The Holy Man of the Church Creek
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As the dust settled after the fierce Grail War, a commanding voice resonated within Shirou's mind, beckoning for his assistance in hunting down the corrupting energy that tainted the very essence of the Holy Grail. Without hesitation, Shirou accepted this divine calling, and in an instant, he found himself transported to a parallel realm—Highschool DxD. To his astonishment, the voice revealed itself as the spirit of God, tasking Shirou with a noble mission that would shape the destiny of this extraordinary world. Embracing his newfound purpose, Shirou embarked on a grand odyssey, venturing through the vast expanses of the Highschool DxD universe. Every step of his journey brought encounters with remarkable allies, fateful confrontations with formidable adversaries, and moments of profound self-discovery. As the lines between light and darkness blurred, Shirou's choices would hold the power to shape the very fate of this realm.

And now, dear traveler, it is your turn to join this enigmatic world. Whether you hail from Shirou's own reality, emerge from the ranks of the Three Factions, or bear an entirely distinct supernatural heritage, the path ahead is yours to forge. Will you stand alongside Shirou, united in the noble cause of saving this world from impending ruin? Or will you succumb to the allure of the malevolent forces seeking its destruction? You will be given **1000 Choice Points** to cultivate your unique skills and abilities within this realm. You will be spending the next ten years in this world. Perhaps you will weave your own tale amidst the tapestry of this captivating universe.

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Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

1.) The Underworld
The Underworld, often referred to as Hell, is the sacred realm that serves as the home of the Devils. It is a realm brimming with dark energy, where the infernal powers of the Devil hierarchy reign supreme. Descending into its depths reveals a sprawling landscape of ominous beauty, with vast plains, towering cliffs, and sinister castles dotting the horizon. Despite its foreboding reputation, the Underworld is not solely a place of eternal suffering. It is a realm where Devils thrive, many of them living no different than humans. You may freely choose any location or territory within the Underworld to start in.

2.) Church Creek
Welcome to Church Creek, the quaint and peaceful home where Shirou Emiya resides. Situated a short distance from the nearby church, this serene locale became Shirou's refuge when he was transported there by the fragment of Yahweh's soul. As you arrive, you will find yourself either outside of Shirou's modest house or within the vicinity of the church if you are affiliated with Heaven. The atmosphere of Church Creek is imbued with a sense of tranquility and simplicity. Lush greenery envelops the surroundings, and the gentle sounds of nature fill the air.

3.) Kuoh
Kuoh is a city that stands as a neutral between the various factions in Japan. It has become a focal point for supernatural conflicts, serving as a stage where they clash in their pursuit of dominance. The city itself is a bustling metropolis, blending modernity with tradition. Towering skyscrapers, bustling streets, and vibrant marketplaces coexist with ancient temples and tranquil parks. Kuoh's vibrant energy attracts both the mundane and the supernatural, creating a unique tapestry of cultures and influences. You may appear anywhere in the city, though you will start just outside of Kuoh Academy by default.

4.) The Valley of Revelation
The Valley of Revelation stands as the hallowed ground where the final battle of the Great War unfolded. It was in this fateful valley that the clash between God and the Four Satans reached its climactic crescendo, forever etching its place in history. Crumbled ruins, scorched earth, and lingering echoes of celestial and infernal power create an

eerie atmosphere that serves as a haunting reminder of the conflict's magnitude. You will start just outside of the valley. I would advise caution however, as there are many traps and curses left behind by both God and the Satans here.

5.) Asgard
Asgard is the territory of the Norse gods. The realm is home to breathtaking landscapes that embody both beauty and awe-inspiring might. Towering mountains, verdant valleys, and cascading waterfalls blend seamlessly with grand halls and golden palaces. The air resonates with an ethereal energy, carrying echoes of ancient tales and immortal sagas. The realm of Asgard is not just a physical place but also a reflection of the divine hierarchy that governs it. The Aesir, the principal deities of Norse mythology, reign supreme, embodying strength, wisdom, and elemental powers. Their presence infuses every corner of Asgard, granting the realm an atmosphere of both reverence and potential.

6.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out a few days before the main plot of the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Hero - Free

You are a heroic individual like Shirou who wishes to help others. Perhaps you pursue a path where everyone can be happy or simply wish to make little changes for the better. Perhaps you are affiliated with one of the many factions or simply a wanderer going about your business. This path is filled with challenges and trials, but you possess the inner strength and unwavering resolve to face them head-on. Your selflessness and dedication to the well-being of others set you apart, making you a true champion of justice and a symbol of hope in a world that often craves a guiding light.

Hell - Free

Your affiliation lies within the depths of the Underworld, a realm steeped in darkness and inhabited by devils. Whether you were born as a devil within its borders, carry the legacy of a long-forgotten weapon, or are a newly reincarnated devil, the Underworld is your home. Within the fiery depths of Hell, you navigate the intricate web of devilish politics and power struggles. You may align yourself with a particular faction or forge your own path, seeking to rise through the ranks and make your mark in this realm of eternal damnation.

Heaven - Free

You are aligned with the divine forces of Heaven and the Church, standing as a stalwart defender of righteousness and faith. Your purpose intertwines with the celestial hierarchy, and you may find yourself in service to the highest order. As an agent of Heaven, you embody the virtues and principles upheld by the Church. Your actions reflect the divine will and the pursuit of purity and holiness. Whether you serve as a holy knight, a devoted priest, or a guardian of sacred relics, you are a beacon of light amidst the darkness.

Fallen - Free

You are a member of the Grigori, a faction composed of the Fallen Angels who have been cast out from Heaven. Though you may not be a fallen angel yourself, the Grigori recognize the potential and talents in individuals of various races, extending their recruitment beyond their own kind. As a member of the Grigori, you stand apart from conventional angelic hierarchy, operating on the fringes of divine order. You may have your reasons for joining their ranks, be it seeking redemption, challenging the established norms, or simply walking the path less traveled.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Yokai - 100/200 CP
The Yokai, a mystical race of spirit-like beings that dwell between the realms of humans and nature. While often mistaken as demons, the Yokai are more accurately described as ethereal nature spirits. Possessing a diverse array of forms, they can take on the appearance of humanoid animals as well as powerful bestial transformations meant for combat. For a modest cost of 100 CP, you may become a Yokai of your choosing, such as a stoic Tengu, a mysterious Nekomata, or a whimsical Kappa.

- **Grand Yokai - 200 CP:** For an additional 100 CP you may delve into the profound depths of Yokai power. This allows you to become a more formidable variant of Yokai, such as the illustrious Nine-Tailed Kitsune, renowned for their mesmerizing beauty and cunning nature. Optionally if you become a Kitsune you may be related to Yasaka in some way.

Human - Free/200/300 CP
Humans are the most common race within this world. While humans may possess shorter lifespans and generally exhibit lesser physical strength compared to other races, they bear within them an indomitable spirit and boundless potential that sets them apart. It is this potential that allows humans to transcend their limitations and surpass even the mightiest of species. As a human, you will begin your adventure in peak physical condition, akin to a non-enhanced Exorcist.

- **Reincarnation - 200 CP:** Interesting it appears that you are the reincarnation of a legendary hero. Whether you are a direct descendant of a hero or have been deemed worthy of carrying their mantle, this option grants you an innate connection to their exceptional abilities. This instinctual talent grants you a natural affinity for their unique skills and attributes, and greatly enhances your innate potential.
- **Demi-Servant - 300 CP:** Demi-Servants are humans who have absorbed the power of a Servant. Through this option, you gain access to the immense power, skills, Noble Phantasms, and memories of a chosen Servant without inheriting their complete personality. As a Demi-Servant, you are bestowed with the unique ability to select any Servant whose template you desire to absorb. This fusion grants you unparalleled access to their legendary abilities, allowing you to wield their might as your own while retaining your human essence.

Angel - 100/400 CP
The Angels are celestial beings and the devoted denizens of Heaven who dutifully serve under the divine command of God. As an Angel, you possess ethereal grace and radiant purity that sets you apart from mortals. Your connection to the divine grants you enhanced abilities and access to heavenly energy, which can be wielded for various purposes. You also possess a pair of wings that represent your strength. By default you will start out as a two-winged Angel.

- **Seraphim - 400 CP:** By spending 400 CP you may ascend to the echelons of celestial might as one of the esteemed Seraphim. This is the esteemed order of Angels who stand as paragons of heavenly power. Each of the Seraphim possess twelve resplendent wings demonstrating their immense power. The Seraphim embody the pinnacle of strength and divine authority within the celestial hierarchy. Each Seraphim is said to command a specific aspect of Heaven, channeling their extraordinary abilities to enact God's will.

Fallen - 100/400 CP
The Fallen are former Angels who have been cast out from grace due to their transgressions. Once adorned with pristine white wings, the Fallen now bear wings of darkest obsidian, signifying their estrangement from Heaven. They possess similar abilities to their Heavenly brethren, but lack God’s Light. Instead they are better suited to darker powers. For example, they prefer to cause pain rather than heal the injuries of others. If you wish you may choose what caused you to fall.

- **Fallen Seraphim - 400 CP:** The Fallen Seraphim are the greatest of the Fallen Angels. These majestic beings, adorned with twelve ebony wings, stand as the pillars of the Grigori. Despite their fall from grace, the Fallen Seraphim retain echoes of their celestial might, wielding their corrupted power with an intensity that matches their former glory.

Servant - 300/600 CP
Servants are legendary entities who have etched their name into the annals of the Throne of Heroes. Born from heroic legends and timeless tales, Servants embody the pinnacle of valor, skill, and supernatural might. For a mere 300 CP, you may join the ranks of these extraordinary beings, forever etching your own legend upon the tapestry of history. You may optionally use another Servant as a template or design your own powers as long as they don’t exceed the boundaries shown by other Servants. Lastly, unlike normal Servants you will not require a Master to function. Instead should you become low on energy you will simply be tired.

- **Grand Servant - 600 CP:** The Grand Servants of beings of immense power. Each Servant Class is said to have one Servant who stands at the pinnacle of their class. For example, Solomon, the greatest magician to ever live is the

Grand Caster. This option allows you to reach the level of a Grand Servant obtaining all that is entitled with the position.

Devil - 100/600 CP
The Devil, a formidable species forged by the union of Lucifer and Lilith, born to challenge the might of Heaven itself. As a Devil, you possess innate demonic power, granting you access to supernatural abilities, extended longevity, and the ability to wield the formidable Power of Imagination, a potent form of magic that draws upon the depths of your infernal nature. Devil's however, do possess a natural weakness to Holy magic. This includes the inability to go to holy places like Churches. Attempting to do so can weaken them and cause them pain.

- **Great Demon - 600 CP:** The seventy-two Great Demons are the original Demons spawned directly by Lilith. As an Archdemon, you stand as the paramount entity among demonkind, wielding authority and power that rivals the heavenly Seraphim. A mere utterance from your lips can quell entire legions of Devils or unleash an unparalleled surge of demonic might.

God - 400/600 CP
Gods are powerful beings and are considered the strongest natural race aside from Dragons. Gods radiate an inherent strength that rivals that of Satan Class beings, their very presence resonating with unmatched might. What sets deities apart is their unparalleled control over the power of faith and their dominion over specific realms.

As a God, you will be granted the privilege of selecting four domains, granting you mastery over the aspects they represent. Examples of domains include War, Trickery, Peace, Light, or Death. Within these domains, your influence is unrivaled, shaping the very fabric of existence. Furthermore, as a God, you possess the profound ability to bless others, bestowing upon them fragments of your divine essence.

- **High God - 600 CP:** The High Gods are the strongest of the deities. Among the High Gods reside the awe-inspiring beings such as the Skyfathers and the illustrious Big Three of Greek Mythology. These extraordinary entities stand on par with Super-Devils in terms of sheer power, radiating a commanding presence that surpasses all but the most formidable adversaries. To reflect your elevated status, you may select an impressive total of seven domains, symbolizing your expansive sphere of influence over the cosmos.

Dragon - 200/500/800 CP
Dragons are a species renowned for their unparalleled strength and formidable power. Even the weakest of dragons possess power levels that far exceed those of other species, typically ranging from Mid to High-Class while they are still in their youth. By

choosing this option, you can become a dragon, harnessing the overwhelming might that sets your kind apart from the rest. You possess a number of abilities such as durable scales, wings allowing you to fly, and an elemental breath. You may freely choose which element you have an affinity for.

- **Dragon King - 500 CP:** For 500 CP you can ascend to the ranks of the Dragon Kings. These revered individuals, akin to illustrious figures like Tiamat, Vritra, and Fafnir, possess unparalleled power and authority within dragonkind. By selecting this option, you will stand on par with these legendary beings, radiating an aura of dominance that commands respect and instills fear. As a Dragon King, your power reaches the high Ultimate Class, granting you unparalleled strength and influence within the realms you traverse.
- **Evil Dragon - 600 CP:** The Evil Dragons are a special case. They are Dragons who have given into evil and often are walking representations of the apocalypse. Aside from their awe inspiring power even beyond that of the Dragon Kings they also possess two unique powers. The first is that they can spawn an endless force of Wyverns using their energy. Second, it is unbelievably difficult to slay an Evil Dragon. They can only be killed if the entirety of their bodies and souls are wiped from existence. If even a small piece remains they will regenerate completely from any injury.
- **Heavenly Dragon - 800 CP:** Lastly, for 800 CP you can become the third member of the Heavenly Dragons, joining the ranks of Ddraig and Albion. Your might surges to astonishing heights, surpassing the limits of conventional power levels. The strength you wield is so overwhelming that entire factions pale in comparison to your formidable presence. As a Heavenly Dragon, you are bestowed with a potent ability, bordering on the realms of the extraordinary and potentially considered overpowered by many. This ability can be just as powerful as Boost and Divide.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Great Demon x Heavenly Dragon hybrid would cost 1,600 CP (600 + 800 + (100*2) = 1,600). You will gain unique advantages that are related to the species you choose. You may also choose to be a genuine hybrid or to have been converted somehow. For example, a human devil hybrid could be a reincarnated devil.

