The Witch’s Bloody Paintings/ Mysterious Paintings/ The Witch’s Monster Art Collection / The Witch’s Monstrous Paintings/ The Curse of Loki

Jump by ProsecutorGodot

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Introduction:

Welcome jumper to the central continent. It has been over a hundred years since paintings capable of miracles were spread over the continent.

Yet human greed remains bottomless and the overuse of those incredible objects corrupts them into bloody paintings that thirst for human blood to say nothing of those who misuse them on purpose. An immortal painting named Loki has worked tirelessly for over a hundred years to destroy those paintings all in order to fulfill the wish of his creator, the very same witch who painted them.

And behind it all lies a conservation group with designs regarding the paintings.

Now take those 1000 CP and choose your path.

Origins:

Choose your age and gender freely. Any Origin may be taken as Drop-in

Free- Vinculum Section 4 / Doltron

The Vinculum Company is the biggest group of traders on the continent with their first three sections corresponding to deliveries, sales and manufacturing respectively. The mysterious fourth section is a group entirely dedicated to the recovery and sealing of Bloody paintings. It is also the group that the protagonist Loki is part of.

You could instead be part of Doltron, a city that holds the biggest black market on the continent while somehow maintaining a sense of freedom instead of oppression.

Free- Conservators

A group founded by Noaliam dedicated to the conservation and preservation of beauty in all its forms. From generous donations from nobles and merchants, they have become a group spread all over the continent while providing free healthcare thus making them highly popular.

However, behind closed doors the group is obsessed with recovering Bloody paintings and experimenting on kidnapped patients with them.

100 CP-Painting

Rather than a human, you have become a painting much like Loki. This grants you strength much greater than a normal human and abilities related to a theme. Your appearance can be anything from human to animal to inanimate object or anything you can think of.

When in a Bloody Painting state or otherwise berserk state, your form becomes more fluid, darker in coloration and potentially gains multiple red eyes.

Optionally, instead of being a painting, you could be an artificially created hybrid like Rolf.

After this jump, your Bloody Painting / Bloody Painting Hybrid form becomes an altform.

200 CP- Witch

To think there could be another. You are a witch with the same incredible power as Aisha who created the Bloody Paintings that drive the entire plot of the story.

You may be related to Aisha in some way as family or perhaps be a more distant relation like Liché and the other distant descendants of the ancient group.

Locations:

Roll or choose, it doesn't matter.

1-Vinculum Company Headquarters

The Headquarters of the Vinculum company. There are few places better if you wish to trade, form business connections or look through the expansive library kept here.

2-Isha's Village

The hometown of the reformed thief of Vinculum section 4, Touyan. The village is currently facing a plague from a Bloody Painting used by a group of Conservators.

3-The Witch's Grave

The grave of the miracle witch Aisha built by Loki on her favorite hill. It is actually empty since Noaliam kept the witch's corpse at the headquarters of the Sacred Art Foundation.

4-Doltron

A city that holds a thriving black market. They are currently undergoing negotiations with the Conservators to legitimize their business.

Harry, an old man that has lived in Doltron for most of his life does his best to sabotage the process with the help of his Bloody Painting scarf that can allow him to transform into the form of anyone he sees.

5-Headquarters of the Sacred Art Foundation

The Headquarters of the Conservators that protects the tower of Bab-Hell and where they experiment on kidnapped patients. Needless to say, it is a dangerous place to be if you aren't a conservator.

Aisha's body is kept in a garden at the top of the tower.

6-Anywhere Else In the World:

With such a large continent there are many other places to visit. You could even go to places unseen during a story such as the mysterious Lands of Harmony.

General Perks

Free – Like A Painting

This world in spite of its flaws is truly beautiful. This perk allows you to take the art style of this world with you which you can toggle at-will.

This can even work in a way that makes the world a much cleaner place than it should be according to the time period depicted.

100 CP Courtesan's Beauty

The setting has some fairly attractive individuals. Your beauty however surpasses even the most sought-after courtesans.

Furthermore, you know not only how to leverage your good looks but also possess impressive social skills.

This is coupled with a flawless ability to mask your thoughts and project the personality you want.

This also grants you the managing skills necessary to protect and thrive in the world of courtesan houses.

100 CP Fighting Skills

This world contains danger from bandits prowling the roads, hostile conservators and the Bloody Paintings.

You possess fighting skills strong enough to overpower bandit groups and survive encounters with Bloody Paintings though this alone isn't enough to defeat them.

200 CP Traveler's Skills

In spite of possessing vaccines, guns and phones, travel in this world is usually done either on foot for short distances or through carriages drawn with horses.

You possess all the skills needed to thrive in such conditions as you possess incredible stamina and skill in riding horses and driving carriages.

You also gain a perfect sense of direction and survival knowledge that updates each jump so that you may always find water, edible plants and animals.

200 CP Polyglot

In spite of Loki and the rest of section 4 travelling vast distances it seems everyone speaks the same language. You can perfectly read, speak and write all languages of the setting which updates in future jumps.

This is coupled with updating knowledge of the relevant cultures so that you won't commit a social or cultural faux-pas.

400 CP Captain of the Sea

Though they were taken down by the First-class Conservator Miguel, there was a pirate group that terrorized the northern seas. You possess all the skills from fighting to sailing and gathering a crew you would need to rule the seas as a fearsome pirate. You are strong enough fight back against powerful Bloody Paintings.

400 CP Childish Fortune

Bloody Paintings once corrupted tend to become dangerous and bloodthirsty and yet a young boy managed to unknowingly become family with one of them to the point she chose to be destroyed as his grandmother than harm him.

Much like him, you possess a strange fortune and affinity with monstrous entities who would treat you like family while doing their best to resist their monstrous urges to not harm you or anyone else. You simply bring out the best in everyone around you.

600 CP Bab-Hell's Architect

The ancient tribe possessed powers that no one else did such as lighting candles or levitating objects. Their greatest work is the legendary tower of Bab-Hell that they built to pool their powers together with the tower still standing even 3000 years after their downfall.

You too possess incredible architectural, building and engineering skills such that you could create incredible buildings that can channel abilities, magic and supernatural energies in general to achieve incredible feat, even sending someone thousands of years forward in the future.

Furthermore, your creations are immune to decay and entropy.

Capstone Boosted: Bab-Hell's Genius

It would seem that your genius is even greater than that tribe. Your genius is such that you are always at least 3000 years ahead of the greatest genius and civilization of the setting.

You can Blackbox your creations to make it impossible to understand how they function and restrict their use to certain categories of people or individuals which you can even limit to a single person.

Furthermore, your creations no longer simply pool powers together but outright massively amplify them. You could use an ability to light a candle to create a conflagration great enough to burn down entire continents.

600 CP A Miraculous Event (Capstone Booster)

The story of Loki and the Bloody Paintings seemed to end in a bitter way as their destruction would also cause the death of all Painting Hybrids and experiment victims and yet the witch Aisha made a miracle happen to allow them including Loki to survive as normal humans.

You too possess an incredible ability to bring miracles and happy endings about such that as long as you work for it, no setting or story is too dark or doomed for you to give it a perfect golden ending.

This perk is a capstone booster.

Vinculum Section 4 / Doltron

100 CP Manufacturer

One of the most common professions is that of manufacturing. Choose one artisanal profession such as blacksmith, carpenter, leatherworker etc….. or even something more specialized like doll-maker.

You gain a lifetime of experience with that job on top of incredible creativity and ingenuity in that field.

This is more than enough to make you a legend of your craft and afford you a level of luxury rarely seen outside of rich merchants and influential nobles.

The skills update in future jumps so that they always remain relevant to the setting.

One Free, further purchases are discounted.

100 CP Merchant

If you are part of the Vinculum company or Doltron, you likely possess mercantile skills.

You gain a lifetime of experience in mercantilism and deliveries. This includes but isn't limited to how to set up a business, invest, reap the greatest returns, negotiation skills, planning trade routes and logistics.

The skills update in future jumps so that they always remain relevant to the setting.

