Edens Zero Jump

Shiki Granbell, an orphan raised by robots on the deserted theme park planet Granbell, meets and befriends Rebecca and her cat Happy when they visit the park in order to record videos for the video-sharing website Aoneko Channel. Shortly after their meeting, Rebecca and Happy were abducted by residents of the theme park which later revealed to be a ruse to make Shiki leave the planet with Rebecca and Happy since all the residents are about to shutdown. Shiki rescues her and together they escape the planet to explore the Sakura Cosmos with Shiki aiming to gain 100 friends along the way.

This is a futuristic universe with spaceships, robots and "Magic". Keep in mind that the tone of this world is grayer than that of Fairy Tail, so do not underestimate the dangers you can encounter in this vast universe.

Take 1000 CP to start your adventure.

Races

Human (Free)

The most common race in the universe. This race is not much different from humans on earth. Unlike other races, this one has a great capacity for adaptation and learning, having several powerful individuals such as Elise, Shiki, Justice, etc. As well as talented individuals like Connor, Spider and Weisz.

Alien (Free)

There are many non-human species in the series. Although many have not yet been identified, no reference was given as to whether they have racial abilities to those of Humans, so it is understood that they are at the same level. Choose the race you want or you can customize one having the appearance that you like the most. This customization is just aesthetic, so nothing about adding special abilities or making it stand out from an average human.

O-Tech (100 CP)

Half-Machine, are beings with cybernetic bodies or modifications. Like machines, these can upgrade their parts to enhance themselves. One of the disadvantages of these is that they are discriminated against by other races.

It is possible for an O-Tech to be fully converted into a Machine.

You can choose between having one or more parts of your body replaced by robotic prostheses or having your body made of almost 70% robotic material.

Machine (100/200/300 CP)

Machines, also known robots or bots, are a race of mechanical beings who exist in and outside the Sakura Cosmos.

Machines come in many different types and models, ranging from the simplistic bots of Granbell to the more lifelike androids. They serve many different purposes depending on what model they are, with some having unique roles such as actors for an amusement park, battle, or even for spying.

Machines have a much longer life span as they don't particularly age as organic life, the oldest so far being about over 1000 years old.

These can incorporate improvements to increase their performance, as well as incorporate new functions to perform different tasks.

For 100 CP, you are a common machine that does not stand out from the rest, and can be useful in administrative tasks as well as in combat. Your parts are made of simple materials, with a standard resistance for any machine of your type.

For 200 CP, your body is made from the same materials as the Demon King's Four Shining Stars. Your skills are above average compared to other machines, belonging to any elite group of any organization is something already given. You will also have analytical capabilities superior to that of your peers, such as being able to process multiple tasks at the same time in a matter of seconds. You are a walking supercomputer.

For 300 CP, you are a rarity among your peers. Your parts were made from the same materials used to create Ziggy. We are talking about Ziggy himself whose power is on par with the Galactic Oración Seis. Having immense resistance, as well as a force that can destroy entire buildings with a simple punch. Your physical abilities are not the only extraordinary thing. You are a supercomputer that can perform several precise calculations in a matter of seconds, as well as perform several tasks at the same time without reducing the efficiency of the individual result of each one.

Location

For practical reasons, you will start in Sakura Cosmos, the cosmos where our protagonist's adventure begins. D6 Roll to choose the place where you will start your adventure.

1) Granbell

The entire planet is a theme park with islands and vast amounts of water surrounding them. The planet is mostly inhabited by robots and bots. It is your typical planet where you can fulfill your adventure fantasies, like your typical RPG game or isekai anime.

2) Blue Garden

Blue Garden, also known as the Planet of Adventurers and the Water Planet. Is a planet filled with Water Ether. The typical futuristic planet that you can find in this type of stories. Its most popular point is the city of Eternal. Its biggest attraction is the Shooting Starlight guild. It is a good start to register as an adventurer and be able to travel through the Cosmos.

3) Norma

Norma, also known as the Earthen Planet. Norma is a brown planet with a ring system surrounding it. Its atmosphere is abundant with Earth Ether, which crystallizes into pillars and rains down onto the surface, embedding it in the ground. Because of this phenomenon, its residents live deep underground. When you arrive, the planet will have already been attacked by the Chronophage, so don't worry about disappearing.

4) Sun Jewel

Sun Jewel, also known as the Planet of Gemstones, is a mining planet. Sun Jewel appears to be a light blue rocky world covered in mountainous gemstones. An orbiting band of jewels and gems surrounds the planet. At first glance it seems like a glamorous place, but the reality is that there is a great social divide between those who obey the dictator Madame Kurenai and the prisoners who are forced to mine precious stones in the Labor District.

5) Guilst

Guilst is a formerly lawless planet known as the Planet of Criminals and a den for illegal activities. Guilst is a planet that is rich with Wood Ether, making it abundant with nature. It is entirely overgrown in the roots of Mechdrasil, a gargantuan tree that is visible from outer space, and wrapped in two intersecting chain-like structures. The planet's towns are built on layers of platforms situated on the tree's branches. Be careful with a certain Drakken Joe, they say he's a dangerous guy.

6) Free choice.

Choose the place you want from the options above.

Time

You will begin at the same time that Shiki leaves Granbell to begin his adventure with Rebecca in the year X492.

Gender and Age

You can choose the gender and age you want.

Origin

Choose the origin you want.

Adventurer (Drop-In)

You are someone who came to this universe without any connection or background. You are free of any connection with any faction, so you can begin your adventure through the Cosmos without restrictions.

Criminal

Due to those circumstances in life you ended up hanging out with the wrong people. That led to you doing bad actions and ending up in some small-time criminal group. You can continue being a third-rate thug or start your story by climbing to the top, stepping on several rivals along the way.

Interstellar Union Army

This universe is not as bright as Fairy Tail, the scum that you can find in every Cosmos. To fight crime and protect the innocent, the Interstellar Union Army has been created. You will start as a solid soldier but if you try hard you will be able to climb to join the ranks of Oración Seis Interstellar.

Civil

Going on an adventure or becoming strong is not your thing. Do you prefer something more everyday and stable such as being unscientific, managing a restaurant, etc. Civils have a more peaceful life and a lower mortality rate.

Perk

2 discounts per pricing tier. Discounted 100 CP perks are free.

You can turn on/off any Perk at your will or dial their strength.

Undiscounted

Language (Free)

The language barrier of this universe is non-existent, with only one language existing in the entire cosmos. You are able to read, speak and write in the language of this universe.

Post-Jump, you can master the language of the place where you start your new jump perfectly.

Ether Adept (Free)

Like any living being, machine and planet in this universe, your body can contain Ether. That means you are able to use Ether Gear. The Ether has different types of classes, such as Air Ether, Demon King, etc. Depending on the Ether Gear you choose in the next option will determine the type you have.

Ether Gear (Varies)

Ether Gear is a type of power that harnesses Ether. Those who utilize Ether Gear are known as Ether Gearists.

Similar to a machine, Ether Gear utilizes the Ether that flows from the user's body and rearranges it by turning it into power, making the user into a "mechanical wizard" of sorts. This gives its users the ability to manipulate certain elements such as gravity and wind, reconfigure machines, create swords using Ether, or even completely alter the material composition of objects the user touches. However, Ether Gears have a peculiar weakness, in that they become completely unusable whenever the wielder's hands are bound or wrists are tied.

You can choose the Ether Gear you want. If you want to buy one more, you will have to pay an extra 100 CP plus the price of the selected Ether Gear.

100 CP

Glue Tear

Red Destiny

Smoke Bar

Steal Hand

Soul Arm

Gambler's Rush

Jaguar Transformation Ether Gear

Fleet Ether Gear

Crystal Ether Gear

200 CP

Machina Maker

Ether Lock

Eye of Venus

Flame Bolt

Pain's Tree

Soul Blade

Tears Lover

Wind Rage

Carburetor

Ice Wall

Titan's Arm

Wind Snatch

Flame Ammo

300 CP

Alchemist

Satan Gravity

Eye of God

Melt

Star Drain

Wormhole

Regeneration

Mirror Trick

Eye of Horus

Erasing Ether Gear

Cat Leaper

Ether Power (Free/100/200/300/400)

The amount of Ether a person or machine has determines how long they can use their Ether Gear and how many of their abilities they can use. With training you can increase that amount, but it is not something you will achieve overnight.

Free, the amount of Ether of an average person is very insignificant, it may not be enough to awaken the Ether Gear.

For 100 CP, your amount will be on par with a random user from some faction, enough to activate your Ether Gear but enough to use it for a short time, as if it were your trump card.

For 200 CP, your amount will be on par with Rebecca before the Time-Skip (not counting the Reverse ability), and you can use it for a short period of time, enough to keep it active during a fight.

For 300 CP, the amount will be equal to that of an executive of any faction, having the same amount as Kris Rutherford or Laguna Husert. You can use your Ether Gear for extended periods of time, such as using multiple abilities consecutively without depleting your reserves.

For 400 CP, the amount will be equal to that of Shura himself, being able to use powerful techniques such as lifting ships and throwing them at your target as if nothing had happened or stopping the Eden Zero with its Ether Gear very easily. To deplete your reserves, you would have to be fighting non-stop for an entire week.

Ether Skill (Free/100/200/300/400)

Handling Ether is complex, a normal person needs years of arduous training to be able to use it efficiently. With training and fighting tough battles you can perfect your skills and become a master, but it requires a lot of effort and pushing your body and mind to the limit.