Skills and Perks

All perks are discounted to their origins and the 100 CP perks are free to their origin.

General Perks

Magic Circuits - Varies
At no cost, you gain access to 40 magic circuits of average quality, enabling you to harness the power of magecraft. If you wish to enhance your magical potential, you can choose to invest an additional 100 CP to increase the number of circuits to 100. Furthermore, you can choose to purchase an additional 40 circuits for just 50 CP. You can purchase this enhancement as many times as you wish, allowing you to continually increase your magical capacity and hone your magecraft skills. With this perk, you have the ability to determine the quantity of your magic circuits, allowing you to unlock your full magical potential.

I Offer My Blessings - 100 CP
Blessings are a special ability that gods possess. This perk allows you to share a fragment of your essence, granting them access to a portion of your own remarkable abilities. Just like the gods, you possess the capacity to offer blessings, empowering individuals with newfound capabilities that align with your own powers and expertise. For instance, if you excel as a renowned warrior, those blessed by you might experience heightened skills in weaponry and an enhanced battle intuition.

- **This Perk is Free to Gods**

Blessing of the Divine - 100 CP
Within the divine realms, when a god is bestowed a great service or holds a close alliance with a mortal, they may choose to offer their blessing as a reward. Remarkably, you have earned the favor of one or more deities, either through your own notable deeds or through your unwavering dedication and loyalty. With each purchase of this perk, you gain the blessing of a specific deity, tapping into their divine powers and harnessing their unique abilities.

The precise powers bestowed upon you will be tailored to the god in question, reflecting their dominion and realm of influence. For example, should you choose the blessing of Poseidon, you would gain hydrokinesis, the capacity to breathe effortlessly beneath the waves, the ability to navigate treacherous seas unharmed, and a deep alliance with all

beings residing within Poseidon's vast domain. You may purchase this perk as many times as you can afford.

Miracle of Salvation - 100 CP
The power of love and salvation flows through your being, granting you the ability to bring light and healing to those in need. With the Miracle of Salvation, you possess the capacity to delve into the depths of individuals' pasts, offering them a chance at redemption and healing. By embracing the Father's Love, you can bring forth the memories and experiences that have been buried or suppressed, allowing others to confront their past traumas and find solace.

This power is rooted in the divine system of God, where judgment and sin hold no sway. Your ability to offer forgiveness and understanding is boundless, providing a path to redemption for even the most troubled souls. The Miracle of Salvation transcends boundaries and limitations, as the power of love knows no bounds. When you bestow the Father's Light upon others, they will witness, hear, and feel the direct memories and experiences that have shaped their lives, even those that have long been kept hidden. This revelation can bring about profound healing, helping individuals confront their pasts and find the strength to move forward.

Reinforcement - 100 CP
Reinforcement is a simple style of magic used to increase the strength and durability of its target. This magic can be used on objects, people, and even areas. Many look down on this magic, but much like other body enhancement methods this grants immense power should you put effort into it. For example, a master of Reinforcement can use this magic to make a twig as durable as a Noble Phantasm or apply this effect to their own body. Taking this perk makes you on par with Shirou at his best with this magic.

Godly Domain - 200 CP
Domains are representations of a god's ability to control an aspect of the world. This is mainly represented in two forms. First, this grants you power and abilities related to your chosen domain. For example, choosing Death would allow you to resurrect others, claim the souls of the deceased, and utilize some other abilities.

The second way this power is represented is through a physical domain around you. For example, the Great Demon Belial, Lord of Cinder would literally cause the world to erupt in flames around him. Within your sphere of influence you can command this power effortlessly. The size of your domain depends on the amount of power you possess. A human who somehow acquired this might only be able to push it a few feet

away from their body. A minor god however, would be capable of encompassing an entire continent within their domain.

- **Great Demons receive a single purchase of this representing their Sin or Concept**
- **Gods receive four purchases of this for Free**
- **High Gods receive seven purchases of this for Free**

I Need to Hit This Shot - 200 CP
In a pivotal moment during Freed and Xenovia's duel, Shirou found himself too far away to directly intervene. Refusing to stand idle, he summoned Hrunting and launched it from over three kilometers away with such precision that it vaporized Freed's arm. Like Shirou, your aim and precision with ranged weapons are unmatched. Whether it's a bow, a rifle, or any other form of projectile weapon, your skill is legendary. With your mastery, you possess the ability to single-handedly decimate entire armies as long as you have a steady supply of ammunition. Your shots never miss their mark, striking with deadly precision and unwavering accuracy.

Everlasting Beauty - Free/100/300 CP
Nearly every individual in this world is exceptionally attractive when compared to those of other worlds. Since you are in this world you deserve the opportunity to receive this gift as well. For Free your appearance is improved to the standards of this world. Anywhere else you would be considered a perfect ten out of ten. For 100 CP you may instead become a wonderful sight even in this world. You may very well be considered a goddess of beauty or at least related to one with this level. Lastly, if you are still not satisfied then you may pay 300 CP. This will make you on par with Gabriel who is considered to be the most beautiful woman in Heaven and the entire world. Even deities will feel their breath hitch and stare in awe at you.

Aside from your looks this also bolsters your charisma. The Free level would make you the star of a party and have you attract attention wherever you go. The second level would enhance your charisma making your words like honey. All who listen will stand at attention waiting on you. The final level enhances this to a massive degree practically making you a god of charisma. With, but a few sentences you can enrapture an entire faction having them hang on your every word. Even those who hate you with a burning passion would have immense difficulty resisting you.

War’s Blessing - 300 CP
As a bearer of War's Blessing, you tap into the extraordinary wellspring of power that emanates from the battlefield itself. While traditional gods derive their strength primarily from their devoted followers, War Gods possess a distinct advantage – they draw

energy not only from the faith of their followers but also from the very essence of conflict and warfare. Engaging in battles becomes a conduit for your power, allowing you to harness the raw intensity and fervor that permeates the battlefield. The longer and more heated the confrontation, the greater the surge of power you receive. Each clash of weapons, each strategic maneuver, fuels your divine essence, invigorating you with heightened might and resilience.

What sets this blessing apart is its potential for exponential growth. With every passing moment on the battlefield, your power steadily accumulates, like an unstoppable tide swelling in strength. As time weaves its tapestry of conflict, your connection to the warlike energy strengthens, granting you unparalleled prowess and authority. However, it is vital to note that this power is not without its limitations. While you possess the remarkable ability to harness the battlefield's energy, it also means that you can be overwhelmed if denied the opportunity to build your strength in prolonged conflicts.

- **This perk is Free to Gods of War**

Divine Seal - 300 CP
After defeating Loki, Shirou sealed away his power using an ability God possessed. This power allows you to strip and seal away the divinity and abilities of other beings. As the wielder of this ability, you hold the authority to render gods mortal and bind their powers. By uttering a decree, your words become unbreakable restraints that strip away the powers of your target.

Using the Divine Seal allows you to perform this feat even against unwilling targets though it is significantly easier on incapacitated beings. Additionally, the Divine Seal grants you the capability to store the sealed entity in a separate space of your own creation. This space acts as a secure confinement, ensuring that the divine essence and abilities of the sealed individual remain safely contained until you choose to release them.

Veteran of the Great War - 300 CP
In this world age is often equivalent with power. For example, the devils who survived the Great War were incomparable to those born later. By choosing this perk you may be an ancient being even by this world's standard. With this comes a depth of knowledge, skill, and power that far surpasses those of the younger generation. The passage of time has sculpted you into a formidable force, granting you a level of mastery and expertise that few can rival. Through countless battles and experiences, you have refined your skills and honed your abilities to their utmost potential. Your power is a testament to your ability to survive the conflicts throughout history. If applicable your rank within any groups or organizations you align with will be increased. For instance, a

Nine-Tailed Kitsune with this perk would stand on par with, if not surpass, Yasaka and be a high ranking elder among the Yokai.

The Harem King - 400 CP
Let's be honest, most of you probably came here just to find a perk like this one. Well, given the nature of the setting it had to be offered. This perk makes you truly worthy of being not only the Harem King, but the greatest Harem King. This grants you a variety of boons to aid you in the art of romance, love, and seduction. Firstly, your physical presence is now utterly intoxicating, enthralling all who gaze upon you. Second, Your charisma, charm, and natural magnetism are enhanced to an extraordinary degree, exponentially multiplying the allure you possess. Your words will allow you to both touch the heartstrings of your lovers and tangle with the minds of your opponents. Even famous negotiators like Serafall or Azazel will find themselves dancing in the palm of your hand in mere moments.

Next, all from gods to demons, from past heroes to powerful entities, the entire spectrum of existence finds themselves irresistibly drawn to you, powerless against the allure of your presence. In addition, your enchanting power extends to beings of all types, from the most powerful and influential individuals to mythical creatures and magical entities. You have the skill to entice, seduce, and captivate even the coldest of maidens. Within ten minutes you could charm Grayfia and Gabriel into your bed. Even those lacking emotions or that should be incapable of love will be enthralled. The depths of affection and devotion inspired by your presence is truly awe-inspiring. From gods to demons, they willingly surrender their power, wisdom, and influence in order to bask in your presence.

Third, given the qualities of your harem it is likely that you will attract the jealousy of others. This aspect will protect all you care about from so-called “Bad Ends”. This will also ensure that they remain faithful and their feelings never fade no matter how much time passes. Fourth, you have a keen understanding of the complexities of harem dynamics. You will find that your harmony will maintain its own harmony without any issues developing. Lastly, given the size of your harem it may be hard potentially for you to spend time with all of your lovers. This perk will give you the ability to create a clone for each of your lovers. Each of them will retain your full strength and will be linked together in a hivemind. Just remember this basically removes any excuse you have about not spending time with them.

We Must Stand Together - 400 CP
In the face of an apocalyptic threat, grudges and differences become insignificant. You have honed the skill of uniting disparate groups under a common cause. When

confronted with a grand threat, you possess the ability to rally individuals and factions, regardless of their strength or alignment, to join forces and confront the imminent danger as a unified front. This power transcends differences and forges a temporary alliance built on the shared goal of overcoming the threat at hand. Once the threat is vanquished, the choice of maintaining the alliance or disbanding it rests with you. Should you desire to preserve the unity and continue working together, the alliance can persist beyond the immediate crisis, providing a foundation for long-lasting cooperation and collaboration.

Godspeed - 400 CP
Godspeed is a devastating ability created by Hercules to defeat the Hydra. With this perk, you can replicate this feat unleashing a flurry of nine strikes in a single moment, displaying unmatched speed and precision. This technique, derived from the pinnacle of weapon mastery, allows you to manifest the power of a myth in its fullest form. When activating Godspeed, you become a blur of motion, traversing the battlefield with unmatched swiftness. Each strike you unleash is imbued with incredible power, targeting the vitals of your opponents with lethal precision. Lastly, this technique is not limited to a specific weapon, as it draws out the maximum potential of any weapon you wield, elevating it to the status of a Noble Phantasm.

The Inescapable Void - 400 CP
When Beast VI/L emerged no one was capable of defeating it. Even the combined might of Shirou, Artoria, God, Angra Mainyu, and their allies was unable to hurt it. In the end they were only able to defeat it by sealing it away. By channeling your immense power and focusing it through you can perform a similar feat. This allows you to create a permanent prison within a one-way passage. This void-like space, similar to the one forged by the Great Red, is an impenetrable fortress with no exit.

Once your target is trapped within its confines, there is no escape, no matter their strength or abilities. This prison exists outside the bounds of conventional reality, rendering any attempts to break free or traverse its boundaries futile. Just remember that you must also be capable of forcing your target within this prison before they can be trapped. Lastly, you may optionally open these prisons if you ever wish to release your target for some reason.

Ionioi Hetairoi - 400 CP
As the King of Conquerors, Iskandar possessed a magnificent and legendary Noble Phantasm known as Ionioi Hetairoi, the Reality Marble that encapsulated the glory of his empire and the loyalty of his soldiers. With this perk, you gain the ability to manifest and control your own version of Ionioi Hetairoi, a realm of unlimited grandeur and

camaraderie. Upon activation, your surroundings transform into a vast and sprawling battlefield, adorned with the regal trappings of an ancient empire. Countless loyal warriors, summoned from the depths of history and across different dimensions, materialize to serve as your unyielding army.

Within this Reality Marble, you hold absolute authority as the commander of Ionioi Hetairoi. Your strategic acumen is boosted immensely, making you capable of devising intricate battle plans and coordinating your troops with masterful precision. Your forces are imbued with enhanced strength, speed, and resilience, rendering them formidable in combat and nearly unstoppable against conventional foes. Furthermore, Ionioi Hetairoi grants you the ability to summon any individual that has ever served you or fought alongside you as allies, drawing upon their unique skills and abilities to bolster your forces. These heroic spirits will fight alongside you, further bolstering the might of your army and increasing your chances of victory. Lastly, if you have both this and Unlimited Blade Works you combine both Reality Marbles to forge the ultimate army.

Might Beyond All - 400 CP
Much like the awe-inspiring power of the God of the Bible, you possess an indomitable might that surpasses all others. Your capabilities far exceed those of individuals on your level, rendering you virtually unmatched in combat prowess and raw strength. For example if you were a Seraphim, you would stand just below your Father in terms of might, radiating a celestial power that leaves all in awe.

Even as a normal human, your power would rival that of a High-Class Devil or any equivalent being. Your capabilities exceed the boundaries of what is deemed possible, setting you apart as an unstoppable force to be reckoned with. As you continue to grow and evolve, your might only becomes more formidable. With each step forward, your strength expands, surpassing the limits of your previous achievements.