200 CP Jester of the City

Harry is an old man who believes in the freedom of trading embodied by Doltron and isn't afraid to play tricks to sabotage negotiations even at his age.

Much like him, you possess incredible agility, speed and ingenuity to play pranks and sabotage endeavors.

Furthermore, you also possess great fortune which could allow you to find useful objects like a scarf that can allow you to shapeshift.

Finally, old age no longer affects your physical abilities. Even when you are over 70 you will still be able to leap over buildings as easily as when you were young.

200 CP Thief of Habit

Touyan is a kleptomaniac ex-thief who tries to reform his ways.

Much like him you possess great physical strength, flexibility, agility and resilience that could allow you to survive even against a Bloody Paintings. You can even live and fight perfectly even if you wear handcuffs around the clock.

You also find it easy to build bonds and bring out the best in criminals such that they would even defy the orders of their boss if it was to save you, even from the clutches of a dangerous gang boss. You can also easily talk people out of their depression.

Your pickpocket skills are out of this world as you could easily pickpocket someone as skilled as a high-level conservator with neither of you noticing.

This is a coupled with a bizarre fortune that could see even your kleptomaniac tendencies being helpful with you perhaps accidentally pickpocketing a map to the hideout of a bandit group you were looking for.

400 CP Beautiful and Strong

Petty possesses incredible strength that beggars the mind.

Like her, you possess incredible strength and skill with weapons like axes such that you could easily shatter and send flying even the giant stone wings of the Sky Prison Asgard.

You are even strong enough to duel a high-level conservator who uses a Bloody Painting as a weapon.

You are an extremely skilled and fortunate treasure hunter such that not only can you find incredible treasures and lost artifacts but anything you find will end up greatly benefiting you. This could even be something like a fully functional train with a canon that can safely send you and your friends all the way up to a prison in the sky.

You are incredibly attractive and have all the skills needed to leverage your appearance. This also comes with the skills to juggle a

large number of lovers with none the wiser if you don't want to confess to it.

This can also link your beauty with your strength such that growing stronger makes you more beautiful and vice-versa.

400 CP Marvelous Doctor

Levi is the Doctor of Section 4 and perhaps the man most familiar with Bloody Paintings and their functions outside of Loki and the high-level Conservators.

Much like him you possess incredible skills in medicine and pharmaceutics including creating your own cures. You can even create explosive solutions and safely contain them in easy-to-carry glass vials that you can lob at your foes like homemade grenades.

Your knowledge applies both to humans and supernatural entities like Bloody Paintings. This includes rapidly making discoveries and coming up with solutions to unexpected situations like a weakening brought by the loss of hemopigments.

The skills update in future jumps so that they always remain relevant to the setting.

600 CP Section Leader

The Vinculum company was founded by Sanchen's family centuries ago and still stands to this day. He created Section 4 to help his friend Loki, recruited numerous helpers and all while keeping a close eye on rumors related to the Bloody Paintings.

Like him you possess incredible leadership and intelligence gathering skills. You could go from a young man to the well-known leader of a massive section you created as part of a continental company in a few years. This also applies to managing people with strong and difficult personalities so that they can apply their strengths and abilities to the fullest.

You also possess great intuition and investigation skills as you could quickly find the dark truth about an organization that managed to deceive the continent for decades.

Capstone Boosted: Company Chief

If before you were worthy of being section chief, now you could easily become the leader of the company. You possess all the skills you would require to oversee the work of companies that span continents and perhaps the entire world. You always manage to stay ahead in your dealings no matter the competition.

Your investigation skills could allow you to find the truth about civilizations that disappeared thousands of years.

You can also easily instill loyalty in your employees and subordinates such that they would risk attacking a prison in the sky owned by a massive organization to save you if you were ever captured.

600 CP Owl Head

Oboro is a mysterious member of Vinculum Section 4 who somehow knows about Asgard's prison layout, the important members and even its flight path.

Much like him, your knowledge and information-gathering capabilities are top-notch such that uncovering even the most well-guarded information would be a matter of when and not if.

Somehow, your allies and acquaintances also respect your privacy and sources instead of asking how you could get such well-detailed information.

Capstone Boosted: All-Knowing

Is what some people may very well soon call you. If your abilities before merely stretched belief, now you may very well call yourself a Deus ex Machina in jumper form.

You always gain the knowledge and information you need long before you need them and all without the slightest effort needed. This is coupled with an incredible ability for planning and creating countless contingencies to turn even the most desperate situations to your favor.

If knowledge is power, you may very well be the strongest there could ever be.

Conservators

100 CP Collector

The (public) goal of the Conservators is to preserve all that is beautiful.

To do that, you know everything there is to know not only about art, its history, the various techniques and artisans but also how to preserve and restore it.

You also know how to properly store and display them if you feel like keeping them under lock or exposing to the world in the form of an art gallery or museum.

The skills and knowledge update in future jumps so that they always remain relevant to the setting.

100 CP Deceiver

While there are many low-ranking members who genuinely wish to do good, any conservator tied to a higher-up will take part in crimes on their orders.

To help with that, you excel at acting ignorant and putting an altruistic façade to hide your intentions.

You could act as a charitable healer in a village struck by a mysterious plague while being the mastermind behind it with no one the wiser.

200 CP Bandit Priest

Elena under orders and manipulation of the conservators masterminded through bandits a series of gruesome murders and robberies to draw out Loki.

Like her, you excel at drawing the loyalty of and using criminal elements like bandits to set up highways robberies and other crimes that can bring great wealth.

You can also perfectly cut ties with them so that their actions can't be traced to you.

You are also a great fighter with the sword and knives including throwing knives. You could perfectly fight with a sword while juggling a large number of knives in combat.

200 CP Infiltrator

Bichou/Bityou, Touyan's missing brother was adopted by the Lopez family and then joined the Conservators to infiltrate their headquarters.

Like him, you possess incredible planning and infiltration skills. You could appear out of nowhere and become the respected son of a noble family.

You could infiltrate an organization as powerful as the Conservators and rapidly rise through their ranks to infiltrate their headquarters all while discovering their most well-hidden secrets.

This also includes perfect manners and knowledge of etiquette in both this and future settings.

400 CP Sacred Interrogator

Ishka is the feared interrogator of the Asgard Sky Prison.

Like her, you possess incredible skills in both torture and interrogation. You can make even the toughest criminals confess to their crimes and admit their guilt.

Even without fusing with a Bloody Painting, you possess the ability to look through and edit memories in a very short amount of time no matter how long ago the memories were.

You could even use this ability to brainwash your targets and implant directives like loyalty or hatred towards a specific individual.

400 CP Painting Experimenter

The Conservators kidnapped many patients for their cruel experiments to fuse humans with Bloody Paintings.

You have perfected their arts and can safely fuse together even entities that should be opposite. In doing so, you may choose which side is dominant.

Regardless, the combination will gain power including whatever supernatural abilities the components had much greater than either could alone.

This applies to Bloody Paintings in this jump but can apply to any sort of creature in future jumps.

You are skilled enough that you can safely apply the operation to yourself even unaided.

You also know how to safely separate chimeric entities if that is ever required.

Like Seth, you can grow extra arms that can rapidly stitch and heal even a gravely injured man.

You also know how to and can create vaccines for all sorts of diseases.

The skills and knowledge update in future jumps so that they always remain relevant to the setting.

600 CP Hammer of the Inquisition

Miguel is the feared warden of the Asgard Sky Prison but also the leader of the Conservator's inquisition that is feared by criminals everywhere.

Like him you possess incredible strength and skill with heavy weapons like hammers such that you could even fight on par with Loki and destroy an entire pirate fleet by your lonesome. You can even grow six jet-black feathered wings to fly.

You also find that your reputation grows quickly to terrify your enemies and you can easily win the loyalty and admiration of your subordinates even if you act cold and aloof most of the time.

Capstone Boosted: Black Dragon

If you were scary before then you must truly be the incarnation of terror now. You have gained power even surpassing that of Miguel when he went berserk as the black dragon.

