

Campione DLC

-Extra OC Authorities-

These will be added to the main doc when I have time. Maybe. Probably.

Made by Ricrod

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Transcendent Arahāt

Chant: *“It is kindness that allows life, it is resentment which allows death, it is the world of five elements that creates the circle of existence. It is I who has understanding of this; thus, I am unbid and free.”*

Effect: This Authority is merely the fruit of knowledge, the complete understanding of the five elements (wood, metal, fire, earth and water) allowing the user to manipulate them to his will. It’s this same vein of knowledge that lets him use the 72 Earthly Transformations, ranging from a humble housefly to a raging demon capable of matching any God. The last effect of this Authority is the immortality granted by knowing the previous secrets, which makes the user stay unaging in the prime of his body.

Downsides: While the knowledge can’t be taken away once given, the power itself can be sealed as well as the immortality granted. Having it reactivated many times may cause psychological scars in the sense of self.

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Pride & Greed

Chant: *“For it is I who is superior to all mortal beings. For it is I who is capable of granting death unto those that not know it. For it is I who is lone at the end of victory over all creation.”*

Effect: An Authority manifesting as two weapons, capable of changing forms, but always mirrors of each other. Both must be used together for their effects to work. The effect of the first weapon is a curse, upon the user selecting a victim, the weapon shall weaken it passively and twist the strings of fate to force a mortal encounter with the user. The second weapon is a blessing, for it grants the user the strength and powers of those slayed with this Authority, twisting fate to cure his bad karma and give all the good luck the foe would have enjoyed shall they had lived.

Downsides: The Authority is semi-sentient, and it hungers for foes to hunt. Weak or strong, doesn’t matter. But if they are called too many times without using them for murder, they shall turn against its user.

Four-Leaf Miracle

Chant: *“Let the blind see the world, let the sick be healed once again, let the broken-hearted know true love, let my prayers become law. For the unknown isn’t to fear, but to enjoy.”*

Effect: A humble power, perhaps. Manifesting as a four-leaf clover, this authority manipulates luck and entropy, creating true miracles for the user. It can be used four times, once for each leaf. The effects that it can bring are only limited by the wishes and desires of the user, capable of resurrecting the dead or giving lost knowledge. However, the four leaves can be used together to create a singularity that defies fate, making the user the ‘luckiest’ person to ever exist for a single moment, in which he’s capable of saving a world already doomed or other similar feats.

Downside: Each leaf will take hundreds of years to regenerate, some decades at the soonest if supplied constantly with great amounts of magic.

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Fruit of Creation

Chant: *“Open thy heart and come forth, be from soil, from dust, from earth or water. I shall grant you life, I shall grant you meaning, I shall grant you future. For I am the creator of all living beings and their supreme ruler.”*

Effect: Perhaps the most iconic power of a God, the ability to create life. The user is able to mold, design and build living beings, not only their bodies and minds, but also their souls. This comes along a complete understanding of how souls and biology of all living beings on the planet work. To complement the future creations. The user shall determinate all their details, including their characteristics, appearance, powers, lifespan and even if they possess free will or the ability to evolve.

Downside: The creatures created this way can’t start stronger than the creator, nor possess powers the maker doesn’t have or at least understands, although they can be given the ability to evolve or become stronger. Time, magic and resources to create them vary according to their details.

Light At Night

Chant: *“Oh, moon, dance with me tonight again, let your presence scare away my enemies, let your light grant me knowledge, let your beauty make all wrongs right. For I shine brighter away from the sun.”*

Effect: The powers this Authority bless upon the user are varied, all depending on the moon phases and the time of the day. Last quarter would let the user summon creatures made of moonlight, while New Moon would grant the user an anti-magic power strong enough to outright cancel other Authorities. Added to that, the user also gains a way to control the position of the moon to some extent, however, it's a highly taxing task. Even more all the effects are dependent on the moon's visibility, even a cloudy weather would diminish the effects.

Downside: It's greatly dependent on weather circumstances and the time of the month.

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Blood For Blood

Chant: *“Let life deny me, for I am stronger. Let light be away from me, for it fears me. Let warmth escape, for I can reclaim it whenever I want. This me is immortal, unending, peerless and triumphant at dusk.”*

Effect: A monster, a hero, a tyrant. This Authority makes the user into something akin to a vampire at first glance, but the powers wielded are nothing like the usual image of them. The ability to shapeshift into mist and creatures associated with nighttime, the ability to mesmerize weaker beings with a single glance, an unaging body that only grows stronger the more time passes, mastery over dark and blood magic, siphon life energy and magic by sucking blood and the ability to create loyal lesser vampires, strong as a Divine Ancestor, by sharing a drop of blood.

Downside: While the stereotypical weakness of vampires don't apply to the user, direct sunlight does weaken them, and while the lesser vampires will be completely loyal to the user, they will have one random weakness associated with vampires (like silver or garlic).

Star-Devouring Monster

Chant: *“Quench my thirst with their blood! Sate my hunger with their meat! Still not enough! I shall claim their bodies, souls and hearts as mine! For the void I possess can’t be ever filled!”*

Effect: Rather unorthodox method of recovery, a power that converts everything into energy for the user. The magic around him, the attacks from their enemies, kinetic energy, sunlight, sound, and even nearby physical objects can be converted into raw energy for the user, healing them, fueling their magic and much more. The user can also summon an ornate knife that will steal the life force of those stabbed with, transferring it to the user to massively empower them and heal all their injuries. Under extreme circumstances, it’s possible to even ‘eat’ things like ‘distance’ or ‘time’ to fuel the user, although such would cause drawbacks after the fight.

Downsides: Designed for long fights or sieges, this power isn’t suited for quick combats, being unable to expand the output or energy pool the user possesses, by itself. Living beings may resist this to varying degrees, depending on their magic power.

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Red Strings of Fate

Chant: *“My path is clear. Now I shall be the one. I shall be Authority. I shall be above. I shall lead victory itself. For no God or Man can deny their destiny.”*

Effect: An Authority of the highest order, backed by fate itself. A passive ability that makes the user encounter new allies for each foe he meets. These possible allies shall have something to aid the user vanquish their foe, giving him all the keys to victory. Yet, the true worth lies in those connections, which shall only grow until the user puts a stop to it. If those bonds are nurtured, then the allies shall always find new ways to aid the user, no matter how strong the foes become.

Downside: It relies heavily in the user being at least willing to socialize with a small number of people at the time. Also, beware yanderes.

Notes:

>Authorities work a bit differently for Gods and Campioni. The former are the original users, if you're going with that option then just ignore the downside, it's not a thing for you. The overall effects are bit more pronounced as well.

>All the Authorities here are worded a bit vaguely so you can adjust them to your build better. If you want the vampire authority to be less 'Dracula' and more 'Carmilla' then go for it.

>Authorities wielded by a Campione can evolve depending on how you use them, how much and the likes. Basically, mastering them makes them also adjust more to you.

>For a God the only way to gain more Authorities is through expanding their myth, or legends associated with him. Worship doesn't exactly make them more powerful, but it can add stuff to their arsenal. Not sure if the forced change in personality is worth it, so we'll just assume it doesn't happen to jumper.

>May add more Authorities or change the ones here before adding it to the Campione jump doc.

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