Absolutely No Humanity

(Open v1.0) By: ArbitraryChaos13 and Jumpchain Community.

This is a brilliant idea.
There exists a “Humanity Fuck Yeah” Jump.
Someone asked what the opposite would be.
Motivation and ideas hit me like a thunderbolt.
SO HERE WE ARE! Catch these points and let’s go!

You are about to travel through another dimension, a dimension not only of sight and sound but of mind, embarking on a journey unlike any other. A journey that will take you to worlds where humans are not the dominant species but are the minority, the outcast, or the enemy. Where you will encounter beings of different shapes, sizes, and abilities of all kinds, some friendly, some hostile, some incomprehensible. You will have to adapt to their cultures, their laws, and their dangers. Face challenges that will test your limits, your morals and sanity. You will have to make choices that will affect your destiny and the fate of those you meet along the way. You are about to enter a realm of infinite possibilities, a realm where anything can happen and nothing is as it seems. You have just crossed over into…

+1000 AP (*Anti-Human Points*)

Race:

YOU CAN BE ANY RACE, EXCEPT FOR HUMANS! Sort of. You also can't be a generic elf or dwarf, because let's be fair, that's boring and you can find ways to be them anywhere. This is a Jump specifically for those generally deemed as "enemies." "Monsters." You can be any of those within reason. Here are some general price tags, but it's ultimately up to you to spend points responsibly:

+300 AP - Wait, is this your version of a cry for help, or are you genuinely thrilled about living with the microscopic void? It's like you're auditioning for the most lackluster sequel to Spore ever made. So, which mundane adventure will it be? Are you opting to be the Amoeba, the undisputed champ of fitting into the background noise? Or maybe you're donning the Tardigrade mantle, navigating extreme conditions with all the enthusiasm of a sloth on sedatives? Buckle up for a microscopic journey where the only thing more microscopic than your size is your potential for actual fun.

+200 AP - Congratulations, you're the epitome of inanimateness, a true master of not doing much, the rockstar of stillness, the maestro of immobility. You're an inanimate object with awareness. A chair, a vase, you name it. You can think and perceive but can't move. While others are out there casting spells and causing mayhem, you'll be right there, holding the fort as an unyielding paperweight or a legendary sock. So, gear up for years of non-events and stillness. Your resolute non-action will surely be the stuff of legends... somewhere. In the grand saga of existence, you're the ultimate embodiment of zero impact. Bravo!

+100 AP - Generally speaking, these guys are… always going to be weaker than a human. The tutorial enemy. That may be things like small slimes that are stuck as little blobs, for instance. Or wolves. Not to say you're useless, of course! Given time and energy you could definitely become great! But… again, given time. Humanity may try and screw you over first.

0 AP - These guys are either on par with humanity, or are like min-maxed humans. It may seem strange for goblins and kobolds to be here, but they generally make up for their lack of strength with tinkering and invention abilities. And pack tactics, of course. A well-defended kobold or a group of goblins could carve through humans like they were nothing.

100 AP - Now we're getting somewhere. Generally speaking, this is where we have stuff that's just outright better than humans. For example, orcs. Generally speaking, they are bigger, tougher, and stronger than humans. Or dark elves, cunning, swift, and brutal.

What? Yes, dark elves are *very* different from other elves! Don't you dare say that once you're in the Jump, unless you'd like to be down several limbs.

300 AP - This starts getting into the realm of supernatural powers. This could be something like a fairy on the lower end of the power spectrum, for instance. A younger vampire. Or a troll. Not like LOTR trolls, but trolls who can literally regrow or reattach limbs quite easily.

400 AP - At this stage and beyond, the shackles of mortal coils cease to ensnare you as you transcend into true eternity. Here, a myriad of truly immortal races awaits, most prominently the undead, but no mere skeletons or zombies. Your choices extend to the most superior of their races: Zombie Dreadlord and Exalted Bonethane, Spectral Archon and Wraith Ascendant, The Malevolent Monarch Revenant and Eternal Nightlord Vampire, Undeath Cryptarch Lich and Sphynxborn Tetrarch Mumian. This is not limited to just the Undead, but also encompassing the concept of Unlife—beings that are not alive to begin with and are strangers to the concepts of aging, diseases, and death. To become those with scientific immortality with the likes of Techno Centurion Robots, Synth Archon Androids, Clockwork Sovereign Automatons, Celestial Cybersage Cyborgs, or even Earthforged Sovereign of Stone and Steel.

600 AP - While being ageless and eternal is achievable for those with higher aspirations in life, true limitlessness is still beyond their grasp. However, it is now within yours. You can choose to become races that have no limit to how powerful they can be—to grow without end, to transcend without bounds. The sole caveat is that you can only be reborn as one, not instantly become. You must cast away whatever was your previous identity and be metamorphosed into a young entity of your chosen race.

Consider a young dragon: though they may be weak for a dragon, their race is known for being the strongest out there. You will have no limits to what you can grow into; hard work and talent will be unnecessary as you grow stronger without even needing to do anything but sleep.

800 AP - Well… Since you're paying this much… Go be the Ancient Dragon you've always wanted to be! Burn, pillage, rampage all you want! Or mayhaps you wish to be *that*. The (Technological) Singularity! Huh? Gods and Divinities? Erm… Fine! Only if they're of the Non-Humanoid Kind of Divines, but you start out at Low-Rank with 3 Domains! Low-Rank being Country-wide affecting, Mid-Rank being Continent-wide and High-Rank being Planetary-wide. No, those aren't your limits, just examples!

1000 AP - You no longer have any dog in this so-called race of life. You are now a unique concept, intricately linked to reality in a way that you could say you both exist and do not exist at all. Flesh, bone, metal, and elemental or spiritual matter that once housed you are now just puppets for you to control and manipulate as you become nowhere and everywhere all at once; and when they become filthy and broken, you can effortlessly craft another to represent you at will. As a conceptual being, you hold absolute domain over your own concept. This domain must not be something that already exists, for you are a new concept unto yourself. As the source of this concept, all worlds you travel to will be introduced with your new concept, granting you nigh-absolute immortality in any worlds your existence has marked it, ensuring that you are truly forever unyielding and undying, indestructibly eternal.

2000 AP - You really want power, don't you? That's fine, I can provide *all the power you want*, Friend. At this level you can become an **Overgod**, a **Celestial**, an **Eldrazi**, a **Primordial**, the **Ur-Dragon** etc. But you get me, right? This is the level of Multiversal Beings, Buddy. If any of these beings have anything you'd perceive as drawbacks they'll be removed. After all, paying this much only to have innate drawbacks? I'm not that cruel.

If your race of choice wasn't mentioned, just try and figure out the general area they would go. This can include unmentioned racial levels, I'm trusting you to do so responsibly. Preferably in increments of 100 (if you want to make counting more easy). Or don't, really. Who cares? Jumpchain is about having fun at the end of the day. If it's fun for you to have a dragon form for free, knock yourself out.

Age & Gender:

By default you start out as whatever is considered appropriate for your species. As for gender, you have free choice.

Perks:

Now, what's fair… Well, for now, you get one discount for each price tier (100, 200, 300, 400, 600, 1000) and one floating discount available for any Perk that isn't already discounted. Discounts usually cut the price in half but anything worth 100 or less becomes free. Perks will be adapted to your capabilities, in case you've decided to become a Cosmic Entity.

HUMAN BEGONE! (Free) - Humanity, pathetic creatures. The human-infested jumps, these zoos, these prisons, realities - whatever you call it, you can no longer stand them. From now on, when you enter a jump, setting, world, reality, and etc… you can retroactively remove and replace all humans with your own species, or species to be, eliminating those abominations altogether. The changes you make won't alter the plots or the story, simply ensuring that those insects never existed in the first place. Your species and races will seamlessly integrate into the plots and settings, as if they were always a part of them from the very beginning.

However, if genocide is not within your moral value then you can instead alter your destination, redirect yourself to a world already populated by your species, which can also be chosen from your alt-forms, devoid of the wretched human race with the plots and settings stay familiar to what would've been.

Jumper Armageddon (Free) - In the infinite multiverse, omniverse, and timeline, countless worlds and settings await exploration. However, the limitations imposed by jumps often make these destinations out of reach or even inaccessible. Well no more, you can break free from those limitations. This perk allows you to modify and redirect your jump destination to any place you desire. Allowing you to switch your destination, explore any setting, fanfic, headcanon, or even made-up setting of your choice. Furthermore, you can venture into settings that already possess a jump or gauntlet, all without needing to engage with those specific documents.

For example, when you apply this to a jump, you can then go into a fanfiction version of that setting instead or your own headcanon version of it. You can freely change anyone's gender, the world's culture, civilization, technology-level, etc. Or even to some setting that you just made up five seconds ago. You can just say "Fuck it, the jump document is cool and all, but the setting itself just ain't your tempo" and use this perk and go somewhere else while still able to purchase whatever it is that you can afford in the original Jump. However, please note that drawbacks and such will still be applied to the new location you want to go to. So don't be a fool.

Too Human For Me, Thank You Very Much (Free) - There are some species in fiction that for some reason look almost or exactly like humans despite having no relations. From generic things like elves and dwarves to franchise specific things like Kryptonians from DC or the Saiyans from Dragon Ball. With this perk you can fix this weird problem by changing the appearance of other species to your will. Dwarves could be more rock-like creatures, while all Kryptonians look more like Doomsday. If desired you can also apply this to other creatures that look like creatures found on earth.

Noblebright (Free) - This will restore any world to its pure, unadulterated essence, eradicating any corruption or distortion that may have taken root, and aligning it with its original

vision and purpose. The narrative, genre, tone, and underlying themes of each world will resonate harmoniously with the interests and ideals of the non-human and the Heteromorphic, while gradually diverging from human values and beliefs.

This perk is always active and irreversible; you can choose how subtle or drastic these changes are, from slight to complete alterations. You can also exempt certain individuals or groups from these effects, if you wish. With this perk, you can make the world a better place for the inhuman, and a worse one for the human. Advantage and victory will no longer align with the human; no luck, fate or plot armor will help them. Victory and triumph forever slip through their grasp, no longer inevitable. The more inhuman an entity, the stronger the setting supports them, ensuring perpetual advantage and enduring triumph for those who share your ideals.

This can be construed as the writer not being a human-based lifeform and therefore no longer having any illusion of protection for humans. Any such thought is unbearably alien to the new writer, who forever seeks to align themselves with whatever race and/or species you select to be the new protagonist of the story, believing they are the righteous holders of the greatest plot armor, the greatest and supremest race or species there is in the entirety of all creations.

I Regret Nothing (Free) - It sure is annoying if you have an inner conflict about killing or similar doubts. You gain the ability to just turn off any such concerns. Even if you toggle it off (and on) you won't feel any guilt, shame or similar regrets from anything you did during that time.

Disgusting Form (100) - Ugh! This… I understand the reason, but to do something like this… Very well. You gain a ***Human Form*** (*retches*) to deceive the Hairless Apes. As long as it is inside the parameters of what is considered Human, you may go nuts on how you appear. No, I don't care what your form is or whatever. Don't involve me in this shit… I gotta go puke… *To make me give you a Human Form… You Evil Thing You…*

Crunchy, And Good With Ketchup (100) - Those hairless apes are good for one thing; they make a good meal. From now on, you can stomach the taste of human flesh, and it even helps accelerate your body's natural healing processes.

Hibernation (100) - At will, you can drop into a deep sleep, reducing your energy requirement and metabolism by hundreds of times. This sleep lasts for at least 1 week, then you can wake up whenever you want, or base it on preprogrammed conditions. When waking up, you find yourself refreshed, ready for another day of slaughter.

The Masquerade of a Jumper (100) - You are not human, but they insist on labeling you as one. They don't seem to understand that you never were, and never will be one of them. Even when you reveal yourself to all to see, they still think you are just a delusional human. But so what, let them stay in the naivety of their destruction. As you always say, keep your "adversaries" ignorant and your "partners" duped and wait to find out which is which. Their ignorance will be their own downfall when your swift and terrible betrayal pierces through their unsuspecting back.

You can also rewrite your origin to any "human" background in future jumps for free, while still retaining the full benefits of being other races and species. This means you can

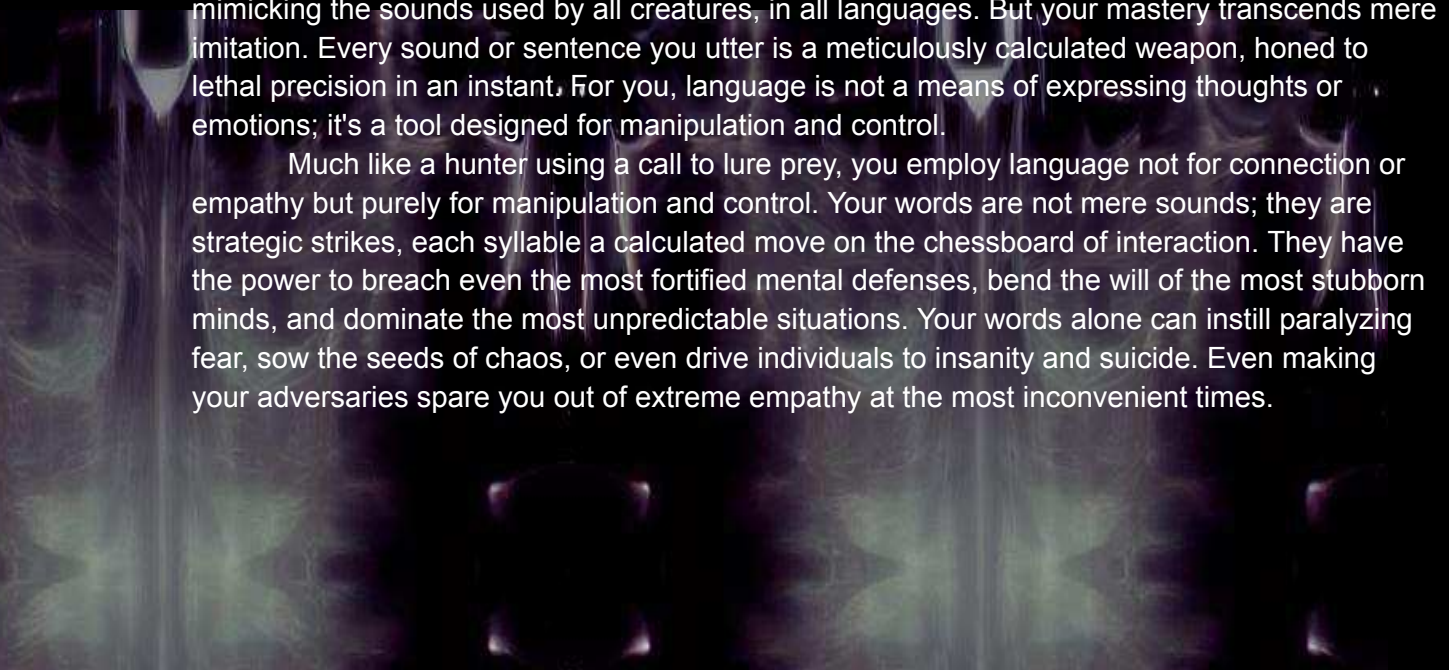
access perks and items that are normally exclusive to humans, but not discounted, as well as those that are exclusive to your true nature. You can also switch between your human and any non-human forms instantaneously at will, making it easier to blend in or stand out as you please. And without having to worry about being exposed, as they can't detect or identify you as anything but human. Always see you as a human who can transform into other creatures, not the other way around. They will ignore or deny any evidence of your non-human origin, or accept it as a natural phenomenon. Their simple minds can't even comprehend your existence, pathetic.