For free, your handling of Ether is mediocre at best, being able to use its techniques but in a very restricted way, limiting its range and precision. To be honest, if you manage to use your ability competently it is by pure luck.

For 100 CP, your use of Ether is acceptable, having the same skill as a beginner. Your level will be limited, not being very versatile. If you have a ground-type Ether Gear that specializes in attacking, you can at most use the ground around you (within a radius of three meters at most) to attack your enemy with simple attacks.

For 200 CP, your use of Ether is advanced, with a veteran having the same skill. Your level will not be limited like the previous tier, being a little more versatile. You will have the same level as Weisz Steiner with his Machina Maker before the Time-Skip.

For 300 CP, your use of Ether is advanced, a veteran having the same skill. Your level will not be limited like the previous tier, being a little more versatile. You will have the same level as Weisz Steiner with his Machina Maker before the Time-Skip.

For 400 CP, your use of Ether is perfect, having the same ability as Witch Regret. The use of your abilities is efficient and very versatile, being able to use your ability offensively, defensively or in support. If you add this with a large amount of Ether, you will be able to fight one on one with any of the Oración Seis Galáctica.

Mashima Style (100 CP)

If Hiro Mashima is good at anything, it is drawing very attractive men and women, with bodies worthy of starring in a NSFW work. In general, this benefit is available to main or secondary characters, but since you pay CP we will make an exception.

The beauty level will be increased by three for all people and machines on this jump, as well as those on your future jumps. As a bonus, women will tend to have voluptuous bodies (if you wish), just as men will have a well-trained body. Animals, children, etc., will have an adorable appearance like Happy or Pino.

Hero (200 CP)

Something very common in Hiro Mashima's works is to do many crossovers with different works or his own works.

You are able to use other jumps as a supplement but have some limitations. The first is that you can only use two jumps as supplements. The second is that these must be jumps related to the same universe of the jump you are in or, if it is a series, it must be a jump from another series by the same author, such as using a jump from Fairy Tail as a supplement to this jump and Rave Master. Lastly, you cannot take drawbacks from the jumps you use as supplements. You can choose origins and use the discounts from those jumps.

To make things clear, you cannot use CP from this jump to buy things from the supplemental jumps and vice versa.

Overdrive (300 CP)

Overdrive is an advanced form of Ether Gear. By allowing an Ether Gear's power to flow throughout their entire body, an Ether Gearist can acquire a massive boost to their capabilities as well as being able to achieve feats with their Ether Gear they normally

wouldn't have been able to. Along with this increase in power, the Ether Gearist also takes on a new appearance similar to that of a machine's; having three-dimensional lines of Ether surrounding their body and covering their skin. Overdrive can only be achieved when the user pushes their Ether to its critical point, thus changing their physical appearance. In some cases, their hair changes color.

There exists another form of Overdrive, aside from reaching their Ether Gear's critical point, which optimizes and transforms their body, down to the molecular level. Instead of reaching that critical point, the Ether Gearist could instead use their Ether to optimize their body to assume a form that better suits them.

There's a chance for someone to endure any environment, while in Overdrive. As Homura Kōgetsu demonstrated to be capable of moving around in space, a feat impossible for Humans in a normal state.

To begin with, you can use your Overdrive to perfection, but keep in mind that you will need a large amount of Ether and a mastery of your Ether Gear to maintain it for a long time.

True Self (400 CP)

You are a special jumper, you are an existence that surpasses its alternative versions existing in other universes. To be more precise, of all your versions you are the most perfect, the one that reached the greatest potential compared to the others, and you have room to go further. Whether it's luck, discipline, being in a better environment, etc.; You have reached the ideal that each person wants to become, their best version.

In other words, all your stats like strength, speed, stamina, intelligence, information processing speed, vitality, any stat you can find in a video game will increase by ten. This also includes your learning speed, being able to learn ten times faster than you normally could.

As a bonus, you are immune to any negative effects from any Perk, Power, Item, etc., you use or have. An example would be using a powerful sword that takes life from the wielder for each use, that effect will not work on you.

Finally, in case you travel to another universe, or are affected by time slip, if you want you can replace your version of that universe. Avoiding merging or creating a temporal paradox.

Immunity (500 CP)

You are immune to any type of ability that copies, steals or seals your abilities, such as reading your future or your past if you do not allow it. As well as any type of profession that leads to your death or that disfavors you. Also any type of attempt to clone or control you is ineffective against you.

Killing you is almost impossible, jumper, or rather, killing you with powers beyond comprehension. You are resistant to any type of "Hax" such as instant death, killing your past self to cease to exist, erasing your existence, sealing your, control of your destiny that harms you, plot devices, all forms of plot armor, 4th wall breakers, reality warping, protagonist bullshit.etc.

Don't trust yourself as a jumper, you can die by conventional means, but not by absurd means, so if someone wants to kill you they will have to do it in the conventional way, such as killing you in a fight or poisoning you.

Portal (600 CP)

If this series has something, it is time travel and travel between universes.It would be great to be able to travel through the local multiverse as well as the different dimensions that exist within the same universe, or wait, you can. You have the ability to open portals to travel through the local multiverse of your jump. A good example would be opening a portal from universe No. 30 to universe No. 29 to beat up Drakken Joe.

If you wish, you can collect useful things from those universes as well as recruit alternative versions of the people from the universe where you come from. Don't worry about generating a temporal paradox, since objects and people from other universes can coexist with those from your universe, preventing only the original from remaining or creating chaos in space-time.

As a restriction, you cannot recruit your versions from other multiverses. You will also have no control when choosing which new parallel universe you visit, the destination you arrive being completely random. Although you can return to your own universe, as well as any other universe that you have previously visited without any problem, and you can have a kind of save point to visit them again.

Post-Spark, you can travel to parallel universes as well as other universes you want without any type of restriction.

100 CP

You are Hot

Let's be honest, most of the main or secondary characters in this series are very attractive. Your face is so attractive that you could easily make people fall in love with your smile. If you are a woman, you will have a body like Rebecca's, voluptuous and with soft, well-cared for skin. If you are a man, you have a well-defined and toned body.

I know how to fight a little

This world is a bit violent, so you need to know how to throw some punches. You are an expert in street fights, being able to use basic attacks to hit your enemies. This Perk will not give you knowledge of martial arts but it will be enough to beat up the neighborhood bullies.

A little of the basics

It would not be advisable for you to be in a world, or in this case a universe, without knowing the basics such as culture, general academic knowledge, etc. This will be helpful to you, you will acquire at the beginning of your jump all the basic knowledge necessary to be able to survive each jump. It's not much but it's quite useful.

Friends Magnet

A skill that Shiki would be very interested in. When you try to be friends with someone, they will accept without thinking twice and will not see you as someone strange or feel in an uncomfortable situation.

The only limitation is that you should not have ulterior motives, such as wanting to be his friend so you can take advantage of the person or get some information from him, having only pure intentions. It also won't work with enemies or people who don't like you.

Moral Tolerance

It is complicated when you commit actions (good or bad), and these are not approved of by your companions, followers, etc. Now everyone will be tolerant and will respect your decisions without criticizing them, to the point that it would not be strange for them to adopt your same moral compass.

Actor

No matter the era, you will always find actors playing roles in both theaters and movies. Your acting skills are on par with Laguna Husert. This skill is very useful for infiltration work, so it is not a bad CP investment.

200 CP

Just In Time

It's frustrating to be late, to arrive and find your allies dead, or to arrive after some thugs do something horrible to your partner. With this Perk you will always arrive before the beginning of any events that would end in tragedy or misfortune. Now you can brutally beat those thugs before they get close to your partner, save your companions before they are fatally wounded by those enemies.

Master Marksmanship

It is very common to find shooting weapons, so this type of Perk would be a great help. You are very skillful in marksmanship. You can shoot at a distance of 10 kilometers and hit your target cleanly, if you use a weapon that can shoot at that distance of course.

Your skill not only shines with long-range weapons, medium-range weapons in your hands are your enemies' worst nightmare, hitting each shot perfectly at a speed on par with Seth Anderson, a gunman so fast that the person who receives his shot is not realized until that person dies.

Piloting

In a futuristic universe it is mandatory for anyone to have a minimum knowledge of how to pilot a spaceship. Luckily for you, you are not only a pilot, you are a pilot who is on par with Connor from universe 1 and 2, being recognized by Ziggy himself for his extraordinary abilities.

Piloting spaceships like the Eden Zero will be simple. Being able to reach any destination in a third of the time it would normally take, without damaging the spaceship, not even its crew members will realize that they have arrived.

Swordsman

Despite the great advance of science, the art of the sword still exists. Like Homura, you are an expert swordsman, having great skill in swordsmanship. Your skill in using it is not limited only to attack, but also to defense. Detecting openings in your opponents is something you do naturally, as well as blocking and reflecting direct attacks such as those aimed at blind spots.

As a bonus, you have a great talent to copy any sword skill you see at least once. Thus discovering their weaknesses to use them against your opponent.

B-Cuber

This universe has its own YouTubers, these have their B-Cuber. These content creators share their videos to gain fame and wealth.

Your content creation and social media management skills are top-notch. Beating Labilia Christy is quite simple. The number one B-Cuber position is yours.