Dimensional Travel - 300/600 CP
The vast and intricate tapestry of existence holds countless realms and dimensions, and with the Dimensional Mastery perk, you gain the ability to traverse these wondrous realms. For 300 CP, you can generate portals like Adelina, granting you the power to open gateways between different realms and locations within the world. The energy required for these portals increases with the number of portals opened and the distance traversed, so careful energy management is necessary to maintain this ability effectively.

For a greater investment of 600 CP, you unlock the extraordinary dimensional transport harnessed by the God of the Bible. With this power, you gain the capability to jump

between worlds, emulating the divine travel used by Yahweh himself. However, the immense power required for such interdimensional leaps can place a substantial drain on your energy reserves. Whether it be for exploration, strategic advantage, or swift transportation, your command over dimensional gates allows you to embark on awe-inspiring journeys across the cosmos.

Let There Be Light - 800 CP
You are the reincarnation of the God of the Bible having inherited his full power, knowledge, and authority over the Heavens. This power is bolstered even further as this inheritance combines the Nasuverse and DxD Gods. When God was accidentally dragged into Shirou's world he fused with his counterpart there, gaining his knowledge and multiplying his strength several times over. With this alone you are guaranteed to be in the top ten and likely in the top 3 strongest.

In addition to the immense power this offers incredible influence. The Three Factions are intertwined with Yahweh on a conceptual level, even the Devils. Though this connection is much greater in the Angels and the Fallen. You are the Lord of Heaven and with it you command absolute authority over them. These beings are drawn to you like children desperate for their parent's approval. They will never raise their hand against you and will do anything you ask. For example, when God spoke to Kokabiel the Fallen Archangel refused to strike him. Despite his overwhelming desire for war he couldn't raise his sword against his father.

Lastly, this also grants you his ability to create Angels and other beings. The cost of doing so varies based on their power. For example, you could create an entire legion of two winged Angels with a wave of your hand. Creating a new Seraphim however, would require a fair amount of effort.

Nega Messiah - 800 CP
You have absorbed the essence of Beast VI/L, the incarnation of ruin and the harbinger of the apocalypse receiving his Nega-Skill. The Nega Messiah skill grants you unparalleled defensive capabilities, allowing you to nullify any attack intended to harm you. Like a boundless shield, a constant bounded field surrounds your body, effortlessly negating any offensive action directed towards you. Just as Beast VI/L was capable of passively accepting and absorbing the destructive power of its attackers, you possess the ability to effortlessly absorb and nullify the harmful intent and energy behind any assault aimed at you. No matter the strength or nature of the attack, it will be rendered futile against your impervious defense. Lastly, your very presence signifies the approaching end of all things, as you embody the entity that brings about the apocalypse. This grants you an aura of undeniable foreboding, instilling fear and

hesitation in your adversaries. Your opponents will likely find themselves questioning their ability to challenge you in the face of your overwhelming destructive potential.

Ars Goetia - 1000 CP
Ars Goetia is the ultimate demon made manifest from the combined energy of the 72 Pillars. This is a being that was capable of matching the God of the Bible at his peak directly. In their original world they were meant to be the final safeguard to protect humanity, but here they stand as the rulers of the Underworld. The essence of both Goetia merged together bringing life to this demon once more. By purchasing this perk you can acquire the power of this terrifying being. You will become the The Beast of Humanity's World Order meant to face off against the unspeakable horrors that would threaten it.

Aside from the Dragon Gods, Trihexa, and the God of the Bible you are the strongest being in this world. Aside from your power you possess a variety of abilities. One of his most dangerous abilities allows you to split into 72 forms embodying each of the Pillars. Each of these forms have the might of a Great Demon. You possess all abilities that Goetia has ever demonstrated due to his merged form. In addition, you will receive his Noble Phantasms including Ars Almadel Salomonis and Ars Paulina. Lastly, you will possess the ability to create demons and devils much like how God can create Angels. If you wish you may even recreate the original 72 Demons from both worlds without losing access to their powers. All beings created this way will be loyal to you above all.

Hero

Unbreakable Bond - 100 CP
Through the crucible of battle, you possess the extraordinary ability to forge unbreakable bonds of loyalty and camaraderie. The hardships and dangers faced together with your companions strengthen the ties that bind you, creating an unwavering unity and trust. Those who fight alongside you, be they allies, friends, or even former foes, find themselves bound to you by an indomitable sense of loyalty. The loyalty forged in the heat of battle surpasses any doubt or treachery, creating an unwavering commitment to support and protect one another.

This unbreakable bond grants you numerous benefits. Your allies will willingly put themselves in harm's way to shield you from danger, and their morale and fighting spirit will remain unyielding even in the face of overwhelming odds. You become a beacon of inspiration, instilling courage and determination in those who fight beside you. Furthermore, this bond of loyalty extends beyond the battlefield. Your companions will remain fiercely loyal to you even in times of peace, standing by your side through thick and thin. They will keep your secrets, support your decisions, and work tirelessly to aid you in achieving your goals.

God of the Kitchen - 100 CP
Aside from his skill with swords, Shirou’s greatest talent lies in cooking. Your skill in the art of cooking is so grand that you could be considered a god of cooking. You can effortlessly transform basic ingredients into culinary masterpieces that astound and captivate all who have the privilege of tasting your creations. Each dish you craft is an exquisite symphony of flavors, textures, and aromas, showcasing your profound understanding of ingredients, techniques, and harmonious culinary composition.

Consuming your culinary creations bestows upon individuals an overwhelming desire for more. The flavors are so captivating and addictive that those who partake in your dishes are enraptured, compelled to seek second helpings and beyond. Their taste buds dance in ecstasy, and their loyalty becomes unwavering as they yearn for the privilege of experiencing your culinary creations once more.

Full of Holes - 100 CP
Shirou’s main combat style is an incredibly unorthodox one. Rather than creating the perfect defensive field his is littered with flaws. This however, is intentional as it forces his opponents to attack him and to willingly jump into his traps. You have studied

Shirou's style and mastered it for your own use. By intentionally leaving gaps in your defense you can force your foes to expose their own and block their strikes. Even individuals who greatly surpass you in skill and power will lose to you if they aren't careful. The only weakness of this method is that you can still be bested by faster opponents if you can't predict their movements. This style can be used offensively as well as demonstrated by Archer, though this requires a higher degree of skill.

Trace On - 200 CP
Tracing is a high level form of projection magic. This is the basis of Shirou's abilities which he uses to trace swords and other weapons. By purchasing this perk you gain the ability to use Tracing magic. This allows you to recreate objects that you have seen before and to view their history. For example, when Shirou saw Excalibur Destruction, he witnessed the life of this world's King Arthur. In addition, this allows you to absorb the skill of the previous users. Using the previous example, if you used an Excalibur fragment then you would be able to draw upon Arthur's skills.

Additionally any objects created using this ability become real. An example of this is when Shirou recreated Posedion's trident. It never faded away and commanded the same power that the original possessed. Though it did view Shirou as its true wielder when forced to choose between them. Lastly, should you give away any of these weapons they cannot be used against you. As their creator the artifacts will acknowledge you as their greatest wielder even if their original wielders possess them.

Be Their Shield - 200 CP
Acting as the center of your defense will reduce the burden your allies are carrying, but that also means all of it is placed upon you. When this occurs you cannot falter as your collapse will mean the deaths of those around you. However, when you take up your arms to defend others you will be bolstered by those you are defending. The greater the number of individuals you are protecting and the greater your bonds with them the more you will be empowered.

For example, defending a small group of individuals might give you a slight boost, but acting as the sole defense for a town of thousands of people you care about would multiply your strength dozens of times. This boost increases your power, regeneration speed, and supplies you with additional energy. This effect is not limited to purely defensive moments either, but any situation where you are placing yourself as the primary force amongst your allies. An example would be when Shirou charged into the Fallen to distract them from attacking his allies. Even though he went on the offensive he still was the center of their forces.

The Swallow's Dance - 200 CP
Sasaki Kojiro is amongst the greatest sword masters to ever live. With this perk, you gain unparalleled proficiency in the art of swordplay, akin to Sasaki's lifetime of training and dedication. With the Swallow's Dance, your movements become a mesmerizing display of grace and precision. You seamlessly execute complex techniques and maneuvers, effortlessly weaving between offense and defense. Your strikes are imbued with the same elegance and lethal efficiency as Sasaki's, making you a formidable combatant.

The essence of this perk lies in the ability to overlay multiple attacks at once, just like Sasaki's legendary "Tsubame Gaeshi." With a single swing of your blade, you unleash a barrage of strikes that converge upon your foes from multiple angles simultaneously. You can perform this offensive technique with any weapon or ability allowing you to launch nearly unblockable attacks. Lastly, this also allows you to massively increase your damage output by multiplying your attacks three times over.

What Did I Do Wrong? - 400 CP
Trihexa, despite being known as the Beast of the Apocalypse, is not inherently evil. In its true form, Trihexa is a young child with six monstrous wings, whose existence has been plagued by destruction. Perhaps, if there had been someone to extend a hand of compassion, this path of devastation could have been diverted. That someone is you. With this perk, you possess the unique ability to see into the hearts of others and truly understand them.

It grants you the power to reach out to beings, regardless of their nature, and offer them friendship and understanding. This gift is particularly effective on powerful, misunderstood, or apocalyptic beings, as you can show them an alternative path. This perk ensures that you will always be given at least one opportunity to extend this offer before conflicts escalate. By utilizing your empathy and compassion, you have the potential to bring about peaceful resolutions and foster connections that may have been otherwise deemed impossible.

I Saved Them Both - 400 CP
There are many moments where you are forced to choose between who you wish to save. Perhaps you are being forced to choose between saving the world and saving those you love. Often one must be sacrificed to save the others. You reject this idea, no one should have to be sacrificed regardless of the reason. Your will has enforced itself on the world making this possible. Whenever you would be forced into this type of situation a path will appear allowing you to get the best outcome. This will often be a

harder path, but you will never truly be forced into sacrificing that which you love. Should you reach for it you will be able to get the best ending.

Time to Power Level - 400 CP
As you ascend to unprecedented levels of strength, you recognize the importance of ensuring your allies can keep pace with your newfound power. With this ability, you possess the means to expedite the growth of your comrades, enabling them to bridge the gap and reach your level of power at an accelerated rate. While the time required still depends on the magnitude of the disparity, your influence can propel others to achieve remarkable progress in a matter of days, rather than the customary years. Through your guidance and support, individuals can experience exponential growth, their abilities surging to dozens, if not hundreds, of times their previous strength. This ensures that no matter how strong you get none of your allies will ever be left behind.

Harmonious Fusion - 600 CP
The cursed power of Sin, embodied by Angra Mainyu, and the celestial might of the Heavens stand as opposing forces, never meant to coexist. Yet, in a remarkable feat, Shirou was bestowed with both these powers, and through his unique energy, they found harmony, intertwining to create a powerful trinity within him. Now, you too possess the ability to wield these opposing forces, experiencing the awe-inspiring transformation and synergistic might that it bestows.

Rather than conflicting or diminishing each other, the fusion of these opposing forces becomes a catalyst for exponential growth. The powers combine and strengthen one another, unveiling unimaginable capabilities within you. The strength of each force magnifies the other, bolstering your abilities beyond what could be achieved by wielding them individually. This effect will only become more pronounced as you add additional powers to the mix.

Unlimited Blade Works - 600 CP
Unlimited Blade Works is Shirou’s most powerful ability. This power allows him to create a world with himself existing as its origin. By purchasing this you can acquire the Reality Marble known as Unlimited Blade Works. Within your mind lies a boundless arsenal, a vast treasury of weapons waiting to be summoned into existence. Through the sheer force of your will, you can materialize any weapon imaginable, ranging from legendary swords to devastating firearms, from enchanted bows to intricate staves. Each weapon is a manifestation of your desires and a reflection of your imagination.

But your prowess doesn't end with mere creation. You possess an innate understanding of these weapons, their capabilities, and their optimal use. Your mastery over combat

techniques allows you to wield any weapon with unparalleled skill and precision. Whether it be close-quarters combat, long-range sniping, or intricate magical techniques, you effortlessly adapt to the weapon's nature and unleash devastating attacks upon your foes. Furthermore, the bond between you and your weapons is unbreakable. These summoned arms are extensions of your very being, responding to your commands with unwavering loyalty. You can manipulate them at will, summoning and dismissing them in the blink of an eye, unleashing swift barrages of attacks or employing strategic maneuvers to gain the upper hand in battle.

All the World's Evils - 600 CP

Angra Mainyu's story is a sad one. He was a young child condemned as a sacrifice for all of the world's evils so that no one else would suffer. He endured horrific suffering as a result of this. Like Angra Mainyu, you have become a living embodiment of sin and evil. This is a cursed power, but one that you have chosen to bear willingly. This however, has bestowed you with a number of dark powers. They are mainly demonstrated through your ability to manipulate Black Mud.

This mud is sin made manifest and it carries corruptive properties. All, but the most strong willed of beings touched by the mud will be driven mad. These are corrupted into darkened versions of themselves who will swear themselves to your services. Even a Seraph could be corrupted should you cover them in enough of this mud. You can create the mud in massive quantities potentially allowing you to drown the entire world in mere days. Your ability to create this is only accelerated as you become surrounded by chaos and evil.

Aside from the mud itself, you are still an embodiment of sin. As long as evil exists within the world so shall you. You may be struck down, but you will merely return shortly afterwards. Third, as the embodiment of sin any act of sin grants you power and grants you a foothold in the hearts of those who commit such acts. The greater the sins they have committed the greater your reach becomes within them. Additionally any beings related to sin will fall under your sway. For example, when Shirou utilized this power the Devil's encountered felt the urge to submit to him as their power originated from Sin. Lastly, any ability that is classified as evil or dark becomes far more effective in your hands. You may choose to contain these powers or instead perhaps you will show the world what they have unleashed.