You can transform into the form of a black dragon with a fiery breath that can erase entire mountain peaks and with a tremendous boost to your physical attributes like strength and speed easily crushing Loki outside his most powerful form.

600 CP Beautiful Preacher

Noaliam is the founder of the Sacred Arts Foundation and yet he simply started as a sickly boy who befriended the witch Aisha as a child.

You possess incredible charisma, an ethereal beauty/handsomeness and organization building skills.

You could create an association that with some starting funds could grow to spread all over the continent.

This is coupled with an incredible fortune and ability to plan for contingencies such that you could befriend the only person in the world who could cure you and then through research discover the truth about an incredibly powerful and ancient ruin like the tower of Bab-Hell itself.

Capstone Boosted: Sacred Preacher

It seems that your skills have surpassed even Noaliam himself. Unlike him who believed Aisha to be a saint because of her powers and never figured out how to safely handle the paintings you have discovered the power of faith itself.

You can devise incredible rituals, prayers and holy arts to achieve incredible feats that might as well be magic.

With this, you could find a method of resurrection that doesn't rely on sacrificing lives or using Bloody Paintings.

Painting

100 CP (400 CP Others) Painted Power

The paintings possess tremendous powers as they are imbued with the blood and wish of the witch Aisha herself.

You may choose a canon theme and receive corresponding abilities or design your own power as long as it isn't much stronger than the canon ones.

It could be something like the ability to lick away wounds and inflict a lethal plague, the ability to create living dolls, the ability to mimic voices and change shape, the ability to summon and control powerful flames, the ability to create a dreamscape where wishes are made real, the ability to cure any disease or even the ability to turn into a powerful dragon for example.

You can also regenerate any sort of wound no matter how shredded you get though you consume blood and/or hemopigment in doing so.

An important thing to note is your painted powers also run on hemopigment and so you may need a period of rest to recover if you overuse them.

100 CP Eternal Art

The Bloody Paintings including Loki were created over 100 years ago and still look the same as they do today. You have become an ageless immortal, always appearing in the prime of your life.

You also gain a perfect and infinite eidetic memory so that you never forget any information you learn.

This also includes a sense of wonder that guarantees that you never grow jaded or cynic from living a long life.

200 CP Grandmother's Love

The painting of a spirit that became human grew close to a young boy whose family died in a fire and acted as his grandmother.

Much like her, you are a surprisingly good caretaker and parent capable of taking care of children and teaching them to become good people. This applies regardless of whether or not you are from the same species.

This also includes the ability to fake your death in a way that still guarantees they will move on and be happy in case your presence could end up hurting them.

200 CP Communication Bird

Pokyu is a bird born from a Bloody Painting. He can be used to communicate across any distance through another bird that appears similar to him.

You possess a form of telepathic communication that can allow you to communicate across any distance.

400 CP Power of Blood

When a painting of the witch is overused, it turns into a Bloody Painting that slakes its thirst of blood on humans to fulfill the wishes made to it.

You have managed to perfect this power as you find that any blood that you drink greatly empowers you such that a small spider painted to eat bugs in a garden could rapidly grow big enough to prey on humans.

The blood of more potent creatures can grant even greater powers and perhaps new abilities born of both your nature and their powers.

400 CP World of Illusion

The painting “The Garden of the Lord” can create parallel worlds based on the memories of their owner and immerse them in a pleasant world.

You excel in the creation of illusory world that traps the target in a wonderful world based on their dreams and desires.

The only way that they can escape is if they accept to face their fears in the cold, hard world outside.

600 CP Power of Bonds

Though Loki is standoffish, it is undeniable that he is at his strongest when fighting to protect his friends and when everything rides on him.

You too possess an incredible drive that can allow you to surpass your limits and unleash power vastly exceeding your base when you are fighting to defend your friends.

This could even allow you to defeat foes that should eclipse you in your current state.

This also grants you great fortune in finding reliable companions much like how Loki befriend Sanchen who created Section 4 to help Loki gather the Bloody Paintings.

Capstone Boosted: Form of Bonds

After breaking your limits through bonds what comes next? Entirely new forms of course.

Through your bonds with friends and companions you can take new forms inspired by the two of you similar to Loki's final form.

Those forms not only make you massively stronger but can also grant you new abilities including unlocking incredible forms of your most used gear that could allow you to rapidly defeat opponents you struggled against.

600 CP Loki

Loki has been fighting for over 100 years to destroy all the Bloody Paintings. Needless to say, he is a fearsome fighter that only First-Class Conservators can hope to defeat.

You too possess such incredible fighting skills as you are familiar with all sorts of weapons and can defeat even the most skilled of opponents. You could destroy entire districts and fearsome groups by your lonesome.

You also can rapidly master even the most unorthodox of weapons like Loki's Dissipation Frame.

You excel at fighting, killing and sealing Bloody Paintings with your expertise in future jumps extending to all sorts of monstrous creatures like demons for example.

You are incredibly resilient as most injuries you suffer can literally be repaired with duct tape.

You can take a berserk form that massively enhances your powers and regeneration. In that state you appear as a dark knight that can

cut with your arms and reduce entire buildings and districts to rubbles in a single hit. You could easily defeat a conservator that fused with a Bloody Painting.

You can take the Hemopigments of Bloody Paintings you defeat for yourself which enhances all aspects of your being.

This updates in future jumps to taking the supernatural energies of people and creatures you defeat such as mana from a wizard or spiritual power from a Shinigami for example.

This also grants you in this and future jumps 100 years of combat experience and general experience with your perks, abilities, powers etc…..

Capstone Boosted: The First Painting

You have managed to go beyond and achieve a level similar or perhaps beyond Loki during the final battle of the manga.

You have unlocked a form similar to Loki's final form though you do not need to rely on external help to take it.

You can similarly learn to assume forms that require outside help on your own such as a werewolf form outside the full moon or a super form that can only be achieved in a specific location at a specific time for example.

This form is so powerful that you can easily defeat even a berserk First-Class Conservator like Miguel.

You can even make your gear evolve with you and unlock new forms with time and training. It can even spontaneously create new forms for every form you can take such as a super Saiyan form or other types of super forms like Loki's final form.

Using Loki's example, you could transform your Dissipation Frame into an incredible weapon that can not only attack and defend at-will but also use all the abilities of creatures you defeated with it.

This also grants you in this and future jumps 1000 years of combat experience and general experience with your perks, abilities, powers etc.....

Witch

100 CP (400 CP Others) The Witch of Painting

The power that started this entire story. You possess the same powers as the witch Aisha.

You can create paintings that when mixed with your blood, imbued with a wish and signed with your name can become sentient and achieve incredible feats worthy of miracles.

You could create a painting that can cure even incurable diseases or a painting that can allow anyone to perfectly mimic voices for example.

Those who you gift your paintings to can also make use of their powers. In doing so, your signature appears somewhere on their bodies usually over the heart.

You can grant sentience to your paintings and allow them to grow much like how Loki grew from a child to an adult over time, even without adding your blood to them. In doing so, you are the only one who can see and interact with them.

As their creator all your creations love you dearly.

There are however a few things to keep in mind. Your paintings are powered by the hemopigments contained in your blood. If their abilities are misused or overused by their owners, they can become Bloody Paintings that thirst for blood to fulfill the owner's wishes.

The paintings' limitations are still vague though it seems that all 159 paintings alongside the Tower of Bab-Hell were necessary to create a miracle over the entire continent.

In your case, you can use the painting's abilities on yourself unlike Aisha.

Though Aisha used her powers through painting, you may learn to use it with different artforms such as music, sculpture, sewing and perhaps even writing for example.

This also comes with a lifetime of experience in painting and other art forms.

The skills update in future jumps so that they always remain relevant to the setting.

100 CP- Saintly Compassion

Aisha's life was a sad one as her only friend was Loki while locked away, bedridden due to her illness and her painting talents were used by the adults around her.

She still remained a bright and optimistic girl. You possess the same optimism and compassion that Aisha does.

