibilities, you may physically transfer yourself into one of the parallel futures you can perceive. You effectively abandon your current course of events and enter another possible timeline in which circumstances developed differently. This can allow you to escape an otherwise unavoidable disaster, ensure that an important event follows a more favorable outcome. You must still be capable of perceiving the destination with The Almighty, meaning your available parallel worlds remain limited by the current range of your future sight.

Geistwaffe:

Here you will build and decide exactly what form your Spirit Weapon takes whenever you manifest it through your Quincy abilities. While the traditional Quincy has relied upon bows for generations, there is nothing requiring your personal weapon to follow that tradition. Its shape, fighting style, strengths, and weaknesses can all be customized through the options bellow.

Grundform:

First, you must decide the basic form of your Spirit Weapon. This determines the fundamental way in which you fight and how your Reishi projectiles behave. Choose one of the following weapons as the base of your Spirit Weapon.

Bogen

The traditional Quincy bow, refined across countless generations of Hollow hunting. There is a reason this design has survived for so long: it possesses no significant weaknesses and offers the greatest overall balance between range, accuracy, destructive power, ammunition efficiency, and rate of fire.

Maschinengewehr

You manifest a large two-handed fully automatic Spirit Weapon designed around overwhelming your enemies through sheer volume of fire. Your weapon continuously produces streams of smaller Reishi projectiles, granting you the highest sustained rate of fire among the standard options and excellent overall damage output. This makes it particularly effective at short and medium ranges or against large numbers of enemies. The trade-off is reduced accuracy and Reishi efficiency, especially at long distances,

Scharfschützengewehr

Your Spirit Weapon takes the form of a long-range precision rifle, sacrificing rate of fire in exchange for exceptional accuracy, range, and concentrated destructive power. Each shot compresses a considerable amount of Reishi into a single projectile intended to deliver the greatest possible damage to one precise location. This makes the weapon excellent for assassinating distant enemies while causing minimal collateral damage. However, its low rate of fire and specialized construction make it significantly less effective when enemies reach short or medium range.

Schrotflinte

Your Spirit Weapon is designed for close-range combat. Every pull of the trigger simultaneously releases approximately ten Reishi projectiles, spreading outward from the barrel and striking everything within the firing cone. At close range, where most or all of those projectiles can strike the same opponent, the resulting damage can be devastating. It is also excellent for hitting several tightly grouped enemies at once. Unfortunately, the rapidly expanding spread provides terrible long-range accuracy, making the weapon progressively less effective the farther away your target becomes.

Pistolen

Instead of a single large Spirit Weapon, you manifest two Reishi pistols designed to be dual-wielded. Individually they possess balanced characteristics comparable to a traditional bow, though with somewhat greater effectiveness at short and medium range. Their greatest advantage is versatility: each pistol can be aimed and fired independently, allowing you to attack two different targets simultaneously.

Raketenwerfer

Your Spirit Weapon takes the form of a massive Reishi missile launcher dedicated to explosions. Instead of ordinary spiritual arrows, each shot creates a large Reishi projectile that detonates upon impact, producing an explosion capable of devastating a wide area. Among the basic Spirit Weapons, this option possesses exceptional range and by far the greatest natural area-of-effect and collateral destructive capability, making it ideal for destroying entire groups with a single attack. The price for this power is the slowest rate of fire of all the standard weapons, poor performance at close range, high Reishi consumption, and extreme difficulty avoiding collateral damage once you begin firing.

Verbesserungen:

Here you will decide which upgrades you wish to add to your Spirit Weapon. Each upgrade costs additional CP, but in exchange your weapon can become considerably more effective at hunting Hollows, fighting Shinigami, and dealing with whatever other supernatural enemies you encounter.

Weitere Grundform [50 CP]

Perhaps a single Grundform is not enough for the Spirit Weapon you have in mind. Each purchase of this upgrade allows you to select one additional Grundform from the options above and incorporate it into your Spirit Weapon. You retain the advantages and disadvantages of each selected weapon form and can freely shift your Spirit Weapon between those forms, allowing you to change your fighting style according to the situation.