Charm

No, it is not a spell, rather it is something innate in you. You are the type of person who makes those around you fall in love. Whether it is your charisma, your attractiveness or your power, people find you very attractive, so much so that just by seeing you they will fall madly in love with you. It doesn't matter how twisted or boring you are, your natural

charm overcomes all those defects and only lets your virtues (or the few you have) shine.

The effect is permanent, but you have the ability to choose who you affect with this Perk.

Don't worry that they will become yandere and want to kill you for having multiple partners, they will be permissive enough to let you have your dream harem.

400 CP

Magi-Tech

In this universe it is very common to combine technology with Ether, which is known as magic. You could say that it is a combination of science with the mystical.

You are capable of creating inventions or improving already existing things, which combine science with magic, both being able to complement each other perfectly and eliminate the weaknesses that each one has. This combination can be used to create power armor, spaceships, medicine, etc.

Post-Jump, you can combine science with other known systems, such as ki, chakra, cultivation, esper powers, etc. Your creations will adapt perfectly to these new systems, obtaining the same benefits mentioned above.

Master Code

In any work set in the future, it is common to find many machines that have software for their operation. And when there is software or digital systems, there are also experts who can modify those systems to improve them or to destroy them.

Your hacking and programming skills are at the level of Hermit, an android that can hack the digital world and make a fool of one of the best hackers in the Sakura Cosmo.

Your abilities to improve, control and protect any machine that is connected to the network is sublime, being able to control any existing machine. But keep in mind that the more complex the machine, the longer it will take to control it. If you are familiar with the same machine, this disadvantage will gradually disappear.

Another advantage is that you can reverse engineer any machine, being able to analyze its program and replicate it or create countermeasures against it.

Bonds

Shiki is the kind of person who can turn enemies into allies, allies into friends, and friends into family. Like him, you are capable of forging strong bonds with the people you form a bond with. People are more willing to open up to you and confide deep

secrets or fears, creating a bridge between you, united by trust. As well as help you with your problems when you need it, even giving you emotional support if necessary.

A relationship of one month with a person is enough time for them to become best friends, in two months they will consider you as family.

Their trust and ties are unbreakable, to the point of standing up to the most powerful in order to help you. Something like betrayal is impossible. Keep in mind that the feeling must be mutual, if behind that façade of a friend you are a manipulator, this effect will not work.

King of the Underworld

No, you are not the king of hell, rather you are an expert in carrying out any illicit business, be it loans with high interest rates, unregulated gambling, sales of prohibited substances, etc.

Your knowledge is not limited only to managing that type of business, but also how to avoid the law and look for legal loopholes that allow you to get out of any problem. How to detect corrupt officials or authorities, having them as accomplices to continue with your shady businesses.

Tortured Expert

Like Sister, you are an expert in how to harm a person, both physically and psychologically. Knowing the limit which you should not cross to kill him, extending his suffering as much as you want. You can make any person or machine confess valuable information or deep secrets just by spending an hour with you. If you wish you can turn a strong-willed person into your submissive slave in a matter of days.

But since you know how to hurt, you also know how to heal it, having great knowledge to heal or fix both people and machines, as well as helping people overcome trauma with just a few days of your guidance and help.

Strategist

Power is important, but if you attack an enemy organization without any plan the only thing that awaits you is defeat. In every group a good strategist is necessary to plan each action, and that is your job.

You have a strategic mind, capable of analyzing any factor, both ally and enemy, to the smallest detail. You have a natural talent for analyzing the battlefield and evaluating the chances of victory or defeat, such as predicting the number of casualties suffered, with great accuracy.

Your mind is so prodigious, being able to formulate different plans in a matter of minutes. You are an expert when it comes to preparing plans that can adapt to any situation, changing some variables and achieving the planned objective.

As a bonus, you will have a very perceptive mind. You will always be a few steps ahead of your opponent's plans, being able to predict every move he makes. As an extra, you will be able to detect weak links both in your enemies' plans and in their organization, exploiting those weak points is a piece of cake for a genius like you.

600 CP

Professor

There are many geniuses in this universe Hermit, Ziggy, Weisz Steiner (X492) and Müller. These guys are brilliant minds that regardless of their personality, their achievements and inventions are considered masterpieces.

Like those previously mentioned, your genius in various fields of science is unmatched. Your investments can be considered for the time, being at least a century ahead of those of the time.

Your genius can achieve the impossible, like being inspired by a Mecha manga to create a giant battle robot, using Ether to shoot lightning bolts. Or create an infinite Ether generator by listening to the suggestion of a stranger on the street.

One of the limitations that any inventor has is that their creations do not always work as they want or do not give the results they would expect. That's not your case. All your inventions or creations will have the shape you want, as well as the function you want, as long as you have the resources to achieve it. Don't think you can create a sword that can cut a spaceship in two with just base metal.

Another advantage is that your creativity will be on par with your skills. You have creative solutions for any situation you face. An example would be getting lost in an almost deserted world. Despite these conditions, you will manage to build a spaceship with the few resources you have to return to your planet and have the necessary resources for the trip, taking little time to complete such a task.

As a last advantage, you are an expert in performing reverse engineering on anything you see, be it organic, inorganic, etc. Obtaining all the information about it such as its function, its composition, etc. Being able to replicate it and improve it if you wish. With more abstract and powerful beings it will be a little more complicated but not impossible.

Right of the Strongest

It doesn't matter what series you're in, even in real life those with power seem to be untouchable. No matter what atrocities they do, no one will stop them and they will never be judged.

Depending on the type of power you have, be it brute force, economic or political power, any crime you commit will be seen as a tragedy but without a perpetrator. The reason is simple, the victims and the rest will fear you to such an extreme that they will not have the courage to judge you or make you pay for your crimes.

Although you have all the freedom to carry out any atrocity without having to face the consequences, if a person or organization, of equal or greater power than you have, will destroy you or make you pay for your crimes if they consider that you are a threat to them, their interests or for their ideology.

This also applies when you belong to an organization or nation, the more useful you are to them, the more they will turn a blind eye to any crime or abuse of authority that you commit, as long as it does not harm the interests of that organization or nation.

The Great Administrator

Going on adventures and fighting bad guys sounds great, but what about those who prefer something more peaceful, like an office job. In a universe where several worlds exist, why not focus on reigning an empire?

Your administration skills are superior to those of Roboute Guilliman himself, being able to manage an empire of more than five hundred worlds, always keeping them prosperous and peaceful. Your talent for assigning people and resources to carry out any type of task or function is exceptional, being able to make an almost deserted world with a small population become a popular tourist attraction.

You also have great talent in all areas of logistics, assigning resources to specific points in the most effective and efficient way, supplying all types of resources in the most optimal way possible.

Another advantage is that you are an expert in mathematical and statistical calculations. The accuracy of the calculations to distribute those resources, organize your army, etc.; It is so precise that there is no margin for error. You don't have to worry about lack of supply or idle resources. This also applies to reducing time to carry out any task.

Finally, any legal and administrative system that you apply in your empire or any organization will be incorruptible, being free of any type of legal loophole. These will also have great adaptability when applied in different types of worlds and societies, functioning perfectly and harmoniously. The only thing that awaits you is an empire with a wealthy society and great economic, military and political power. A perfect utopia.

As an extra, any person or machine belonging to your empire will have a very great loyalty to you, so something like betrayal on their part is impossible.

The Charisma of a Captain

Captains like Elsie are something special, I would say exceptional. It is true that her talent and strength gave him room to become one of the strongest, but there is something special about her that goes beyond her power, that is his charisma.

Like her, you are a charismatic person who, just by being there, attracts people like fire attracts moths. Any person under your command will be loyal and incorruptible, even sacrificing their life to protect you or to be able to fulfill a task you assigned them. To the point that people on the enemy side will see you with great respect.

Another effect is that you always attract very talented people or people with a unique talent, being able to form an unstoppable army.

Your leadership capabilities are also top-notch, assigning the most suitable and competent person to carry out certain tasks. By assigning teams or carrying out work together, they will have an enviable synergy. A small group of your subordinates will be able to fight against a small organization and emerge victorious without any casualties.

Finally, you have a passive ability that affects all those under your command, whether subordinates, followers, companions, etc. You have the ability to awaken the hidden potential of both people and thinking machines. To put it in simple words, these could become their best version, reaching their maximum potential. You don't have mere mortals, you have heroes in your ranks.

Plot Armor

Let's be honest, luck is something that is necessary in this type of universe, many people have died from being in the wrong place at the wrong time, and it is something that is continually repeated.

Your luck is one in ten billion, being able to escape from deadly situations without suffering any type of collateral damage as long as you are not the target of the attack.

Your enemies will also tend to underestimate you when fighting you, avoiding any opportunity to kill you because they do not see you as a threat. And for some reason, they will tend to make a lot of mistakes when they face you, or rather they will have terrible luck when they try to attack you or your allies, having problems with their equipment when they attack you or their spaceship stopping working. when they chase you. Their plans will be ruined more by internal factors of their organization or by unfavorable coincidences for them.

Another advantage is that you will always meet powerful or influential people, they will feel great sympathy towards you. In simple words, you will gain powerful allies like Elsie, becoming your companions, mentors, friends or subordinates.

In addition, all the people you establish some type of relationship with will have a very good personality and without ulterior motives, at least with you. As a bonus, these will be very attractive people like Rebecca or adorable like Happy.

Finally, finding objects of value or great use to you is an everyday thing in your life. You want to travel and find Mother, how convenient that they just gave you a spaceship that can travel between universes.