Hell

Hero of the Low-Class - 100 CP
Much like Shirou, you have earned the title of a hero among the downtrodden and lower-class individuals. The marginalized and underprivileged regard you with utmost respect and admiration, considering you one of their own. In any group or organization, you are a staunch advocate and supporter of the lower ranks and the masses.

Your presence brings solace and hope to those who have long been overlooked and oppressed. Even the most expendable foot soldiers within your enemies' forces cannot help but recognize your noble character, looking upon you with reverence and admiration. Your unwavering commitment to uplifting the underprivileged sets you apart as a beacon of inspiration and guidance.

Precise Targeting - 100 CP
In the art of combat, it is often the strategic strikes that yield the most significant impact. You possess an innate understanding of this principle, knowing precisely where to strike your foes to inflict the most devastating damage. For example, eliminating high-profile figures might cause temporary disarray. Crippling the enemy's supplies and infrastructure however, can render their entire force powerless. With unparalleled precision, you discern the vulnerable points that, when exploited, can cripple your adversaries and tilt the tides of battle in your favor. You can perform this feat on both large and small scale conflicts. You could see the flaws in your foe’s stance with the same ease needed to determine a city's weak points.

Pain Immunity - 100 CP
Through your experiences and resilience, you have developed an unparalleled resistance to pain. Your capacity to endure physical torment has reached extraordinary levels, allowing you to navigate through even the most excruciating situations without flinching or succumbing to agony. With this perk, you are able to withstand intense pain that would incapacitate or overwhelm others.

Whether it's enduring searing burns, bone-shattering impacts, or the torment of lingering injuries, you remain resolute and unaffected. This resistance to pain not only allows you to maintain unwavering composure in dire situations but also enhances your physical performance. Without the distraction of pain, you can push your body to its limits, exerting yourself to the fullest extent without hesitation.

Sacrifices Must Be Made - 200 CP
When attempting to get out of his extra paperwork Sirzechs successfully guilt trips Adelina. He did so by using her devotion to Shirou while the man in question watched on with amusement. He took it a step further by throwing his Knight Okita under the metaphorical bus as well. Like Sirzechs, you possess a keen understanding of people's motivations and the ability to skillfully manipulate situations to achieve your desired outcomes. Your words and actions can influence the decisions and actions of those around you. With your strategic mind and persuasive charisma, you excel at guiding others towards the path you deem necessary for the greater good. Granted whether this is the actual greater good or not can be up for debate.

In addition, you have the uncanny ability to anticipate the thoughts and reactions of those you interact with, enabling you to exploit their desires, fears, and insecurities to further your own agenda. Your skill in manipulation is so refined that you can deftly navigate delicate situations, redirecting attention or provoking specific responses to maintain control. Lastly, you can engineer situations to seem coincidental or natural, subtly nudging events in your favor. This creates the illusion of choice and makes opportunities that align with your plans, all while ensuring that the individuals involved believe they are acting of their own free will. Your influence can sway alliances, dissolve conflicts, and alter the course of events with ease.

Return to Origin - 200 CP
In the intricate tapestry of bloodlines, purity and lineage play a pivotal role, particularly among beings such as Devils. The purity of one's bloodline has a profound impact on the awakening of dormant powers, the potency of innate abilities at birth, and the boundless potential that can be unlocked. With this perk, the very essence of your bloodlines will be purified and elevated to the pinnacle of power. Regardless of the quantity you possess, even a solitary drop of a bloodline within your veins will be refined and restored to match the exalted state of its progenitor. The dormant powers and latent potential within your blood will be fully awakened and enhanced, reflecting the true heritage and untapped greatness that lies within you. This purified state grants you the full benefits and privileges associated with your bloodline.

Striving for the Pinnacle - 200 CP
Inspired by Shirou's encounter with a young girl whom he would later teach the combat style of Sasaki Kojirō, you embody the spirit of refined mastery. Like Adelina, who honed her skills over centuries to become the most formidable knight in the Underworld, you possess the ability to refine any talent or ability to its pinnacle. By dedicating yourself to tireless practice and unwavering discipline, you can elevate your capabilities to an extraordinary level.

Whether it be martial prowess, magical aptitude, or any other skill, you possess the inherent capacity to refine it to the utmost degree. Just as Adelina's combat prowess transcended her initial magical power, you can unlock the true potential of any ability through relentless refinement. However, it is important to note that as you progress to higher levels of mastery, the path to perfection becomes increasingly arduous and time-consuming.

Chess is Simple - 400 CP
When it comes down to it chess is about calculations and strategy. If you are good at both of those then you can be an amazing chess player even if you've never touched a board before. This was proven by Shirou and is a feat you are more than capable of replicating. With this perk you possess an unbelievable battlefield awareness. Even when half asleep and hungover you could dominate a world champion chess player. You however, are truly frightening when you actually put your mind to it.

You are a master of war of all things required to run it at peak efficiency. Even caught off guard you could use a rag tag force to devastate an army ten times larger than your own. This effect would only be enhanced if you actually had true elite soldiers with matching equipment. You are the type of general that allowed the New Satan Faction to defeat the stronger Old Satan Faction during the Civil War. When it comes to the art of war there are none who would dare to claim themselves as your equal.

Kankara Formula - 400 CP
The Kankara Formula is Ajuka's most dangerous power and why he is considered a Super-Devil. This ability encompasses intricate calculations and laws that govern the phenomena and abilities of the world. Like Ajuka, you possess a profound understanding of the mathematical equations that underpin reality, allowing you to manipulate and redirect the natural forces around you. By utilizing your demonic powers and channeling them through a specialized magic circle, you can reshape and control the external world in profound ways.

Through precise calculations and precise adjustments to the phenomena, you can alter the course of events, redirect attacks, and even neutralize the powers of your adversaries. For example, you can transform destructive water blasts into harmless mists or redirect enemy attacks back at their users. As you further develop your mastery over the Kankara Formula, your skill and efficiency with its use will increase. You will find yourself capable of effortlessly manipulating the magic circle and its calculations, even without moving.

72 Pillar - 400/600 CP
The 72 Pillars are the main clans within Hell. Each of them possess a unique ability that grants them an edge over the common devils. For 400 CP you may become one of the Pillar Devils. You may choose which house you belong to including extinct Houses. You will gain access to their bloodlines and any unique qualities they possess. Some examples include the Bael Power of Destruction, Sitri Sea Serpent of the End, and the Phenex Immortality. You may also create a new bloodline if you are not interested in any of the canon options.

Alternatively if you don't want to belong to a normal House then you may spend an additional 200 CP to gain one of the four Satan's bloodlines. This includes Asmodeus, Beezlebub, Leviathan, and of course Lucificers. The exact powers of each Satan are not entirely clear, but they are leagues above the others in power. You may also use this option to supercharge one of the weaker bloodlines making it stronger. For example, doing so with the Sea Serpent of the End would extend your innate powers over water to include ice and steam as well.

Sacred Gear Canceller - 600 CP
This is the main power possessed by the Super Devil Rivezim. By channeling this power, you gain the ability to nullify any Sacred Gear within your presence. The moment you step into the vicinity, these powerful artifacts become completely useless, their abilities rendered impotent. This extraordinary power extends to all types of Sacred Gears, regardless of their rank or nature. Your mere presence will disrupt and deactivate their functionality, leaving their wielders bereft of their power. Beyond Sacred Gears, this ability also encompasses all soul-bound or soul-based equipment. Weapons, artifacts, objects, and even individuals based around souls will lose their supernatural properties in your presence.

Super Devil - 600 CP
Amongst the devils, none can match the unfathomable power and potential exhibited by beings like Sirzechs and Ajuka. They stand as extraordinary anomalies, transcending the might of even the most formidable devils to have ever graced existence. With this perk you are now a Super Devil or the equivalent should you belong to another species. This unparalleled power grants you a trajectory of growth that defies conventional limits. Through unwavering dedication and tireless effort, you will rapidly ascend the ranks of power, surpassing adversaries that once seemed insurmountable. With each passing year, your strength will skyrocket, perhaps eventually even reaching the level of the Top 10 Strongest if you are truly dedicated.

Conceptual Embodiment - 600 CP
Just as Sirzechs possesses a true form that embodies the power of destruction, you too have unlocked the potential to manifest a true form that represents a powerful concept of your choosing. This form allows you to transcend your normal limitations and become a living embodiment of your chosen concept. In your true form, you undergo a profound transformation, becoming an awe-inspiring being radiating immense power and authority. Your physical abilities are exponentially enhanced, far surpassing your previous limits. Your strength, speed, and durability are magnified, with each attribute tailored to your natural strengths and talents, amplifying them to their utmost potential.

The true strength of your Conceptual Ascendancy lies in the manifestation of powers tied to your chosen concept. Whether it be Hope, Desire, or any other concept that resonates with your identity, your true form harnesses this concept to unleash extraordinary abilities. For instance, embodying Hope would grant you the ability to inspire and uplift others, imbuing them with unwavering optimism and renewed determination. Your mere presence radiates an aura of hope that dispels despair and instills courage in those around you. As you further develop your concept and grow in power, your mastery over the chosen concept will deepen. This will grant you greater control over the laws of reality, enabling you to manipulate and shape them in accordance with your will. Boundaries and limitations become mere obstacles to be shattered, allowing you to push beyond the confines of what was once thought possible.

Heaven

Unyielding Dedication - 100 CP
Your unyielding dedication and unwavering commitment to training have forged an unbreakable resolve within you. In any circumstance or challenge, you stand firm and determined, surpassing your limits to achieve greatness. Distractions and external pressures hold no sway over your unwavering concentration, allowing you to remain focused and composed.

Moreover, your mental and emotional resilience shields you from the impact of past hardships and traumas. Haunting memories, which might hinder others, serve only to strengthen your resolve. With unwavering courage, you confront these memories, resolute in not letting them impede your progress.

Fateful Matchmaker - 100 CP
Through the intricate web of fate and the stirring of sentiments, you have learned to shape the destinies of others when it comes to matters of the heart. Similar to Griselda, you have learned to guide and foster connections between individuals, driven by a desire to ensure a bright future for those under your care. With this perk, your intuition and understanding of people's compatibility are unrivaled. You possess a keen eye for recognizing the potential for deep bonds and lasting connections. With a gentle touch and thoughtful guidance, you can orchestrate serendipitous encounters and create the perfect circumstances for love to blossom.

Your influence extends beyond mere introductions. You possess an innate understanding of the dynamics of romance and the complexities of human relationships. Drawing upon this knowledge, you can offer sage advice, mediate conflicts, and provide the necessary support and encouragement to help individuals navigate the tumultuous path of love. Furthermore, your powers of matchmaking are not limited to romantic connections alone. You can also facilitate the formation of meaningful friendships, alliances, and partnerships, ensuring that individuals find the companionship and support they seek, whether it be in personal or professional endeavors.

A Child’s Piety - 100 CP
Just as God shares an unbreakable bond with each of the Angels, so too do you possess an unwavering connection with your creations and children. Whether they are your biological offspring, technological creations, or any other form of life brought into existence by your hand, an unshakable bond of piety and loyalty ties them to you.

Regardless of their alignment, morals, or even their potentially destructive nature, those who call you their creator will hold an unyielding devotion to you.

Even if one of your children were to harbor genocidal tendencies and seek to extinguish all life, their loyalty to you would prevent them from going against your will. This bond of love and loyalty transcends all boundaries and serves as a testament to your profound influence as a divine figure. The respect and devotion your creations hold for you establishes an unbreakable unity, ensuring their unwavering support and care throughout their existence.

Kindness is its Own Reward - 200 CP
They say kindness is its own reward, and in your case, that saying holds true. Your acts of kindness will not go unnoticed or unrewarded. The universe itself recognizes and appreciates your benevolent nature. When you extend a helping hand, a chain of positive events will unfold, leading to unexpected rewards.

The magnitude of these rewards is directly proportional to the depth of your kindness. Saving a group of innocents may grant you their undying loyalty and unyielding support in times of need. A small act of charity might reveal a hidden talent or a valuable resource that aids you on your journey. The more profound your acts of kindness, the greater the blessings that will come your way.

Power Breeds Power - 200 CP
In this world power reigns supreme, the union of formidable individuals has long been recognized as a means to breed even greater strength. With this perk, you are a beacon of interest to those who seek to create offspring of unparalleled power. The allure of potential courses through your veins, drawing attention from those who desire to forge a lineage of exceptional abilities. The effects of this perk are threefold, each contributing to the legacy you may leave behind. Firstly, you become a target of great interest to those who seek to produce strong and gifted children. Your reputation precedes you, attracting those who recognize the potential for greatness that lies within your bloodline.

Secondly, any children born of your union possess the remarkable ability to inherit the powers and abilities that both you and your mate possess. From the moment of their birth, they carry the legacy of their lineage, wielding the strengths of their lineage as a testament to their potential. Lastly, the potential of your children surpasses even your own, as their combined heritage draws upon the strengths of both parents. Their potential for growth and mastery is elevated to heights that surpass either of their progenitors, forging a new generation of extraordinary individuals. However, should you

wish for any reason to withhold specific abilities or potential from your offspring, you hold the option to do so.

Life Bringer - 200 CP
Aside from their connection to light those with holy aura also possess a close bond with nature. Their energy can invigorate the environment generating plant life and making creatures peaceful around them. This effect is particularly prominent in you. You might as well be a god of nature given how it reacts around you. The passive effects of your aura can bring dead areas to life, heal those around you, and calm others. Should you actively channel your aura this effect will be multiplied numerous times over. For example, if grass grew where you walked then you would now see trees growing at a visible rate sprouting from the ground.

Traversing Time - 400 CP
In order to track down the grail's corruption God allowed Shirou to travel back in time. While doing so he altered the course of events of history. You possess the ability to traverse the history of the setting. This power allows you to journey back in time, manipulating the events that have unfolded. While you may experience centuries in the past, only a single second will pass in real time. With this power, you hold the potential to shape the destiny of characters, nations, and entire worlds.