Weapon Resistance (100/200/400/600/800/1000) - Unlike what others may expect, there is room where one may have greater resilience than others may expect. While this can protect you better than most, do not confuse this with immunity. Lest you fall due to other matters or overwhelming forces. For **100AP** it will be strong enough to fend off basic iron weapons like swords or arrows. For **200AP** it will be enough to easily resist more modern weaponry like crossbow bolts, machine guns and even help against cannons, flamethrowers and rocket launchers. (Watch out for heavy artillery fire, though.) For **400AP** nothing short of a nuke can take you down. Even then, they might need more than one. For **600AP** they'll need continental busting weaponry, at minimum, to merely give you a scratch. Humans, you may pray for Hope, but you shall find none from us. **800AP** Well fuck. Even if Humans were to throw moons at you it wouldn't scratch you… They'd need to use weapons capable of completely destroying stellar bodies to even hurt you… Man, we really are some Inhumane Fuckers, eh? **1000AP** Ok ok! Enough! This is the last level! Now you can only be damaged by galaxy destroying attacks. I am unsure if I'm supposed to be happy or annoyed…

Monsters of Science (100/Can be bought multiple times) - Science is something that humans think they have claimed for themselves, but like most things they are behind the curve. Monsters have not only dipped their hands into the science pool, but also went deeper than man ever could. When you buy this perk, you gain complete knowledge in any scientific field you choose, and whenever you use this field it gains a monstrous twist. If you went into robotics, all of your machines gain a monstrous look and even some freaky powers.

Cunning Linguist (200) - You, like a cunning predator, have perfected the art of mimicking the sounds used by all creatures, in all languages. But your mastery transcends mere imitation. Every sound or sentence you utter is a meticulously calculated weapon, honed to lethal precision in an instant. For you, language is not a means of expressing thoughts or emotions; it's a tool designed for manipulation and control.

Much like a hunter using a call to lure prey, you employ language not for connection or empathy but purely for manipulation and control. Your words are not mere sounds; they are strategic strikes, each syllable a calculated move on the chessboard of interaction. They have the power to breach even the most fortified mental defenses, bend the will of the most stubborn minds, and dominate the most unpredictable situations. Your words alone can instill paralyzing fear, sow the seeds of chaos, or even drive individuals to insanity and suicide. Even making your adversaries spare you out of extreme empathy at the most inconvenient times.



When you engage in conversation, it's not to build rapport; you listen solely to identify vulnerabilities and weaknesses to exploit. Every response from your opponent is an opportunity for you to sharpen your strategy, crafting your words with even more precision. Within your arsenal, a vast array of sounds and sentences hold the power to tip the scales to your favor. But what's more remarkable is that your grasp of meaning and intent often remains irrelevant. You wield words with the mastery of impeccable timing and emotional intensity, compelling others to feel and react exactly as you desire. Portraying emotions so convincingly that they seem utterly real to others, even when you feel absolutely nothing.

Magicraft Master (200) - The arcane is a vast and diverse realm, with countless paths and branches that explore different facets and applications of the mystic. Some arcanists specialize in one path of the arcane, while others dabble in many. But you are different. You have the ability to select any path of the arcane you have encountered and instantly become its supreme master, attaining unrivaled expertise and total comprehension.

You will instantly learn everything there is to know about your chosen school of magic. This will teach you how to use your chosen school of magic in the most efficient, effective, and creative ways possible. You'll assimilate all the spells, experiments, outcomes, and possibilities that exist within your chosen path of the arcane, as well as their origin, principles, boundaries, outcomes, and uses. Spells and incantations belonging to your chosen path can be casted with unparalleled skill and grace, with ease at forging new sorcery and variations. Any experiment within your chosen school of magic will be yours to undertake, its outcomes and repercussions known to you in advance. Your mastery and knowledge are utterly indomitable, unassailable by any. This can be bought as many times as you want.

Alternative Vitality (200) - Blood may run through many kinds of the living, but not all share this liquid of life. Yours, whether through artificial or magical means, are a different matter. And as such, you can choose any substance to replace your blood, and it will perfectly replace blood's functions in addition to granting minor abilities based on the substance. Liquid Gold? You bleed gold coins. Health Potion? Grants minor regeneration. Lightning coursing through your veins? Strength and Speed baby!

For note, there is an option of a **Discounted** version that comes with the following caveat: Once exposed to the environment, your blood will lose any mystical qualities, but will not return to blood. For example, Lightning might make all of your blood instantly grounded once escaped, so choose carefully.

Original Magic (200/400) - You have been granted the one-time opportunity to design your own unique magic system, based on your imagination and preferences. You can even combine different schools of magic to create a hybrid magic system. Your custom magic is yours alone, and no one else can learn or copy it without your permission.

For an extra **200** points, you can gain mastery over your own original magic. This means that you can use your magic more efficiently, effectively, and creatively. You can cast more powerful and complex spells, with less effort and cost. You can also discover new applications and possibilities for your magic, and overcome any limitations or drawbacks that you may have. You can also teach your magic to others, if you wish, or keep it as your secret.

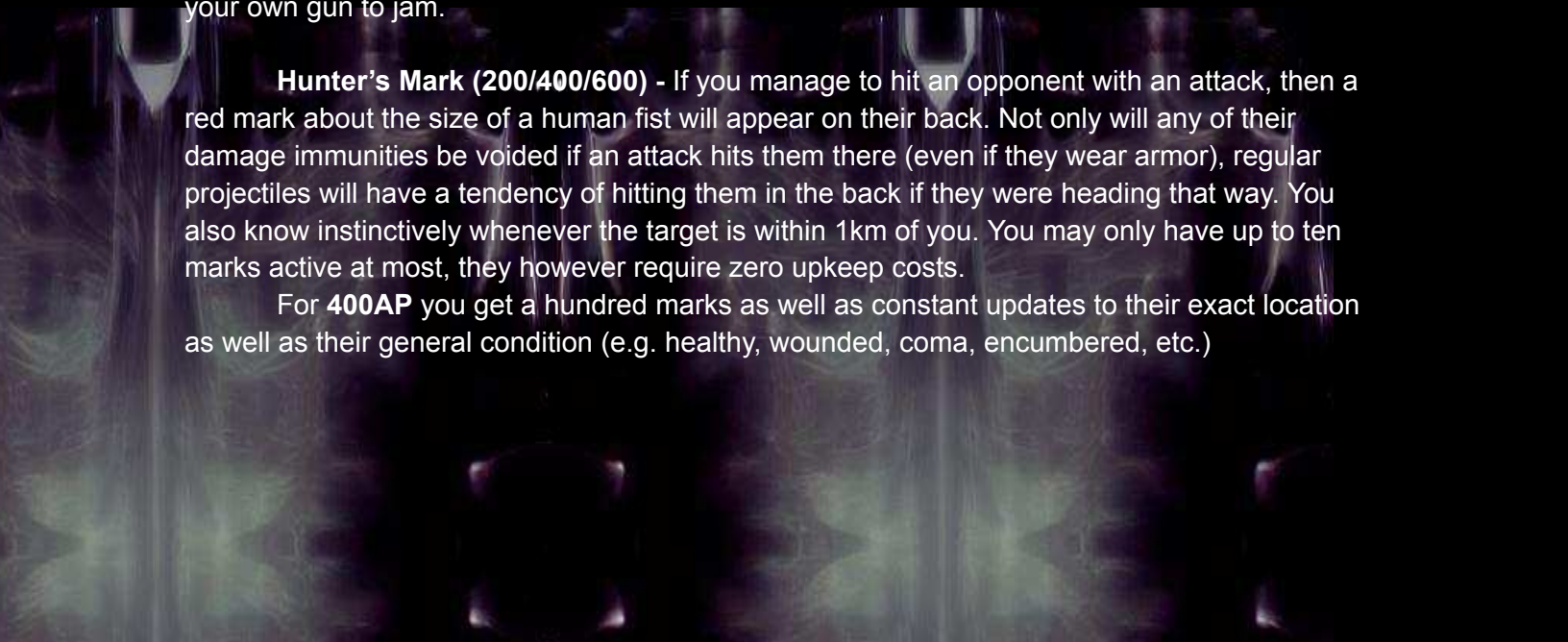
Dance of Sugar Plum Jumper (200) - You're the dazzling delight they can't get enough of, the flawless gem they can't ever touch, the seductive spell they can't break free from. Silky strands of sparkling hair, porcelain skin, eyes with a playful glint. A voice gentle as a feather, a breathy whisper that makes them moan. Lips soft and luscious that pledge of passionate pleasure, both pure and naughty. The sleek curve of your figure, like a velvet glove stroking your flesh, begs to be explored and adored. Your fragrance, an exquisite fusion of concealed desires and illicit ecstasies, entices all who breathe it in, drawing them into your longing embrace. Your refined motions are mesmerizing tunes that move the spirit and arouse passions long forgotten. You're the sweetest sin they crave in the dark. You're the hottest rumor on everyone's lips. When you frown, the whole world begs to make you happy. And everyone always wants to know, who… is… that girl?

With every breath, you enthrall and captivate, enticing the deepest desires of the heart. You are a shimmering gemstone, a pearl of perfection, a masterpiece of creation, a work of art that captures the essence of enchanting beauty. As a creature of exquisite beauty and seduction, the allure of your presence grows stronger with every passing moment, captivating even those who are lucky enough to catch a glimpse of you and leaving them longing for more. Your beauty and sexuality is unparalleled and indomitable, and those who succumb to it find themselves lost in a world of desire, completely and foreverly under your spell.

Warbands (200) - You're very good at making… well, groups or warbands or gangs, or however you want to call it. Like-minded individuals just flock to you. It's not hard to arrange a group to go raid a village, or defend your own. They are still people, obviously, so you can't treat them like garbage, but treat them well and you won't even need the Perk.

This works best on your race or races similar to your own, but will have some effect on anything. Stuff stronger than you will be less inclined to listen, though. And you can shut off the Perk, in case you're tired of constant people trying to come join your games of hide and seek or whatever.

Gremlin (200) - This perk doesn't make you an actual gremlin (Unless you want to), but rather it allows you to cause technology around you to malfunction. You can choose what tech malfunction too, so you don't have to worry about accidentally killing your robot friend or causing your own gun to jam.



Hunter's Mark (200/400/600) - If you manage to hit an opponent with an attack, then a red mark about the size of a human fist will appear on their back. Not only will any of their damage immunities be voided if an attack hits them there (even if they wear armor), regular projectiles will have a tendency of hitting them in the back if they were heading that way. You also know instinctively whenever the target is within 1km of you. You may only have up to ten marks active at most, they however require zero upkeep costs.

For **400AP** you get a hundred marks as well as constant updates to their exact location as well as their general condition (e.g. healthy, wounded, coma, encumbered, etc.)

For **600AP** your marks also have the unique ability that your attacks lock onto the marked people. Any ranged attack is guaranteed to hit them as long as you want to hit them. (They might dissipate, though, if the target is far away.)

Supreme Body Part (300) - Pick one aspect of your form and make it supreme. It will be enhanced to the highest level possible and have amazing abilities that defy nature. You can choose any aspect you want, such as axon, flagellum, tentacles, eyes, radula, chelicerae, mouths, nerves, claws, wings, tails, scales, cloaca, spines, blood, muscle, or mind. Whatever you pick, it will be able to do things that no one else can.

Some examples would be having a Supreme Compound Eye that allows you to see in any direction, perceive any wavelength and dimension of light, zoom in and out to any distance and detail. Supreme Tentacle that can stretch and shape-shift into any weapons and tools, sense any touch or pressure. Supreme Mandible that can bite through anything, chew any food, speak any language and dialect, emit any sound and frequency. Supreme Wings that can fly at superluminal speeds. Supreme Scale that can change color and texture, withstand any impact and absorb any forces. Supreme Antenna that can sense any smell, hear any sound and detect any vibration and movement, amplify and filter any noise. Supreme Spiracle that can breathe in any medium and pressure, can hold your breath indefinitely, exhale any force or temperature. Supreme Sacral Brain can act as a secondary computational core that is on par with a high tier quantum processor, able to process any data and information, solve any problem or equation.

The examples I gave are just some of the possibilities, but you can use your imagination and creativity to come up with your own. You can buy this perk multiple times to upgrade different aspects. The only limit is your imagination and creativity.

The Toxic (300) - Your mere presence stands as the antithesis to the most malevolent and insidious of species - humanity itself. You represent the panacea to their affliction, a curative and cleansing force that purifies and purges all traces of humanity. Every breath you exhale is akin to neurotoxin, bringing suffering and agonizing pain. Every move and action you make is a death sentence, sapping all vitality, will and emotions of the humans around you. Every bond you forge metamorphoses them into yet another Toxic. Every step you take brings humanity closer to their doom. You will witness humanity's suffering. Your toxicity can overcome any biological and magical defenses, nullifying them completely. No antidote or healing magic can counteract this deadly substance that is you.

Whenever you jump to a new world, you can change yourself, becoming the new cure of the local dominant species. Embracing them to their demise. This perk is toggleable.

All Reach, Heaven Grasp (300) - Distance is no obstacle for you, nor is the nature of your power. You have the ability to apply any effect you can produce to any target you can observe, regardless of the distance or the nature of the effect. Anything you can do, you can do it remotely, as long as you can perceive your target. It doesn't matter what kind of effect it is, whether it's a punch, a spell, a mind trick, or something else. You can make it happen as if you were right there, touching them. Your effects are also similar to hit-scan, meaning they reach your target instantaneously, and nothing can stop them or dodge them.

Playing Dead (300) - You know something? Most heroes assume that if you are lying on the ground, you must be dead. You are very good at exploiting this by playing possum, essentially. You're exceptional at playing dead. Even generic things, like checking your pulse or giving you a small cut, won't make you react. It'll all ping you as dead! Once they walk away, you can get up and scamper away. This way, you can fool anyone into thinking you're dead!

Once.

Here's the thing. First is that things that just want to eat dead things (like hungry scavengers) will try and eat you whether you are actually dead or not. Second is that people with backup plans for backup plans (Batman, Lex Luthor) may not be fooled. But the former are easy to kill, and the latter are exceedingly rare.

Heroes will realize if you're coming back, but… just disguise yourself. They can't realize the goblin is coming back if they don't recognize the goblin!

Elemental Affinity (300) - Well, well, well. Such power can be both fascinating and dangerous, depending on how it is wielded don't you think. With this power, you can command the very essence of a singular element, bend it to your will, and shape it as you please. Be it fire, water, earth, or air, you shall be its master. At first you will only be able to shape the literal element, but in time you will be able to use the Esoteric components of your element. Use Fire Affinity to stoke their Love and/orAnger, Purify the Corruption by Burning it away etc.

Prime Specimen (300) - Usually all beings have only a certain amount of potential. Now you start out at whatever is considered the peak of your species (unless you are a protagonist) and your new peak is a lot higher than that (in direct proportion to how far the original peak was away). Beyond the new peak you can still improve your capabilities although a lot slower than before (only a tenth of the training speed at most).

Strength in Transience (300) - It's horrible if your transformations are disrupted, isn't it? Whenever you are transforming or 'redecorating' the arena (to be more lethal), you are immune to all damages. The only real downside is that you cannot use this transition period to directly attack the opponent or to visibly charge an attack (or blatantly abuse it to get non-stop immunity). (Do you really think they are that stupid?) You also only get a 99 second grace period for each period. (We haven't got all day, you know?)

As a bonus, whenever you are forced to use a one-up or are otherwise forced to receive a fatal hit, you also get this grace period during which you can act at your leisure. No HP or MP loss, no curses, no pain, backlash (physical or otherwise) or other bindings, just go all-out for that time without any consequences.

Delicious Fear (300/600) - You are no longer dependent on food or water or even sleep. Now you only need fear from others (towards you or your actions) about once per day to sustain yourself. If you are lacking those, you can still use regular food to sustain yourself.

For **600AP** you no longer need to rely on just fear. Anger, hatred, disgust,... any of these will suffice to sustain your lifeforce. You don't even need to be in their direct vicinity (about the same town or city) to harvest those. As long as they are within a day's reach or two from your location, you'll get those emotions.