Fear

Those who are true monsters are not only those who commit atrocities, but they make those acts public to instill fear in everyone.

All your actions, be it a simple beating of a civilian, or the destruction of a planet will be fresh news that will circulate on all the planets in the universe.

The degree of impact these crimes have on people and machines will depend on how heinous it is.

Those who know of your most vile crimes will feel great terror just by hearing your name. The fear that people and machines have in you is so deep that they will not have the courage to face you. Even the authorities will think twice before arresting and killing you. Criminal organizations will look for an alliance with you as their first option; if that doesn't work, they will choose to avoid you.

Items

2 discounts per pricing tier. Discounted 100 CP Items are free.

You can import any Item or connect it to your Warehouse.

-All items will be returned when lost, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.

-Item alterations, modification and upgrades will be maintained between jumps and are also fait-backed.

-Buildings, land, vehicles and other property, unless stated to have a particular location will be placed near your starting location in-jump and will be attached to or moved into your warehouse after the jump is complete. After the jump they can be imported into future jumps as desired.

-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.

Undiscounted

B-Cube (Free)

It is a cubical terminal that can access the most popular video sharing site where numerous channels are displayed across the cosmos. This device has several other uses, such as browsing the Internet to search for useful information, making video calls, and other uses. Think of it as a cell phone but in the future.

Another useful use is being able to materialize any type of documentation or papers, as seen when Rebbeca materialized Shiki's adventurer card.

Adventurer Card (Free)

It is a special card that serves to guarantee your identity. It is very useful for those who want to travel through the cosmos.

This card is a little special, since depending on the type of jump you are on, it will be adapted to be a proof of identity document. Useful to avoid unnecessary problems due to not having any identification.

Glee (100 CP)

The official currency of this universe. Each year you will receive the equivalent of one million dollars to spend however you want. You can choose to have the money physically or in an account, and you can use a card that will be provided to you to make your payments.

Post-Jump, you will receive the equivalent of the official currency of the place where you are.

Reliable Weapon (200 CP)

This universe is dangerous, so it is necessary to have a weapon to defend yourself. To begin with, this weapon is indestructible, as well as being compatible with any type of Ether to be able to infuse them into short-range weapons, as well as use them as bullets for medium and long-range weapons such as guns.

You can choose the weapon you want, how to customize it so that it has the appearance you like best.

The Empire Dice (400 CP)

They are a set of three dice, consisting of a d6, d8, and d12 die, that possess mystical powers to assure the user's victory. However, it always comes at a price, thus the more certain the victory, the greater the price has to be. They are also unaffected by gravity. When thrown, they are able to pierce through the user's target with ease and return to their hand.

These dice allowed someone like Poseidon Nero to conquer the entire Aoi Cosmos and build an empire from scratch.

World (600 CP)

The number of worlds that exist in the cosmos is incredible. We can find different types of worlds, with their respective cultures, as well as their different political systems.

You are the owner of a world of this vast cosmos. With this purchase you will be allowed to use the World Customization option to create your dream paradise.

100 CP

Aquatic Adaptation Lacrima

Is devices take the form of collars with a refined piece of Lacrima clipped onto the front. This device allows humans and any non-aquatic species to breathe and communicate underwater. Since you are paying CP, it will also provide the user with resistance against deep water pressure.

Digital Binds

These restraints fully immobilize the victims arms, and can be controlled by an app, allowing the user to torture anyone imprisoned by the Digital Bind at will though repeated usage will cause lasting damage. It takes great force to break it.

Fairy Drone

The Fairy Drone is a small white bot with a round head, red antenna, plain dots for eyes, flat arms and legs. It has a constant smile and is always waving its right arm. The drone can send and record whatever it monitors, as well as being able to replay whatever it had recorded.Is a perfect mechanical spying device for all those who don't mind not respecting the privacy of others. Please don't use it to do perverted things.

X-Ray Goggles

The X-Ray Goggles are a pair of goggles. These goggles allow the user to see through clothing, rendering the subject of their vision to be nude in their eyes. It works on both people and machines. It is perfect for seeing hidden objects inside their clothing or armor. Please don't use it to see people's private parts.

Sister Energy

Sister Energy is a medicine made from Sister Ivry's Healing Ether. It can be considered to be Sister's Ether in a medicinal form and can be used as an effective restorative. It is packaged as an energy drink and works on both humans and machines. Each week you will receive a package of 6 cans.

For an extra undiscounted 100 CP, you will receive Cosmo Energy. Cosmo Energy can allow the user to temporarily breathe in space for a two hour, as well as resisting the vacuum of space without suffering any damage or modifications to the body. Each week you will receive a package of 6 cans.

Disguise App

It is a device, or rather an application installed on a mobile device. This device allows the user to change her clothes. You can also change the user's appearance to the one you like the most, but that appearance will be more of a hologram that will cover the user, so the change is limited, as well as full contact can give away the user's true appearance.

200 CP

Glasses

These special glasses are able to identify Ether types of individuals after witnessing it in action for a short period of time. Since you are paying with CP, you will have the extra ability to see all kinds of information about the target, such as age, name and any information that you would have the ability to observe from all those Gamer jumps.

Petrification Ray

Petrification Ray is a type of weapon. This gun has the ability to turn a person into solid Stone. Since you are paying with CP, you can remove the petrification effect if you take a second shot at the same target.

Protection Matrix

Is a defensive shield. The Protection Matrix is an anti-Ether barrier formed as a wall of hexagonal panels. The barrier works effectively against Ether bullets but allows physical attacks to pass through unobstructed.

To make it more practical, you will have a ring that will have that ability, you can activate it with a voice command, whatever you want. Don't worry about him running out of energy in the middle of a battle, as he will have infinite energy.

TB 7000

TB 7000 is a training android which can impersonate other people. TB 7000 is a bot that can have the personality and strengths of other individuals installed into it, allowing it to impersonate them for sparring matches. Although TB 7000 is able to replicate all of the traits of those who they have installed the information of, its fighting ability is inferior to the original. After the match, the TB 7000 glows brightly and reveals its true appearance.

Reliable Robot

It would be lonely to have to spend your jump alone in this vast universe. A company is necessary to be able to talk and spend time together, but with the danger of this world, more than a simple friend you also need it to be a weapon to defeat you.

You have a robot as a follower who will be completely loyal to you. This has infinite energy to run forever. But its main characteristic is that it can be converted into any weapon you want to combat any danger. This weapon can be infused with Ether, as well as use the Ether as a projectile for long-distance attacks.

You can customize the design of your robot to your liking, as well as its personality.

Tatter Slime

Tatter Slime is a type of corrosive liquid. Tatter Slime is an acidic substance which dissolves clothing to tatters while leaving the wearer unaffected. You can place this liquid inside bullets to shoot them and hit a target at a medium or long range of distance.

Per week you will receive about one hundred liters to use as you wish.

400 CP

Lacrima

Lacrima is a crystalline ore created when Ether becomes highly condensed through unknown means. Lacrima are mainly used to create objects or weapons that have Ether, having various uses depending on the type of Ether. Every year you will receive a ton of this Lacrima.

Collar

It is not your typical jewelry necklace. This black device attaches to the neck of the lens. The wearer is at the mercy of the person controlling the device; if the controller wishes, he or she can explode the collar, killing the wearer in the process. Even an Ether Gear user would have trouble taking it off. You will receive a dozen of these devices.

Popular Account

The B-Cuber are quite popular in this series, the problem is that it is not easy to be popular due to the competition and the demands of the public.

To avoid all those problems, we will give you an account with a million subscribers (for a series that covers several planets it is quite small but let's leave it at that). The

subscribers of this account will be loyal to you, so they will never withdraw their subscription, and they will donate at least the equivalent of a thousand dollars. If you want more, you will have to provide good content.

As an extra, some important characters from this series will be your subscribers, being very useful allies in certain situations.

Water Park

You are the owner of a popular Water Park, recognized throughout the universe. This will have all the necessary facilities to provide visitors with all the entertainment to enjoy with family, friends or with their partner.

There will also be VIP areas for important visitors, these areas will have the size, and may house a swimming pool, food service, etc.

You will also have competent employees to manage your park and perform other useful roles for its operation. You can customize them however you want.

Every year you will have an income equivalent to one hundred million dollars. Don't worry about taxes and other legal charges, they will all be covered.

Arsenal Suit

The Arsenal Suit is a type of power suit. The Arsenal Suit is a special type of full-body armored battle suit powered by Ether that fully enhances the power of the wearer's Ether Gear.

It also increases the user's strength, speed and endurance. With this power armor you can fight against a latest generation Knight Gear on equal terms, and better yet, beat it.

Another advantage is that it has a support system like Iron-Man's armor, being able to analyze the environment and providing useful information, such as being able to see in the dark and other environments where there is poor visibility. Thus, it can also detect different types of sounds and translate any type of existing language for user understanding.

This armor can resist the vacuum of space, as well as different harmful environments for humans, with a vital system that will provide oxygen and other things necessary for the user. Think of it as a Space Marin's power armor, but much better.

Knight Gear

Knight Gear is a type of battle mech. Knight Gear is a giant battle mech that a single individual can directly control from within and its appearance resembles that of a knight. Its size is ten meters high.

This knight can use different types of weapons, as well as having immense strength, endurance and speed. But the main characteristic of him is that he can use Ether,

either defensively by covering all of his armor, or offensively by being able to fire Ether bullets or powerful Ether rays at his target.