Waffenimport [50 CP]

Instead of relying entirely upon a newly created Quincy weapon, you may choose one ranged weapon you already possess and import it into your Spirit Weapon. Its appearance and existing capabilities are incorporated into your Quincy weapon while allowing it to function naturally with your Reishi and Quincy abilities.

Zusatzwaffe [50 CP]

Sometimes one weapon simply isn't enough. You may now manifest one additional identical copy of your Spirit Weapon, allowing you to dual-wield your ranged weapons even if their original Grundform would normally require only one. Both weapons possess the same upgrades and supernatural properties, and you can fire them independently at separate targets or concentrate both upon the same opponent for a much greater barrage.

Waffenverschmelzung [100 CP]

Importing only one weapon isn't enough for your ambitions. With Waffenverschmelzung, you may import multiple ranged weapons that you legitimately possess into your Spirit Weapon, permanently combining their characteristics into a single supernatural weapon. The resulting Spirit Weapon may incorporate the appearance, firing mechanisms, special properties, technological functions, magical abilities, and other compatible characteristics of everything merged into it, allowing you to gradually construct a single super weapon from your collection. There is no fixed limit to how many compatible

ranged weapons may eventually be incorporated. This process is permanent and irreversible; once a weapon has been incorporated into your Spirit Weapon, it cannot later be separated back into its original independent form.

Munitionsimport [100 CP]

Your Spirit Weapon is no longer restricted to ordinary Heilig Pfeil. You may import any type of ammunition you legitimately possess allowing your Spirit Weapon to reproduce a Reishi version of that ammunition and fire it without consuming the original physical rounds. The recreated ammunition retains the important properties and special effects of the original while being formed primarily from Reishi. However, more powerful and complicated ammunition requires correspondingly greater amounts of Reishi and preparation time to reproduce.

Maximale Reichweite [100 CP]

The effective range of your Spirit Weapon is increased by one kilometer for every purchase of this upgrade. Your Reishi projectiles retain their normal power, accuracy, and effectiveness throughout this additional distance. Maximale Reichweite may be purchased multiple times, adding another kilometer to your effective range with each purchase.

Zusätzliche Durchschlagskraft [100 CP]

Your Spirit Weapon gains access to specialized armor-piercing Reishi ammunition. These shots are significantly better at penetrating armor, barriers, walls, and other solid materials, allowing them to punch through defenses that would normally stop your projectiles. The trade-off is that these rounds are less effective at damaging exposed flesh and other soft targets. You may switch between these penetrating rounds and your ordinary ammunition at will.

Zerfetzende Geschosse [100 CP]

Your Spirit Weapon gains access to specialized Reishi ammunition designed specifically for tearing through living flesh. These shots cause substantially greater damage to biological and spiritual bodies, making them particularly effective against Humans, Shinigami, Hollows, Arrancar, Quincy, and other living or spiritual creatures. However, they are considerably worse at penetrating armor and other nonliving solid materials. You may freely switch between these rounds and your ordinary ammunition at will.

Erhöhte Feuerrate [100 CP]

The firing rate of your Spirit Weapon is doubled. The exact result naturally depends upon your chosen Grundform: a Machine Gun produces an even more stream of projectiles, Pistols can unleash rapid volleys, while normally slow weapons such as the Sniper Rifle or Missile Launcher can fire significantly more frequently. This sustained rapid fire drain your reserves considerably faster.

Lichtgeschwindigkeit [200 CP]

Your Spirit Weapon can propel its Reishi projectiles at the speed of light, dramatically reducing the opportunity an opponent has to dodge after you fire. You may activate or deactivate this property at will rather than being forced to use it with every attack. Accelerating your projectiles to such extreme speeds requires substantially more Reishi than ordinary firing, particularly when maintaining continuous fire with weapons possessing a high rate of fire.

Gift [200 CP]

Your Reishi ammunition becomes permanently capable of carrying a poisoning effect. Even a grazing hit can introduce this poison into the victim's body or soul, progressively weakening and damaging them after they have been struck. However, this effect only properly takes hold against beings whose Spiritual Pressure is lower than your own.