This could allow you to become the idol of even the most aloof of individuals such that they may very well create a cult based around you.

200 CP- Precocious Child

Liché is a young girl that still manages to be reliable even in dangerous battles in spite of her young age.

Like her, you are incredibly capable of learning anything you put your mind to and are extraordinarily observant.

This could allow you to make useful contributions even against foes as dangerous as Bloody Paintings and First-Class Conservators.

200 CP- A Familiar Doll

Liché oddly resembles Aisha and even possesses similar powers.

In this and future jumps, you can choose to closely resemble a character from the setting whether they are alive or dead.

In doing so, you can gain their abilities and skills over time though it could take much training depending on how experienced they are with their powers.

400 CP- Overpainting

Liché possesses the incredible power to overwrite the signature of Bloody Paintings to bring them under her control and even negate their abilities.

Like her, you seem to exert a strange influence over supernatural effects and creatures.

You could be immune to a painted camera that freezes anything caught in its lens in place, cure a disease brought by a supernatural entity with a touch and overwrite the loyalty of creatures like Bloody Paintings for example.

400 CP- Share the Pigments

Liché has the ability to share her hemopigments with Loki to massively boost his power and even allow him to take an incredibly powerful form. You have perfected this ability.

You can share any amount of power or energy at no cost to yourself, in doing so you provide a massive boost to your target(s) such that they could easily defeat someone they stood no chance against and perhaps even take on a new powerful form.

Since you are paying CP for it, you won't just faint if you share all that you can.

600 CP- Child of the Ancients

Aisha is more than just the witch that created the Bloody Paintings, she is actually the princess of the magical tribe that created the tower of Bab-Hell who was sent 3000 years into the future.

Like her, you also seem to possess such an incredible background in this and future jumps.

This could grant you incredible powers that would be worthy of being called miracles.

Capstone Boosted Ruler of the Ancients

Impressive. It seems that rather than simply being the child of an ancient tribe, you would a worthy ruler instead.

This massively boosts the effects of the previous perk to the point that your powers could encompass continents.

This also grants you an incredible mind capable of conceiving incredible items and uniting the powers of people working for you and with you to achieve incredible feats that beggar the mind.

This grants you incredible leadership skills that could allow you to lead to greatness even a tribe where everyone has magical powers.

600 CP Miracle Witch

Loki's journey of over 100 years all started after Aisha wished for him to destroy all the Bloody Paintings. And at the end of it, she managed to create a miracle to undo all the harm done by Bloody Paintings thus saving Loki and the Bloody Painting Hybrids.

Like her, you possess an incredible ability to work out miracles.

You could achieve such an incredible feat as removing all Bloody Paintings from the continent while saving the lives of Bloody Painting hybrids and Bloody Paintings like Loki and Pokyu.

You could even accompany your companions as an invisible and intangible presence if you are ever incapacitated. In that case, you can still lend your powers and guidance.

Capstone Boosted Incarnated Divinity

Aisha was treated by Noaliam like a Saintess or even a Goddess when all she wanted was to be treated like a friend.

But what if she truly had divinity?

You have somehow gained power that can only be described as divine and miraculous.

You can use hemopigments and/or supernatural energies to accomplish impossible miracles with the caveat that the cost in hemopigments/energy increases with the scale of the miracle accomplished.

Items:

Any Lost or Destroyed Item reappears in your warehouse after a week.

Free- The Curse of Jumper

It would be a shame to leave this world without any sort of memento of your adventures.

This is a manga of your adventures in this world, past worlds and future worlds when you get there, all drawn and illustrated in the style of the manga.

You also receive all volumes of the Witch's Mysterious Paintings manga. Useful if you want to confuse everyone around you.

Free/50CP/100 CP/200 CP – Starting Funds

It wouldn't do to leave you without any sort of funds.

For Free, you receive 1000 units of the jump's currency and additional 1000 every month.

For 50 CP, you receive 10000 units of the jump's currency and additional 10000 every month.

For 100 CP, you receive enough currency to be in the top 1% richest individuals in whatever setting you go to.

For 200 CP, there is no limit to the amount of currency you possess thus granting you effectively unlimited wealth.

This item also guarantees to not create inflation and collapse the market unless you want it to.

Free- Iconic Outfit:

The people of this world have some truly unique outfits. This is your ticket to design your own outfit either with your own style or perhaps one from the setting. The outfits are self-cleaning and self-maintaining through wear and tear.

This can also include accessories to denote the group you are a part of such as Vinculum Section 4's earrings.

Free- Jumper's Dolls:

After Loki saved the Dollmaker from a Bloody Painting his next doll was based on Loki's likeness.

Similarly, you receive miniature dolls representing you and your companions. They are even dressed in your most iconic outfits.

50 CP Horse Outfit / Owl Mask

You receive a horse outfit as well as a mask designed to resemble an owl.

When wearing the horse outfit, you gain a great increase in your business acumen and mercantile skills.

When wearing the owl mask, you gain a great increase in your intelligence gathering skills.

The outfit and mask completely conceal your identity and are treated as completely normal by people around you no matter how much they make you stand out.

100 CP- Carriage

As merchants still use carriages to get around the continent you also receive one.

This is a carriage of your own design drawn by tireless, immortal horses.

They can get you anywhere on land in a fraction of the time it would normally require for other horses.

The carriage is both self-cleaning and self-maintaining.

100CP- Gun Collection:

Touyan once infiltrated a rival gang and witness their boss gunning down subordinates he was suspicious of in spite of all other fighters in the setting using medieval weapons or martial arts.

This a collection of guns that never require maintenance and they have infinite ammos.

Somehow, they seem to be oddly effective in combat as most people don't actually expect you to use a firearm like those.

200 CP- Treasure Hunting Axe

It is dangerous to be unarmed. This axe similar to the one used by Petty is unbreakable and scales with you.

It provides a great boost to your physical strength such that you could destroy parts of a building with a single swing.

It also boosts your luck in treasure hunting.

200 CP- Thief's Handcuffs

Handcuffs similar to the ones worn by Touyan.

By wearing them, you remind yourself about your bad habits and make great strides to get rid of them. The Handcuffs are unbreakable and never require maintenance.

Somehow, they don't get in the way of your daily life and combat.

They also greatly boost your pickpocket skills and luck for some reason.

200 CP- Jester's Scarf

A scarf similar to the Bloody Painting used by Harry. This scarf is unbreakable and never requires maintenance.

While worn, it increases your speed and agility such that even an old man could leap across buildings.

Its most interesting ability is how it can allow you to transform into anyone you see.

Your disguise is perfect as you can also perfectly replicate their mannerisms and tics.

200 CP- Doll's Manor:

The man that Loki recovers the Marionette's love painting from owns a manor staffed by the dolls created with the Bloody Painting.

You receive a similar manor with all the amenities you can think of. It is staffed by loyal dolls followers who look identical to humans.

It also holds everything you need to make your own dolls and greatly increases your skill, growth, creativity and ingenuity in doll-making while inside the manor.

400 CP- Courtesan Establishment

Madam Lilac's establishment is a famous courtesan house frequented even by wealthy nobles.

You receive a similar establishment under your name or a pseudonym. It is led by a woman every bit as skilled and beautiful as Lilac and her daughter Hilda are. You can make her a follower or companion at your discretion.

It could serve as a useful place to gather intel from customers.

This also guarantees that your workers who count as followers will be happy and treated well by their customers.

400 CP- Pirate Fleet:

During the story Miguel exterminate an entire pirate fleet that terrorized the seas. You gain a pirate fleet of loyal pirates as followers.

They are skilled enough to fight back against anyone short of a First-Class Conservator.

You can import them in future jumps to make them a similarly fearsome force capable of contending against all but the top of the setting.

600 CP- A Noble Title:

Though the exact type of government on the continent isn't seen it is still known that both nobility and wealthy merchants exist.

You receive a ducal title in both this and future jumps. This comes with vast swathes of land under your name and legions of loyal subjects and followers.

You gain a castle staffed by loyal employees that can perfectly run the estate even without your supervision.