But the most important function of these mechs is that they can resist the vacuum of space and destroy spaceships with ease.

Another advantage is that Ether Gear users can use their abilities through the Knight Gear. The best thing is that his skills were enhanced in this knight, spending only the same amount of Ether that they normally use. As an example, you have a reserve amount of 100 Ether, if you use a skill that fires a jet of water that covers at most an attack radius of one meter it will cost you 10 Ether. Within the Knight Gear, that radius will be expanded to thirty meters, spending only 10 Ether from your reserve

This knight has infinite Ether energy, so don't worry about it stopping in the middle of a battle. It is also indestructible, so no attack can destroy it, but that does not mean it is invincible. Its appearance is at your discretion.

600 CP

Life Support Device

A big machine that can rejuvenate the body and improve vitality. This is because it absorbs the vitality of living beings such as humans and animals within a radius of one hundred kilometers. The absorption process is imperceptible, so the victims will not realize it, and the process may take between two to ten years. If you wish, you can choose the characteristics of the targets to capture their vitality, such as people of a certain age or gender.

This machine contains a capsule where the user can enter to absorb the collected vitality and rejuvenate her body.

Since you are paying CP, there will be no age limit to continue using this machine (normally this process is ineffective upon reaching the age of 200, since the body cannot resist it). You can install this machine on a planet or in your spaceship (if it is large enough to accommodate such a structure, which is the size of a two-story house.)

Mansion

You need a place to rest from your long trips after living several adventures. And I don't think a simple house is enough for you.

You are the owner of a luxurious futuristic mansion. This mansion is the size of a small city. In its facilities we can find a large stadium for different sports, hospitals, recreational centers, a large pool with slides, among other things. In the center of all this is the mansion where you will stay with your companions and the followers you want. You can host as many as you want. There is also a large garden where you can hold outdoor meetings. All the furniture and other things belonging to the mansion and its other facilities are of high quality and technologically advanced, having the best that can be offered. The site staff will be made up of machines or androids that will be fully trained to perform the different necessary tasks.

Robot Army

Machines are an everyday thing in this universe. These are so normalized in society that they can occupy different roles such as cooks, doctors and SOLDIERS.

You have in your possession a million battle robots completely loyal to you, or rather under your control. These are made of a material similar to what the Demon King's Four Shining Stars are made of, being very resistant and durable, as well as physically very strong and fast. These can act under command but will also be supported by artificial intelligence, being more capable than any human soldier when it comes to following orders and solving problems.

In addition, these robots have had all the information and knowledge of different areas downloaded; such as piloting, military strategy, use of weapons, etc. Being teachers in several areas, both military and logistics, among others. This knowledge was obtained by analyzing talented people within the four cosmos, such as Connor, being one of the best pilots in both Universe 1 and 2.

These robots will not be able to use Ether Gear, but they will be able to use Ether, being able to use barriers, shoot Ether bullets or imbue Ether into their weapons.

You can customize their appearance to your liking, as well as determine how you will organize them. As these are experts in various areas, they can rotate their positions and ranks without affecting the outcome of your wars.

Android Production Company

Good news jumper, you are the owner of one of the largest factories of Androids, bots, Knight Gear, power suits, weapons and spaceships in the four cosmos.

The variety of quality of your products ranges from mass production to custom order. The most common product of your company is at least of good quality compared to those of the competition.

You can assign a world for your headquarters to operate, placing several branches in different worlds of the cosmos. These worlds will have the necessary resources for the manufacturing of your products, as well as logistical means to sell them.

As an extra, you will have a very varied staff that will be able to take charge of each task and area such as production, sales, finance, etc. These will be very competent in their work and above all loyal to you.

The annual income that your company will generate will make you the richest person in the entire Cosmos.

Möbius System

A perpetual mecha-soldier birthing machine created by God Acnoella, which allows the user to produce a swarm of Dragons. These will be under your control, being able to give simple orders such as destroying or pursuing a target.

The power of each dragon is comparable to that of a large spaceship, and can even travel through space at great speed. Due to the hardness of their materials, these are very resistant. They can also shoot powerful Ether beams.

What makes these dragons so fearsome is that when you destroy one, its pieces will return to the planet where the Möbius System is in order to create another one or repair it, saving and recycling resources.

The power of these dragons is such that a dozen of them can destroy a civilian world that does not have any type of military defense.

You will receive one hundred thousand dragons that are under your control. You can create more if you gather enough resources to increase their number.

Due to the size of the Möbius System, you will be given a planet to house this structure. The planet will be a dead world, without any type of resources and without any inhabitants.

Satellite Blaze

Satellite Blaze is a weapon that can be used to track and kill anyone who opposes its user. It is powerful enough to destroy entire planets. The satellite fires a beam of Ether that can destroy the target or transport it to a location you designate, such as a prison for example. Due to its special characteristics, the beam can pass through structures such as buildings and people and machines without affecting them, its effect will only affect the selected target.

Drones will be included for you to disperse throughout the world. Its function is surveillance, as well as target tracking. These will indicate the coordinates of the target so that the Satellite can fire the beam.

For security reasons, it will be protected by Protection Matrix to stop any attack. Only an attack as powerful as the Star Bringer of Edens Zero will be able to destroy that protection. The attack range of this satellite is four hundred thousand kilometers.

Spaceships

This was what you were waiting for, jumper. In a universe with space travel, it is important that you have a means of transportation to travel through the cosmos.

Aqua Wing (100 CP)

Aqua Wing is a ship the size of a small house that features simple amenities like two rooms to stay in. Despite being an old model, it can travel through space, levitate and surf in water. You can also use the ship's autopilot whenever you indicate the destination of the place where you want to go.

High-End Spaceship (200 CP)

One of the most recent models of spaceships. This beauty with a length of one hundred and fifty meters and a height of thirty meters is one of the most popular ships for wealthy travelers. It can accommodate up to one hundred people. A large number for a crew.

This spaceship has the necessary facilities for any need you may have, such as residential places, infirmaries, control room, dining rooms, etc. It also has a small armory for use in defense or attack against enemies.

Its security system is very decent, with protective barriers and Anti-Magic Shields. As well as having various bots for the maintenance of the ship.

His speed is one of his strong points, being able to escape from gigantic colossi as well as large fleets without being noticed. Finally, it has some energy cannons so powerful that they could do significant damage to ships like the Skull Fairy.

Big Spaceship (400 CP)

A spaceship the size of a gigantic cruise ship with a size of 350 meters long, and can accommodate a crew of a thousand people. This spaceship has residential quarters, dining rooms, infirmary, laboratories, meeting rooms and everything that is necessary for its operation. It will also have a storage room where all the weapons and power suits will be stored, as well as about thirty small ships, as well as a dozen of the latest generation Knight Gear.

This ship will have a defense system, having an Anti-Magic Shields to protect it from enemy attacks, as well as several Ether cannons that can destroy ships of the same size.

I can assure you that this ship has nothing to envy of one of the ships of the members of Oración Seis Interstellar.

Edens Zero (600 CP)

One of the most powerful ships in the universe. Measuring five hundred and ninety meters long and with a height of one hundred meters, this colossus is a ship that was built in the distant future, being a masterpiece. And one of the few ships that can travel between universes.

The true form of the ship resembles a demonic dragon where the figurehead is an open maw with a diamond-shaped plate where the nose would be and two curved horns on either side of it. Additionally there is a pair of wing-like protrusions on the side. On the side of the ship the words "Edens Zero" are inscribed on a plaque. The name of the ship is an acronym where the first part stands for Ether Drive Eternal Navigation Ship.

This ship has several facilities, such as:

-The Spa of Eden: is a giant bath in the Edens Zero. Repeated bathing in this water may awaken the person's ability to use Ether Gear. It also includes a changing room and a massage room.

-Edens Kitchen: is an area that is used for dining, and automatically provides whatever food the Crew of Edens or guests desires for sustenance, such as curry burgers, pizza burgers, and energy restoring gel for machines.

-The Infirmary: is the place to attend to injured patients and crew members. It could accommodate up to one hundred patients. It also has intensive therapy rooms.

-Residential Quarters: the rooms where the Crew of Edens stay and rest inside. It can accommodate a maximum of a thousand people. The rooms will have high quality furniture as well as various electronic devices. These will also have their own personal bathrooms.

-Dress Factory: is a room that manufactures an endless variety of outfits for its crew members to choose and wear whatever they like.

-Storage: is a hangar where the ship's armaments including cannons, power suits, weaponry and a hundred of Knight Gears are all stored. This also includes two hundred of the smaller starfighter Taurus FT-003 which is used for various tasks.

-Bridge: is used for flying the Edens Zero

-Briefing Room: is used for strategy meetings, containing a table and chairs.

-Demon King's Room: It is more fancifully designed than the ship's other areas, giving the impression of an RPG's final boss room. It is decorated with pedestals that hold dragon head sculptures in the edges of the room. In the center of the room is a hologram of some planets, which is surrounded by two tables with sofas around them, and a carpet leading toward a throne in the back of the room. Only the rightful owner of this ship can sit on the throne.

-Dive Room: is a room where you can log into the virtual world Digitalis with the set of pods to use for "diving".

-Park: The Edens Zero has a park with a fountain, benches, multiple types of plants and a big telescope.

-Battle Stations: Edens Zero has stations where it's crew can fire guns against multiple targets around the ship. Each station can use Ether Link Ammo to load the guns with

its user's personal Ether. This makes the user able to transfer the abilities of their Ether Gear into the bullets they fire.