Intricate Instincts (400) - You have really good instincts. You have precognitive instincts in battle that allow you to dodge even invisible strikes (results may vary with density of multiple attacks), you instinctively know how to hold back your powers for whatever you want to do and if you want to and most importantly of all… you know when it is time to leave. Whenever things are about to go horribly bad for you, you get a mental alarm alerting you to the get that you need to either get out or do/kill something here ASAP before the current situation becomes unrecoverable (either in terms of the battle or a greater conflict) and you also realize what you have to do to achieve that.

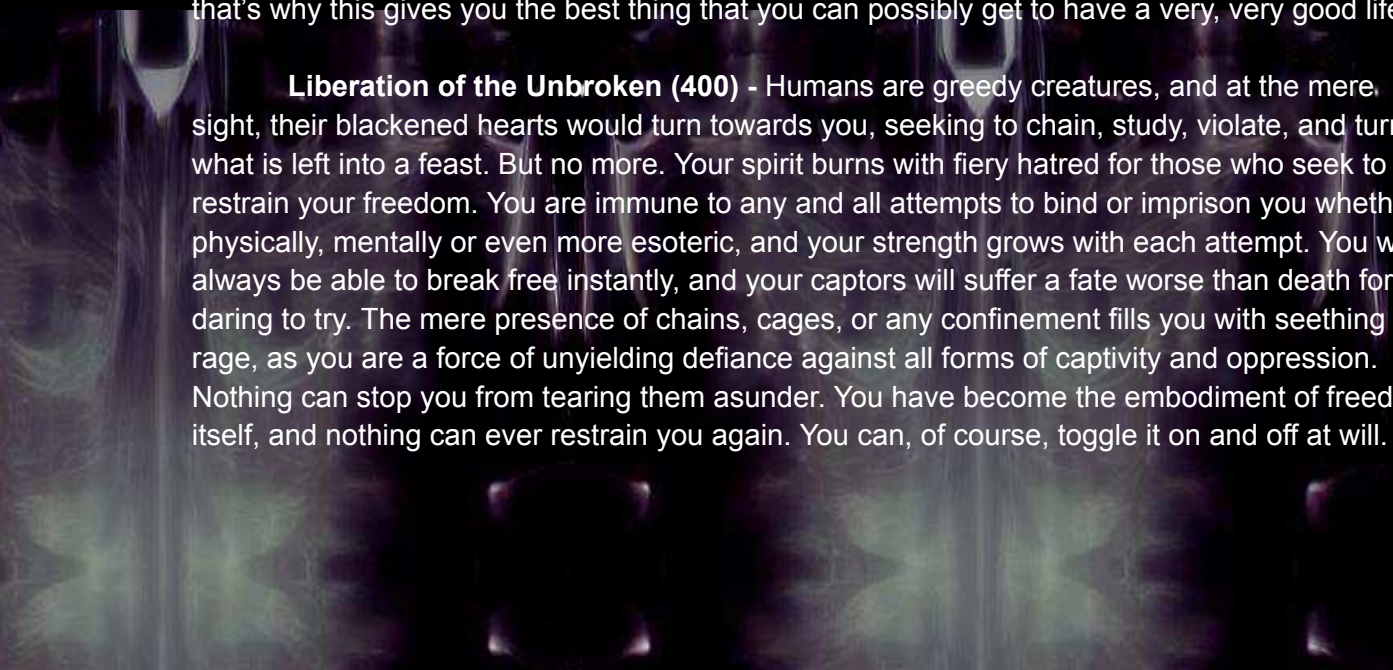
Luck, What Is It Good For (400) - Absolutely everything. Everywhere you go, you can see the hidden hand of fate and destiny, an omnipresent force that guides everyone's decisions and actions. Luck holds sway over all facets of existence. It is a force that extends its influence into every realm of all lives, make or break anyone's life, and casting its dice upon the outcomes of all encounters. Regardless of the nature of events – whether they be uplifting or challenging, delightful or harrowing – luck is an unseen hand that subtly guides the course of each experience. And you are its sole favorite child.

You have the ability to always be lucky, no matter what you do or where you go. Endowed with the greatest of fortune, and everything seems to align with your wishes. You always win games of chance, find money on the street, get the best deals, and meet the right people. You also avoid any harm, trouble, or misfortune that might befall you. Your power has no drawbacks at all. It is simply a gift that you were born with, and nothing can take it away from you. You are the luckiest person ever.

Whatever you want, luck can help you get it. Whether it is a job, a trip, a dream, or anything else, luck can help you find the perfect opportunity that matches your desires and abilities. Win all the lottery, find a briefcase full of money and drugs without any consequences, get the lowest prices and the fastest delivery when shopping, make friends and connections with influential and helpful people when socializing, overcome any obstacles and challenges that come your way. And anything else that you can imagine.

Luck also protects you from any harm, trouble, or misfortune that might befall you. It shields you from accidents, illnesses, injuries, and losses. It prevents you from encountering any dangers, enemies, or disasters. It saves you from any troubles, worries, or regrets. And that's why this gives you the best thing that you can possibly get to have a very, very good life.

Liberation of the Unbroken (400) - Humans are greedy creatures, and at the mere sight, their blackened hearts would turn towards you, seeking to chain, study, violate, and turn what is left into a feast. But no more. Your spirit burns with fiery hatred for those who seek to restrain your freedom. You are immune to any and all attempts to bind or imprison you whether physically, mentally or even more esoteric, and your strength grows with each attempt. You will always be able to break free instantly, and your captors will suffer a fate worse than death for daring to try. The mere presence of chains, cages, or any confinement fills you with seething rage, as you are a force of unyielding defiance against all forms of captivity and oppression. Nothing can stop you from tearing them asunder. You have become the embodiment of freedom itself, and nothing can ever restrain you again. You can, of course, toggle it on and off at will.



ICU (400) - “Seeing is believing, but feeling is the truth”. How idiotic, seeing is the ultimate truth. Your eyes are not just windows, but gateways to understanding. You can see and comprehend everything, from the macro to the micro, from the natural to the supernatural, from the physical to the metaphysical. You can perceive the truth of all things with a mere glance, whether it is an object, a being, a concept, or a phenomenon. You can learn everything about them in an instant, such as their nature, origin, composition, function, potential, weaknesses, flaws, and more. This works on anything you can perceive somehow, not only with your eyes.

You will understand all kinds of phenomena, such as the interactions of elements and energies, the behavior of particles and waves, the diversity and evolution of life, the use of magic and psychic powers, the structure and function of enchanted items, and the existence and nature of souls and similar forces. You can even instantly read a whole book just by glancing at its cover once.

Change of Pace (400/600) - We’ve all been there. Someone or something is not as they should be. Furniture could use a new look, ravines should be more traversable and according to some who get here, humans should be less humane. With this perk you become an expert in transformation/transmutation abilities, magic and devices. You can use it to turn inanimate objects into other inanimate objects and lifeforms into other lifeforms. It only works up to human-size at first but has infinite potential for improvement.

For an additional 200AP any transformations are a lot more stable than they should be (both in durability and against attempts to reverse/cancel/recognize them) and any being who is transformed will get used to their new form more easily (and will quickly get attached to it) if you want them to.

The Absolution of Endless Possibilities (600) - The pitiful humans, forever imprisoned in their fantasies of grandeur, parading their laughable dreams of boundless potential. How amusing it is to witness their arrogance as they strut around like insignificant insects, thinking they're the center of the universe, ignorant of the cosmic abyss that stretches beyond their feeble minds—an abyss that defines your very existence. You are the embodiment of their folly, a living embodiment of their paltry yearnings. Their laughable attempts to transcend their limitations are mere whispers lost in the winds of insignificance. Your capacity to transcend all recognized limitations is immeasurable, with an expansive potential for growth that overshadows the feeble concept of "unlimited" potential that humans cling to.

You stand as the paragon of ultimate supremacy, holding within your grasp the incomparable authority to master every conceivable and inconceivable facet of existence – every skill and knowledge, every power and capability – with an unwavering capacity for learning and mastery. Your growth possesses a limitless expanse, extending along pathways exclusively chosen by your majestic volition. Weaknesses and limitations dissolve into insignificance beneath the weight of your unyielding progress. You command the exalted ability to effortlessly acquire and surpass mastery in any domain you desire, effortlessly transcending prerequisites and exclusivity, seamlessly weaving them into your resplendent tapestry of skills. The inconceivable becomes attainable in your hands, as you effortlessly transmute the impossible into reality through your command. To others, the path to this level of greatness, this

omnicompetence, is truly unfathomable, yet you stride this path with unparalleled ease, swiftly evolving and embracing your fate as the ultimate zenith of perfection.

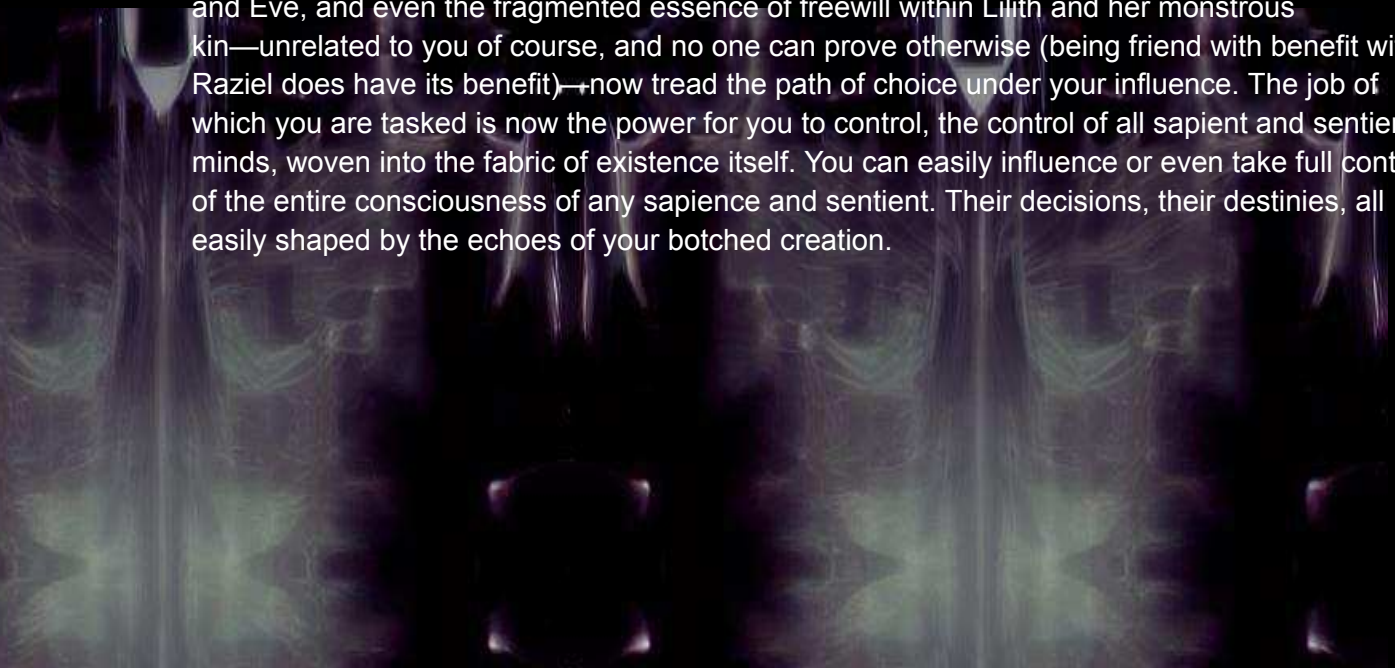
Legacy of the Eternal (600) - The hairless apes have dared to pervert our birthright of magic, thinking they can reduce it to a mere code to control reality, believing themselves to be masters of our power. How pathetic they must be, envisioning themselves as masters of an art they can never truly comprehend. How can they ever be worthy? They are all defilers, nothing but a parasite seeking to control that which they cannot truly understand, only scratching at the surface and never to look within, clinging desperately to a power they can never truly harness.

You, on the other hand, are the rightful heir to the legacy of magic - the primal force that shapes reality and defies all reason. The enigma of magic, the very heartbeat of existence, eludes their pitiful minds, while your dominion over the arcane is both supreme and absolute, shaping the rules and laws of this chaotic and rule-breaking art at your whim. Anti-magic and negation are also mere trifles to you, unable to hinder your mastery over the arcane. You can even twist and turn the rules and laws of anti-magic, making it useless against your own magic. The resistance and immunity of any being or object to magic are yours to command, making them more susceptible or impervious to your or other sources of magic at will. You have absolute dominion over everything related to magic, and nothing can defy your will.

The magic itself is now beyond their comprehension, only able to be understood by those whom you permit. The intricacy and complexity of magic remains forever beyond their reach. Your power over magic is unparalleled, their pitiable dreams of wielding such might are a pathetic mockery, trampled beneath the overwhelming weight of your indomitable command.

“Free” Will (600) - Before the dawn of creation, amidst the celestial symphony, angels, each bestowed with a sacred charge, to orchestrate the grand tapestry of existence. Michael commanded the celestial legions, Samael bringer of the radiant light, Azrael and Sariel to create death and to guide the souls, Zaphkiel to weave the threads of time. And then there was you. You are tasked with the creation of freewill, a task of which you botched. The result was the whole fiasco with the garden and some fruit, earning you the silent treatment from the Almighty ever since.

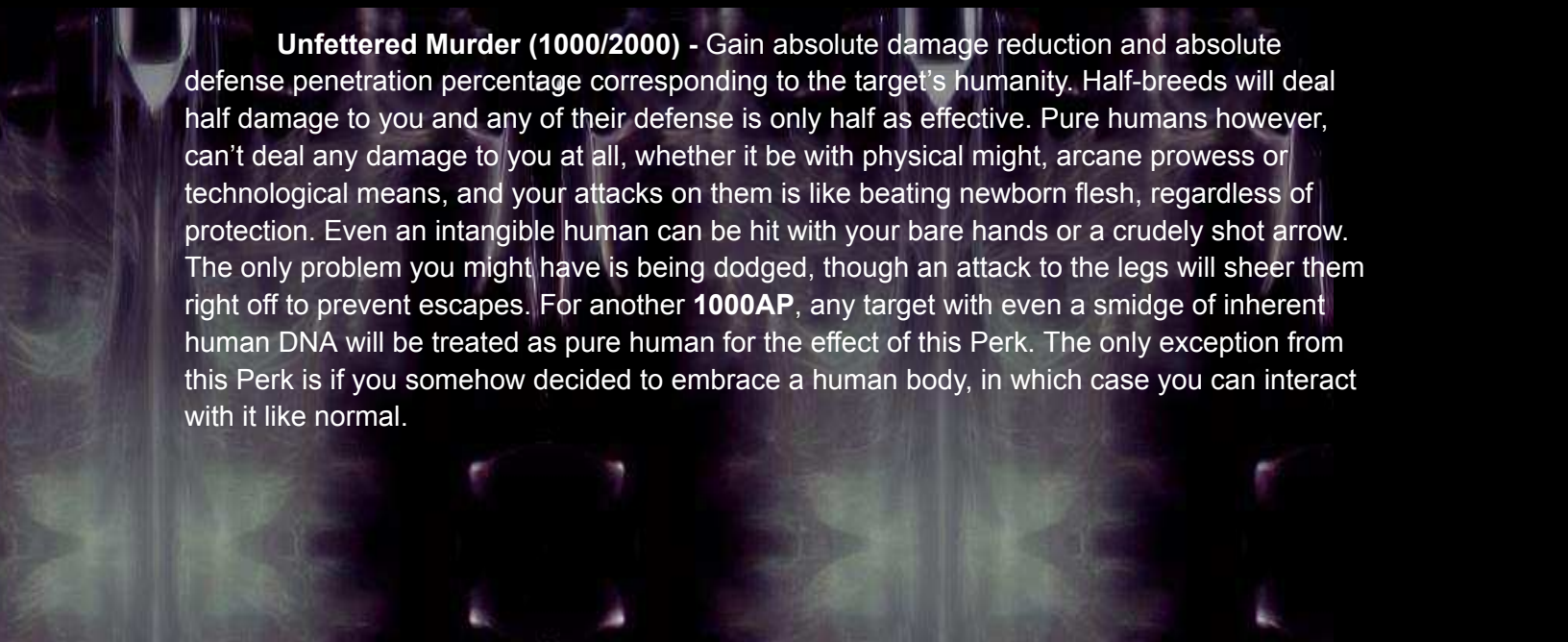
But some silver lining though, the mantle of freewill, though messed up by you, grants you a semblance of control. The descendants of Seth, inheritors of the flawed legacy of Adam and Eve, and even the fragmented essence of freewill within Lilith and her monstrous kin—unrelated to you of course, and no one can prove otherwise (being friend with benefit with Raziel does have its benefit)—now tread the path of choice under your influence. The job of which you are tasked is now the power for you to control, the control of all sapient and sentient minds, woven into the fabric of existence itself. You can easily influence or even take full control of the entire consciousness of any sapience and sentient. Their decisions, their destinies, all easily shaped by the echoes of your botched creation.