Elementargeschosse [200 CP]

Choose one element, such as Fire, Water, Wind, Earth, Lightning, or Ice. Your Spirit Weapon can now infuse its projectiles with that element, allowing your shots to produce the appropriate supernatural effect. You can freely switch between ordinary ammunition and your selected elemental ammunition.

Elementargeschosse may be purchased multiple times, granting access to one additional element with each purchase.

Automatische Zielerfassung [200 CP]

Your Spirit Weapon manifests with an advanced supernatural targeting scope perfectly synchronized with your senses and Reishi. While attacking anything within your weapon's maximum effective range, the scope automatically calculates distance, movement, trajectory, and other relevant factors to dramatically improve your accuracy. Striking small weak points becomes considerably easier, and headshots or similarly precise attacks can be performed reliably even across enormous distances.

Gelenkte Geschosse [200 CP]

You gain direct control over the trajectory of projectiles fired from your Spirit Weapon. As long as a projectile remains within your weapon's maximum effective range, you may mentally command it to turn and pursue moving enemies. You may control multiple projectiles simultaneously, potentially creating entire swarms of guided Heilig Pfeil. However, the more projectiles you control and the longer you maintain that control, the greater the strain upon your concentration and spiritual stamina becomes.



Artikel:

Choose two items per tier to receive a discount except the 600cp one where only one is discounted. Any item purchased from one of your chosen discounted tiers costs 50% less, with 100 CP items from those tiers becoming free.

General:

Wandenreich-Uniform [Free]

You now possess the standard military uniform worn by the soldiers of the Wandenreich. By default, this consists of a long white double-breasted trench coat, a white buttoned bib, white trousers, a thick black belt, white trench boots, and a white peaked military cap. The cap bears the Wandenreich crest, a five-pointed variation of the Quincy Cross, with the same symbol appearing upon the coat's buttons and belt buckle. While this is the standard appearance, you are free to modify and customize the uniform to suit your personal style, changing its cut, accessories, length, or general design however you wish. The only requirement is that its predominantly white Quincy motif and Quincy Cross imagery remain recognizable.

Quincy-Kreuz [Free]

You possess a Quincy Cross, a cross shaped in the traditional symbol of the Quincy and an item normally carried only by those who have inherited the powers and techniques of the Quincy. The cross serves as a convenient focus for your Quincy abilities, making it easier to concentrate your Reishi when manifesting your Spirit Weapon or performing other Quincy techniques. It does not directly increase your power or provide additional supernatural abilities by itself; instead, it primarily serves as a focus and a recognizable symbol of your status as a Quincy.



100CP:

Gintō

You now possess a supply of Gintō, small cylindrical capsules filled with spiritually charged liquid that stores your Reiryoku for later use. Quincy traditionally use these capsules as components and power sources for various Quincy spells, allowing prepared spiritual energy to be released when required rather than gathering all the necessary Reishi during battle. Your supply replenishes after use, and you can refill emptied Gintō with your own spiritual energy. In future worlds, these capsules adapt to compatible supernatural energies, allowing you to store things such as mana or equivalent personal magical energy inside them. Properly prepared Gintō can also be incorporated into spells you learn in future worlds, providing a convenient external energy source and enhancing spells when additional stored power is supplied.

Hollowköder

You receive a supply of Hollow Bait, consisting of small, round white tablets only slightly larger than an adult fingernail, with writing and symbols circling their flat edges. Crushing one of these tablets in your hand releases a spiritual signal that attracts nearby Hollows toward your location. Unlike particularly dangerous varieties of Hollow Bait, yours is deliberately limited to attracting low-level and relatively weak Hollows, making it useful for Quincy training and providing manageable prey for inexperienced Hollow hunters. Your supply replenishes over time, ensuring you always have more available for future hunts.

Nähset

You possess a professional-quality sewing kit containing needles, thread, measuring equipment, scissors, replacement fabrics, patterns, and the other materials and tools necessary for tailoring. The kit is particularly useful alongside Stricken, providing everything you need to create, modify, repair, and customize clothing, uniforms, capes, and other fabric equipment. Basic consumable materials used by the kit replenish over time, though exceptionally rare or supernatural fabrics must still be acquired separately.