The land and followers follow you in future jumps either as part of your warehouse or retroactively having always existed in the setting.

600 CP- Jumper's Black-Market

The greatest black-market on the continent may have a rival now. You receive a black-market city with you as its leader that is every bit as great as Doltron.

Oddly enough, it is a fairly free and peaceful place instead of a mafia-ran hellscape. Authorities are also extremely reluctant to interfere with your business.

You can even pass decrees to outlaw certain practices such as the sale of dangerous items like Bloody Paintings for example.

In future jumps, you can make your city retain its position as a hegemon of the black-market regardless of where you go.

800 CP- The Bloody Paintings:

The paintings around which the story revolves. You receive the entire collection of 159 paintings all in a pristine state. You can take them as followers or companions if you want.

In future jumps, this collection expands to encompass all sorts of art, magical objects, artifacts, cursed relics etc…..

Since you are paying CP for it, your collection can't harm you nor those you extend this protection to.

Vinculum

100 CP- Craftsman Tools and Resources

If you want to be a manufacturer you of course require the proper tools and resources.

This is an unbreakable set of every tool you would ever need for manufacture.

This also includes the resources required for the job such as wood for a carpenter or doll-maker, iron for a blacksmith, stone for a stonemason…etc.

200 CP- Doctor's Room

Levi is the doctor of Section 4 and owns his own room where he can run detailed diagnoses.

You receive a room in your warehouse or connected to one of your properties with all the equipment required for a doctor and running your own diagnoses.

This also comes with specialized corners with all the equipment needed to manufacture your own cures and even other chemical

components like vials that contain explosive fluids to use as grenades.

400 CP- Train Canon

To reach the Sky Prison Asgard to save Sanchen Vinculum Section 4 relied on a train with a canon unearthed by Petty during a treasure hunt.

You receive your own train with unlimited fuel and self-maintenance. It also comes equipped with a canon that can safely shoot you and your companions to distant locations even if they are high in the sky.

The train is manned by a loyal follower or companion that could be your lover if you want.

600 CP- Jumper Company

The greatest trading group on the continent may have a rival now. You receive a company with you as its leader that is every bit as great as the Vinculum company. It is separated in multiple sections such as delivery, sales and manufacture.

This also comes with a large central archive that holds an extensive book collection in this and future jumps.

This could allow you to learn even about a tribe that has been extinct for 3000 years with the only other person with that much knowledge being an immortal who studied the ruins of that tribe for over a century for example.

This also comes with a skilled group much like Section 4 minus Loki that can handle most paranormal events and creatures.

In future jumps, you can make your company retain its position as a hegemon of trade regardless of where you go.

Conservator

100 CP- Conservator Equipment

As an organization the Sacred Arts Foundation has its own outfits. You gain an outfit of a conservator which are hooded robes.

You also gain the face veils worn by their upper echelons.

This comes with weapons such as swords and knives that aside from being unbreakable and scaling with you are fairly mundane.

200 CP- Painted Blade / Inquisitor's Hammer

Certain high-level conservators wield special weapons.

You can receive a Bloody Painting Blade or Hammer.

The blade is a dark sword that increases your dexterity to quickly strike at weak points.

The hammer greatly increases your physical strength and resilience.

Both of those weapons are unbreakable and scale with you as you grow stronger.

This item can be purchased again for the other option.

400 CP- Sky Prison Asgard

The most impregnable prison of the setting. The Sky Prison Asgard is as its name implies a flying prison owned by the Conservators to imprison criminals but also innocents who learn too much about their goals.

It is divided in six layers: the first serves as a prison for criminals with relatively light sentences, the second is for criminals with heavier sentences, the third level groups up equipment such as the surveillance tower or the refectory. The fourth serves as an interrogation room. The fifth level is for living spaces. The sixth level is where the private quarters of first level conservators are as well as the engines.

The floors are connected by an elevator.

The citadel can move alongside a flight path and change altitude. Yours fortunately works simply through technology instead of an individual fused with a Bloody Painting who receives blood transfusion to control the altitude of the citadel.

Your copy is staffed by loyal conservators who may count as followers if you want.

600 CP- Jumper Arts Foundation

The Sacred Arts Foundation is spread all over the continent and considering their ownership of a prison, they possess a not-inconsequential amount of political power.

You receive a similar foundation with loyal First-Class conservators as skilled and powerful as Miguel and Seth. You also have legions of followers at your beck and call.

This also includes secret places to run experiments in.

The greatest attraction is the Tower of Bab-Hell that with the right knowledge and circumstances can allow you to gather power and spread effects over an entire continent.

The Foundation can be placed in future jumps to become a similarly influential organization regardless of where you go.

Painting

100 CP- Duct Tapes and other Objects

Underneath his outfit Loki's body is stitched up in various places and literally held together by duct tape.

You gain an endless number of duct tapes and other objects you would need to patch up creatures that are more art than living beings.

Somehow, they work even better than normal treatments and don't require being changed.

200 CP- Communication Birds

Pokyu is a bird Painting that can be used to communicate across vast distances.

You receive a number of birds equal to you plus the number of your companions.

They can be used to communicate across any distance, when doing so the bird's head gains traits of the speaker such as their hairstyle and even accessories like aviator goggles.

400 CP- Dolls

One of the first paintings we see Loki seal is the Marionette's Love which allows its owner to grant life to dolls such that they are undistinguishable from normal humans.

You have gained a similar ability and skillset. You also receive dolls that you can imbue with life in such a way that they appear human to all detection. They also become perfectly loyal to you.

You can imbue any sort of doll with life such that they become loyal to you not just the ones you receive from this item.

By experimenting with hemopigments and supernatural powers/energies, you may yet find ways to take your dolls to greater heights perhaps even allow them to develop unique powers like Bloody Paintings or beyond them.

600 CP- Dissipation Frame

Loki's weapon may be one of the most unorthodox creations ever conceived of. It is known as the Dissipation Frame, a painting frame that can be separate and combined in different ways to form different weapons.

You receive an unbreakable and scaling copy of this weapon. The forms are two-handed sword, twin swords, a cross used as a blunt weapon, a bow that creates its own arrows to fire and the base painting frame form.

Oddly enough the frame can simply stick on your back so that you can easily carry it around.

It is however not its only power as the weapon can in its painting frame form be used to seal or destroy/burn willing or defeated Bloody Paintings.

This is far from the weapon's limit as its bond with you allows it to transform alongside you. If you possess the First Painting Boosted perk then like Loki you could have the frame transform to allow you to use the ability of **every** Bloody Painting sealed inside it.

In future jumps, the weapon's sealing and ability to draw upon abilities expands to supernatural entities and items in general.

Witch:

100 CP- Art Supplies

If you intend to create Bloody Paintings like Aisha, you would of course require art supplies.

This is a collection of unbreakable tools, paints, canvas and a limitless quantity of everything you would ever need to practice your art.

This isn't limited to painting but can also include other forms of arts like musical instruments, sculpting tools and stones… etc.

200 CP- Hemopigment Supply

The main ingredient in the creation of Bloody Paintings is the witch's hemopigments. If you don't feel like drawing your blood to paint then this is the item for you.

This is a bucket that contains an endless supply of hemopigments to create your own Bloody Paintings.

This updates in future jumps to grant you additional buckets that contain the blood of other creatures you give it a sample of.

You may thus experiment to discover incredible effects from using the blood of creatures like vampires, dragons, demons etc.

400 CP- Body Double

Liché not only has similar powers to Aisha but was also meant to serve as a sacrifice for the latter's resurrection.

This doll looks remarkably similar to you and can be awakened to become indistinguishable from a living person.

Their personality is similar to yours and they may have similar powers and perks to your own though the lack of experience could mean that they may take a long time to reach your level.

They are loyal to you.

If you are ever incapacitated or dead, they will stop at nothing to save you and in fact are guaranteed to find at least one method to do so.

The doll may count as a follower or companion at your discretion.

600 CP- Witch's Manor

Aisha and Loki were locked in the manor of the noble who bought her.