Your actions have the capacity to bring about sweeping changes, rewriting the course of history for better or worse. However, be aware that even the smallest alteration can have far-reaching consequences. As you traverse time, it is essential to exercise caution and wisdom in your choices. Your influence can ripple through the ages, altering the lives of countless individuals. The responsibility lies with you to navigate the intricate tapestry of time and forge a new path, one that aligns with your goals and aspirations.

Holy Sword User - 400 CP
The Holy Sword Users are rare individuals who are naturally compatible with Holy Swords. This allows them to draw out their power and in some cases even surpass their original peaks. This perk makes you an incredibly talented Holy Sword User. There are three requirements to become a Holy Sword User: Light Affinity, Integrity, and combat prowess. You are gifted in all three of these aspects.

You have an incredibly powerful affinity for Holy based magic and "good" techniques. Second, you radiate an honest pure aura similar to the other devote members of the church. Third, you are a skilled swordsman on par with renowned individuals such as Sister Griselda and Vasco Strada. Lastly, unlike others who are aligned with a single sword, you are aligned with all of them.

- To represent this you receive 800 SP to spend in the Special Weapon Section.

The Virtue of Faith - 400 CP
Within the divine architecture of Heaven's System, the faith and devotion of countless mortals serve as the lifeblood that empowers and sustains its functioning. Similar to deities, you possess the unique ability to draw strength from the unwavering belief of your followers. The power bestowed upon you will be proportional to the quantity and depth of faith bestowed upon you by your devoted followers. The amount of strength you receive will vary based on the number of followers you possess and the degree of their faith. For example, the fervent loyalty of a single Zealot may generate an equivalent surge of power as that of hundreds of ordinary followers. The collective devotion you possess will transform into a tangible boost, augmenting your abilities and augmenting your essence.

Power of Miracles - 600 CP
Miracles are extraordinary feats that are believed to be within the realm of the divine, even beyond the capabilities of the Archangels. These awe-inspiring acts reshape reality, defying the laws of fate. Examples of true miracles include resurrecting the dead, manifesting an unstoppable attack, creating an impervious shield, or even forging an entirely new realm. With this perk, you become the sole being, aside from God Himself, capable of harnessing the power of miracles. Your mastery over these divine interventions grants you the ability to reshape the fabric of reality according to your will. The magnitude and cost of each miracle will depend on its scale and effects. For instance, resurrecting an entire city would require far greater energy and resources than erecting an impenetrable shield around the same city.

The Seal of Solomon - 600 CP
The Seal of Solomon is a blessing given to King Solomon by God in Shirou's world. This power granted him dominion over Ars Goetia and the ability to control demons. With, but a thought he could bring even the mightiest of demons to their knees and order them to do whatever he desired. Perhaps you were Solomon's successor or God deemed you worthy of this power. You now possess this authority making you the Lord of all Demons and Devils.

The Seal of Solomon is simultaneously the greatest source of power behind the demonic and the tightest chain. The chain grants the user command over them, but you might ask what the power offers. The power of seal can be used to enhance the strength of any demonic being and to summon them. For example, using this ability Shirou empowered every devil within the Underworld pushing them far beyond their limits. Lastly, was the aspect which allowed Shirou to summon the spirit of the 72 Great

Demons and to call upon their greatest form. The spirits of the demonic will answer the call even their strongest. You call Ars Goetia themselves the greatest of the demons to ever live.

The Wiseman - 600 CP

When God traveled to Shirou's world received his counterpart's knowledge and power. This also allowed him to see the differences between their worlds. One of the main differences was the gift given to Solomon. In Shirou's world he received control over Ars Goetia. The God of the Bible in Dragonic Deus however, gave Solomon a different gift. Solomon was proclaimed God's Holy Man and bestowed with Wisdom. He only received one miracle from this title, but it was enough. This miracle made him the undisputed Lord of Magic. He achieved the might of the Grand Caster acquiring mastery of every form of magic within the world. Lastly, however, is one final ability that made Solomon the King of Mages. You have the ability to render all magic null. No form of mystical power can be used against you.

Fallen

Master Video Editor - 100 CP
You possess exceptional skills in manipulating visual content, seamlessly blending and modifying videos and images with precision like mysterious Exorcist Ayakoji. You can create stunning visual effects, enhance footage, and bring your artistic vision to life. With this perk, you have an intuitive understanding of video editing software and tools, allowing you to work with great efficiency and produce professional-grade results.

You can manipulate colors, add special effects, and seamlessly integrate elements into videos. Your work stands out for its impeccable quality and attention to detail. Whether it's creating captivating promotional videos, editing recorded footage, or producing visually stunning content, your mastery of video editing empowers you to captivate audiences and convey your message with remarkable impact. Lastly, given Ayakoji's hobbies you have a particular talent when it comes to editing and producing more adult content as well.

Look to Jumper - 100 CP
In times of dire circumstances, the eyes of those around you naturally turn to the most capable individual among them - and that individual is you. Radiating an aura of leadership, you possess an innate magnetism that draws others towards you, seeking your guidance and relying on your strategic prowess. In the midst of chaos, you maintain an unwavering calmness that reassures others and allows you to restore order. With your presence, disparate individuals can swiftly come together as a united front, seamlessly working in harmony with the same level of cohesion typically achieved only through weeks of training. Within minutes, you can forge a group of strangers into a formidable team, ready to face any challenge that lies ahead.

We Need to Regroup - 100 CP
Whenever you or your group are scattered apart the most important thing to do is to regroup quickly. When separated, you and your allies can intuitively sense each other's presence and approximate location, regardless of the distance between you. This sense of connection grants you a clear understanding of the most expedient route to reunite, bypassing potential hazards and barriers that stand in your way. Moreover, this innate bond provides you with a general sense of your allies' well-being and condition. You can discern if they are in distress, injured, or in immediate danger, enabling you to respond promptly to their needs upon reuniting.

Illusionist's Mastery - 200 CP
You possess an extraordinary talent for creating illusions and manipulating perceptions. Your mastery of the art of illusion allows you to weave intricate and convincing illusions that baffle the senses and deceive even the most discerning minds. Your illusions transcend the realm of visual trickery, encompassing various senses to create immersive experiences. With this perk, you can create vivid illusions that alter perceptions of sight, sound, touch, and even smell. Your illusions are so realistic and immersive that they can make others question their own senses and believe in the illusions' authenticity. Your skill in manipulating perceptions gives you a powerful tool for misdirection, subterfuge, and psychological manipulation.

These illusions can be used for various purposes, from creating diversions and confusion in combat to crafting intricate scenarios or scenarios to influence and manipulate others. Your illusions possess exceptional durability and stability, resisting dispelling attempts and scrutiny from those with heightened perception or anti-illusion abilities. As master of illusions, your creativity knows no bounds. You can create awe-inspiring illusions that captivate audiences, confound adversaries, and protect yourself and your allies. Your illusions are limited only by your imagination.

I Will Make You Strong - 200 CP
Talent alone does not dictate one's potential for greatness. With your guidance and mentorship, even those without innate abilities can ascend to the highest echelons of power. Your exceptional skill as a teacher allows you to nurture the latent talents within others and unlock their true potential. Under your patient and dedicated tutelage, a child devoid of talent can flourish into a formidable warrior. You possess the ability to identify their strengths and weaknesses, tailoring your teachings to suit their individual needs.

No skill or discipline is beyond your capacity to impart or enhance. From swordsmanship to magic, from strategic thinking to physical prowess, you have the wisdom and expertise to cultivate mastery in any field. Your students will benefit not only from your vast knowledge but also from your unwavering belief in their potential. Through your encouragement and guidance, they will rise above their perceived limitations and discover the depths of their own abilities. With each passing day, they will grow stronger, becoming paragons of skill and resilience.

Unparalleled Charmer - 200 CP
Through a comical yet enlightening lecture from the experienced Azazel, you have gained invaluable knowledge and insights into the art of pleasing and charming potential paramours. You possess a natural talent for understanding and connecting with individuals, particularly those you are attracted to, on a deep emotional and personal

level. With this perk, you effortlessly exude charisma and magnetism, captivating those around you with your presence.

Your words and actions have a profound impact, leaving a lasting impression on those you encounter. You possess an innate understanding of the desires, needs, and preferences of others, enabling you to effortlessly please and engage with them. Lastly, Azazel's lesson also covered a wide range of techniques and insights, providing you with a deep understanding of how to satisfy and please a partner in more intimate situations. This may have been a slightly embarrassing experience, but it is one that you certainly will thank him for in the future.

Forger of Legends - 400 CP
In your hands lies the power of a master craftsman, a true legend in the realm of blacksmithing. Your skill at forging surpasses mere expertise, allowing you to shape and mold materials with unparalleled precision and artistry. Each strike of your hammer resonates with the echoes of history and the knowledge of countless legendary weapons. As the Forger of Legends, you possess an innate understanding of the forging process, not just for mundane weapons, but for extraordinary creations that transcend the ordinary. Your connection to the spirits of the weapons you have encountered and the knowledge of their individual forging processes fuels your mastery.

With every swing of your hammer, you channel the collective wisdom of the legendary weapons you have studied, infusing your creations with their essence. No material is too challenging for your skillful hands. Whether it be mythical, Devil Cores, or any other rare material, you can effortlessly shape and manipulate them to your will. The properties of these materials become second nature to you, and you can draw out their true potential, transforming them into works of art that surpass the limitations of ordinary craftsmanship. Every piece of equipment you forge has the potential to become a Noble Phantasm, a divine weapon, or an equally impressive piece of equipment.

Barrier Master - 400 CP
Through your deep connection to energy and your understanding of defensive arts, you possess an exceptional talent for creating powerful wards and defensive barriers. Your abilities in this realm extend beyond conventional limitations, allowing you to erect formidable defenses that can repel and restrain a wide range of adversaries. With this perk, you gain the expertise to create barriers and wards tailored to your specific needs. You can infuse these defenses with your own energy, amplifying their effectiveness and imbuing them with potent power. Your barriers can become impervious to many forms of attack, standing as impenetrable fortresses against those who seek to harm you or your allies.

Furthermore, your mastery of defensive arts allows you to customize your barriers to target specific types of beings or phenomena. Whether it is demons, supernatural entities, or any other specific threat, you can strengthen your defenses against their particular abilities and vulnerabilities. Your barriers become especially effective against these chosen adversaries, offering increased resistance and preventing their entry with greater efficacy. Your expertise in barrier magic also extends to warding against divine opposition. Your defensive structures have the power to repel and cause discomfort to those who bear ill will towards your allies.

Senjutsu Mastery - 400 CP
Senjutsu is the art of connecting with nature and achieving balance. This perk allows you to develop your skill in the ancient art of Senjutsu. This perk will make you a Senjutsu user on par with Kuroka and Sun Wukong. This sacred technique allows you to harness the natural energy of the world, enhancing your physical abilities and granting access to special powers. Your body will become a vessel for primal forces, granting superhuman strength, speed, and durability. Your senses sharpen, allowing you to detect subtle changes and anticipate your opponents' moves. Additionally you can forge bonds with the spirits of nature, gaining allies and drawing upon their guidance and power. Commune with elemental beings and ancient entities, further enhancing your Senjutsu abilities and unlocking unique techniques and transformations.

Power of Infinity - 600 CP
Ophis is known as the Dragon God of Infinity. As a result it shouldn’t surprise anyone that her power is infinite. This doesn’t refer to her strength, but refers to her reserves. She possesses an unlimited amount of energy allowing her to fight without end. Somehow you have acquired this power as well. With the Power of Infinity coursing through your being, all forms of energy and stamina within you become boundless. No longer shall you fear depletion or exhaustion, for your reserves are infinite.

Whether engaged in intense combat or embarking on arduous endeavors, your energy remains limitless. The nature of your energy transcends the constraints of mere mortals. Regardless of how draining your actions or attacks may be, you need never worry about running out of energy. Your wellspring of power remains ever abundant, ensuring that you can fight without end, persisting through even the most protracted battles. While the Power of Infinity grants you an infinite reservoir of energy, it is important to note that your level of power remains a determining factor though.

Mind Without Equal - 600 CP
True power lies not only in sheer strength, but also in the brilliance of the mind that guides it. Ajuka Beelzebub and Azazel, are two perfect examples of this. They are feared and revered for their unmatched intelligence, demonstrating the transformative power of intellect. With the Mind Without Equal perk, you possess a genius-level intellect, perhaps rivaled only by Ajuka and Azazel themselves. Your astonishing intelligence allows you to unravel the deepest mysteries and alter the very fabric of the world. No concept is beyond your grasp, and with time and dedication, you can recreate and improve upon anything.

Even intricate systems like the Evil Pieces can be unraveled in your hands, granting you the ability to modify and reshape them according to your will. With time there is nothing that you cannot recreate or improve upon. Even something like the Evil Pieces would be unraveled in your hands allowing for modification. There truly is nothing that you cannot accomplish if you put your mind to it. Granted some of the more impressive accomplishments will still likely take you years of intense study.

Sacred Gear Creation - 600 CP
Sacred Gears are powerful relics capable of bonding to their user's soul originally developed by the God of the Bible. They were meant to be weapons that protect humanity and give them the potential to surpass the gods. With Sacred Gear Mastery, you are a skilled artisan in the creation of Sacred Gears. You have studied under the guidance of both the God of the Bible and Azazel himself, acquiring the intricate knowledge and techniques required to craft these powerful artifacts. Using high-level materials or the souls of formidable beings, you can create new Sacred Gears, infusing them with unique and potent abilities.