Zusätzliche Umhänge

For whatever reason, Quincy culture seems to have developed a considerable appreciation for dramatic capes and cloaks, and you are certainly prepared to participate. You possess an entire wardrobe filled with capes, cloaks, mantles, and similar garments covering almost every design you could reasonably desire. Whenever you acquire a new outfit, you can also find an appropriately designed Quincy-style cape within the collection to complement it.

Waschmaschine

White is the color of the Quincy, and you refuse to allow something as mundane as stains to ruin that image. You possess a specialized washing machine capable of completely cleaning almost any clothing placed inside it. Blood, mud, ink, Hollow residue, food, and even exceptionally stubborn stains can be removed without damaging or discoloring the fabric. Clothes placed inside are returned perfectly clean and fresh after a normal washing cycle. The machine requires no special detergent and can clean unusual or supernatural fabrics without accidentally damaging their special properties.



200CP:

Leiden Hant

You possess a Leiden Hant, an old Quincy training glove designed to deliberately make controlling Reishi significantly more difficult. While worn, the glove constantly repels surrounding Reishi, forcing you to exert far greater concentration and control simply to manifest and maintain your Spirit Weapon. Training while wearing the Leiden Hant is therefore extremely demanding, but mastering your Quincy abilities under these conditions provides tremendous benefits. Once you have become fully accustomed to fighting while wearing it, your base Quincy combat capabilities increase to approximately three times what they were before the training. However, once equipped for this training, you cannot simply remove the glove whenever you wish. Removing it deliberately activates Quincy: Letzt Stil, destroying the glove and releasing all of the power accumulated through your training at once. Letzt Stil provides an explosive increase in power greater than your ordinary Vollständig, dramatically enhancing your Reishi absorption and Quincy abilities for approximately four hours. When those four hours end, however, you completely lose access to your Quincy powers for the remainder of the Jump unless you possess another ability or method capable of restoring them.

Seele Schneider

You receive a supply of Seele Schneider, thin silver-colored Quincy weapons that produce brilliant blue Reishi blades when activated. Rather than functioning like conventional swords, the edge consists of Reishi moving at approximately three million revolutions per second, causing the weapon to operate somewhat like an extraordinarily advanced spiritual chainsaw. These vibrations do more than simply cut through a target: they loosen the bonds holding together the target's Reishi, allowing that spiritual matter to be captured and absorbed more easily afterward. As one of the few traditional Quincy weapons specifically designed with a blade, the Seele Schneider is highly effective in close-range combat, giving you a proper melee option when enemies get past your Spirit Weapon's ideal range. Its greatest destructive potential, however, comes from using it as an arrow, launching the entire weapon from an appropriate Quincy bow for a tremendously powerful piercing attack.

Seelenglas

You receive a renewable supply of soul-synthesized glass, the unusual spiritual material used by the Quincy for constructing concealed facilities. Structures properly built from this glass are extraordinarily difficult to detect through Reiatu sensing, supernatural perception, surveillance abilities, and other methods of spiritual detection unless someone already knows approximately where and what they should be searching for. You receive enough raw material to begin significant construction projects and will acquire additional quantities over time.

Quincy-Bibliothek

You possess an enormous private Quincy library containing accumulated knowledge concerning your people. Its archives include Quincy history, traditions, spiritual theory, known techniques, spellcraft, Reishi manipulation, weapons, military practices, technology, notable individuals, and other information that could reasonably have been recorded by Quincy scholars. The library is carefully organized and provides an exceptional resource for studying your heritage or rediscovering forgotten techniques. Better still, this library follows you into future worlds and automatically expands to include equivalent publicly or institutionally recorded knowledge belonging to any major faction you formally join.

Krankenhaus

You are now the legal owner of a large, prestigious five-star private hospital. The facility is fully staffed by qualified doctors, nurses, administrators, technicians, and support personnel and contains the equipment necessary to provide excellent modern medical treatment. Its reputation and established patient base make it a reliable source of legitimate income, with professional management handling ordinary operations when you are absent. You may work there personally if you possess Arzt or other medical skills, but you are under no obligation to do so.