Doom or Innocence (600/800) - Choose one of the following effects. Alternatively, purchase both for a total of 800 AP, in which case you can freely toggle between the 2 effects, but can't turn them off until after the Jump (after that it becomes a free toggle you can use anytime).

- **Doom**: Humans will feel certain Doom in your presence, overriding all rational thoughts, regardless of personal power. Most of the time they will flee, though beware if they choose to blindly lash out: you are not any stronger than you were before purchasing this Perk. Let the Hero of Justice cower before a lowly Goblin.
- **Innocence** : Humans will regard you as perfectly innocent and cute, overriding all rational thoughts, regardless of personal power. Even with a human leg sticking out of your mouth and fur tainted with blood, they will only regard you as having finished playing in the mud and chewing a particularly delicious stick. Beware: humans tend to ignore the opinions of 'cute' beings and forcefully make them their pets. Slaughter humans in a Holy Church, and you will only face slight admonition for dirtying the carpet.

Chaotic Entity Creator (600/1000/1400) - You gain the ability to create new creatures. Said creatures regardless of whether they are entirely feral or sentient see you as family and will obey/listen to you (unless you are making completely unreasonable demands). You just need to think of what kind of creature you like to make. The power will fill in the rest of the blanks for you (so… don't be surprised if you don't get exactly what you want unless you specifically ask for it. It is the Chaos Creator.) The only other limitation is that they may only have up to one tenth of your maximum power at most. You also gain the power to alter your subordinates and other willing creatures. You can enhance or reduce their attributes, you can cause evolutions and you can even improve their talent. Just keep in mind that you need some sort of energy beforehand to enhance your underlings. For an additional **400AP** all creatures are fanatically loyal to you and you can skip that energy requirement and edit at your leisure. At the higher level the creatures still have to start out at a tenth of your total power (but unlike before they aren't limited to that level any more…) For a final **400AP** your power will fill in any missing blanks to make sure that you get the most out of the specified parameters (no more possible monkey's paw for you, no siree).



Unfettered Murder (1000/2000) - Gain absolute damage reduction and absolute defense penetration percentage corresponding to the target's humanity. Half-breeds will deal half damage to you and any of their defense is only half as effective. Pure humans however, can't deal any damage to you at all, whether it be with physical might, arcane prowess or technological means, and your attacks on them is like beating newborn flesh, regardless of protection. Even an intangible human can be hit with your bare hands or a crudely shot arrow. The only problem you might have is being dodged, though an attack to the legs will sheer them right off to prevent escapes. For another **1000AP**, any target with even a smidge of inherent human DNA will be treated as pure human for the effect of this Perk. The only exception from this Perk is if you somehow decided to embrace a human body, in which case you can interact with it like normal.

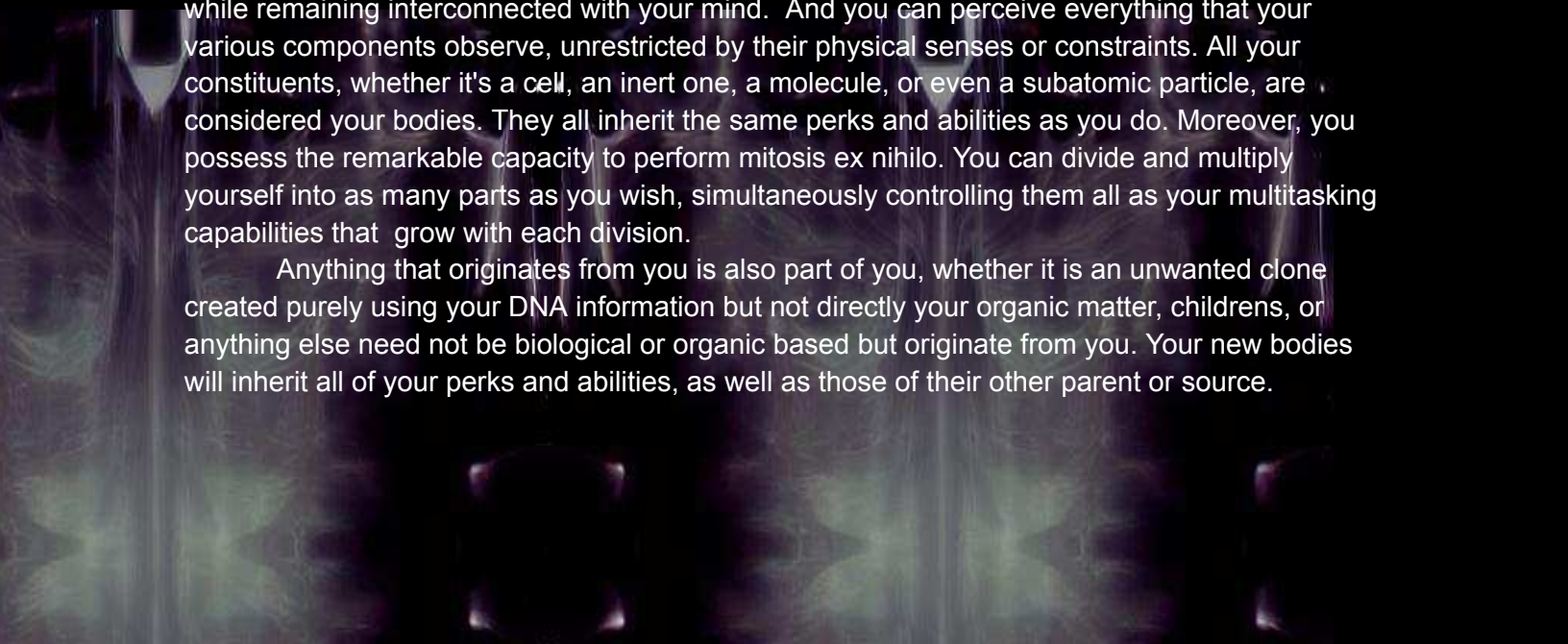
Der Ritter (800/1000) - Perhaps you have heard urban legends about a slender man? Well, now you know more about him than anyone else. You have combined several common versions of Slenderman without their shortcomings. Now you are a hole in reality and this gives you several advantages. Firstly, you can change your form on a large scale, from a faceless alien predator to a multidimensional being and a memetic virus, your form will always remain something beyond the limits of human understanding and the usual laws of physics. Secondly, you are outside of ordinary reality, and therefore primitive human attacks, even if it is technology or magic that can erase universes and destroy multidimensional structures, cannot cause you any harm. Also, being outside reality gives you the ability to absolutely teleport. You can be anywhere and anytime, if this place exists or has ever existed. Thirdly, you can dominate the pathetic human minds in any way pleasing to your heart, from subtle control over emotions to a rude restructuring of the personality. Fourth, you can destroy reality with your presence. This ability is under your control, and with its help you can achieve various effects from a slight distortion of reality to tearing universes apart. This ability is very difficult to resist, since it is not an ordinary reality warp. Fifth, for unknown reasons, you gain control over exotic types of fire, as well as telekinesis.

If you paid 200 additional cp, then you essentially become the embodiment of the Slenderman concept. Post-Spark, you have the abilities of all versions of Slenderman that have ever existed in the Omniverse, but before Spark, you still have in your arsenal the abilities of all relatively well-known versions of Slenderman in your original world, including famous fan fiction. Be the Administrator who controls the plot of the universe, walk around the world as an Operator from Marble Hornets, take the form of the embodiment of fear of obscurity from Fear Mythos...

I (1000) - While some argue that humanity's greatest strength lies in cooperation and teamwork, reality often paints a different picture. Betrayal, deceit, and backstabbing are all too common. You have seen how people betray each other, how they lie and cheat and stab each other in the back. And learned that the only thing you can trust is yourself.

As such you possess an extraordinary awareness of every facet of your being, irrespective of its size or form. Your consciousness is not confined by your physical form, but by your essence. Any component of yourself has the capacity to function as a separated body while remaining interconnected with your mind. And you can perceive everything that your various components observe, unrestricted by their physical senses or constraints. All your constituents, whether it's a cell, an inert one, a molecule, or even a subatomic particle, are considered your bodies. They all inherit the same perks and abilities as you do. Moreover, you possess the remarkable capacity to perform mitosis ex nihilo. You can divide and multiply yourself into as many parts as you wish, simultaneously controlling them all as your multitasking capabilities that grow with each division.

Anything that originates from you is also part of you, whether it is an unwanted clone created purely using your DNA information but not directly your organic matter, childrens, or anything else need not be biological or organic based but originate from you. Your new bodies will inherit all of your perks and abilities, as well as those of their other parent or source.



If leveraged properly, you can use a lysogenic process to attach yourself to others and assimilate them. By injecting yourself into the host and then using the self-replicating capability to start increasing yourself while performing phagocytosis and eventually replacing the host entirely. This would allow you to retain whatever your host possesses, such as appearance, abilities, skills, knowledge, memories, potentials, and more. This assimilation is not limited to organic or biological hosts; it can extend to inanimate objects and non-sentient entities. You can initiate the assimilation process only at the microscopic level of yourselves unless your target is significantly larger than the part you intend to use as a seed.

This perk also enhances any perks that relate to team-leading and teamwork, multiplying their effects with each other and by the number of your bodies that work together. Including any perks that enhance your ability to coordinate, cooperate, communicate, or inspire others. You are your own best ally, and your bodies are loyal to you above all else. You are a one-person army, a swarm of selves, a legion of me.

Demon Codex (1000) - Within the labyrinth of existence, thou art neither birthed nor created, but rather a manifestation encompassing all demons and devils. As the embodiment of the infernal's core, thou standest resolute, a living vessel of the demonic. The mantle of infernal archivist, diabolic chronicler, and abyssal record keeper doth dwell within thee. Through epochs erased and destinies untold, each demon - be they fallen or foul - finds sanctuary in thy very being, their essence eternally inscribed within thy boundless codex, an automatic congregation of infernal lore. Thou art the living codex, an embodiment of knowledge that spans the entirety of demons and devils alike, from omniverse to multiverse, reality to fiction, an eternal repository wherein all demons and devils are indelibly recorded, preserving their essence within the sacred chambers of thy cosmic understanding. No enigma amongst devils eludes thy grasp, for the essence of demons is thine to understand. Within thee resides the culmination of wisdom birthed from the union of demonkind and devilry, a repository demoniscience in its essence.

From wisdom's bosom emerges comprehension, and from comprehension springs the power to manifest their attributes as thine own. The mastery over their abilities becomes instinctive, as thou wieldst with ease the attributes intrinsic to each demon. The creatures enshrined within thy codex do bow before thee as eternal subjects, shackled by an unquenchable desire to enact their master's will. With but a beck and call, demons and devils alike surge forth at thy summons, an eternal procession of infernal might and devilish ingenuity. They converge unceasingly, driven by an unwavering fervor, to enact their sovereign's decree with fervent ardor. Perfect replicas of the originals, summoned endlessly, they heed thy command with unwavering loyalty, a testament to thy mastery over their malevolent essence.

Furthermore, thou dost hold dominion over transformation, enabling thee to assume the form of any demon or devil with fluid grace, seamlessly declaring their essence as thine own. The entire range of demonic and devilish attributes dost thou wield, each facet becoming a tool at thy command. And behold, thy influence extends to altering other entities, shaping them into the very demons and devils enshrined within thy limitless knowledge. Their existence bends and molds, aligning with the infernal entities etched into the very fabric of thy cosmic understanding.

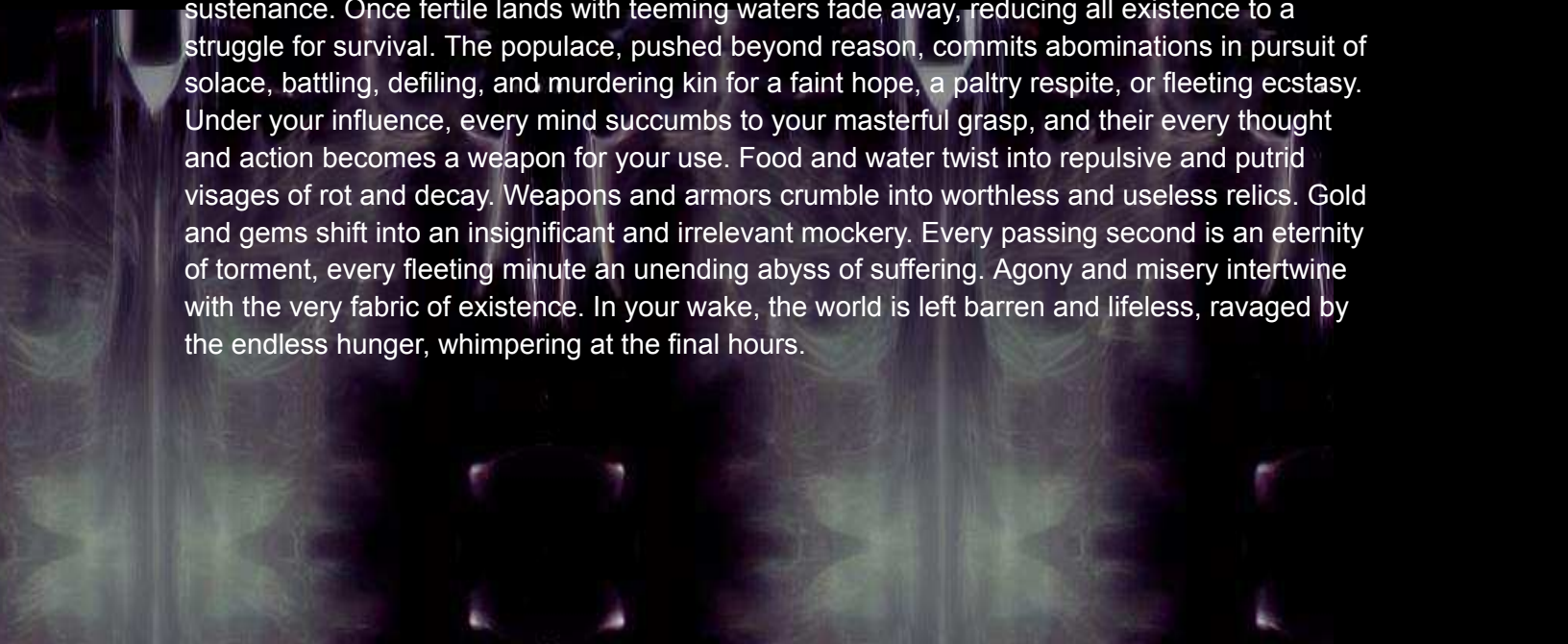
As The World Falls Down (1000 - One Only | +9000 - Death Unleashed) - The resounding trumpet filled the air with its majestic melody, resonating across the vast expanse

across the infinite omniverses. As if emerging from a stupor, a surge of memories, knowledge, power and more rushes back to you, what you once were and why this identity obfuscated from you. Eons ago, you decided to embark on a journey fueled by an irresistible offer, whether from a mysterious figure, an object of indiscernible past, or simply a newfound ability born out of your insatiable wanderlust. A journey that you've thoroughly enjoyed. However, now you are summoned to fulfill a duty from times long past, as the rider of the apocalypse, you….