Furthermore, your expertise extends to the realm of modification. You can enhance and upgrade existing Sacred Gears, unlocking their sub-species or enhancing their capabilities. Through your mastery, you can push the boundaries of what a Sacred Gear can achieve, unleashing their true potential and elevating them to new levels of power. Lastly, your comprehensive knowledge extends beyond the realms of Sacred Gear creation and modification. You possess a profound understanding of souls, mechanics, and sealing methods, allowing you to delve into the intricate complexities of these mystical artifacts. Your expertise in these areas grants you the ability to repair damaged Sacred Gears, unravel intricate seals, and comprehend the intricate workings of soul-based systems.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

General Items

The Holy Man of Church Creek - Free/100
This is a copy of The Holy Man of Church Creek fanfic. It contains the events that occurred throughout the story and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Food Stores - 100 CP
In times of war and scarcity, sustenance becomes a precious resource. With the Food Stores item, you gain access to a small container that holds an inexhaustible supply of stockpiled nourishment. Within its confines, a vast assortment of delectable sustenance awaits, ready to satiate the appetites of both you and your allies. From hearty meals to tantalizing delicacies, this miraculous cache of food caters to diverse tastes and desires. No matter the situation or location, you will never go hungry, ensuring that your physical well-being remains nourished and fortified.

A Devil's Guide to Holy Swords - 100 CP
The Devil's guide to Holy Swords is a remarkable and enigmatic book that holds profound knowledge about Holy Swords and their inherent power. This ancient tome serves as a comprehensive guide to the most dangerous Holy Swords that pose a threat to Devil-kind. It contains detailed information, histories, and analyses of these powerful weapons, offering invaluable insights into their capabilities and weaknesses.

What sets this grimoire apart is its ability to replicate the unique aura emitted by Holy Swords. When opened, the book radiates a magic circle that projects a lifelike and identical aura to that of the Holy Sword it is depicting. This allows you to observe and study the aura's properties, enabling you to gain a deeper understanding of its energy

and potential effects. Post-jump this book will expand gaining knowledge about any unique weapons and their effects in new settings.

Sleipnir - 200 CP
Sleipnir is the legendary eight-legged stallion of Nordic folklore. They are a divine mount of unparalleled power and agility. This majestic creature, born as the offspring of Loki, serves as the faithful mount of the All Father, Odin. With an indomitable spirit and unmatched speed, Sleipnir is a force to be reckoned with.

This item allows you to call upon Sleipnir. Upon doing so it appears before you after being summoned. Sleipnir's true power lies in its extraordinary agility, which renders it virtually untouchable by any weapons. Its supernatural speed surpasses the limits of even divine reflexes, leaving any adversary unable to strike you. No matter how swift their blade, Sleipnir can effortlessly evade and outmaneuver them. Its dexterity is unmatched by any other mount in existence.

Supply Lines - 200 CP
In the complex theater of war, the importance of adequate supplies and provisions cannot be overstated. The success of any force hinges upon its ability to sustain itself, for even the mightiest army is rendered feeble in the face of starvation. With this item, you possess a comprehensive network of logistical support connecting all your territories. These vital supply lines are not only efficient and well-organized, but they are also shrouded in secrecy, ensuring their protection from prying eyes and potential disruption. Whether it be food, weaponry, or other essential resources, your forces will never be left wanting, as the hidden infrastructure of your supply lines ensures a continuous flow of provisions to bolster the strength of your forces on the battlefield.

Ophis Snakes - 300 CP
Ophis’s snakes are extraordinary manifestations of the Dragon God of Infinity’s limitless power, bestowed upon her chosen servants. These serpentine entities hold the key to a dramatic surge in individual strength. By crushing the Ophis Snake, the user's power experiences an unprecedented and monumental ascent. For example, an Ultimate-Class Devil would transcend their limitations, attaining a level of power on par with that of a Satan. However, the transformation granted by the Ophis Snakes can only occur once, acting as a single profound boost to an individual's capabilities. You will receive a dozen of these snakes. Should you use them all up they will be replaced a week later.

Reincarnation Pieces - 300 CP
There are a number of ways that various species have come up with to get around their low fertility rates. One of the most fascinating and hated methods is the Evil Pieces created by the Devils. These are a set of chess pieces that the “King” can use to reincarnate others. This process transforms them into hybrids of devils and whatever species they belong to originally. Later on other factions such as Heaven would come up with their own variations of the Evil Pieces.

This is a unique set of pieces designed for you. Like the other versions these can transform beings into a hybrid of whichever species you belong to. The unique thing is that these pieces are effective on anyone including deities, and other beings who should be impossible to turn. This set contains fifteen pieces, the only restriction of the pieces is that you can’t reincarnate somehow vastly more powerful than you unless they do so willingly. Lastly, this set comes with detailed blueprints covering all available details behind the pieces and how to make more of them.

The Holy Cross - 300 CP
The Holy Cross is the sacred battle standard wielded exclusively by God Himself during His leadership of heavenly armies. This very cross, upon which Jesus bore the sins of the world, radiates an overwhelming aura of divine energy. As its holy radiance envelops the battlefield, demonic and malevolent forces find their powers draining away, their malevolence waning in the face of divine purity. Conversely, those aligned with light and holiness are uplifted, their spirits soaring with renewed vigor and strength. Under the banner of the Holy Cross, the righteous find solace and protection, while darkness cowers in its divine presence.

The King Piece - 300 CP
The King Piece stands as the pinnacle of the Evil Pieces, an artifact of unparalleled potential that was sealed away due to its overwhelming power. Even for a reincarnated Devil, receiving the King Piece would instantly propel them to the esteemed ranks of the Ultimate Class. With the King Piece at your disposal, you hold the key to ascend to new heights of demonic power. If you need an actual number then the boost is a comprehensive boost of approximately 100 times over. You have the choice to either directly absorb the King Piece, assimilating its extraordinary power within yourself, or to keep it separate, harnessing its immense potential as a trump card in your battles.

The Servant Pieces - 300 CP
The Servant Pieces represent a unique set of modified Evil Pieces, specifically tailored for Shirou. In contrast to the standard Evil Pieces, these seven specially crafted pieces are based on the revered Servant Classes. While the Servant Pieces offer a smaller

quantity compared to their Evil Pieces counterparts, they more than compensate with remarkable individual strength and potential. Among the set, you will find the Saber, Berserker, Archer, Rider, Assassin, Caster, and Lancer pieces. Each piece embodies the essence and prowess of its corresponding Servant Class. Each of your new Demi-Servants will gain access to the combined abilities of every member of their class. Lastly, these pieces can be used to convert anyone into your Servants regardless of race or power. They are even effective on deceased and conceptual beings like Servants.

Lifeblood Weapon - 300 CP
Certain beings possess special weapons that are designed for them. These weapons are sometimes referred to as Lifeblood weapons which are intrinsically linked to their wielders. Each of these weapons is crafted with meticulous precision to align harmoniously with the user's essence. While not necessarily the most renowned or renowned weapon in existence, the Lifeblood Weapon is uniquely tailored to your individual strengths and capabilities, possessing the remarkable potential to surpass even the mightiest of arms. As a symbiotic extension of your very being, this weapon grows and evolves alongside you, adapting to your progress and mastery. It is an instrument through which your skills and prowess are channeled perfectly. Lastly, you have the ability to summon this weapon to yourself at will and you may store it within your body.

The Vatican - 400 CP
The Vatican is the spiritual epicenter of the Church on Earth. By purchasing this option, you gain ownership of the Vatican or a faithful replica of it. This sacred territory holds immense significance and offers three key advantages. Firstly, it stands as a holy haven, a bastion of divine energy that naturally suppresses demonic forces. Its sanctified grounds provide shelter to a community of several thousand people who share unwavering faith in your cause.

Within the Vatican, you will find a cadre of powerful Exorcists, the elite defenders of the Church. These devout warriors, among them three individuals equal in strength to Vasco Strada and Dulio Gesualdo, pledge their unwavering loyalty to you. Their unmatched combat skills and unwavering dedication will bolster your cause, ensuring the triumph of righteousness over darkness.

Furthermore, the Vatican houses a treasury of priceless artifacts bestowed by Heaven itself. While sifting through this vast collection, you will uncover extraordinary relics, each possessing its own unique power. These artifacts, blessed with celestial energy,

stand ready to aid you in your divine mission. Lastly, you may turn the city into a warehouse attachment, and import it into future jumps.

The Forbidden Library of Bibliotheca - 600 CP
The Forbidden Library of Bibliotheca stands as the pinnacle of knowledge, a vast repository that transcends time and space. Created and curated by the Great Demon Dantalion, this magnificent library holds within its hallowed halls the sum total of all knowledge that exists in the known and unknown realms. Within the grand architecture of Bibliotheca, countless shelves stretch to infinity, adorned with tomes, scrolls, and manuscripts that contain the accumulated wisdom of civilizations past and present. Every subject, from history to science, magic to philosophy, is meticulously documented within its vast collection. No matter the query or curiosity, Bibliotheca holds the answer.

Beyond conventional knowledge, the library delves into forbidden secrets and esoteric lore. Hidden among the shelves lie forbidden tomes, manuscripts of arcane rituals, and writings that resonate with the very essence of the universe. These pages whisper ancient truths and unlock the mysteries that lie at the roots of reality itself. Here, the seeker of knowledge can uncover the forbidden and explore the depths of forbidden wisdom. Post-jump, it seamlessly expands its collection to encompass the knowledge of the new setting. It becomes a nexus of understanding, absorbing the wisdom and lore of each world it enters.

Lastly, the library will come fully staffed by a group of faithful librarians. These librarians possess extraordinary expertise in various fields of study, they can tirelessly seek out and organize the vast expanse of knowledge within Bibliotheca, making it readily accessible to those who seek enlightenment. The librarians of Bibliotheca are devoted and knowledgeable guides in the pursuit of knowledge. They are not only adept at locating information swiftly but also possess the ability to conduct research and decipher the most cryptic of texts. With their assistance, you can delve into the depths of ancient mysteries, uncover hidden truths, and explore the untapped potential of forbidden knowledge.

The Kingdom of Heaven - 600 CP
Welcome to the ethereal realm of the Kingdom of Heaven, a majestic city that floats gracefully amidst the billowing clouds. This celestial kingdom is composed of the Seven Heavens, each embodying its own unique purpose and grandeur. Ascending to the First Heaven, you will find yourself amidst the shimmering realm where reincarnated souls and lower-level angels dwell. This heaven serves as the primary bastion, fortifying the defenses of Heaven itself against all threats that may arise. It is a realm where the harmony of souls resonates, forming an unbreakable bond. Venturing further into the

Second Heaven, you will witness a domain of imprisonment, designed to confine the traitors of Heaven and those who pose the greatest threats to its sanctity. Here, the eternal flames of justice burn, forever warding off discord and treachery.

The Third Heaven unfolds before you, a vast and immeasurable realm that houses the souls of devout worshippers. Stretching to the farthest horizons, this divine realm embraces the Tree of Life, a symbol of eternal vitality and the interconnectedness of all living beings. Behold the Fourth Heaven, a realm of unparalleled beauty and serenity, where the mythical Garden of Eden flourishes in all its glory. Here, you shall discover the sacred Tree of Wisdom, its branches reaching towards the heavens, bearing the fruits of unparalleled knowledge and enlightenment.

In the Fifth Heaven, the vast expanse transforms into an unparalleled research center, where the inquisitive minds of the Grigori delve into the mysteries of the cosmos. Laboratories of unimaginable complexity and sophistication pave the way for groundbreaking discoveries and inventions that shape the very fabric of existence. Ascend to the Sixth Heaven, the beating heart of the celestial realm, where the majestic Seraphs reside in their radiant glory. This celestial core is fortified by a formidable barrier, impervious to all but the mightiest of Skyfathers. Within its protective embrace, the Seraphs safeguard the essence of Heaven and embody the pinnacle of celestial power.

Finally, reach the Seventh Heaven, the celestial abode of the divine Creator itself. This sacred realm serves as the dwelling place of God, the ultimate source of all creation. Within its sacred halls lie the intricate systems that govern the celestial realms, weaving the tapestry of existence itself. Accompanying your acquisition of the Kingdom of Heaven is a formidable host of angels, an awe-inspiring army led by a dozen Seraphim. These celestial warriors stand as paragons of strength and virtue, ever ready to defend the sanctity of Heaven and serve you should you call upon them. You may freely design any of these Angels including their appearances and personality if you wish.

- **This is Free with the Let There Be Light Perk**

Hero

Suppression Stone - 100 CP
The Suppression Stone is a small and unassuming black gem. As long as this stone is securely kept on your person, it acts as a potent suppressor of your power fluctuations, rendering you undetectable to others regardless of the vastness of your strength. No matter how mighty your abilities may be, this stone ensures that your true potential remains hidden from prying eyes. Its influence extends beyond the physical realm, shielding your presence from the perceptive abilities of even the most astute adversaries. If you wish you may shatter the stone at will. This will allow your strength to erupt, shocking those around you.

Magic Seal - 200 CP
Magic Seals are powerful relics unique to families and some individuals. This is a special Magic Seal unique to your power. This intricate symbol, passed down through generations, holds the power to authorize its branding on another individual, granting them access to its remarkable functions. As the bearer of this Magic Seal, you have the ability to bestow its powers upon another, allowing them to tap into its formidable capabilities. The functions of a Magic Seal includes summoning the bearers, access to the family magic, and a variety of other abilities.

Each Magic Seal typically serves as a unique representation of a noble lineage, incapable of being forged or replicated. By exchanging Magic Seals, individuals can gain access to the combined power of both families' magical crests, unleashing a potent fusion of their ancestral magics. Traditionally, the exchange of Magic Seals is exclusively reserved for married couples, serving as a sacred bond that unites them due to this effect. If you wish this may be recognized in future settings as a binding contract.

The Holy Grail - 400 CP
This is the Holy Grail, a holy artifact with immense power. Like many of the other relics this artifact is a fusion of the copies between worlds. This grants it all of the abilities possessed by either form, but one of them stands out amongst the others. The connection the grail has to the Throne of Heroes. Using this relic you can summon heroes, legends, and even gods from other worlds.