400CP:

Reishi Heisōquincy-Armreif

You possess a special Quincy Bangle designed to grant someone without natural Quincy abilities limited access to the fundamental power of your people. While wearing the armlet, an ordinary spiritually aware individual can begin gathering and manipulating environmental Reishi, using those particles to manifest a basic Spirit Weapon and fire Reishi projectiles in a manner similar to a true Quincy. Initially, the armlet functions as little more than supernatural training wheels, with the artifact performing much of the difficult Reishi manipulation for its wearer. However, repeated use and dedicated practice gradually teach the wearer's soul how to perform these actions independently.

Medaillon

You possess one of the infamous Wandenreich Medallions, a thin, palm-sized metallic disk engraved with the Wandenreich insignia. The device contains a specialized imitation of the principle behind Yhwach's Sankt Altar, designed specifically to steal an opponent's ultimate transformation or power-release state. Against a Shinigami, this allows the medallion to steal a Bankai; in future worlds it adapts to equivalent unique transformations, released forms, ultimate states, or major power-up abilities. Once stolen, the original owner loses access to that transformation while the medallion's wielder can invoke a weaker version of the stolen state for themselves. However, you must possess enough raw power and control to contain what you steal attempting to absorb a transformation vastly beyond your ability to handle can cause it to run out of control and potentially kill you. Furthermore, while you or another wielder is actively using the stolen transformation, you cannot simultaneously activate Quincy: Vollständig or an equivalent transformation multiplier, forcing you to choose between the stolen power and your own ultimate form.

A medallion can contain only one stolen power, but ten years after successfully stealing one, a new empty medallion automatically appears for you. At that point the previous medallion's restriction is lifted and you may use the newly created medallion to steal another compatible power, allowing your collection to gradually expand over sufficiently long periods.

Reishi-Heisō

You possess a complete set of Quincy armor constructed and maintained through Reishi, providing substantially greater protection than an ordinary Wandenreich uniform. When equipped, the armor reinforces your body and increases your overall fighting capability while providing powerful protection against both physical and spiritual attacks. More importantly, its construction isolates your spiritual system from hostile contaminants, allowing it to neutralize the poisonous effect Hollow Reishi normally has upon Quincy while the armor remains functional. In future worlds this defensive property adapts appropriately, protecting you against supernatural substances or energies that are specifically poisonous or catastrophically incompatible with your current race.

Quincy-Waffenkammer

You possess a fully stocked Quincy armory containing enough standardized equipment to properly arm an entire battalion of Quincy soldiers. The facility contains Spirit Weapon catalysts, Quincy uniforms, basic protective equipment, Gintō, Seele Schneider, communication equipment, ammunition components, field supplies, and other standard military equipment appropriate for trained Quincy troops. Equipment removed from the armory will be replaced over time, ensuring that ordinary battlefield losses do not permanently empty your stockpile.

600CP:

Seelengeschmiedetes Silber

Auswählen, Yhwach's terrifying ability to steal power from Quincy he considers unnecessary and redistribute it among those he considers worthy, possesses a weakness. Within the hearts of those killed by Auswählen forms a supernatural substance known as Still Silver, and when this silver comes into contact with the blood of the one responsible for the Auswählen, their supernatural powers are temporarily negated .

You possess an arrowhead forged entirely from Still Silver, but unlike the substance created by Yhwach's Auswählen, your version is not limited to affecting a single individual. If this arrowhead successfully pierces a supernatural being, it immediately shatters inside the target and temporarily suppresses all of their supernatural powers leaving them dependent upon whatever completely mundane capabilities they still possess.

The suppression only lasts for a short period, but against an otherwise overwhelmingly powerful opponent, those moments may be enough to decide the battle. Because producing such a powerful substance is extraordinarily difficult, you receive only one Still Silver arrowhead a month.