This manor on the other hand is entirely yours.

This estate worthy of nobles contains all amenities you can think of and is self-cleaning and self-maintaining.

While inside the estate, your supernatural abilities, magic, creativity, arts and creation skills see a massive boost as does your growth in those areas.

The manor can be attached to your warehouse or placed somewhere in the jump. In that case, you can have a legend spread about the owner granting gifts capable of miracles with countless people willing to pay massive sums for your creations.

The manor is staffed by loyal Bloody Paintings followers that can easily repel all sorts of intruders and maintain the estate.

Companions:

Free-Import

You can import any number of companions. They gain a 1000 CP and can take drawbacks.

Free-Create

You can create companions with an origin of your choice. They gain a 1000 CP and can take drawbacks.

Free-Canon

Has someone from this world attracted your attention? This option makes sure that you will have many favorable meetings to persuade them to follow you in future jumps.

50 CP (Free with Courtesan Establishment Item)- Elegant Mistress

You have befriended a courtesan from a famous establishment. She has great beauty, wits and acting skills coupled with a talent for information gathering. Though she usually acts elegant, around people she trusts she becomes a woman who laughs loudly.

She has quite the crush on you and it would mean the world for her if you were to reciprocate.

50 CP (Free with Communication Bird Item)- Pokyu

You have somehow gained the affection of a bird much like Pokyu. This bird is capable of communicating with people across any distance.

It can even transform its face to resemble the people that speak through it such as haircut or accessories like glasses.

100 CP (Discount Vinculum Section 4/ Doltron)- Reformed Jester

The people of Vinculum Section 4 and Doltron tend to be a varied lot. This individual of your preferred gender seems to have experience both in the circus and as thief. They are both incredibly agile and swift to make their escape, even leaping over buildings to do so.

They are reliable in a fight as they can fight well even with their hands bound and survive battles with Bloody Paintings.

They are a fun-loving individual who seem to be capable of befriending pretty much anyone. Yet, they seem to get much shyer and blush a lot more around you.

100 CP (Discount Vinculum Section 4/ Doltron)- Eccentric Doctor

In life, disease and injuries are inevitable as such it is a wonderful thing you have befriended a doctor. This individual of your preferred gender has particular tastes about fashion and makeups.

Despite their usual appearance, they are a doctor as skilled as Levi is.

They are generally grumpy but your mere presence seems to heighten their mood for some reason.

100 CP (Discount Vinculum Section 4/ Doltron)- Owl

Information is vital for a merchant both to gain business opportunities and avoid foul play from your competition. This is individual of your preferred gender wears an owl mask for some reason but do not doubt their skills.

Their information gathering skills are so great that they could learn the layout and movements of even the most secretive of magical locations.

Somehow though they keep their thoughts and emotions close to heart with most people, you are the exception as they find you a good shoulder to cry on.

100 CP (Discount Vinculum Section 4/ Doltron)- Beautiful Treasure Hunter

Some people believe that the quickest way to strike it big is to dig up treasures. This individual of your preferred gender happens to be one of the most successful treasure hunters out there.

They possess an impressive intuition in finding treasure and opportunities that others might miss. They are also surprisingly strong as their axe swings can cut massive parts of buildings.

As you would expect of someone in this profession, they are both freedom-loving and flirtatious yet their advances on you seem much more sincere than you might expect.

200 CP (Discount Vinculum Section 4/ Doltron)- Boss Horse

It takes a special individual to lead a massive organization to greatness. This individual of your preferred gender happens to be an incredibly skilled merchant and business owner such that they could create a continent-spanning organization in less than a decade.

They also have a hobby of visiting places while wearing a horse costume.

You seem to hold a special place in their heart as they always make sure to tell you about new business opportunities and give you premium treatment at any business they own.

100 CP (Discount Conservators)- Assistant Inquisitor

Sometimes loyalty towards their superiors can morph into admiration. You once saved the life of this individual of your preferred gender.

Following that event, they started observing you closely and growing more and more attracted to you.

Now their affection for you can be said to even surpass their loyalty to the organization. Don't think they are helpless however as they are quite skilled with blades and can even use Bloody Paintings as weapons.

100 CP (Discount Conservators)- Obsessive Cleric

Some individuals among the Sacred Arts Foundation are capable of dark deeds in the name of their obsession. This individual of your preferred gender happens to have a skillset that wouldn't be out of place in a criminal.

They are a skilled bandit and smuggler capable of planning heists and attacks on merchant caravans as well as escapes before authorities catch up. Their fighting skills are also quite good as only a Bloody Painting or a First-Class Conservator could get the better of them.

They have an obsession with a certain goal and believe you to be vital to its accomplishment. To do so, they stop at nothing to get into your good graces.

100 CP (Discount Conservators)- Interrogator Chan

When incarcerating criminals, it is sometimes necessary to interrogate them both to make them confess their crimes and extract information. This individual of your preferred gender is a skilled torturer and interrogator with a sadistic streak.

They are even a Bloody Painting Hybrid with the ability to read and manipulate memories like Ishka.

Paradoxically, they also act cute and childish most of the times, taking full advantage of their adorable appearance to fool others into letting their guards down. With you however, they seem to become a lot more genuine in trying to get your attention.

100 CP (Discount Conservators)- Mysterious Executive

The First-Class conservators as executives of the organization are tasked with the most important missions and secrets. This individual of your preferred gender is among their number yet no one aside from seems to understand their thought process hidden behind their cheeky smile.

They are a Bloody Painting Hybrid with a power suitable for healing as they could get a critically injured man to a healthy state in the blink of an eye.

They have a lot of affection for you and always seem to turn up at a critical time to get you the help you desperately need.

200 CP (Discount Conservators)- Cult Leader

There are people with an incredible ability to sway hearts and form organizations. This individual of your preferred gender has charisma and beauty that matches or surpasses Noaliam himself.

They also possess the skills needed to create a continent spanning organization in less than a decade.

They are also a Bloody Painting Hybrid which makes them immortal and grants them great power over light.

They revere you like a saint or idol and are convinced that making you world leader is the right thing to do.

100 CP (Discount Painting)- Mountain Deity

Bloody Paintings were commissioned for various reasons sometimes even for religious ceremonies. This individual of your preferred gender at first seems to be a divinity made flesh but is actually a Bloody Painting.

They can cure injuries and diseases with a touch but their wrath can create curses and plagues that could destroy entire villages.

They treat you as a devoted lover would treat their spouse. Woe be unto anyone who tries to harm you as the wrath of a deity is not easily suppressed.

100 CP (Discount Painting)- Familiar Love

Sometimes, all that is left of those who have passed on are photographs and paintings. This individual of your preferred gender is based on the likeness of an individual who already passed away. They may have similar memories and personality but are their own person at the end of the day.

They are a deft hand with their sword and short sword wielded in their off-hand which allows them to beat back even the most dangerous of Bloody Paintings and Conservators.

They treat you like family or even closer for making them feel like their own person instead of a replica.

100 CP (Discount Painting)- Painted Puffball

Sometimes Bloody Paintings didn't start as Paintings but were turned into one instead. This creature looks like a pink puffball of your preferred gender and doesn't seem to particularly mind their status as a painting.

They love cake and sweets yet their favorite food are tomatoes which somehow heal them perfectly.

They can inhale massive amounts of food with no ill effect and gain power from what they consume which usually manifests as an ability and a cute hat that they wear.

They are very friendly in general and seem to consider you their best friend or closer.

100 CP (Discount Painting)- Spider Gardener

Bloody Paintings were created to answer wishes and some of them seem to have managed to blend with humans like the grandmother

spirit. This individual of your preferred gender is an exceptionally skilled gardener.

They are also a Bloody Painting based on a spider which grants them the abilities you would expect of a spider and great skill at removing insects which makes them highly sought after by farmers and gardeners who learn of them.

They are comfortable enough around you to reveal their true nature and have taken quite the shine to you.