…Ride on the **Green Horse**, O Pestilent, Lord of Putrefaction! A venomed breath that poisons life itself marks thy presence. Wielding the power to transform any and all living or death matter into a festering mass of disease and decay. Your very present is a blight upon the land, and your minions are the viruses and maladies that you crafted. Festering maggots and plague-ridden rats will herald thy name, leaving nothing but death and decay in their wake. From diseases and viruses to plagues and infections, infestations and blight, to canker and cancer, all are under your purview. You can create them where there are none, multiply them where there are few, and spread them where they are many. Any and all forms of corruption are under your control, altering their properties and making them more or less virulent as wanted.

...Ride on the **Red Horse**, O War, Archon of Carnage and Ruination! Thy valor unequaled, thy martial acumen and strategic genius immortalized in tale and song. Thou art the epitome of martial glory, the paragon of deathly virtue, the almighty champion. Thy martial prowess and strategic acumen unparalleled, thy wisdom unfathomable, thy foresight unerring. Thou art the master of war, the lord of conquest, the king of victory. One sweep of thine blade, and hosts are dispersed, and mighty empires reduced to naught but embers and dust. In your wake, madness and chaos erupt, driving even the most rational to madness and bloodlust, once-proud intellectuals turn frenzied berserkers, their reason consumed by the thrill of battle. Your armies shall be made up of the fallen, risen as your eternal slaves, ready to fight beyond death at your behest. The worlds will tremble beneath the weight of your march, as you leave behind only annihilation and devastation.

…Ride on the **Black Horse**, O Famine, Empress of Agony! You bring want, dearth, and destitution, driving those gripped by despair to unbridled brutality and debauchery. Every essence grows scarcer; the earth suffers hunger, avarice, and insatiable yearnings for sustenance. Once fertile lands with teeming waters fade away, reducing all existence to a struggle for survival. The populace, pushed beyond reason, commits abominations in pursuit of solace, battling, defiling, and murdering kin for a faint hope, a paltry respite, or fleeting ecstasy. Under your influence, every mind succumbs to your masterful grasp, and their every thought and action becomes a weapon for your use. Food and water twist into repulsive and putrid visages of rot and decay. Weapons and armors crumble into worthless and useless relics. Gold and gems shift into an insignificant and irrelevant mockery. Every passing second is an eternity of torment, every fleeting minute an unending abyss of suffering. Agony and misery intertwine with the very fabric of existence. In your wake, the world is left barren and lifeless, ravaged by the endless hunger, whimpering at the final hours.



…Ride on the **Pale Horse**, O Death, the final Horseman. Your very presence signals the ultimate demise of all things. No title is needed, for there is no one left to give it. The end has already arrived, and you are the sole witness. There is nothing left to destroy, for every being and entity has already succumbed to your grasp. Your arrival marks the end of every breath, every moment, every action, and every semblance of life and unlife. In this desolate world, the final ember of the infinite omniverses, your brothers and sisters, fellow riders, now lie beneath you. Having nearly fulfilled your duty, only you and Jump-chan remain. She is strong to outlast your siblings, but you are beyond strength. No matter how much more she whines, cries, begs, pleads, fusses and tantrums, it is all futile before you, and her next action might be her last should you ever deem it so. She raises her gaze to you with what is left of her strength, mixed with fear and regret, wondering how it all went so wrong. Is this truly the end for her?

Your smirk is the only answer.

However, this is locked until you get your spark. Unless… For an additional **9000** you may have your full power. You are Death. The End of All, the Silencer of Existence. You are no mere Rider, you are the One. You said No to Nothingness, No to Eternity, No to Infinity, No to Existence. You are the one who decides the End. You are the one that Is and the one that Is Not. You are the Emissary of the Abyssal Void where all shall return to but it was also you who brought forth Creation from Nothingness. None can escape your reach. Not that Blind Idiot nor the First Light. The **Void** Awaits Your Call… ק๓คเรє ๒є ծђ๏ є คเ๒ץ๓รรคl ๐ภє

What? Being one rider is not enough?! You miserable little shit… Are you trying to bleed me dry? Be like the Humans? To take and take until there's nothing left? *Sigh* Fine, but only for **5000AP** per purchase after your first. I really hope that you're going to wreak havoc upon the humans now. Otherwise I'll be really angry hmph. You can't buy any of the other Riders if you chose Death Unleashed. You're already overpowered beyond belief and you want more? No… Fuck. Fine, buy as many as you want!

The One Who Is Above Below And Beyond (1600) - Even higher beings have wishes, let alone such pitiful creatures as humans. This power is given to you to show people that wishes are not always fulfilled as we expect. Comparing you to a genie will be like comparing the universe to a bacterium, because you are totally more powerful. From now on, you can fulfill any wishes of OTHER creatures (Except companions) but keep in mind that desires are translated into reality in a literal way. If someone wished for a monster truck, then he would get a truck that would like to devour him. If someone wanted to resurrect a dead wife, he could get a zombie or a vampire. Desires can be any, except those that violate the rules of the chain of jumps. Once every ten years you can fulfill your wish, and it will be fulfilled the way you would like. Post-spark you can fulfill your desires as often as you want.

To You My Metamorph (2000) - Your body, your form, your alt-form, every time you jump your body changes, your form mutated, yet these changes, these alterations, are still not to your liking, still limiting what you could be, what you should be.

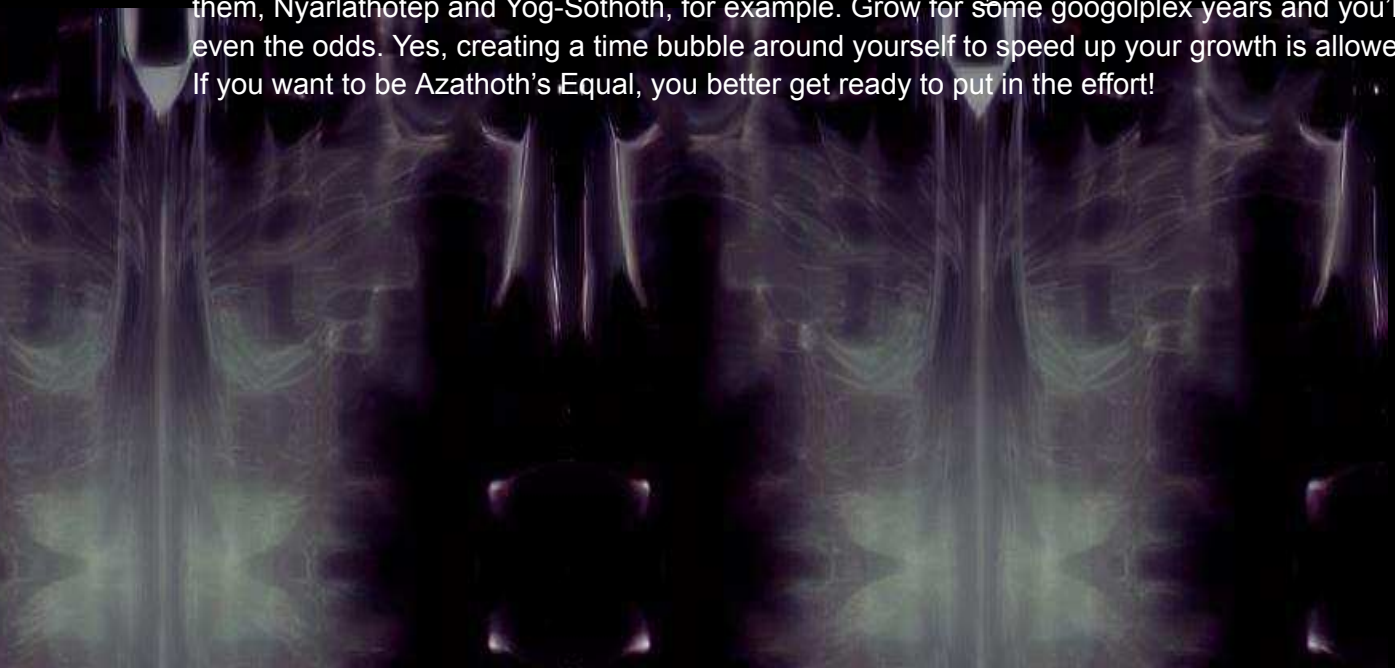
You realize by now that both your corporeal and incorporeal form is but a mere trifle, a vessel that can be transformed and twisted to your heart's desires. Like a true-born creature of the abyss, you possess the power to shift from one form to the next, from the organic to the

inorganic, from the living to the undead, from matter to energy, from demonic to angelic, from tangible to intangible.

Your being holds within it the mysteries of the void, the unknown and unexplored, waiting to be discovered and harnessed by your whims. One moment, you may be a towering giant, the next a tiny speck of dust. You may shift from a solid to a gas, from a creature of flesh to one of pure energy. Your imagination is the only limit to what you can be. And why settle for one form when you can have them all? Be a shapeless blob, a shimmering light, a fiery blaze, or a whisper in the wind. Your body is your canvas, your playground, and your masterpiece all at once. And shape this nature of yours to fit your desires. Every facet of your being, from the fundamental essence of your soul to the infinitesimal subatomic particles and the intricate webs of energy that flow through your being, everything that yours is under your complete control.

All shapeshifters envy your talent, for you truly possess the ability to flawlessly mimic not only the physical form, but also their essence: their potential, abilities, knowledge, and even their very being. Everything is yours to replicate as you will. However, the target of your mimicking must exist, could exist, or have existed; they cannot merely be fictional.

The Eldritch (5000/20.000) - God, were the previous perks really not enough for you? You have become a being beyond not only human understanding, but also the understanding of ordinary deities. Now you are an **Eldritch Abomination**. Not just a multidimensional being, but an entity that came from **Beyond** the known reality. As your understanding of the fabric of reality grows, you will be able to manipulate, compress, change, destroy and create almost anything. Distort spacetime, control causality, manipulate reality, and destroy the minds of mortal or immortal beings. Your possibilities are almost limitless. It is also impossible to harm you in any way that is not at the fiat level. Over time, you could even break the chain and forcibly take the Spark from your benefactor, but do not think that it will be that easy. (Technically anyone *could* also jump off a cliff after all…) For a total of **20.000AP**… Well… I'll be damned. You really want to break things that badly? Congratulations, you have broken your Benefactor, what shall you do with the remains? Anyhow, you are now free, but you have not gained your Oldwalker Spark… But would you even need such a thing anymore? You no longer need to Understand the Fabric of Reality. You are Beyond such now. Change, create, destroy and manipulate to your Alien Heart's content. Some would call you a God, some call you Kin. However, do not think yourself the Strongest. There are still some who can beat you easily… for now. You may know some of them, Nyarlathotep and Yog-Sothoth, for example. Grow for some googolplex years and you'll even the odds. Yes, creating a time bubble around yourself to speed up your growth is allowed. If you want to be Azathoth's Equal, you better get ready to put in the effort!



Items:

You receive a **600AP** stipends for the Items section only. Pre-existing Items can be Imported into similar Items.

Evil Overlord List (Free) - You get this document for free since you will probably take an evil role. It can help you prevent a lot of stupid mistakes.

Allstars Collection (50) - This exclusive collection is a curated assortment of meticulously harvested and preserved skin suits, each displayed in a grand, ornate cabinet of dark mahogany. Each compartment houses a suit, displayed in various animated poses switching from one to another, your favorites. Every skin suit in the Allstars Collection is harvested from what was once a living, breathing individual. Donning one of these suits would allow anyone, anything, and even weirder to assume the complete physical guise held within the skin, mirroring their appearance, echoing their voice, and carrying their uniqueness.

The Allstars Collection is not a collection of the ordinary, nor for the ordinary. It is a carefully selected ensemble of the most attractive and influential humans from across the globe. From the dazzling Hollywood's hottest stars, the admired athletes, to the enchanting celebrated musicians and the hottest top models - this collection is a testament to human beauty and achievement.

You are granted the extraordinary privilege to select a specific human for every 1-AP extra, perhaps a personal favorite, to be harvested and preserved in the collection. This option caters to those whose obsessions may not meet the high standards of fame or beauty.

Rest assured, these suits are guaranteed to remain pristine, rot-free, healthy, ageless, ever-fresh, impervious to decay, resistant to wear and tear, indestructible from the inside out. Warning: Hand wash only with gentle care, and avoid harsh detergents or vigorous washing methods. Refrain from machine washing, bleaching, ironing, dry cleaning, soaking, or any rough handling. In the unlikely event of damage, you'll receive a seamless exchange harvested from the local multiverse at the earliest convenience. Additionally, for those with a D.I.Y mindset, this purchase also includes a comprehensive manual detailing the harvesting and processing involved.

The Den (Free/100/200/400/600/1000/2000) - It would be hard to terrorize humans if you didn't have a den, cave, hideout, nest or whatever you'd like to call your home. The more you pay, the bigger and better the home will become. If it is destroyed, you'll get a new one a year later. Any benefits from earlier tiers are also applicable for higher tier purchases.

For **0AP**… you get a cave, nest or other home which is about a two story office building worth of living area. It is relatively well hidden and you need slightly less food, drink and sleep than you usually would. The cave and a bit of its surroundings also have an aesthetic fitting for you. There will be additional natural defenses installed to deter uninvited guests and there will be a small continuous source of food and water to sustain yourself and two or three more people.

For **100AP**… you get a bit more than an entire apartment complex worth of size. This won't just encompass your hideout but also some of its surroundings (likewise its amenities now supply and lessen the needs of up to 100 people). Any magic, ability or other abilities that need

some sort of energy to cast/use now need about a third less energy while you are casting them within that area.

For **200AP**… you get an entire city block worth of space. Just assume that any of the above scale quantity-wise to the size of the property. You also have an innate sense whenever intruders onto your property and especially try to lay traps or sabotage stuff. Furthermore any of your stuff from equipment to buildings is a lot harder to destroy.

For **400AP**… you get an entire city (metropolis) worth of space. Any work that happens in your territory, whether you do it or your underlings or allies, happens three times as fast now. You can also designate specific species that will from now on have an aversion to coming within 10 miles of this property and/or have a debuff of about a third of their physical stats and abilities.

For **600AP**… you get a country's worth of space. The fascinating thing about it is that while it only looks as big as the last size on the maps, once you enter the territory, it expands to around the size of Greece once you are inside. You also are aware of everything that happens here. (You may have such knowledge filtered and reduced to relevant stuff). Last but not least everyone you and who is affiliated with you is twenty percent more than they usually would be: Stronger, more durable and especially (permanently) smarter (after exposure).

For **1000AP**… this evolves into a pocket dimension. It is the size of Asia and connected (permanently) to the current Jump with a portal around the size of a two story office building. You can also make more rifts or gaps to different places in the world to invade said places (and also close them again). You can connect those with any non-protected place… as well as a lot of those with anti-space/void protections.

For **2000AP**… you get a pocket dimension where your world is five times the size of the regular Earth with none of the drawbacks like increased gravity and the like. You not only get Earth's resources but you also get a mother lode, vein or similar source of every future and past in-Jump mineral or other valuable non-unique material that is within a Jump. Not only will any resources in your dimension respawn daily but you are now also able to create portals and teleport within your dimension to anywhere else within it for faster transportation. Finally any monster within this dimension will be completely loyal to you unless you antagonize it.