Silbern

You now possess your own version of Silbern, the enormous headquarters of the Wandenreich that once stood within the hidden Schatten Bereich. This vast white fortress contains everything necessary to operate as the capital and military headquarters of a Quincy empire, including barracks, training grounds, assembly halls, command centers, laboratories, workshops, medical facilities, storage areas, execution grounds, residential quarters, and enormous spaces suitable for housing thousands of soldiers and personnel.

Silbern exists within its own concealed spiritual territory connected to your warehouse, making it extremely difficult for outsiders to discover or enter without permission. The fortress naturally gathers surrounding Reishi, making Quincy techniques easier to sustain within its territory and providing an excellent environment for training. In future worlds, Silbern follows you and may either remain within its hidden spiritual space or be placed at an appropriate location of your choosing.

Daten

Knowledge wins wars long before the first arrow is fired. You possess an enormous Wandenreich intelligence database modeled after the information network used to study potential enemies before the invasion of Soul Society. The database contains extensive profiles concerning important factions and known individuals within the setting, including their identities, organizations, fighting styles, demonstrated techniques, known transformations, equipment, recorded battles, relationships, and publicly or historically observable weaknesses.

Particularly important individuals may possess extremely detailed combat profiles assembled from years of observation. The database does not grant genuinely secret abilities, recently developed techniques, deliberately concealed information, and facts that nobody could reasonably have discovered will initially remain absent. However, Daten continuously updates itself from information legitimately gathered by you, your allies, scouts, sensors, records, and intelligence networks, automatically organizing new discoveries into detailed profiles. In future worlds, the database begins with a broad collection of commonly obtainable information about that world's major supernatural factions and notable figures, giving you the foundation necessary to begin building another comprehensive intelligence network.

Begleiter:

Mein früheres 50

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

Mein neues Team 100

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



Der Nachteil:

Ergänzung [+0 CP]

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Zeitverlängerung [+100 CP]

You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 100 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Nebenfigur [+100 CP]

It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interactions.

Faulheit [+100 CP]

You are unbelievably lazy when it comes to work, training, or everyday responsibilities. Unless someone constantly pushes or pressures you into action, you will naturally procrastinate and avoid doing anything productive. Left to your own devices, you will happily spend your days doing as little as possible.

Köstlicher Magnet [+200 CP]

For some reason, the Hollows are intensely hungry for your soul. Each week, at least one Hollow manifests with vexing abilities, testing your resolve and cunning in their relentless pursuit.

Arroganz [+200 CP]

Your power has completely gone to your head. You constantly look down upon others, believing yourself superior to nearly everyone you meet. You habitually underestimate your opponents, often giving them opportunities they do not deserve simply because you refuse to acknowledge them as a genuine threat.

Amnesie [+200 CP]

You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world.

Ich Brauche Mein Gehirn Nicht [+300 CP]

I will not mince words, you're an idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that.

Rivale [+300 CP]

Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a person but the most vexing part is that you will not be able to defeat him/her alone for the first 8 years of your stay here. They will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

Schlechtes Temperament [+300 CP]

Your patience is practically nonexistent. The slightest insult, inconvenience, or provocation is enough to send you into a fit of anger. While enraged, your judgment suffers considerably, making you far easier to manipulate, deceive, or lure into traps.

Keine Freizeit [+400 CP]

Rest becomes a distant dream as you find yourself perpetually overwhelmed by a never-ending stream of work, requests, and quests. Whether it's your duties, the expectations of others, or the constant demands of this world, you're always busy, leaving you no time for leisure or personal growth. Every moment is a battle against exhaustion as you struggle to meet the relentless expectations placed on you.

Ohne Kräfte [+400 CP]

You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

Gejagt [+600 CP]

Seems you've caught the attention of a powerful faction in this world. You must choose one faction found in this universe as the instigator of their aggression towards you. Throughout your entire stay in this jump, they will continuously send squads of Quincy, Hollows, or other appropriate forces to your doorstep, armed with potent equipment and abilities specifically chosen to counter your own.

At the end of the 10-year period, the leader of the faction will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

You can take this drawback multiple times, gaining the wrath of an additional faction with each purchase.

Zehn Jahre Später:

Nach Hause Gehen: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Hier Bleiben: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000 CP as a bonus.

Weiterziehen: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.