Other advantages that this ship has in its arsenal are:

-Fast Travel: Edens Zero has fast travel capabilities that allow the ship to warp to any location in the cosmos almost instantaneously. It can be activated through a lever in the control room. The fast travel can only be used to go to places that the Edens Zero has been to before.

-Tractor Beam: Edens Zero has at least one tractor beam that can lock onto smaller ships and draw them inexorably into its hull to capture them inside.

-Auto-Repair Function: Edens Zero is equipped with an automatic self-repair ability allowing it to recover from extensive damage over time and instantly repair minor hull breaches.

-Holographic Decoy: Edens Zero can produce an identical holographic copy of itself to fly in another direction and provide a decoy to anyone tracking and pursuing the ship.

-Anti-Ether Mines: Edens Zero can launch energy mines that explode after a short while, from holes on the sides of the ship.

-Scorpion Missiles: Edens Zero is equipped with missiles that fire from the top of the ship at enemy ships that pursue it.

-Drones Fighters: Edens Zero can release small drones to attack enemy ships.

-Star Bringer: The Star Bringer is the main cannon of the Edens Zero. It fires a destructive beam from the mouth at the front of the ship.

-Guarnanium Armor: Edens Zero's armor is made of Guarnanium, and cannot be scratched by average weapons. This armor gives the Edens Zero the ability to easily pierce the armor of some larger ships like the Belial Gore.

-Anti-Magic Shields: Edens Zero is equipped with anti-magic shields for additional protection.

-Edens Zero Shields: Edens Zero can create a shield in front of itself to block a lot of damage.

Last but not least, Eden Zero has a group that is in charge of protecting and maintaining the ship. Normally there would be four members, but since you are paying CP, we will give you an extra one. These androids have the appearance of human women. Their bodies are made with materials that give them great resistance. These are also capable of using Overdrive, raising their power and capabilities. The function of all five is to make the Eden Zero perform at its maximum capacity.

- Witch Regret: The "Shield of Edens", tasked with defending, controlling, and maintaining Edens Zero. She also provided other services such as surveillance and recuperative massages.

- Sister Ivry: The "Life of Edens", tasked with healing wounds and repairing injured machines.

- Hermit Mio: The "Mind of Edens", tasked with protecting the ship's security and data system.

- Valkyrie Yuna: The "Sword of Edens". She is in charge of attacking all enemies and threats that threaten Eden Zero and tasked with handling all the ship's armaments.

- E.M. Pino: The "Light of Edens". Is a miniature anti-bot machine. Pino is capable of creating bursts of electromagnetic pulses, also known as EMP, that short out electronics such as lights and machines for a few seconds. Her ability also cancels out Ether Gear when it is in use.

Belial Gore (800 CP)

A colossal spaceship, being the largest in the universe. It would be more accurate to call it a gigantic city, which can house about a million inhabitants. It is the size of a moon.

This megastructure has all kinds of facilities to function as a city, having hospitals, recreational centers, casinos, bars, training fields, etc. We could say that it is a kind of space "Las Vegas". Being self-sustaining in every way.

The materials used to build this colossus are some of the strongest, so it will take a powerful attack to damage this ship. But it's not that it matters much, since it has an automatic repair system. As well as being protected by Anti-Magic Shields.

If that doesn't seem enough to you, it has thousands of smaller starfighters, as well as about a hundred latest-generation Knight Gears. A large army is needed to be able to fight your ship.

As icing on the cake, this ship is equipped with the powerful Life Support Device, capable of absorbing the vitality of everyone who lives inside your ship, being able to achieve immortality without them realizing that they are stealing years of life. .

It is a perfect place to start your criminal empire, where you are the owner of everything inside your ship, including people.

World Customization

Congratulations jumper, you are the master of your own world. But instead of giving you one and that's it, why don't you customize it to your liking. It takes about +1000 WP (World Points) for you to use at your discretion. You may gain further WP by exchanging your CP for WP at a 1:2 ratio.

General

Size (Free/100/200/300 CP)

Free, your world will be the size of Mars, a small place with a diameter of 6,779 km. For 100 WP, it will be as big as the earth. For 200 WP, this will be the size of Uranus, with a diameter of 50,724 km. For 300 WP, your world size is 139,820 km.

Ethereum (Free)

Each world has a specific type of Ether, which affects its environment. You can choose between Fire, Air, Water, Earth, Wood or have your world have pure Ether. Don't worry, this will not affect living beings and machines in a negative way.

Planetary Habitability (Free)

Your world has all the necessary conditions for it to be inhabited by humans and other species, without the need for them to adapt and suffer modifications to be able to live in it. The size of the world does not matter, as does the distance from the sun. Through the Ether of your planet, it makes the life of different species possible.

Size of your Empire

An empire can encompass a single world or several, it can even reach an entire cosmos such as the

Nero Empire. It would be great to be the king of several worlds and lead an empire that even the Interstellar Union Army would ask you to set up its headquarters.

For 200 WP, your empire spans a solar system, at most ten worlds. You can designate some residential world and use the rest as you want.

For 400 WP, you have dozens of solar systems under your leadership, with hundreds of worlds under your command.

For 600 WP, you are the emperor of a cosmos, maybe the fifth cosmos in this universe. You have a million worlds under your command.

For 1000 WP, you control your own galaxy. You have a billion worlds under your command. You are the emperor of a powerful empire. I don't think anyone has the courage to confront you. In order not to affect the story, your empire will be in another universe, not a parallel universe, just in another universe.

Regardless of the options you have chosen in this part, all the options you purchased from World Customization such as Resources, empire, etc. They will apply to all the planets you have obtained in this option. You can also choose what degree of specialization each world in your empire has, such as choosing one world to be dedicated to manufacturing robots and another to be a tourist location. Finally you can choose what type of Ether each world has.

Resources

Natural Resources (Free/100/200 WP)

This will affect your world resources (whether mineral, agricultural, etc). Free, your resources are limited but not to an alarming degree, your empire being self-sufficient with respect to those resources. For 100 WP, your resources are plentiful, but only to the point that you have the freedom to export to other nations without concern. For 200 WP, your resources are unlimited, you can squander as much as you want and you will never lack for anything.

Natural Resource Rarity (Free/100/200 WP)

Free, your world has a unique resource that attracts foreign buyers, but it is not very valuable (consider it something unique to your country). For 100 WP, your empire has a very rare and valuable resource, which can rank it in the top 10 world level in the universe. For 200 WP, your empire has a monopoly on an extremely valuable resource, which would cause various worlds to accept abusive trading terms in order to gain access to it. Your empire is the number one power with just having this resource. On each world or universe you are on, native resources from those worlds will appear in your empire.

Variety of Resources (Free/100/200 WP)

When we talk about variety, we refer to the different options that your world can offer, be it mineral or agricultural resources, etc. Free, your empire has a moderate variety of resources, being able to offer different options for each type of resources. For 100 WP, the variety of different types of resources is wide, the variety of resources in your empire is as wide as the variety of products offered by a renowned supermarket. For 200 WP, your empire has all the different types of existing resources (except the very rare ones). On each world or universe you are on, native resources from those will appear in your empire.

Population

Population Size (Free/100/200 WP)

Free, the size of your population will be medium, to the point that several places in your world will not be populated. For 100 WP, the population is large, not to the point of populating every corner of your world but it is considerably decent. For about 200 WP, the size of your population is very large, occupying every corner of your world.

Beauty (Free/100/200 WP)

This option influences the average beauty of the people in your empire. Free, the people in your empire have an average appearance. For 100 WP, they have an increase in their appearance, being considered attractive. For 200 WP, the population of your empire is very attractive, being considered the country with the most beautiful people in the universe.

Health (Free/100/200 WP)

This option is limited to the standard of resistance to diseases that your population has as well as hygiene in their daily life. Free, your population has an average level of both health and hygiene, it is not given priority but it is not something that is ignored. For 100 WP, your population has a high resistance to many types of diseases (as long as they are not rare or deadly), the hygiene level is considerably very good. For 200 WP, the population of your empire is resistant to any type of disease (as long as they are not rare or deadly). The level of hygiene is perfect, being your empire the most neat in the universe.

Loyalty (Free/100/200 WP)

Free, the people of your empire will be loyal to you but they will not blindly believe you and will seek their own benefit, so your work as ruler will have to be more meticulous. For 100 EP, these will be patriots who will be loyal to you and will always seek the benefit of the empire rather than their own benefit, but they will not blindly follow you, anything you do that does not benefit the empire or only benefits you will be heavily criticized. For 200 EP, they are loyal to your empire and to you, they will blindly follow you and accept any kind of abusive law, as long as it benefits the empire or you.

Education (Free/100/200 WP)

Free, the average level of knowledge of the population of your empire will be equivalent to that of high school graduates. For 100 WP, the knowledge level of your empire's population will be equivalent to that of University graduates. For 200 WP, the average IQ of your empire's population is at least 130 and they will have the knowledge level of Master's graduates.

Happiness (Free/100/200 WP)

Free, the happiness of the people of your empire depends on the living conditions that your empire offers them, bad conditions will make their happiness very low. For 100 WP, for these to be unhappy they must live in very precarious conditions, so they will not be very demanding and easy to please. For 200 WP, in gamer terms, your population's happiness bar will always be at maximum and will never decrease. You can get confused and call them masochists if you oppress them and instead of complaining they show a happy face.