200 CP (Discount Painting)- The Witch of Paintings

Bloody Paintings were all created by the witch Aisha but what if a Bloody Painting could do the same? This woman is dressed like a stereotypical witch pointy hat included.

She is however also a Painting who can transform her lower half into a brush that creates damaging paint and she can create living paintings. Her power of Art magic can also with enough preparation turn an entire world into a painting.

When asked where she comes from, she mentions a place known as Pop Star and seems to have a history with the **Painted Puffball** companion if you have them.

Considering how far from home she is and her lonely status as a painted witch separated from her sisters and everything she has ever known; She has latched on to you pretty hard as a safe harbor and perhaps more intimate feelings could sprout.

100 CP Discount Witch)- Witch of Time

In another world, girls are chosen to gain magical powers and fight witches to protect the innocent. And yet a fallen magical girl becomes one of the witches much like the ones she fought against.

This young woman has odd powers over time as she can briefly stop it for up to a full minute around her through the shield she wields.

She is also highly skilled with various weapons to a bizarre level considering her seemingly young age.

She seems oddly familiar with you which ties into the other part of her powers.

She can use mental time travel sending information back to the past in order to reach a better future. She is willing to do it as many times as it takes to save you.

100 CP (Discount Witch)- Persecuted Witch

Even as a child Aisha once faced a murder attempt from a man whose family was killed by the Bloody Painting he commissioned, as such it is not unbelievable to think that witches could end up persecuted. This witch has been persecuted and forced to live in hiding for most of her life.

She has great magical power to use various spells and curses. She can even take a more monstrous form to greatly increase her magical powers.

Her true power however lies in her affinity for time which she can use to slow and accelerate people and objects. With enough experience she may even achieve the feat of time compression.

She sees in you a kindred spirit and one of the few people she feels comfortable around. Careful, though the affection of a witch can be a frightening thing indeed.

100 CP Discount Witch)- Your Knight

Much like how there are people who fear witches so are there entities that are sworn to your protection. This individual of your preferred gender was born as a wish of yours for a friend or protector.

Perhaps they were born from a drawing like how Aisha created Loki, maybe you sewed a doll that was your favorite toy that came to life

to protect you among countless possibilities. Regardless, they are an extremely effective protector and fighter matching Loki.

They can even transform into even more powerful forms through their bond with you and/or by taking magical energies or reagents like hemopigments.

Their personality perfectly meshes with yours and since you are their friend and creator their loyalty and affection for you knows no bound.

100 CP (Discount Witch)- Fairy Witch

Sometimes witches can have more than one facet and possess an ambition no less than any ruler. This witch comes from a distant island kingdom.

Her great beauty belies the fact that she isn't fully human as she has inherited the blood of fairies making her one of the most potent and skilled witches in history.

You are among the few exceptions to her calculative mind as she treats you like her husband/spouse as her pride won't allow her to act subordinate to anyone.

200 CP (Discount Witch)- Walpurgis

This is an individual of your preferred gender. Aisha as the child of the ancient tribe received all their powers before being sent to the future. This woman's story is similar yet different.

She is one of the few remaining descendants of a tribe of witches. They used a ritual to grant her their powers and send her to a safe world before calamity befell them.

This has granted her a massive amount of magical power and skill which can allow her to achieve incredible feats worthy of legend.

As you are one of the few people who ever showed her any kindness, she is interested in rebuilding her people with you.

Drawbacks:

+0 CP- A Streamer's Tale

The manga's authors drew a what-if setting where the manga's characters such as Loki and Aisha were in a modern world living as streamers.

By taking this option, you may choose to arrive in such a world instead of canon. Any other details of the setting are vague though it is obviously a lot more peaceful than the central continent is.

+100 CP- Longer Stay

Perhaps you think 10 years is too short to achieve everything you want in this world?

By taking this drawback, you extend your stay by 10 years each time.

You may take this drawback as many times as you want.

+100 CP- Back to the Past

Maybe instead of starting your stay during canon you wish to start in the past?

By taking this drawback, you go back 10 years in the past prior to canon.

You can take this drawback a maximum of 11 times to go back to when Aisha was still a child in the orphanage.

+200 CP- Sticky Fingers

It seems that Touyan isn't the kleptomaniac around anymore. By taking this perk, you gain a similar level of kleptomaniac reflexes as him and will have trouble curbing those tendences even if you handcuff yourself.

Keep in mind that Touyan's kleptomania is so bad that he can even accidentally pickpocket his friends like Loki and his enemies like Elena the Conservator just by slightly brushing against them.

+200 CP- Painted Trauma

This world may be beautiful but it still has no shortage of greedy, evil individuals and thus traumas to suffer even without Bloody Paintings. You too have suffered such a traumatic event by taking this drawback.

Perhaps you accidentally caused the death of a family member, maybe you were enslaved as a child in all but name or you are the only survivor of a fire that took everyone you knew among a few possibilities. It may be difficult but you can overcome it with the right help.

+300 CP- Perk/Item Lockout

Maybe the setting doesn't feel challenging enough for you and you would like a handicap? By taking this drawback, you lose access to either perks or items from outside this jump.

You can take this drawback twice for +600 CP to lose access to both.

+300 CP- Dogma of Justice

Miguel's brainwashing and trauma from losing his subordinates against a Bloody Painting has turned him into a merciless man feared by all criminals everywhere.

By taking this drawback you choose a certain principle to become as inflexible around, this could justice like Miguel, freedom to reject all laws, a hatred of particular creatures like Bloody Paintings or an obsession with destroying precious objects for example.

It is possible to overcome it but may take a shock big enough to destroy your beliefs such as learning that the caritative organization you work for actually ran twisted experiments on children.

+400 CP- Fast-Forward World

The manga is fairly short with only 31 chapters and yet there are over 159 Bloody Paintings to be collected. As such you can imagine that a

lot of plot threads and characters may have been dropped to reach the ending.

By taking this drawback, you will suffer from the effects of a rushed manga.

Characters you meet that initially appear important suddenly disappear without much fanfare, long-awaited confrontations are skipped entirely, perhaps even contradicting information may appear that retcons everything that was taken as fact prior for example.

+400 CP- Painted Disease

Aisha suffered from a disease that kept her from playing with the other children and still had her coughing up blood as an adult.

You too suffer from such a disease that interferes with your daily life. Though since it doesn't seem like Aisha ever met any doctor, you could find a way to cure yourself with a vaccine or perhaps a miracle cure for example.

+600 CP Jumper's Paintings

Aisha's miraculous paintings may have been more of a curse than a boon for her. Though she created a friend like Loki through it, it led to the adults around her from the orphanage director to the noble who bought her to keep her imprisoned to benefit from her abilities.

It would seem that people have learned of your jumper status in your capabilities.

Depending on what you can do, you may find even more people trying to use you than Aisha did. Hopefully, you aren't as helpless as she was since her imprisonment started during her childhood.

+600 CP Sacred Obsession

During the final chapters of the manga, it is revealed that Noaliam the leader of the Sacred Arts Foundation was once a sickly boy who befriended Aisha.

Once she cured him with her painting and he grew up, he came back as an adult and killed his adoptive father who imprisoned Aisha.

He still kept her imprisoned as he had grown jaded with the world and started idolizing Aisha as a saint compared to the greedy and twisted world outside.

All of this means that each and every atrocity committed by the Sacred Arts Foundation under his leadership was done to revive Aisha and change the world for her sake even if she never wished any of this.

You have gained a similarly obsessive individual to idolize you. Unfortunately, they are more stubborn than Noaliam as they honestly believe that twisting the world through a ritual like the one using the tower of Bab-Hell is what you want.

Even worse, they have an organization with executives as strong as First-Class Conservators even if the source of their power isn't necessarily Bloody Paintings.

They are far from helpless in a fight either as their full power could match Loki's final form.

If you manage to stop them and convince them to follow you, you may take them as a companion if you want.

Scenarios:

You can take both scenarios and fanwank how they may work together. Maybe you are transported to an alternate world or perhaps you are sent back or forward in time like Aisha was.