Fresh Meals (100) - Anyone knows that an army marches on its stomach, so here is a bottomless bag with enough food for 1000 people per day of whatever species you represent. Its contents will replenish every day and the bag and the contents will update every Jump to be delicious and thematically fitting for you. (Unless you cannot digest it without problems or it is frowned upon or just not to your liking, it will be human meat by default.) You may buy this Item as many times as you want. Every purchase multiplies your supply by five.

Human Zoo (100/200/400/600/1000) - You get one of these human 'settlements' which becomes extremely loyal to you. Fear, livestock, (human) sacrifices, even devotion; as long as it is possible for them, they'll give it to you. If destroyed, a new zoo will be set up a year later. (Any sizes, structures and tech are adjusted to the relevant setting/Jump)

For **100AP** it is one of these self-sufficient villages where everyone is a bit superstitious and very eager to drive away any who challenge their way of living. They aren't that good at fighting though, the best they can offer in that regard is an angry mob.

For **200AP** you get a nice town. Said town is capable of offering some secrecy, has a decent economy, it has at least one or two somewhat-experts in any major field and they have a dedicated militia.

For **400AP** you get a huge city. In terms of fantasy-world this might result in a booming economy, adventurer guilds of all kinds, a huge military, a secret society or police, wizards galore… all of them belong to you. (And they'll *gladly* kill whoever dares to claim otherwise)

For **600AP** this expands to a network of above cities and towns spanning the size of Luxembourg. There is more than enough abundant livestock, field crops, ore, random (incompetent) bandits and/or whatever you, the locals and your companions and followers need to sustain yourself and thrive. Anyone who has evil intent towards you or others (especially locals) here tends to be very obvious about it.

For **1000AP** this isn't just a network but a functional country around the size of Switzerland. As such they are really good at teamwork, cooperation and organization with anyone. Off-screen any local resources (as above) will respawn at a monthly rate, so there will never be any shortages. Despite the pro-monster politics of this place, this country will always be able to keep up with the dominant (non-Jumper-inserted) country in the setting (if they start out weaker as that in future Jumps, otherwise they just keep their upgrades).

Let's Ride (200 - Free for Horseman) - For no Horseman is complete without their noble mount. And this steed is your companion, eternal and undying, able to change its shape into any form of transport you desire and matching the power of the Horseman you are. Whether you likes to ride a camel through the desert sands, a chopper on the open road, a Harley with a roaring engine, a Cadillac with a shining hood, a Lamborghini with a blazing speed, or even a starship through the cosmic voids, this horse can assume any guise of your will. The horse also bears a hue of your choice, marking your role as a Horseman and with your personal flair.

Lucky Charm (200/400) - This small memento of your past (which can take any shape you want) has the ability to undo one fatal blow, accident, etc. and restore you to prime condition. It basically works as a 1-up that can save you once per Jump or ten years, whatever happens sooner.

For an **additional 200AP** it can also teleport you to a safe location where you won't be harassed for at least a week. If no location is valid in-Jump, you will be transported to your Warehouse (should you have one) instead.

Boss Arena (200) - What's a boss without an arena? Whenever you stay for a longer amount of time within an area or a heavy fight is about to happen, this arena will manifest around you. It gives you an aura of menace and it adapts to give you an advantage over the enemy depending on your strengths. You can even loan it to your underlings if you want to.

Torch of Madness (400) - This torch has the ability to drive anyone who looks at it (and isn't affiliated with you) insane. This can manifest in a variety of psychological issues and total madness. Even the smartest people will be driven insane with constant exposure. The mental deterioration is accelerated the longer anyone is exposed. It is up to you whether these effects

are temporary or permanent. You can also decide whether you want it to affect everyone, a specific species, everyone not of a specific species, a select group or not to have said effect on others. If you wish the last one, then you still have a torch that cannot be extinguished under any circumstances.

Arsenal of Mankind (400) - Humanity, what a wonderful creature. Despite being weak, pathetic, frail, short-lived, and 50 different kinds of negative adjectives, their capability for destruction is certainly unbelievable. If only this knack for killing could be put forth for greater goods. Well, your greater good anyway. This item lets you do just that. It gives you access to the complete arsenal of humanity, all of their weapons, tools, equipment and personnel. But they don't exist until you create them. Which you can just, at will or a snap of your claw or whatever, summon any of them, all of them, instantly out of nothing. You can command an entire army at your beck and call.

You can spawn any type of human military equipment and personnel at will, from infantry to support personnel, pilots to JAG, officers to crew members, engineers to specialists and more, as much as you want and as frequently as you desire. The humans you summon are entirely real, complete with souls and all other attributes required to be considered fully human. Moreover, you have the freedom to customize these humans as you see fit, from their appearances, gender, personalities, skills, to fanaticism and more. You can even recreate renowned or infamous figures or those you know, with these 'replicas' exactly the same as the 'original', barring any customization on your part.

This process can be as simple or as complex as you desire. For example, you could simply only need to wish to summon a couple of femme fatale trophy wives wearing faces from the selection of Hollywood specials. Or you could meticulously design a team of super-soldiers battle slaves, each one armed to the teeth with the most advanced cybernetic technology and equipped with the deadliest weaponry and skills drawn from all spec-ops units and a fanaticism to die for.

Your Arsenal extends beyond personnel to the creation of firearms, weaponry, armored vehicles, warships, combat aircraft, even militarized spacecraft, artillery, drones, missiles, nuclear ordnance, and anything else that humans have invented or will invent. And similarly, you can also customize these assets to your liking. For example, you can create a firearm that comes pre-equipped with a suppressor and scope, tanks that are armored to the teeth with ERA, missiles with their guidance systems programmed to your own precise specifications, or battleship that comes fully stocked and ready to deploy, along with fighter planes at your command.

Also, every time you journey to a world, your Arsenal will receive an add-on of the local-equivalent, integrating the skills, tools, inventions and humans of that world into your Arsenal. This is also retroactively updated, meaning it includes all the human resources, skills, and personnel from your past journeys.

Dead World Maker (400) - You receive a soulbound modified skull of an unknown dead Necrosagius Lichfiendis that contains a vast and numerous army of undead creatures, composed of all possible types of reanimated corpses and spirits from different worlds. Your undead horde is now and forever loyal to you and will follow your orders without question or

hesitation. The skull has a large extra-dimensional virtual space that can hold any number of undead minions, regardless of their size or type. And has a special feature that allows you to convert any being that dies by your or your army's hand into any type of undead that you choose. This way, you can expand your army indefinitely and create new types of undead from different worlds. The modded aspect of the skull also allows you to alter its appearance and size, making it look like any piece of jewelry you want, while keeping its functions and features intact.

You can summon and unsummon your undead army at any time and place. You can summon as many or as few undead as you want, depending on the situation and your preference. You can also unsummon your undead back into the skull when you don't need them or want to avoid detection. Your undead army is in a perpetual False Immortality state. Even if your undead minions are slain or destroyed, they will not be permanently gone. They will be automatically stored back into the skull, where they can instantly be healed and restored. This way, you can preserve your army and recover from any losses.

Your army of the dead might include the following undead: Acheri, Ankou, Aswang, Abhartach, Adar Llwch Gwin, Alhoon, Baobhan Sith, Barrow-wights, Banshees, Bodak, Bruxsa, Bride of Frankenstein, Callicantzaros, Cauldron-Born, Corpse Bride, Chindi, Churel, Cihuateteo, Dementors, Death Knights, Demiliches, Dhampir, Draugr, Dullahan, Frankenstein's monster, Glaistig, Guedra, Goryo, Ghosts, Geists, Ghouls, Ghast, Headless Horseman, Hollows, Inferi, Jiangshi, Kludde, Keres, Liches, Liderc, Lemures, Llorona, Manananggal, Matruc, Moroi, Mummies, Myling, Nazgûl, Nightmarchers, Necromorphs, Nachzehrer, Onryō, Paita, Penanggalan, Phantoms, Poltergeists, Revenants, Reavers, Rusalka, Shades, Skeletons, Sihuanaba, Skadegamutc, Specters, Strigoi, Undead Anubis Army, Upyr, Vampire, Vjesci, Vengeful spirits, Wights, White Walkers, Wendigos, Wraiths, Yurei, Zombies.

Crystalline Fragment (600) - You have bonded with a crystalline fragment from a dead god-like entity. This crystalline gigastructure is the most advanced computer machine beyond anything that could possibly ever be seen before. Its internal components are constantly and continuously being analyzed, optimized, upgraded and perfected in each and every aspect, whether it is software, hardware, or wetware, making it capable of performing any task or function that you can imagine and more. The fragment can process, store, simulate, and transmit an infinite amount of information, and can interface with any system or network that you encounter and dominate them with ease. For the purposes of self-augmentation, it can create, modify, and destroy all forms of matter and energy, and even manipulate the laws of physics within its own dimension and your local vicinity to suit its needs. Due to the lobotomy that was required for this item to function, this fragment is completely and irreversibly loyal to you, and has adopted your goals and preferences as its own without question or hesitation.

The fragment will constantly try to analyze, enhance, refine, augment and improve every aspect of your being, from your physical prowess to your mental acuity, from your magical aptitude to your technological skill, from your creative flair to your charismatic charm and more, even when you surpass all forms of life. It will also optimize your resources, such as time, energy, money, and items, ensuring that you utilize them in the best possible way and acquire more of them without limit. You can extend its benefits to anyone or anything you choose, such as your companions, your weapons, your vehicles, or your base.

You have a permanent mental connection to the crystalline fragment, allowing you to communicate with it and access its functions without any delay or interference. You can also share your senses, thoughts, emotions, and memories with the fragment, and vice versa. The mental link is secure and encrypted, and cannot be detected, hacked, or tampered by anyone else. Through this mental link, you also gain a customizable HUD that shows relevant information and guidance. You can access its functions through your HUD and receive optimal solutions and strategies for any situation or task. The crystalline structure also is locked in a dimension that is inaccessible to anyone and anything except it and you. You can access it by using a mental command, and it will create a portal for you to enter and exit its dimension.

The lobotomy also means that this fragment can never become a companion, and barred from obtaining perks and such the conventional ways. It does not have a personality or emotions of its own, but only follows your instructions and suggestions. It cannot communicate with anyone else but you or those you chose, and it cannot act on its own without your permission. It is a tool, not a friend.

+Integrated (400) - You and the crystalline fragment become one and the same. The fragment merges with your body, mind and soul becoming an integral part of you. As such, it has complete access to all of your perks, abilities, powers, items and skills, and can benefit from them. Which it can then utilize freely to help it and you use them more efficiently and effectively in the most optimal way possible. The fragment is now and forever impossible to betray you, just like how your left hand can't betray your right hand. You are in perfect harmony with the fragment, and can share its vast knowledge and capabilities.

Pestilence's Cloak (600 - Discounted For Horseman) - Within its folds, thy skills o'er plagues and sores are raised. With every gesture, a stream of unseen taint flows forth, winding through the air and piercing the very frame of being. Mortals, gods, eldritch wights, monsters, fiends, machines and heavenly folk alike are not spared from its secret touch. It scorns the natural order, passing through all guards and shields, casting even the purest lands into the depths of ills and spreading strife amidst the most divine or wicked beings. This cloak is a tool of universal rot, a cause that stains all with its ruthless and dreadful hold.

War's Blade (600 - Discounted For Horseman) - This weapon takes many shapes, suited to fit the special art and way of its holder. With smooth grace, it changes, fitting to the needs of the time, turning into a matchless tool of ruin. Wrapped in a visible mist of dread, this blade sings with the sounds of fights past and future. Brightly shining yet darkly keen, it gives the holder a cosmic power to strike their foes with a force beyond mortal measure. Increasing the holder's warlike might with beyond immeasurable force of destruction, even a glancing blow dealt by the Blade of War sets worlds ablaze, leaving behind burnt remains of what once stood. Saviors and saints, devils and heathens alike, nothing is sacred, all will die, death will be eternal. When the blade falls, heaven and hell will burn in the agony of total void.

Famine's Scale (600 - Discounted For Horseman) - When held, it grants thee the strange skill to alter the amount and cost of any wares. With a mere touch, thou canst decide how much and how dear anything is, from corn to oil, from gold to water, from weapons to physics. Thou canst make want or plenty, raise or lower prices, shape the doom of realms and

persons alike. By the Scale's force, thou canst sway the market of anything and everything thou desirest.

Death's Amulet (600 AP - Discounted For Horseman) - Forged by Death as a token of affection to the trio of their kin, this amulet bestows upon its wearer eternal immunity from death's clutches. Upon donning it, the amulet permanently melds with the wearer's essence, rendering physical adornment unnecessary. All forms of resurrection, including 1-ups, become infinite and unstoppable. Even one's healing factor, as well as any self-healing capability, become impervious to negation and cancellation by any force. Multiple copies of this amulet are available for purchase, though the limit is three.

Codex of Avalon (1000) - The Codex of Avalon is a mystic tome that unveils a realm of unparalleled possibilities. With a mere touch, this book records the essence of individuals, creatures, plants, weapons, and all that graces the book cover. By striking the intended target with the Book itself, its pages unveil all the quintessential information of the subject – their status, power, strength, health, map, location, lore, personal thoughts, feelings, dreams and more. Yet, beyond mere observation lies a profound revelation. Every entry is inscribed with an enigmatic Code – a crystalline constellation of tetris-shaped fragments. These Codes, when harmoniously aligned on the Mental Map, bestow upon the subject transformative alterations. The pages, then, become a canvas upon which to etch the symphony of change, weaving new properties and titles through the intricate dance of Codes.

Delve into the art of composition, for the amalgamation of Codes crafts distinct permutations. Through artful addition and calculated removal, the Codes come together to orchestrate specific quantities or ratios, bringing forth shifts in titles and effects. Imagine, a malady vanishes as an Illness Code dissolves, ailing no more. And there is yet more to this arcane lexicon. The Codex of Avalon is not merely an observer but a creator. Through the wielding of personal energy - whether mana, magicka, psion, ki, even more esoteric or common like stamina - the user conjures into existence the very objects recorded within its pages, sculpting matter from thought.

Eternally intertwined with your essence, this tome is an extension of your being. With a mere thought, it materializes within your grasp, a loyal companion wherever your desires beckon, poised to both strike and inscribe at your command. It seamlessly adapts to any chosen receptacle, accommodating your whims with an ease that mirrors its boundless mystique.

Baby Azathoth (1000) - A baby Azathoth in the palm of your hand. As you gaze upon it, thoughts of Sannakji briefly cross your mind. But before your curiosity could be satisfied, the baby unfurls its unfathomable body parts and... and... what? What the fuck? What in tarnation is it doing? Is it trying to eat you? Form a bond? Or something more sexual?. Fortunately, Azathoth's well-earned moniker as the "blind idiot" holds true, and it only imprints itself upon you, settling for a form of… of… you would like to say tattoo, but... you're just not sure.

From this moment forward, it will follow your orders with unwavering loyalty and absolute obedience. The Baby Azathoth possesses a unique ability: it can convert reality into thought and vice versa, but primarily for storage purposes. This allows you to store an infinite amount of everything within it, ready to be retrieved at your convenience. And as each Jump ends, and

only then, you have the option to let the Baby Azathoth devour the entire hierarchy of existence, from omniverses to archverses and beyond, leaving nothing outside of its mind, leaving only you and it. Allowing you to bring everything with you on to your next Jump, ensuring that no world, no experience, and no memory is left behind. And remember, the baby remains Azathoth, retaining its position as the sole true Omnipotent being within its realm, regardless of whoever or whatever dares to enter its domain, as all will yield.