Good People (Free/100/200 WP)

Free, the people in your empire will be neither good nor bad, they will only be people who live their lives and care about their loved ones. Corruption is not something normal but it exists. For 100 WP, people will be friendly, not to the point of sacrificing for others but willing to help others. These will follow a code of values to live their day to day. Corruption is almost non-existent, and even if it exists, it will not be tolerated. For 200 WP, your people are like vanilla anime, good-hearted beings who will watch out for their fellow men and always try to do the right thing. His goodness is such that each inhabitant of your empire will be considered family among themselves, but one of those who have a very good relationship. Corruption is non-existent. Thinking about harming or harming innocent people is something considered unthinkable.

Do not confuse kindness with naivety, when they are faced with corrupt or evil guys, they will fight fiercely and they will not be so naive to use those codes or values that they would use with others. If it is necessary for them to kill a guy who has done horrible things to innocent people, they will do it without thinking about it.

Adaptability (Free/100/200 WP)

Free, the no machine or android people of your empire have moderate resistance and adaptability to different types of climates or ecosystems. For 100 WP, your people have immediate adaptability to any kind of environment as long as it's not deadly. For 200 WP, your people adapt to any environment, even the vacuum of space. Don't worry about the possibility that they have physical changes, be it by magic or for another reason, they will continue to retain their physical appearance and their DNA will not be mutated, if that is what you want.

Ether Gear (Free/100/200 WP)

Free, your population and any living things that inhabit it will not go beyond the mundane. No Ether Gear. For 100 WP these people will be able to awaken the Ether Gear. Post-Jump, the people and creatures in your empire will be compatible with an energy type or similar (be it magic, ki, mutant gene, etc.). These can learn different skills related to these branches of energy or powers. For 200 WP these people will be able to awaken the Overdrive. Post-Jump, the inhabitants of your empire are adept at various types of energies or other powers. Your empire will have several magicians, martial artists, etc.

Awakened (only if you bought some of the 100 or 200 WP options of Ether)

Free, only 30% of your population (including animals, machines and creatures) will be able to awaken Ether Gear. For 100 WP, 70% of your population will awaken this kind of powers, 10% will be considered geniuses who will be considered the Heroes of your empire, capable of using Overdrive. For 200 WP, all your inhabitants will awaken their Ether Gear, many of them adept at various types of energies or powers. 40% of your inhabitants will be considered geniuses who will stand out from the rest, true heroes, capable of using Overdrive at its maximum power.

Empire

Technological Level (Free/100/200 WP)

Free, the technological level of your empire will be equal to that of the other worlds in the universe where you are (if you are in the Kimetsu no Yaiba jump, the technological level of your empire will be equal to the technology of 1926 of our world). By 100 WP, the technology of your empire is a years decades ahead of the other worlds in the universe where you are. By 200 WP, your technology is a few decades ahead of other worlds.

The technology of your empire will be updated depending on the world where you are, without the risk that it will have a regression by reaching a world that has a technology lower than the current technology of your kingdom (for example, if you chose the free option and go to the world from Kimetsu no Yaiba your empire will have the technological level of the year 1926, but then you go to the world of Star Wars the technology of your empire will be updated to that of the empire, without affecting the management of this by your population. If you then go to a world mundane with a 21st century level of technology, you will continue to maintain the technology of the Star Wars empire in your empire).

Industry (Free/100/200 WP)

Free, the different types of industry that your empire offers are wide but very common (informatics, production, machines, etc). For 100 WP, the different types of industries that you have, there is one that is rare in its offer worldwide and you are one of the few worlds that offers it. For 200 WP, you have a wide variety of industries and several have monopoly control of several of the products or services you offer (it can be a very versatile type of mobile device or a virtual platform that is very popular).

If you bought the option of 100 or 200 WP at the technological level, that product or service is essential for people or countries foreign to your empire, so you will have a highly demanded monopoly which generates many profits.

Keep in mind that this option gives you the know-how, machinery and building infrastructure to carry out this production, but it does not offer you the natural resources, so if you do not have the natural resources or human capital to produce it, it will not help you much this option.

Cultural Level (Free/100/200 WP)

Free, the population of your empire produces a type of entertainment that is very popular in the universe, it can be a sport, movies, series, music, comics, etc. But it is only limited to one, like Japan which is an exporter of Anime and Manga. For 100 WP, your empire offers different types of entertainment, like the United States, being a world exporter of various audiovisual media, music, etc. For 200 WP, you are a power in these industries being able to produce various types of existing entertainment (be it movies, video games, music, etc.), whatever your empire produces is popular among the people, reaching the point that you can influence the culture of other worlds. Your people are extremely talented in these areas, being well-known figures within and outside of your empire.

Organizations (Free/100/200 WP)

Free, your empire has organizations like military, hospitals, educational, bureaucratic, secret services, etc. As well as infrastructure such as roads, routes, etc. The level of these does not exceed the average of any nation, having a mediocre organization and infrastructure. 100 WP, these have several branches (as many as there are in the universe where you are). The organization, equipment and infrastructure (does not include military) is first class. For 200 WP, your empire has the infrastructure that any nation would want. It has several organizations that are divided into several branches to focus a first level professionalization. For example, your empire will have schools and universities that will have first class equipment.

Crime Rate (Free/100/200 WP)

Free, the crime rate of your empire will be variable. Police forces have an average level of preparation and equipment, so security will depend on various social, economic, etc. factors. For 100 WP, the level of preparation and equipment of your police force is very good, having each police officer equipped with high-performance and resistant power suits, as well as high-quality weapons. They will be well organized and will be able to combat crime effectively, keeping the crime rate below double digits. For 200 WP, the police force of your empire is well trained and has first class equipment to face any situation, these have power suits with the same level as the Arsenal prototype, as well as a large number of Knight Gear (one for every ten police officers) of the same quality and power as the Kurenai Dragoon. The term insecurity does not exist since the crime rate is zero. Your empire is so secure that you can leave a golden cup in the main square for six months and no one will try to steal it. The laws will be respected without thinking twice.

Bestiary (Free/100/200 WP)

Free, the diversity of animals existing in your empire is abundant. There are several species that have adapted to the ecosystem of your empire. Imagine that any species from our world inhabits your empire. For 100 WP, your empire has creatures that could be considered extinct or mythological, these beings are not extremely powerful or rare. For 200 WP, beings inhabit your empire that are rare to find in fantastic stories and are

very powerful, we are talking about dragons (no machines, real dragons), phoenixes, etc.

As a bonus, animals and other beings will not be hostile to your inhabitants, unless they attack them. They can also be tamed if you have the necessary skills.

For each universe you visit, the animals and beings that inhabit it will appear in your empire and establish their habitat there without affecting the ecosystem.

Military Power (Free/100/200 WP)

Free, the military power of your empire is at best decent, the average level of your soldiers will be at best good. For 100 WP, the average level of your soldiers will be that of a veteran with many years in the occupation. These well trained soldiers can be considered a force to be reckoned with, your enemies will think twice before attacking you. For 200 WP, the average level of your soldiers is equal to that of the elite of any renowned nation or organization. Each soldier of your empire can face several soldiers of the same rank from any nation or organization. The best thing is that the elite of your own army has the training and skills that could individually be considered a one-man army. With that army you can easily conquer Sakura Cosmos.

This option also affects those who are in logistics areas, support, etc. This option influences their abilities to support your army.

Military Equipment (Free/100/200 WP)

Free, your empire has average equipment, it has equipment for your soldiers, weapons, vehicles, infrastructure, etc. Accounts with equipment for each existing military branch in the universe where you are. For 100 WP, the average equipment level is on par with any army from a powerful nation such as the Nero Empire. You have dozens of ships such as Sea Serpent, Megalodon and Kraken, the most powerful of the Nero Empire. These include several fleets of spaceships that would make any member of the Oración Seis Galactica tremble, as well as hundreds of Knight Gear that are on par with the Warrior Maid 95 by Eden Zero. Even the common equipment of your soldiers is similar to the Arsenal Suit Mark I. Your technology and ballistic weaponry is a factor that can ensure the victory of your empire in a war. For 200 WP, the equipment, weapons and military infrastructure of your empire is unmatched, it is the pinnacle that everyone aspires and wishes to have. A single squad with mediocre abilities with this equipment and weapons can be considered a threat to any nation or organization. They would need all the forces of the Interstellar Union Army, to be able to just put you in a tense situation, not one of danger but of alert.

Foreign Affairs (Free/100/200 WP)

Free, the relations that your empire has with other worlds or organizations is neutral, being considered the new kids on the block. For 100 WP, your empire has significant influence but not to the point of having to freely impose rules on others. You will have to belong to a group with members of equal power to have this kind of freedom. By 200 WP, the political power of your empire is very strong, being considered politically as a

power without equal. Any policy you impose will be adhered to without resistance. But it would be useful if you buy the other options, because without any type of power this option only works in the short term.

Companions

My Crew (100 CP)

You can import up to 8 people for 100 CP. They will receive 300 CP to use on this jump.

Canon Companions (free/100 CP per)

If you manage to convince them, you can recruit any character from the series as a Companions. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship or love.

Drawbacks

You may take any amount of drawbacks you like.

My Fanfic +0

If you don't like history, you can go to an alternate universe where the changes are more noticeable or to your liking.

Crossover +0

Since there are so many worlds and cosmoses, it would not be impossible for there to be a planet similar to one of your favorite series. To clarify, it is not mixing jumps, it is adding characters or the plot of another series to this jump.