The Curse of Jumper:

Loki's journey spanned a hundred years and by taking this scenario you take his place.

Your journey starts over 100 years ago when Aisha first used her blood to grant independence to Loki so that he could start his

journey to destroy all the Bloody Paintings. You will face the same dangers as he did and must destroy all Bloody Paintings to put Aisha's spirit to rest.

Reward:

For the incredible feat, you receive the perk **The Miraculous Paintings:** This allows you to create miracles and force events to end in your favor regardless of the opposition faced.

This could allow you to skip grueling battles and save everyone who was fused with Bloody Paintings from death even if all Bloody Paintings were destroyed.

You also receive the perk **Jumper's Monstrous Art Collection:** This acts as a massively boosted The Witch of Painting perk.

Unlike Aisha whose paintings had a fairly limited scope of action and abilities your paintings have no such limits.

You could paint events to ensure they come to pass such as painting someone's death to twist fate towards that outcome in a way that matches your painting.

You could even create paintings that serve as phylacteries or scapegoats like the portrait of Dorian Gray or paintings to seal entities for eternity for example.

Keep in mind that the greater the effect or scope of what you are trying to achieve the more hemopigments and/or energy you will need.

You may also take **Vinculum Section 4** and **Aisha** as **companions.**

Save the Ancient Tribe

The ancient tribe that Aisha is a part of was wiped out with only a few descendants unaware of their heritage left and only the most erudite people like Sanchen and Noaliam aware of their history.

Perhaps you would like to avert their fate?

For this scenario you will be inserted in the distant past over 3000 years prior to canon and before the construction of the tower of Bab-Hell.

Your task is to avert the destruction of the ancient tribe.

Reward:

For this incredible feat, you receive the perk Leader of Power: this allows you to grant supernatural powers to your people. You may even copy their powers and skills with it as is your right as their leader.

With enough powers copied you could achieve feats even exceeding Aisha's and perhaps even achieve effects on a continental scale without the help of a contraption like the tower of Bab-Hell.

You also receive the **perk Peaceful Leadership:** the tribe was a peaceful one in spite of their members having powers that no one else did.

You can perfectly lead and teach your followers in such a way that they won't abuse their abilities and will remain kind people.

This is also coupled with an incredible ability to build and create incredible buildings and items through cooperation such that your tribe could very well recreate the Tower of Bab-Hell whose scope reaches the entire continent.

Finally, you may take the entire **Bab-Hell tribe** as **followers.**

Notes

Hemopigments:

Hemopigments are components found in the witch Aisha's blood and believed by Noaliam to be part of her soul. They are a key component alongside her signature and her wish in granting Bloody Paintings their powers.

Powers of the Bloody Painting Hybrids:

Noaliam: Unknown, the painting he was gifted cured his disease and made him ageless though we don't know if he gained any other power.

Miguel: Wings that can allow flight and physical abilities on par with Loki. When he drank the blood of multiple prisoners, he turned into a dragon with a fiery breath that can erase mountain peaks.

Seth: Growing multiple shadowy arms. They are capable of rapidly stitching and healing even a critically injured old man.

Ishka: Memory reading and editing. She can read the memories of people and brainwash them to the Conservator's cause. She can even implant directives and false memories like how she implanted Elena with hatred towards Loki.

Vachs/Rolf: Fire manipulation. He can summon and create flames that are more powerful than the Bloody Paintings Loki is familiar with.

Differences between Incarnated Divinity and Sacred Preacher

Incarnated Divinity works by using hemopigments and/or energy to achieve miracles with a scaling cost depending on their scope.

Sacred Preacher ironically is more intellectual, it allows you to devise rituals and rites to take advantage of supernatural objects, entities and even metaphysical structures to achieve effects that would be impossible otherwise

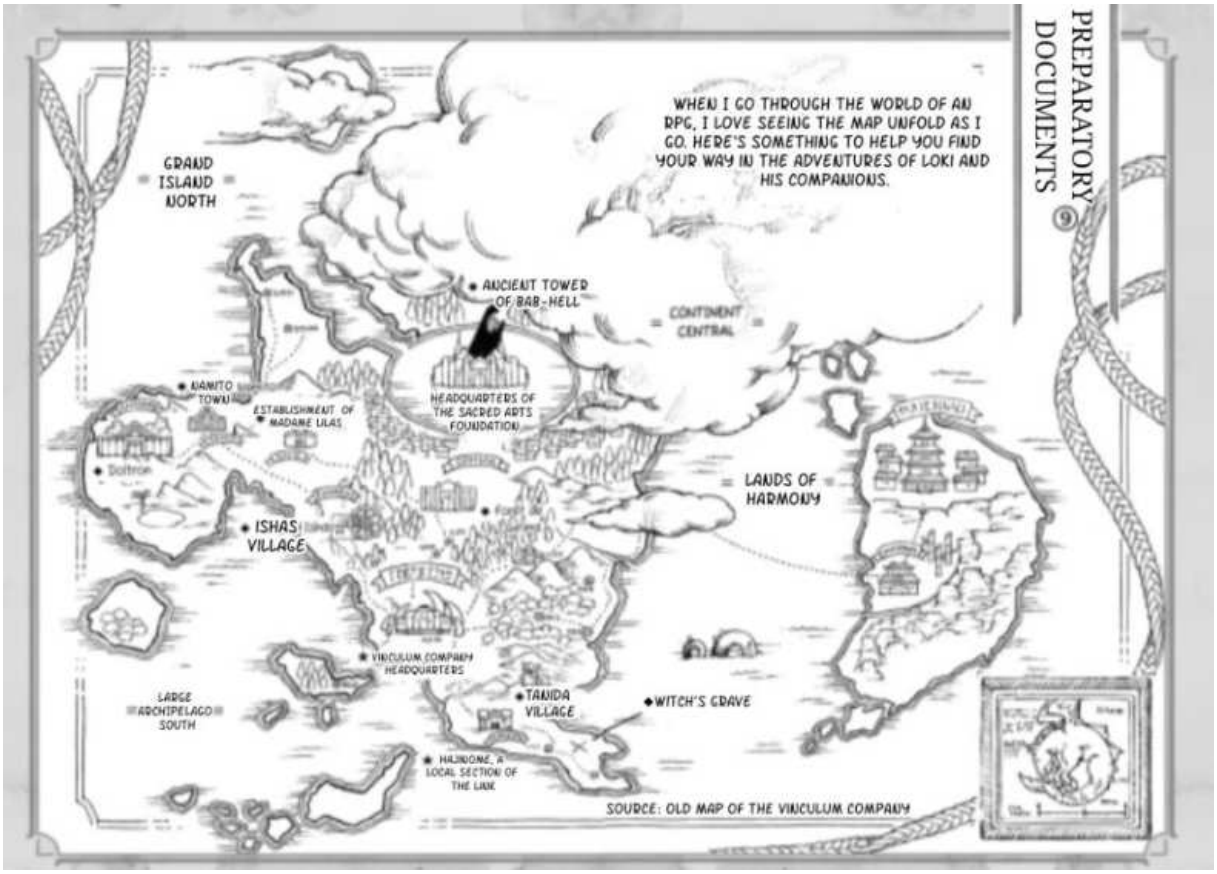
What are the powers of the Bab-Hell Tribe:

Though they were feared by those around them in spite of being peaceful, their powers individually weren't particularly great. Some examples were lighting a candle or making objects levitate.

As such their individual scope is closer to D&D/Pathfinder low-level cantrips rather than full-blown wizards and sorcerers.

What is actually impressive about them is their ingenuity as the Tower of Bab-Hell they built not only allowed them to grant all their powers to Aisha such that she could create miraculous paintings but also sent her 3000 years in the future to save her life.

A Map of the setting from chapter 19:



Changelog:

V1.0:

Made the jump

V1.1:

Added the bow form to the **Dissipation Frame item.**

V1.2:

Added the **Jumper's Black-Market item.**

V1.3:

Clarified that the Painting origin grants an alt-form.

Added Pirate Fleet and Doll’s Manor items.