As you are paying for this with CP you may freely alter the summoning parameters should you desire a specific individual or a certain variant of them. The Throne within the Grail will expand with each world that you have been to and that you go to from now on. The grail is capable of summoning one individual per day for free. Though you can

perform additional summons by contributing energy be it your own or some form of energy.

Camelot - 600 CP
The legendary realm of Camelot, birthplace of heroic tales and noble knights, beckons to you. Through the acquisition of this option, you ascend to the throne of Camelot, claiming both the land and the loyalty of its inhabitants. With this privilege, you hold sway over the legendary figures of Arthurian lore, including the valiant Artoria, the Knights of the Round Table, Mordred, and their allies. You have the power to determine the nature of your relationship with each of these illustrious individuals, shaping their allegiance to align with your vision.

Beyond the famed Servants, the realm of Camelot boasts a vast army of skilled knights and a thriving populace. These loyal subjects rally behind your banner, ready to fight for the ideals and honor of Camelot. The realm becomes a sanctuary, a bastion of chivalry and righteousness under your rule. Camelot itself possesses a richness of history and a wealth of resources. Lastly, you may turn Camelot into a warehouse attachment, and import it into future jumps.

Hell

Devil Core Mine - 100 CP
Devil Core is a special metal unique to the Underworld. This expansive mine stretches across the vast expanse of a colossal mountain, teeming with the coveted Devil Core ore. This unique metal holds extraordinary properties that make it highly adept at channeling and conducting a Devil's magical power. This makes the material excellent for crafting high quality weapons and armor. Within the depths of this sprawling mine, a dedicated workforce of skilled miners and workers will be at your disposal.

These capable individuals are well-versed in the art of extracting and refining Devil Core ore, ensuring a constant and abundant supply of this precious material. Their expertise and unwavering dedication will guarantee a steady stream of Devil Core, allowing you to create a constant stream of exceptional weapons and armor. The rich reserves of the mine will replenish themselves over time, guaranteeing an unending supply of this precious material. No matter how extensively the mine is worked, its abundant nature ensures that you will never run out of Devil Core ore, granting you unlimited access to this extraordinary resource.

Divine Barrier - 200 CP
Within the territory of House Marbas is an ancient and powerful barrier. This barrier was forged by the original Great Demon Marbas to protect his people. Powered by an imprisoned Seraphim and later the Divine Constructs Shirou created, this barrier is nigh impenetrable. One would need to be a high level deity to even have a slight chance at piercing the barrier. By purchasing this you may install this barrier on any property you possess. It will be powered by divine energy with nearly unlimited amounts of energy ensuring that it never weakens.

Pillar House - 400 CP
It appears that you belong amongst the Nobility as you are the Lord or Lady of your own House. This title grants you a number of boons in the Underworld. First, you are considered a Noble with all that is entitled including a massive amount of land, political power, a loyal army, and the service of a few hundred thousand devils. Most of them will likely be Low-Class, but that may vary depending on how you treat your territory.

- ***You receive one purchase of this for Free with the 72 Pillars Perk.***

Legions of the Underworld - 600 CP
The Legions of the Underworld were the ultimate forces of the Devils. These were the forces that were led by the Great Demons against Heaven before the Civil War. Nearly all of them however, were destroyed by God himself along with the original Four Satans. Every single individual within this army is Ultimate Class at minimum and armed with the greatest armaments ever forged in the Underworld. Each piece of equipment is on par with a Noble Phantasm. This legion stands 100,000 strong and they are led by a Great Demon. Beneath the Great Demon are officers capable of matching the so-called Super Devils. This force is absolutely loyal to you. Should any of these warriors fall in battle they will be replaced within a week.

- **Great Demons receive two purchase of this for Free**
- **Ars Goetia receives ten purchases of this for Free**

Heaven

Luminary Reader - 100 CP
The Luminary Reader is an angelic device designed to measure an individual's aptitude to light and the amount of light energy present within their body. It is often used as the initial test to determine the suitability of candidates for wielding Holy Swords, as the possession of a sufficient amount of light energy is a prerequisite for such individuals. Operating on a color-coded scale, the Luminary Reader assigns a specific hue to represent the measured aptitude of light energy.

The scale starts with yellow, denoting the lowest level of aptitude, and progresses upwards through various shades until it reaches white, symbolizing the highest level of aptitude. The device is activated by approaching the Luminary Reader, and placing their hand on it. Through a complex array of magical algorithms and sensors, the Luminary Reader assesses the quality and quantity of light energy contained within the candidate's body, providing an accurate reading on the color scale.

The Holy Sword Initiative - 200 CP
The Holy Sword Initiative was a special project designed to create artificial Holy Sword wielders. This will come with a large facility to house all of the users, equipment, and other supplies. This facility will come fully staffed with researchers, teachers, and of course participants. Each of these participants are young children with incredible potential. Many of them can become skilled exorcists, but a small number of them will be truly talented individuals who can become powerhouses within your forces. This version also will be done far more humanely unless you actually want to be a monster. Lastly, whenever your students finish new groups will be brought in to replace them.

Dimensional Cross - 400 CP
The Dimensional Cross is a sacred artifact utilized in the final trial of combat within the Holy Church. This cross serves as a crucial tool in determining the eligibility of individuals to wield a Holy Sword, ensuring that only those with both aptitude and ability are entrusted with such a powerful weapon. The Dimensional Cross creates a separate dimension to host participants. This dimension allows combatants to showcase their abilities without being hindered by environmental or personal damages, thanks to the cross's advanced safety features.

Within this dimension, the flow of time is greatly accelerated. Every day that passes on the outside is equivalent to three months experienced within the Dimensional Cross. Mortals who enter this space are safeguarded from the effects of aging, preserving their

physical state indefinitely. This safety ensures that trainees can engage in rigorous combat training without the concerns of time passing them by.

The Dimensional Cross also houses a multitude of mechanical angels known as Sentinels. These Sentinels serve as formidable opponents, ranging in strength to thoroughly test the combat power of the trainees. These mechanical entities provide a challenging and realistic experience, pushing the boundaries of their abilities and enabling growth through intense combat encounters. There are thousands of these Sentinels and even seven twelve winged sentinels equal to Archangels in might. Should you need them you can also summon them to fight outside of the Dimension.

Heaven's System - 600 CP
Heaven's System is considered to be the greatest relic created by Yahweh. This extraordinary system assumes a multitude of vital responsibilities, serving as the conduit for channeling Holy Power, orchestrating the management of souls belonging to devoted followers, overseeing the distribution of Sacred Gears, and fulfilling countless other crucial functions. By purchasing this option, you will be granted an enhanced version of the Heaven's System, bolstered by a powerful and intelligent A.I. created by God as a contingency and to alleviate the burdens borne by Archangel Michael.

This improved iteration of the system enables you to seamlessly manage and govern any territory under your domain. It empowers you to establish a well-structured afterlife, providing a sanctuary for the souls of your people, and functions as an impregnable defense mechanism to safeguard your realm. Lastly, one of the system's remarkable capabilities lies in its ability to ward off foreign deities, serving as an impenetrable barrier that prevents their entry into your territory.

- **This is Free with the Kingdom of Heaven item**

Fallen

Rule 63 - 100 CP
Rule 63, the brainchild of the brilliant Azazel, is a remarkable yet slightly mischievous device that takes the form of a compact ray-gun. When aimed and fired at an individual, its extraordinary power triggers a profound transformation, altering not only their physical appearance but also their thoughts, emotions, and identity.

The target is seamlessly and comprehensively reshaped into the opposite gender, with the changes applied retroactively to their entire existence, ensuring a seamless integration into the transformed state. Even those without a defined gender will be bestowed one, adding a captivating element of unpredictability. However, as the wielder of Rule 63, you possess the ability to toggle this effect on or off at your discretion, granting you the power to bring delightful chaos or maintain order as you see fit.

Sacred Gear Extractor - 200 CP
The Sacred Gear Extractor is a remarkable device crafted with the sole purpose of separating Sacred Gears from their wielders, without the need to return them to God's System. This intricate apparatus takes the form of a large, specially-designed platform that accommodates the individual whose Sacred Gear is to be extracted. Once placed within, the device initiates the extraction process, safely detaching the Sacred Gear from its host.

You may determine whether this process is non-lethal or potentially fatal for the individual. Such control over the extraction ensures flexibility and precision in handling Sacred Gears. Post-jump, this remarkable device expands its capabilities to encompass other soul-bound artifacts and similar items, allowing you to separate them from their bond with individuals or objects.

Research and Development - 400 CP
The Grigori, although outnumbered, compensates for their limited forces with their technological prowess and innovative capabilities. As a member of the Grigori, you gain access to a fully equipped state-of-the-art laboratory, housing an extensive array of cutting-edge equipment and resources. This includes all the necessary supplies for your research and experimentation.

Additionally, rare materials such as potent souls or unique components derived from powerful creatures will be readily available to you. To support your scientific pursuits, a team of brilliant and dedicated researchers, scientists, and knowledgeable staff

members stands ready to assist you, offering their expertise and ensuring maximum productivity as you unlock new realms of discovery and invention.

The Grigori - 600 CP
The Grigori is the principal faction for the Fallen Angels. By purchasing this item, you can become the leader of the Grigori. This allows you to replace Azazel and take command of the group. You may have him become your second in command if you wish. Alternatively, you may establish and command your very own equally formidable group of Fallen Angels, endowed with power and influence. Within the ranks of the Grigori, you shall find an extensive legion of Fallen Angels at your disposal, ready to heed your command and carry out your bidding.

This formidable army stands as a force to be reckoned with, capable of executing your will with precision and dedication. Moreover, the Grigori boasts the presence of a number of Fallen Seraphim, beings of tremendous power and celestial stature. These elite members of your organization serve as your most trusted advisors and powerful allies, embodying the might and wisdom of the divine. Everyone within this group will have undying loyalty to you. Lastly, post-jump you may import this organization into the setting or have their territory become a warehouse attachment.

Special Weapons and Equipment

This section is available to everyone, and you will receive a 1000 SP stipend. You can acquire SP by converting CP at 2:1 ratio. That means you'll receive 600 SP by converting 300 CP. If any of the gears create or possess sentient beings they will be loyal to you.

- If you purchase the Holy Sword User perk you will receive a 800 SP stipend.

General Options

Subspecies (Sacred Gears only) - 200 SP
Within the realm of Sacred Gears, there exists a rare phenomenon known as Subspecies. These enigmatic variations manifest randomly, bestowing upon their wielders immense power surpassing that of their normal counterparts. Not only do Subspecies Sacred Gears exhibit enhanced strength, but they also possess unique additional abilities that set them apart. By investing in this option, you gain the ability to unlock a Subspecies for any Sacred Gear you possess or purchase. The nature of these newfound abilities will predominantly be influenced by the specific Sacred Gear in question. For instance, a Sacred Gear like Twilight Healing may acquire the power to simultaneously heal all individuals within its vicinity or extend its healing capabilities over long distances.

Design a Gear - Varies:
The breadth of legends, countless variations of mythical artifacts, and the vast scope of your own aspirations make it impossible to list every conceivable option. Hence, this option allows you to craft your very own Noble Phantasm, Sacred Gear, or divine weapon. The cost associated with this creation will be determined by the capabilities and attributes of the item itself. Consider the pricing of other available options as a guideline. Delve into your imagination, unleash your creativity, and design anything that you can think of. Just make sure you can afford the item in question. For example, if anything is classified as a world ending weapon then it will probably be 800 SP at minimum.

Noble Phantasms

Hrunting - 200 SP
Hrunting is a legendary sword of great power, forged and wielded by the mighty hero Beowulf. This ancient weapon possesses a unique and fearsome ability to seek out the blood of its foes, granting you unparalleled tracking capabilities in battle. The sword possesses an uncanny instinct, guiding you unerringly towards your enemies, even in the darkest of depths or the most treacherous terrains. As Hrunting cuts through your foes, its blade exhibits a remarkable transformation.

With each strike, the blade becomes infused with the blood of your enemies, turning from its original state to a deep and vibrant red. This crimson hue symbolizes the absorbed life force and essence of those it has vanquished. The more blood Hrunting absorbs, the stronger and more powerful the blade becomes, heightening its cutting edge and overall effectiveness in combat. The crimson infusion of blood not only enhances the blade's cutting prowess but also imbues it with an aura of dread and ferocity, instilling fear in the hearts of your enemies.

Rho Aias - 200 SP
Rho Aias is the legendary shield of the warrior Ajax. It is said to hold a place of prominence in the annals of the Battle of Troy. It became renowned for its extraordinary defense against the mighty spear of Hector, the champion fighter of Troy. When Hector's spear struck, it shattered, against the impenetrable shield adorned with seven concentric rings. When called upon, Rho Aias manifests as a magnificent shield enveloped in a veil of vibrant purple energy.

This translucent purplish light serves as a formidable barrier capable of withstanding devastating projectiles. The shield's defensive capabilities are comparable to impregnable fortress walls, granting protection to its wielder. It however, still has limits. Powerful attacks from beings such as gods can shatter the shield. However, due to the seven layers even when broken the shield can still protect the user allowing them to flee.

Rule Breaker - 300 SP
Rule Breaker is a thin, iridescent dagger with a jagged edge wielded by Medea. Despite its appearance, it is brittle and blunt, making it an ineffective weapon in combat. However, its true power lies in its ability to nullify all forms of magic, including those that are bound to a contract or pact. With Rule Breaker, the wielder can sever the ties between a mage and their magical abilities, rendering them powerless. Additionally, the

dagger can be used to nullify the effects of any magic that has been cast, even if it has already taken effect.

One unique aspect of Rule Breaker is that it can be used on the wielder themselves without causing any adverse effects. This makes it a powerful tool for those who are willing to take risks in order to break free from magical contracts or to nullify the effects of powerful spells. However, it should be noted that using Rule Breaker on oneself can have unpredictable consequences, and should only be attempted by those who fully understand the risks involved.