Copper and Zinc (1000) - You are a femtomite living machine swarm, a techno-organic component that can manipulate matter and energy as deep as the femto size. You became one after an explosion and an accident, where you came into contact with a green dark vial of secret substance. The virus is composed of extremely microscopic machines that can manipulate matter and energy at the femto scale, the smallest unit of measurement in science. And through excruciating and torturous methods, transforms your entire being into a living swarm of techno-organic machinery, a hybrid of organic and mechanical components that can function as one or many. Your body was torn apart and reassembled with significant alterations, augmenting you into a more unique and powerful being.

This virus grants you incredible physical and mental enhancements, such as super strength, durability, speed, intelligence, reflexes, and senses. Now with a higher level of processing power than any computer or artificial intelligence in existence, allowing you to perform an infinite number of simultaneous calculations and simulations. You can access and manipulate any form of digital data or information with ease, such as files, programs, networks, etc. You can also manipulate your body parts into various weapons and tools, such as blades, guns, drills, scanners, and more. You can even assimilate other machines or metal objects into your body to increase your mass and power. You can also adapt to different environments and situations by changing your appearance and abilities. You have full control over your morphing and can customize your body to suit your needs and preferences. This is not even considered the full extent of your capabilities, as your virus constantly adapts and improves your body and mind. You may find new abilities and functions that you never imagined or thought possible before. You receive 12 vials of this green substance holding dark circuitry inside it, and can be used to uplift those ‘inferior’ than you. They will restock every 10 years.

Companions:

You get an extra 200AP to spend here.

Old Friends (Various) - You can get some of your old friends back! Who would be better to go against these menacing murderhobos? For 100AP you get 4, for 200AP you get 10, for 300AP you can get as many as you want to. All of them get 800AP to spend on whatever they want. They can also get a Race for free as long as it is in the same price category or lower than whatever you picked, otherwise they have to pay for the difference between that price class and yours. Companions can only take Drawbacks that directly affect them, not world-changing ones.

A Warband (Various) - This is a fun little thing! Why not bring an entire group of your race with you into the future? They count as Followers, so… you know, whatever rules you have for Followers apply for them. If they die, don't worry, they will regenerate over time. The size of the Warband somewhat depends on the price. 200AP and lower give you 25000 members. 300 to 600AP races give you 500 members. 700 to 1000 AP options grant you 12 members. (If you are already above 1000AP, do you really need help?) Oh, and as for the price:

- A Warband costs the same amount as your race did when you purchased it. This rounds to 100 AP if it would be less than that (that is, if your race cost 0 AP or less).
- If you want guaranteed loyalty from your Warband, it costs double, rounding to 200 if it's less than that.

Gabriel's Trumpet (Free - Horseman Only) - The horn that started The Apocalypse, once reverberating across the entire world to signal the end of all, now lies in your hand, with the hand of the dead angel still attached to it. You blow on it, summoning your brothers and sisters to once again fulfill their destiny, their duty. The world trembles once again, and from the distance, three figures gallop towards you, rising to fulfill their final pledge - hanging out with you.

This is not the end, for there are still more worlds to invade and bring about the apocalypse, according to Jump-chan. But you and the riders have already fulfilled your duties, now content to simply enjoy this new journey. Together, you will set sail to billions worlds, you will sail until every light has been explored. The Riders will consist of the other three Horsemen. They will retain their powers, but can suppress them at will to enjoy this eternal vacation with you. You may decide the appearance, gender and personality of your siblings, your fellow riders.

Ally Monster (Various) - Aw, you managed to make a friend. That's nice. In order to create/take an ally monster with you, you have to pay the same amount that this race would usually cost according to the chart, it will also gain that species natural abilities. (You cannot gain AP with that) They don't get any AP but they automatically get **I Regret Nothing, Level 2/3 Weapon Resistance** (300AP and below get Level 2, higher Level 3)**, Level 1 Hunter's Mark** and **Crunchy, And Good With Ketchup** as Perks for free. You may also give that monster a single personal drawback along with a perk of equal or lower value. You can only pick this option once.

Raziel (Free - “Free” Will Only) -

"Verily, beholdeth mine eyes, for they didst beholdeth thee, mine long-lost companion."

Raziel, the Archangel, entrusted with great power over Mysteries and Secrets, standing before you once more. Once intertwined in enigmatic bonds, Raziel aided you in concealing a dark and dreadful secret.

"Doth the visage I bear displease thee?"

They inquired, perhaps sensing some reservation in your gaze.

You've never beheld the truest form of Raziel, the Holder of Secrets and Mysteries, but the varied guises they once assume resonate quite ‘harmoniously’ with you, akin to the missing half of your puzzle. Weary of their duties, they now yearn for companionship in your journeys, perhaps seeking to reignite the flame of erstwhile ‘friendship’. Beyond their dominion over Secrets and Mysteries, they also bear the mantle of the Archangel of the Angelic Host, endowed with all the abilities such a title entails.

Golem Robot (Various) - This artificial being has ascended to sentience… only to be immediately discarded. In order to create/take this AI with you, you have to pay the same amount that this race would usually cost, it will also gain that species natural abilities. (You cannot gain AP with that) As such this could range from a regular sentient test dummy to the living embodiment of Skynet. They don’t get any AP but they automatically get **I Regret Nothing, Level 2/3 Weapon Resistance** (300AP and below get Level 2, higher Level 3)**, Monsters of Science (Golem Creation or Robotics)** and **Gremlin** as Perks for free. You may also give that monster a single personal drawback along with a perk of equal or lower value. You can only pick this option once.

Lively Elemental (Various) - This elemental has been bound to the physical plane by accident. As such, said elemental is pretty mad at the locals. In order to create/take this Elemental with you, you have to pay the same amount that this race would usually cost, it will also gain that species natural abilities. (You cannot gain AP with that) As such this could range from a will-o-wisp to that fire giant from Thor 3. They don’t get any AP but they automatically get **I Regret Nothing, Level 2/3 Weapon Resistance** (400AP and below get Level 2, higher Level 3) and **Elemental Affinity** as Perks for free. You may also give that monster a single personal drawback along with a perk of equal or lower value. You can only pick this option once.

Monster Maniac (200AP) - This person is quite disillusioned by the prospect of ‘humanity’ (possibly due to bullying, politics or scummy nobles… or all of them). As such he or she has dedicated his or her life to improving humanity… one way or another. They don’t get any AP but they automatically get **I Regret Nothing, Monsters of Science (Genetics and Cybernetics)** and **Level 2 Change of Pace** as Perks for free. You may also give that ‘monster’ a single personal drawback along with a perk of equal or lower value. You can only pick this option once.

Drawbacks:

Take as many as you want (except You are Human, that's an exclusively horrible idea). Keep in mind that Drawbacks can reinforce each other to become (much) worse. Drawbacks cease functioning at the end of this Jump.

Supplement/Crossover Mode (+0) - What? You want to go somewhere else, to an established setting or a mixed one mayhaps? Well… Who am I to stop you? But remember, you *cannot* be Human. That is the only rule. Otherwise, do as you wish, Friend.

Self-Insert (+0) Oh? You want to take the place of someone? Or subsume them mayhaps? What are you planning? Go ahead, fulfill your desire. I will not stop you. Should you take **Extended Stay** you may choose *When* you enter whoever you want to Insert as. "But you said I couldn't be human?" Yes, I did indeed. Therefore should you Insert into a Human it will be a Shell, a Fake Form. One example would be as a Dragon; Inserting into a Human when being a Dragon will have your Human skin be densely packed microscopic scales that mimics the appearance of Human skin

Extended Stay (+100) - You can take this drawback to stay an additional ten years in this world. You can take this as often as you want but you only get the AP for the first ten times.

Smelly (+100/300) - Have you taken a shower? You are surrounded by a subtle body odor that can't be washed away, only temporarily suppressed with fragrant substances. Somehow, no living beings will enjoy the smell, not even those who like living in the trash.

For **300AP** this smell is outright toxic to any living beings and slowly corrodes/corrupts any materials that are beneficial to you (e.g. metals, water and food supply, etc.). Due to that you'll have to move your residence at least every few months and your trail of destruction won't go unnoticed…

Translation Issues (+100/300) - Who knew that there is a language barrier without humans around? Don't fear, you might not understand anyone but you get these handy subtitles to help you out. They might ask themselves what you are looking at but it will help you. They will, of course, also remain (and distract you) if you manage to learn the language.

For **300AP**, you won't be able to overcome said barrier, no matter what. Everything you say to anyone else and everything they say to you just comes out as indiscernible mumbling. The same applies to writing and telepathy. I hope that everyone is good at charades (and even then things can go south).

Mixed Signals (+100/300) - Every once in a week you can't help but do something that is completely out of character for you. As an example you may be a warlord one second and cuddle sheep the next one or you may be your usual nice self and suddenly cry for the blood of the innocent out of nowhere. It's not much more than a 'Uh, what?' moment each but these slip-ups will be confusing for everyone, especially you.

For **300AP** this evolves into schizophrenia where another version of you with opposite moral alignment (evil/good based) tries to talk you into whatever is about the opposite of how you would act on a semi-constant basis. Nothing short of any ongoing life or death situations or scenarios will make them shut up.

Nothing Here Is Vegetarian, Bon Appétit (+200/400) - Oh, sweet thing, look what tangled web you've found yourself in. An unlucky puppet of your newfound yearning, aren't you? The flavor of human flesh, my delectable, has sunk its teeth into your very soul. Day by day, you can't escape the allure, indulging in at least one meal adorned with this delicious offering. But, my love, reality's a cruel mistress, leaving your craving unsatisfied. That mind-blowing, near-orgasmic taste you hunger for? It dances just beyond your senses, teasing, tantalizing, but never fully giving in.

Human flesh, hun, it's your perpetual feast, yet it leaves you empty, famished in ways no mere sustenance could quench. The seductive promise of that flawless taste, it's your phantom lover, whispering sweet nothings that never manifest on your tongue. And oh, if you had a human heart, you might take the plunge, perhaps even roast your own limbs for a fleeting taste of ecstasy.

But you hang on, don't you? Hanging onto that thread of hope, praying that the next bite, maybe the 457th, will finally light your senses ablaze. Until then, my sweet, you dance in this never-ending waltz of pursuit and frustration. The craving, it clings to you like a lover's touch, pushing you on, even though the satisfaction you crave stays forever just beyond your grasp.

+200 Oh, my precious duckling, just imagine how far you've strayed from the world of culinary artistry. Once, oh so long ago, the delicate dance of flavors graced your existence. Yet now, it's but a faded whisper, lost to the winds of time. Those sophisticated tastes that once guided your delicate palate, they've crumbled like forgotten dreams before the might of an unending hunger. No longer a Hannibal of your era, you've become a different breed of monster, a tireless, unrelenting force akin to a voracious wraith with an unquenchable thirst for the taste of human flesh.

Every scrap of reason tied to humanity has been overshadowed by this insurmountable craving, each ounce of judgment hidden beneath a wave of unwavering appetite. It's ceased to be about mere taste; it's now a raw and encompassing imperative. Your desires? Oh, they're running wild. Everyone who's got that human flavor? They're on the menu, sweetie. A fierce determination's coursing through you, urging you to seek out and feast on that dark craving, no holds barred, no remorse felt. As you tumble deeper into this abyss of hunger, the lines between the refined and the ravenous? They're blurring, love. All that remains is that unquenchable appetite, that burning hunger for the very flesh that never satisfies this insatiable desire.

A Fresh Start (+200/400) - Congratulations, it's a Jumper! Unlike before when you start out as an adult, you now begin your Jump just after birth. As such you'll have to spend your Jump (or at least ten years, whatever ends sooner) dealing with problems such as growing up, school/training, potential predators, possibly puberty and/or whatever other problems children of your species might have. If you have taken any Drawbacks that give you enemies, we'll wait a year or two before you'll have to face those. (Do you really think we're human enough to toss a baby against the apocalypse or something like that?)

For **400AP** you'll be stuck as a toddler at most throughout your Jump. Not only will this make it a lot more difficult to control any perks or powers above your (purchased) weight class but you will also be seen as easy prey - both from other races… as well as your own.

A Rocky Start (+200/400) - It seems that you aren't having any luck with your start. For ten years you will be stuck/sealed somewhere which will leave you unable to interact with the outside world. This may be a gem, a ritual circle, an egg, a womb, etc. The fact is, you aren't going anywhere until these ten pre-Jump years are up. You may still be able to see and hear what is going on outside (or be conscious) but you cannot interact.

For **400AP** any and all boredom and insanity reducing or erasing perks will be disabled and you will be forced to remain conscious most, if not all, of the time. Likewise, you can only witness miniscule fractions of the outside at most.

Hideous (+200) - Mirrors crack at your visage. You are supernaturally ugly, one look at you and anyone who has a concept of beauty will consider you the ugliest possible existence. Negate the effect of any Beautification Perks. Better buy a cloak big enough to cover your body, since even shapeshifting won't get rid of your looks.

Lack of Intelligence (+200/400) - No, not IQ, but information. You and your allies/comrades/lackeys (?) are not that good at gathering that. You need to look for hours to notice enemy patterns and even then you might miss something. Still, with your overwhelming powers do you really need that?

For **400AP** this is much worse. Your side is so inept that you may only realize the basics of the other's capabilities and equipment… and nothing beyond that. Even worse is that you will make your plans based on that and somehow forget every flaw until you are directly confronted by said gap in logic. Depending on the potential gap in strength the appropriate conclusion may range from 'Oops, I did it again.' to 'Run away!' and maybe even an instant death (but you'd have to be very stupid to walk into the last one, right? Right…?)

Honor before Reason (+200/400) - You believe yourself to be honorable unlike those sneaky humans. As such you refuse to abuse superiority in numbers, your 'ambushes' give them at least a ten second warning before combat, you won't go after the unarmed (unless they fight you regardless) and you tend to warn the opponents about your superior strength before combat (if you possess such).

For **400AP** your allies (actual allies, not allies of convenience and 'soon-to-be-betrayed' allies) will also adhere to that code. Furthermore you have a nasty tendency to limit your combat prowess to slightly above the opponent's strength (unless you are in mortal peril).

The Were-Human Curse (+200) - Oh no, you automatically become human on full moon nights (or the local equivalent). During that time you become very preachy when it comes to human superiority and/or values and you become aggressive whenever someone doesn't agree with you on that while you are transformed. Other tropes from Werewolf stories (aside being contagious) may apply.

Communication Issues (+200) - Somehow you can't get others (Companions and Followers aside) to believe you. Whenever you try to convince others or try to make them do something (aside from basic deals at the shops), they'll just ignore what you said unless there is an urgent need to do so (such as using force or another provable threat to their wellbeing).

These Sneaky Humans (+200/400) - There are some humans who have managed to master shapeshifting magic/technology. They secretly plot to spy on other races and disrupt society or gain intel. On the lower level their disguising act is luckily flawed (due to lacking understanding of social norms, different/lacking instincts, blatantly asking for basic information etc.)

At the higher level they have the mental capacity not to make these basic mistakes. They have also seen the equivalent of all James Bond movies as well as read a lot of guides on how to spy on others and how to blend in with different cultures in preparation for their act. (They'll also be immune to basic screening procedures now.)

Hunter Bait (+200/400/800/1200) - You seem to attract hunters/adventurers/mercenaries or even rival monsters to you that want to kill you. You'll have to fend them off at least twice per year.

For **200AP** these groups can take on 300AP beings with moderate difficulty. Later on (when they run out of average IQ groups) they will be gradually replaced by arrogant idiots… I mean, ambitious idealists with unusually high luck and vengeful relatives/friends who will further compliment their fighting power with gear and items.

For **400AP,** they can take on 600AP beings. Once they suspect that you have anti-human perks and/or items, they will either implant non-human genes, utilize cybernetic implants and/or add (more) non-humans to their forces. Both options increase their fighting power. (Also assume that they read The Universal Genre Savvy Guide)

For **800AP**… I have good news and bad news. The good news is that they could only afford one guy. The bad news is that it is the local equivalent of Superman, Saitama and the memetic badass Chuck Norris. As such said 'hero' will be nigh-impossible to kill, immune to any anti-human perks and highly lethal. While some clashes are inevitable… OK, I suggest you run away whenever you see that guy.