Supplement +0

If you are not in the mood to spend 10 years on this jump for a Perk, Item or Power, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Self Insert +0

Is there a character you want to replace? Choose the one you want.

Universe 0 +0

This universe is the most vanilla that the series can offer. The bad guys are not that bad and all those tragedies that happened in the other universes never happened. The only drawback is that if you have Cat Leaper, you won't be able to use Reverse.

NSFW +0

If you want to make this jump more adult, this option is for you. The typical situations of that type of jumps will be common in this one. Don't worry about contracting STDs, they won't exist in this universe, just as fertility can be controlled at will. If that's what you want, have fun.

Mosco +100 CP

It's a shame, people see you as a walking joke. Like Moscoy, most of the time you'll be treated as the comic relief of whatever group you belong to. It will be your appearance or some flaw in your personality, that is your choice. No matter how powerful and cool you are, all your virtues will be overshadowed by your weird appearance or your personality.

Fanservice +100 CP

You have inherited the curse of female characters in Hiro Mashima's series. No matter the situation, be it a battle to the death or a social event, you will end up in embarrassing situations where much of your clothing will be destroyed. I hope you don't have problems showing your body.

Make friends +100 CP

Like Shiki, your goal is to make a lot of friends, so when you meet a person your first reaction is going to be to shake their hand and ask them to be your friend. This could put the other person in an uncomfortable situation. At least you have a little common sense and you are not going to ask your enemies in the middle of a fight to be your enemy, nor will you ask someone evil to be your friend.

Sadist/Masochist +100 CP

This is ridiculous jumper, you have some problem with your personality. You can choose to be a sadist like Sister, being someone who enjoys torturing her enemies and humiliating her allies for fun. Or you may be a masochist like Mosco, enjoying being humiliated by other people, whether physically or psychologically.

Not Cool

Whenever you have some great phrase for a certain situation or a great response to an insult, someone will interrupt you. Let's say that you will look like someone stupid among your peers, which will happen at least once a week. The worst of all is sure to happen when you have everything in your favor to say an epic phrase.

Extended time +100 CP

If you want you can spend an additional 10 years in this jump. It can be taken multiple times.

You Look Like a Samllfry +200 CP

No matter how powerful you are, both allies and enemies will see you as weak.

That could be an advantage, but the problem is that your allies will never recognize your achievements and your allies will see you more as a hindrance when you fight alongside them. Your enemies will waste no time negotiating with you, so any threats you make will be ineffective.

Voice your thoughts Out Aloud +200 CP

You are the least suitable person to hide a secret. Like Homura, you have a habit of saying what you think without knowing it. It is very likely that if an enemy catches you, they learned all the secrets of your group not through torture but because you told them everything without realizing it.

Name My Attack +200 CP

No matter what skill you have, you will have to say the name of that skill or Perk in order to use it or activate its effect.

I think you will not be the best person to carry out a surprise attack.

Help from Labilia +200 CP

Labilia is the type of person who will not hesitate to humiliate you in front of several people and then upload that whole scene on the internet. But despite that, those types of situations have been helpful to Rebecca, even though she ended up humiliated.

Every time you need some kind of help, but before that you will be the victim of some kind of bad taste joke from Labilia where you will end up being the laughing stock of everyone.

Problem with Criminals +200 CP

There are a lot of bad guys in the universe, and apparently you're a magnet for those kinds of guys. Be prepared to have to fight with those types of people at least once every month or every time you arrive in a new world. Their power will not be considered a threat, being a little stronger than a civilian, but they will be the typical Manga criminal stereotype, so they will be annoying.

Out of Control +200 CP

You are weak to your desires, be it eating, collecting objects, etc. You have no control when it comes to satisfying a desire or whim you have in something particular. Choose an addiction or instinctive desire such as overeating, alcoholic beverages, or lust. You will not go to the extreme of doing things that threaten your life, but you will get into problematic situations or be frowned upon by your acquaintances and strangers.

No Kill +400 CP

Like Shiki, you have the ideology of not killing your enemies, no matter how scum they are, you will let them live and give them a chance to be better people.

That would be a good thing in a world like Fairy Tail. but Eden Zero is not a very vanilla series. Get ready to find those you let live again stronger and more scumbags than before.

That is my Power +400 CP

I don't think you're the smartest person in your group. You have a habit of explaining your abilities, along with their weaknesses, to both your allies and enemies.

The worst thing is that before you start fighting your enemies, you will take the time to explain all your abilities in detail. Don't expect your enemies to take this as some bluff or something, they will pay attention to every detail to use any countermeasure to defeat you.

No Mercy for Enemies +400 CP

You are not a hero Jumper, if someone makes attempts on your life they have no right to live. No matter what position or who it is, anyone who wants to kill you or your allies will be eliminated without a second thought. This might be logical for some, but that type of action has its consequences.

Prepare to have to fight against those who avenge the death of those you killed or face the consequences that your actions may bring.

Supremacist +400 CP

Depending on the race you have chosen, you are a supremacist who thinks that those who do not belong to your own species are scum, treating them like trash. If you have the opportunity to destroy a species you don't like, you will take it without a second thought.

That type of ideology can bring you many enemies and few allies.

Müller's Victim +400 CP

Müller is easily one of the most despicable beings in this series, being one of the few who still has the same level of evil and madness in Universe 0, this being the most vanilla version of the other universes.

Unfortunately you fell into the hands of this individual, being a test subject in his experiments or seeing firsthand the atrocities he performed. This left you with such a strong trauma, making it impossible to overcome it on your own without the help of friends. You are free to choose the trauma you want, but it must be one as marked as distrust of humans or not being able to express your emotions.

Prisoner +400 CP

This is bad jumper, you were captured by Kurenai Kōgetsu to work in his mines. A device with the number 10,000 is placed on your neck. Supposedly, after collecting a certain value of stones that equals the number on your necklace, you will be offered freedom since you paid for your crimes. That would be logical but in reality it is all a farce, since no matter how much you collect, it will return to 10,000 when you meet your quota. If you try to escape your punishment you will be killed by one of his guards or by a shot from the Satellite Blaze.

Unless you're a powerful guy, you're in for about 10 years of slavery under the dictatorship of that lunatic.

Fairy Tail 40K +600 CP

Despite the dark tone of this series, it is nowhere near the Grimdark that Warhammer 40K is. Like Warhammer 40K, war between people of different species or worlds is

eternal. The robots and androids rebelled against all types of organic or living beings, massacring them as if it were a daily task in their programming.

Prepare to be constantly fighting with anyone you encounter, watching as villains slaughter billions of lives without any remorse.

Finding people like Shura, Drakken Joe, and Void is an everyday occurrence. There are no good people, there are only factions that fight for their own interests.

Oración Seis Galáctica +600 CP

A group consisting of the six most infamous criminals in the cosmos. Those who belong to that group are not allies, but rather a title that recognizes the threat that each one represents. Each member has the power and resources to destroy a planet without much effort.

An intelligent person would try to evade these types of criminals, but you are someone who is quite reckless. For some reason, one of these guys hates you, it may be for ruining one of their businesses or for tarnishing their names. They will use all their resources and time with the sole objective of killing you.

Choose any one you want. You can choose this option multiple times.

Oración Seis Interstellar +600 CP

The Oración Seis Interstellar are a special forces unit of the Interstellar Union Army that oppose the Oración Seis Galáctica and defeat them.

The group consists of six powerful members of the Interstellar Union Army who use their "sacred powers" to counteract the threat of their lawless counterparts and crush them for the peace of the cosmos.

One of its members has determined that you are a threat that must be eliminated immediately. Prepare to be hunted by one of its members, their only objective being to kill you. The good thing is that they didn't ask the other members for help.

Choose any one you want. You can choose this option multiple times.

Stop Ziggy +600 CP

Ziggy, or rather Edens One, is the greatest threat in the entire universe, having the objective of destroying the human race and thereby bringing the supremacy of the machines.

His power is feared by everyone, being considered the final enemy of the series. It also has a powerful ship that can surpass the Eden Zero in fire attack and defense, as well as having the Four Dark Stars as crew members, powerful androids that can surpass any faction executives like Oración Seis Interstellar and Oración Seis Galáctica. Not to mention that he has a very powerful army of robots at his disposal.

His objective is to destroy Mother, so you have to prevent that from happening at all costs.

Power Loss +600

This is generic. Forget about being able to use your powers, perks and items outside of this jump. You can only use everything you buy in this jump and your Bodymod. Using the Warehouse is prohibited.

Chronophage's Target +600

This is a very bad jumper. Apparently a Chronophage sees you as a temporary inconsistency or something like that, so it dedicates itself to hunting you at all costs.

Forget about staying on any planet or place for a period longer than a month, since it will reach you in any destination you are and will take time away from both you and the planet where you are.

You will have to travel from planet to planet during these 10 years, having to avoid this thing from catching you, if it does it will be considered a failed chain.

Note

For more information, I leave you the Eden Zero Wikia

For more information, I leave you the Eden Zero Fandom

Although Eden Zero is set in a universe with several worlds, for practical reasons very high numbers are not shown, such as B-Cubers like Rebecca only having millions of subscribers (when she became famous). So I took some liberties in making this jump. If you notice any inconsistencies, I apologize.

Special thanks to Todd Breslauer, Domar7431, Azmuth5 and everyone for fixing my grammar and helping me make this jump.