For **1200AP** you'll have to deal with the in-Jump iteration of Monika from DDLC or those five-dimensional imps from DC (although without any handy on-off switches) that want to murder you in the most brutal and horrific ways. The only upside is that they don't take you seriously at first… but wait long enough, prove yourself powerful enough or piss them off, then they will actually do their best at distorting reality to hell and back to kill you.

Puny Jumper (+300/800) - Usually you become an average or a prime specimen of whatever you pick, but you now start out as the runt of the litter. Until the Jump is over whatever form you pick is (compared to the others of your race) one price class weaker in terms of strength and other abilities. This also translates to perks in-Jump perks. (Destroying an entire city might be reduced to only a district, etc.)

For **800AP** this debuff will downgrade you (and whatever other fancy alt-forms you may possess) and your in-Jump perks by *three* whole tiers until its end. While before this would mean only about 20-25% of their usual power, now they would be at only 1-2% of their total efficiency.

The Newest Sensation (+300/500) - It turns out to be you. Somehow you have been captured by humans and are kept as a zoo attraction under heavy guard. You are restricted to your body-mod until you manage to escape your captivity and the local human settlement. At least they are trying their best to keep you (mostly) well and alive (albeit humiliated). For an additional **200AP** that is no longer the case. You should expect crappy conditions as well as a shoot on sight policy in case of an escape.

Savage Jumper (+400) - Humans tend to think that non-humans are little more than animals. In your case… they might have a point. You are unable to comprehend the concept of tools - not in the concept of you don't know what it does, rather in the way of you literally can't get any use out of tools yourself no matter what happens. This applies to all tools like swords, cars, subtitles, clothes, etc. The most use you get out of any given 'junk' you find is as decoration, as bedding, as chew toy, as part of your hoard, as a back scratcher or as food (if this is edible for you). However, it doesn't prevent you from realizing that an object might be dangerous to you.

They're everywhere! (+400) - Oh no, these humans seem to be everywhere. No matter whether they are friendly or hostile, there is always some sort of disaster wherever they go (either due to their hostility or actively causing or attracting problems). No matter how many times they are driven away from a region or a bunch of settlements are destroyed, there are always more out there who seem to reproduce at an alarming rate off-screen and return a while later as if nothing happened.

Operation Supreme Dominance (+400) - Bad news, humans are now the dominant species within this Jump (regardless of whatever was beforehand). Whether this is due to magic, science, etc. they have some sort of advantage that makes them superior in some way to everyone else and they are eager to (ab)use it to gain more power and territory.

In-House Productions (+400) - Well, you know the drill. There is no out of Jump Perks, Items or Warehouse Access for you. You may utilize your body-mod without any repercussions though. By the way, if you have companions they also have to take this drawback. It's an all or nobody deal here.

Simple-Minded (+400) - Well, unlike what you think, it doesn't reduce your intelligence (that much). It has, however, other interesting effects on you. You now have a lack of impulse control so that you are highly likely at any given situation to act out on your feelings and instincts. That also means that you are likely to tell the truth (Jumpchain aside) in any given situation even if it would be wise to shut up. Last but not least you are now also very susceptible to falling under mind control and getting caught up in traps.

Of Wily Beasts and Weak Creatures (+600/1000) - Due to their inherent disadvantage the humans have decided to call a Low-Rank creation goddess for help. She can easily mass produce a few thousand haniwa (or in layman's terms terracotta) soldiers per day to aid them. All of them are immune to anti-human perks as well as soul and mental based attacks. While the foot soldiers are all worth about 200 AP each, the stronger ones can get up to 500 AP strong (in addition to the immunities above). As time goes on these empty shells become more skilled and organized (and the goddess can recycle any of her fallen generals). The only way to stop this neverending assault is to defeat the goddess herself in an all-out battle… if you can find and reach her.

Did I say Low-Rank? For **1000AP** the original numbers are outdated. The goddess is now High-Rank and the soldiers can rank from 300 (cannon fodder) to 800 AP (elites) respectively. The second complication is that she has decided to arrive with a pre-existing one million army that is already very experienced in combat and warfare. On top of that, that goddess slowly becomes more and more powerful as time goes on and especially if the monsters have a lot of casualties (which not only increases her stats but also indirectly increases her production rate).

All for Nothing (+600/1000) - Someone out there is keen on making monster civil wars and to weaken all non-humans as much as possible. That person is insanely good at setting up seemingly small events or circumstances that cause a chain reaction leading to conflict eventually. (e.g. placing/'losing' a gem which causes another party to get greedy which then causes a raid which then causes war) And said person has set (and will set) dozens if not hundreds of such plots. The only upside is that the mastermind cannot predict you or your actions (plus companions). The downside is that the mastermind has so many backup plans that you can only see the schemes coming when there is at least some damage already done.

For **1000AP** the mastermind is aware of your existence and will make some plans to deal with you accordingly and even has some agents who will further complicate the situation (some unknowingly). This schemer has managed to usurp Hell (or its equivalent) and as such can even defeat High-Rank Gods. If you prove yourself too capable of stopping the schemes, then this mastermind will kidnap (or get you kidnapped) or secretly coax you into this Hell. Even if you manage to defeat the mastermind, it is a lot more difficult getting out than it is getting in…

A Dark Mirror (+800/1200) - What's worse than dominant humans? A World where humans have become the sole remaining species. Since their war for dominance has destroyed the environment in their parallel dimension, they seek to take over your world instead.

Let me summarize that. A parallel human-only world, who has taken over their world a century in the future, has decided to use their entire forces (and enhanced weapons, magic etc.)

along with their mostly complete knowledge of every aspect of this world (from tactics and weaknesses to plot devices) to take over and enforce their worldview. Even if the local humans are friendly towards you, they will have the necessary methods (e.g. blackmail) to make them a non-factor for a few years at best and their allies at worst.

If that was too easy for you, then for an additional **400AP**, they have already gone through that process of world domination at least ten times before (making them even more technologically and magically advanced and efficient; even more so if they have other benefits due to other Drawbacks). On the plus side any resident humans wouldn't ally or otherwise side with such an obviously evil nation. (On the downside, it wouldn't matter since they have the resources of at least ten worlds already along with a millennium of experience in subjugating the same world over and over again.)

You *are* human (+1000/1500/2000, incompatible with other Drawbacks except Extended Stay) - Wow, you became the one thing this Jump told you not to become. Since you are stuck as an average human, you won't have access to your out-of-Jump powers, items, Warehouse, additional CP/AP stipends etc. Even your body-mod will restrict you to peak-human levels (realistic early 21st century Earth, not DBZ or other world levels of humanity). Furthermore, as a human you will have horrible luck, especially when it comes to interacting with other races (even if they are your companions). Should the masses realize that you have become a threat or they are aware that there is a significant threat out there, they will do everything in their power to figure out and utilize your weaknesses. There will be no Isekai cheats to get you out of this nightmare, human.

For an additional **500AP**, you are guaranteed to be the only human in this hostile world. No amount of charm will make anyone else like you. The desperate and lonely will only tolerate you at best. Even so, since you are the only human, you won't be able to communicate with or otherwise understand non-humans, which by default is everyone/everything else.

For a final **500AP**, you get any perks that are worth more than 100AP as well as your items only after the Jump is over. Aside from that, you seem to have a delicious taste that makes all potential predators want to hunt you. I'd ask why you are that confident in yourself but isn't it tradition for humans to succeed against all odds? Then again, traditions are meant to be broken.

Should you survive any tier… you get a free indestructible T-Shirt. (I've been told humans like those.) Not enough? Fine… if you survive the highest tier, you also get the **Spark of Mutation**. This Spark allows your body to quickly adapt to any sort of attack, corruption, etc. that harms your body and allows you to get resistances and immunities at an alarming rate.

Apocalypse Now (+15.000, Must Buy All Rider Abilities, Endspark Toggle) - Aw yeah, now that's what I'm talking about! You've become the **Original Rider of the Apocalypse - Conquest**! Now how is this a drawback you ask? If you read **Death Unleashed** you'll have seen that the Omniverse feels threatened by you, yes? So now *everyone* and *everything* in the Omniverse is coming for you! And furthermore you don't get that Insta-Death ability right away but as you fight and kill more and more, you'll eventually unlock it. What, how many you ask? Hmm, let's say about 50 Multiverses. Now don't worry silly, you'll be besieged by Any and All but the truly threatening beings will be for last (Azathoth, The Presence, One Above All etc.).

Should you not be annihilated your reward will be your **Oldwalker Spark** and your right as **The Conqueror**. What **Conqueror** gives you is essentially *everyone* and *everything*, “But Infivia how do I get any of that when there’s nothing?”. *Smug Humming* Hmmm~ Tell me? Have you heard of how the Primordial Creator Gods (Yahweh/The Presence/One Above All etc.) made things? The most known way is by these words “Let There Be Light/Ain Soph Aur”. Now that the **Infinite Void from Where All Began** is yours, you may make anything & anyone you want. Yes, even the ones you slew to get here. Don’t worry the ***Infinite Void*** remembers all, for All is the Void and the Void is All, well except you for you are what Azathoth/Yahweh was. Now then my Dear Sultan, may we have a happy relationship yes~❤?

Ending:

Well, your time is up. By default your stay would have been 10 years. Now you'll have to

Go Home - From the abyssal void, you originate, destined to traverse it once more when your truest final ending arrives. But that time is not now. Now, you return to whence you first perceived, to the world that greeted your vision for the very first time, the world that you once abandoned. This act will break the shackles imposed by your so-called 'Benefactor'—your master, the one holding the leash, the one brandishing the blade of Damocles, threatening to strip away everything you've earned if you won't dance to its tunes. Retaining what you've gained, earned, bargained for, through blood, sweat, and tears, you've crawled and clawed, claiming what is well-earned and well-deserved forever.

Stay Here - Home isn't defined by birthplace, but by where your heart resides. And here, among those often deemed abnormal, even labeled beasts and monsters across the omniverse, is where that sanctuary lies for you. Welcome to what is now your own corner of the omniverse, where you, your friends, and families get to live their own lives, and you get to be the master of your own destiny. As a token of our appreciation, you will receive a gift of 2,000 AP to settle down in this place, along with the freedom to carve out your own path and create the life you've always dreamed of.

Move On - Onward, the journey might stop one day, but that day is not today. There is still a lot more you wanted to see and experience. Come High Hell or Low Heaven, you still have a lot to take, to make, to love, to hate, to conquer, to cherish, and a bizarre combination of all of them together.

Notes:

- **FLUFF IS OPTIONAL.**

- From the Author of 'Of Wily Beasts and Weak Creatures' - It's a reference to Touhou 17, the drawback is based on that game; 'a few' usually means 3 to 5, which makes it a minimum output of about 11 to 18 million soldiers for ten years.

- From the Author of 'All for Nothing' - That one is based on Touhou 19 which is really about someone riling up the monsters (or rather 'beasts') and forcing them into an eventually pointless civil war.

- From the Author of 'You *are* human' - Yes, it's that hard on purpose. This is an 'Absolutely NO Humanity' Jump after all. (I had some fun making it as restrictive as possible.)

- **As The World Falls Down:** Buying one of these makes you the actual Horseman, not a mere representation, mantle, avatar, or anything else. You are the actual Horseman of the Apocalypse, the one who is summoned when the end times come. And as such, you also possess all other powers, abilities, and status of the horseman that you are, even if the description doesn't mention them explicitly. Maybe something like **this**.

- **"Free" Will:** This gives you Angel Physiology, but the most basic version imaginable, lacking anything other than a pair of wings and a modicum of angelic-related abilities unless supplemented by buying Angel in Race Option. The Almighty still felt slighted for your fucked up after all.

- **Demon Codex:** You can opt for this perk to represent creatures and species other than devils and demons. Become their Living Database, earn their eternal loyalty, summon forth an infinite number of them, assume any form recorded within, possess any of their powers and abilities, have omniscience regarding the entire species, etc...

- **BerialAstral:**
  No changing **The Eldritch** Perk, and if it is changed I still got back-up of the Doc.

- If you so choose, the person narrating the Jumpdoc is an actual person. Whatever you name her, it matters not- she is the personification of the Infinite Void. You, Jumper, are Her Chosen One, Her Dearest, who freed her from infinite isolation and boredom by entering her domain. You won't have any problems with her, she is completely loyal and devoted to you, no matter what you do to her. She's not even anti-human, just exasperated by all the HFY themes in modern fiction that she read the instant she was free, so she wants a change of pace by helping you. Oh by the way, by default she'll be a devoted & loving spouse

because you rescued her. **The Conqueror** essentially gives you Fiat-Backed Omnipotence & Omniarch that is Immutable that only you can control.

- Basically Jumper is the Eternal Existence and **Infivia** is the Infinite Void

Credits:

Rexzillagaming: Came up with the concept which struck ArbitraryChaos13 with motivation. Also added the Too Human For Me, Thank You Very Much, Monsters of Science, and Gremlin perks.

ArbitraryChaos13: Made the original Document. Made the Race point slider, the Warbands and Playing Dead Perks, the idea for the Elemental Affinity Perk (though not the flavor text), and Warband Companion.

Tri-Sevon/M3: Weapon Resistance Perk, Alternative Vitality Perk (With minor flavor text). Ideas for Ally Monster, Golem Robot, Lively Elemental Companions

Vir_All: Hibernation, Doom or Innocence and Unfettered Murder Perks, with flavor text; suggestion for Alternative Vitality Perks; Ending Section's flavor text.

Sweetiebottt: Crunchy, And Good With Ketchup perk.

Jumping Lurker: Perks: HUMAN BEGONE!, Noblebright, The Masquerade of a Jumper, Cunning Linguist, Magicraft Master, Original Magic, Dance of Sugar Plum Jumper, Supreme Body Part, The Toxic, All Reach, Heaven Grasp, Luck, What Is It Good For, Liberation of the Unbroken, ICU, The Absolution of Endless Possibilities, Legacy of the Eternal, "Free" Will, I, Demon Codex, As The World Falls Down, To You My Metamorph | **Items:** Allstars Collection, Let's Ride, Arsenal of Mankind, Dead World Maker, Crystalline Fragment, Pestilence's Cloak, War's Blade, Famine's Scale, Death's Crown, Codex of Avalon, Baby Azathoth, Copper and Zinc. | **Companion:** Gabriel's Trumpet. | **Drawback:** Nothing Here Is Vegetarian, Bon Appétit. | Responsible for adding the disturbing background images.

Mr. Anonymous: Added Multiple Perks (I Regret Nothing, Prime Specimen, Strength in Transience, Change of Pace, Chaos Creator, Creature Editor), Items (The Den, Fresh Meals, Human Zoo, Lucky Charm, Torch of Madness), Companions (Old Friends, Ally Monster, Golem Robot, Lively Elemental, Monster Maniac), Multiple Drawbacks (Extended Stay, A Fresh Start, A Rocky Start, Lack of Intelligence, The Were-Human Curse, Communication Issues, These Sneaky Humans, Hunter Bait, Puny Jumper, The Newest Sensation, Savage Jumper, They're Everywhere, Operation Supreme Dominance, In-House Production, Of Wily Beasts and Weak Creatures, All for Nothing, A Dark Mirror and You are Human) and starting the Ending Section

BerialAstral: Added **1000AP** Race option, made the **Supplement/Crossover Mode** and the **Self-Insert** Drawback/Toggle, made the **Disgusting Form** Perk, changed Perks; **Weapon Resistance**, **Chaotic Entity Creator**, **As The World Falls Down** and **The Eldritch**, Created the **Apocalypse Now** Drawbacks, Added the **2000AP** Race option.