Ig Alima - 400 SP
Ig Alima, the Mountain Felling Blade is a divine construct belonging to Sumerian mythology. This blade is a colossal and awe-inspiring weapon that invokes both holy and magical power. When unleashed its presence commands attention and evokes a mix of astonishment and fear among all who behold it. The sheer size of Ig Alima is awe-inspiring, with layers upon layers of thick steel piled upon each other. This construction grants the blade unparalleled strength and weight, capable of cutting through even the fabled thousand mountains with remarkable ease. Its massive form creates a sense of overwhelming power and dominance on the battlefield. This was clearly demonstrated when Shirou used the blade to crush thousands of Fallen Angels with a single blow.

Oprichniki - 400 SP
The Oprichniki are loyal enforcers and protectors of Russia. They are a fearsome force that epitomizes the might and authority of Ivan the Terrible. Manifesting as a Noble Phantasm, they serve as devoted and relentless companions in battle. The Oprichniki can materialize within their master’s territory. They are donned in black cloaks and armed with weapons that bear the emblem of the Russian monarchy.

These elite warriors march forward with unwavering resolve, striking fear into the hearts of Anastasia's foes. The Oprichniki possess extraordinary combat prowess and unwavering loyalty to their user. They move with coordinated precision, cutting down adversaries with ruthless efficiency. Lastly, while within the user’s territory each of these beings is as strong as a low-level Servant though this can be increased depending on your personal strength.

Gáe Dearg - 400 SP
Gáe Dearg, also known as the Crimson Rose of Exorcism, is an ominous and formidable spear that carries an air of mystery and power. It is a weapon steeped in ancient legend and wielded by the renowned Diarmuid Ua Duibhne, the first Knight of

the Knights of Fianna and the son of Donn, the god of the dead and ancestor of the Gaels. This scarlet spear measures an impressive two meters in length, with a slightly double-curved blade that adds to its distinctive and menacing appearance.

The crimson hue of the weapon seems to gather and form an ominous cloud, created from the shower of life fluid, further enhancing its aura of potency. Additionally Gáe Dearg possesses a unique ability that sets it apart from other weapons. With its power of exorcism, this spear is capable of severing magical connections. It can cleave through magical weapons, break through bounded fields, and disrupt any item that relies on magical energy as its source. The spear's supernatural properties make it a formidable tool in combating mystical forces and dispelling the enchantments of the arcane.

Viy, Viy, Viy - 400 SP
Viy, Viy, Viy is a powerful Noble Phantasm wielded by Duchess Anastasia N. Romanov, representing her deep-rooted connection to the mystical entity known as Viy. When invoked, this Noble Phantasm unleashes a formidable force of ice and darkness, freezing and imprisoning Anastasia's enemies within an eternal frost.

As Anastasia calls out the incantation, a shroud of icy mist blankets the battlefield, encasing everything in its frigid grip. This chilling manifestation serves as an inescapable prison, trapping all who are caught within its reach. The frozen landscape becomes a desolate realm, devoid of warmth and hope. Lastly, as Viy is a sentient being it is capable of acting independently to protect you if needed.

Fragarach - 400 SP
Fragarach, the Retaliator, is a legendary Divine Weapon of the Gods, entrusted to the Fraga family and enhanced by the true energy of the One God. This formidable weapon embodies the concept of countering and delivers a devastating preemptive strike against any foe. With the power to bend the very flow of combat, Fragarach possesses an unparalleled ability to reverse the tides of battle. Known as "That Which Comes Later Yet Cuts First," this divine sword holds the extraordinary capacity to nullify an enemy's attack by always striking first, before their assault can take effect.

Luminosité Éternelle - 600 SP
Luminosité Éternelle, the battle standard of Jeanne d'Arc, manifests as a spear-mounted flag pole adorned with the symbol of an iris flower, the Fleur de Lis. Its purpose is to shield others from harm and provide unwavering support to weary soldiers. This Holy Weapon channels the divine providence of the Heavens, bestowing the blessings of an Angel upon its wielder. When activated, Luminosité Éternelle unleashes

a radiant light from the sky, enveloping one side in a protective aura and casting a holy glow that stuns all who bear witness.

The extent of its influence can be expanded by the wielder's reserves of spiritual energy, allowing it to shield a larger area, safeguarding all who fight for the cause. This luminous golden sheen can form protective barriers, diminishing the impact of powerful attacks blocking them. The shield has been shown to be unaffected by attacks from an Evil Dragon and weaker deities. It confounds adversaries, making it arduous for them to strike against such a symbol of divine providence. Luminosité Éternelle serves as a potent emblem of hope and safeguarding, embodying the ideals for which its wielder fights. Its presence on the battlefield inspires allies to fight with renewed determination, while instilling hesitation in foes who may have underestimated the power of the faithful.

The Mirror of the Dead - 600 SP
The Mirror of the Dead is an ancient artifact possessed by the Egyptian Pharaoh, Nitocris. It serves as a gateway to the afterlife, connecting the mortal realm to the realm of the deceased. When summoned, the gate will appear with a silhouette of Anubis above it. The portal resembles a dark mirror adorned with feathered wings. Spirits can emerge from within the portal, their ethereal forms transforming into serpentine entities.

By invoking the mirror, the seal holding back its power will be released, allowing the spirits of the dead to roam the mortal realm and claim the souls of the living. This takes the form of a torrent of darkness which engulfs the land, surging through the area. This darkness is capable of bypassing the innocent and only targeting those you deem as abominations. This fog of death, guided by the serpents of the afterlife, will bring imminent doom to those it encounters.

Avalon - 600 SP
Avalon, the legendary sheath that once cradled Excalibur, radiates with a golden brilliance that signifies its divine origin. Originally belonging to Artoria, the legendary King of Knights, Avalon found its way into your possession through circumstances unknown. This hallowed artifact possesses unparalleled healing abilities, capable of restoring its wielder from the brink of death to full vitality within a matter of hours. When in possession of Avalon, its mystical properties are seamlessly integrated into the very essence of your being. The sheath can be held within your soul, allowing its healing powers to remain active at all times.

The healing abilities of Avalon extend beyond mere physical wounds. It possesses the power to mend the very essence of one's soul, soothing the scars left by past traumas and fortifying the spirit. In addition, despite Avalon’s impressive healing powers this is

not its true ability. That lies in the form of an unstoppable shield. By bringing others within the unreachable utopia Avalon can protect even its wielder from any attack, even the full power of a world destroying weapon like Ea.

Brahmastra - 800 SP
Brahmastra, the celestial weapon forged by the divine hands of Lord Brahma, holds unparalleled power within its essence. This magnificent weapon was bestowed upon the valiant hero Rama for the sole purpose of vanquishing the mighty Demon King Ravana. Initially created as an arrow, its form was later transformed into a formidable blade. This blade is capable of rending even the strongest demonic beings apart with ease. In addition, while Rama altered the weapon it still retains its ability to be used as a ranged weapon. The sword is capable of being spun and thrown through the air slicing through its foes. After striking a foe it will return to its wielder.

Ramesseum Tentyris - 800 SP
Ramesseum Tentyris: The Shining Great is the ultimate trump card of Ozymandias, embodying the magnificence of the great Pharaoh and his connection to the Egyptian gods. This Noble Phantasm takes the form of a massive complex, comprising grand temples, intricate corridors, and a central pyramid known as the Ramesseum. Within this extraordinary structure lies the power and essence of the Egyptian Pantheon. As the user of Ramesseum Tentyris, you possess the ability to call upon the temples within this extraordinary complex, harnessing the unique powers of the deities residing within.

Each temple represents a different Egyptian god, granting you access to a vast array of blessings and curses, offering unparalleled versatility in combat and other endeavors. The blessings and curses bestowed by the gods are varied and potent, providing a range of effects depending on which deity is summoned. From divine healing and protection to devastating elemental attacks and supernatural abilities, the power at your disposal is awe-inspiring. The Ramesseum itself acts as the heart of this grand complex, radiating an aura of divine majesty and authority. Its pyramid structure symbolizes the unyielding power and dominance of Ozymandias, amplifying the effects of the invoked deities and serving as a focal point for their energies.

Vasavi Shakti - 1000 SP
Vasavi Shakti, also known as the Ultimate Lance of Indra, is a divine weapon of unparalleled strength and precision. Forged by the divine craftsman Tvastar, it was gifted to Indra, the King of Gods before he in turn gifted it to Karna. This legendary weapon possesses the power to eliminate any target it is aimed at, regardless of their defenses or protections. Once unleashed, Vasavi Shakti pierces through any obstacle with absolute accuracy and indomitable force, leaving no chance for escape or survival.

There however is an immense cost to using this weapon. This spear will drain the wielder of all their energy only allowing them to use a single strike. Normally this would be fatal, but since you are paying for this with CP (in this case SP) the spear will only leave you exhausted.

Pashupata - 1000 SP
Pashupata, the divine weapon of Lord Shiva, is a physical manifestation of destruction and cosmic power. This celestial bow possesses the ability to unleash devastating arrows capable of piercing beings even as strong as Trihexa. But Pashupata is more than a mere weapon of physical destruction. It carries within it the purpose of slaying deities, making it an instrument of divine judgment. The potency of its strikes is intricately tied to the target's level of divinity. The greater the divine essence within the target, the more profound and catastrophic the damage inflicted upon them.

God Hand - 1000 SP
This is the legendary Noble Phantasm of the mythic hero, Heracles - the God Hand. Your body will become on par with divine-class conceptual armor, rendering you nearly invulnerable. The unique aspect of God Hand is that any method that manages to kill you once will be rendered ineffective against you in subsequent encounters, granting you a total of eleven lives.

In addition, these boons will be permanent, making you a constantly growing warrior. It symbolizes the monumental achievement of Heracles' twelve labor in Greek mythology, granting you the ability to endure and overcome any obstacle that stands in your way. With this ability, death is not the end but the beginning, and you will emerge from each battle stronger than before. Lastly, these lives will be restored every ten years or once per jump whichever is shorter.

Enuma Elish - 1000 SP
Enuma Elish, also known as Enkidu is a divine weapon forged by the Mesopotamian King of Gods, Anu, designed specifically to bind and restrain powerful entities, be they gods or primordials. The Chains of Heaven are a massive set of golden chains which can be summoned by the user. Additionally the longer the target is restrained the more chains that can be summoned. The amount of chains that can be summoned depend on the amount of power you have available. This cost however can be supplemented by your own target as you drain their power. Once a being is caught within even someone as mighty as Trihexa would be unable to escape.

Ea - 1400 SP

Ea, known as the Sword of Rapture, is a weapon of unparalleled power capable of bringing about the end of entire worlds. Crafted in ancient times, it possesses the ability to shatter the very fabric of reality with a single swing. Ea transcends the boundaries of existence, originating in a time before life, death, and the myriad beings that would populate the cosmos. Born from the primordial void, it embodies the essence of both beginning and end, a weapon that predates the very concept of concepts. Its existence defies the natural order, a sword that emerged from the vast reaches beyond the stars. Any who are slain by Ea will be wiped from existence. Even conceptual and otherwise unkillable beings will die under this blade. The only restriction Ea possesses is that its power is so overwhelming that it can easily cause catastrophic damage should you not be careful while wielding it.

Sacred Gears

Twilight Healing - 400 SP
Twilight Healing is a Sacred Gear renowned for its exceptional healing abilities. This Sacred Gear is capable of restoring and mending grave wounds. By channeling Twilight Healing's energy, you can accelerate the natural healing processes of yourself and others, mending broken bones, closing wounds, and revitalizing damaged tissues with remarkable speed. The gear unfortunately does have some limits. It is unable to restore amputated limbs, reduce exhaustion, or cure sickness. Thankfully it can be used to heal any being regardless of species or alignment. So while this may not be a unique Sacred Gear it is still considered to be one of the most valuable.

Sword Birth/Blade Blacksmith - 400 SP
Sword Birth and Blade Blacksmith are two very similar Sacred Gears. Sword Birth allows the user to create Demonic Swords with special qualities. These swords can be created with a limitless number of powers based on the user's creativity. Blade Blacksmith on the other hand is designed to create Holy Swords. Similarly the only limitation is the user’s creativity. While these blades normally will be inferior to genuine legendary swords this can be improved based on the user's power and will. You may purchase this two times to acquire both Sacred Gears. Lastly, if you do so then the second purchase will be discounted allowing you to get both for 600 SP.

Downfall Dragon Spear - 400 SP
The Downfall Dragon Spear is an artificial Sacred Gear crafted by the ingenious Azazel. Within this formidable artifact, the ancient soul of the mighty dragon Fafnir resides, granting you powerful abilities and the Dragon King’s presence on the battlefield. The Downfall Dragon Spear manifests as a magnificent long spear, its gleaming form infused with the essence of the dragon itself. Alongside the spear, you can don a remarkable set of armor that bears resemblance to the awe-inspiring Scale Mail of the legendary Boosted Gear. This armor not only provides formidable protection but also serves as a conduit for the incredible powers contained within the Sacred Gear.

With the Downfall Dragon Spear in your grasp, you possess the unique ability to establish a profound connection with other Sacred Gear spirits, enabling unprecedented cooperation and synergy on the battlefield. This allows you to harness the combined strength of multiple Sacred Gears, amplifying your own power to new heights. Additionally you can summon Fafnir, and create barriers capable of withstanding assaults from Ultimate Class beings.

Four Fiend Sacred Gears - 600 SP
The Four Fiend Sacred Gears contain the souls of four powerful beings. Each of these were evil monsters that terrorized the world before they were slain. This option allows you to purchase these gears for 600 SP each. Information on each of them is listed below:

- **Poh:** Poh is a Taotie and considered the strongest of the Four Fiends. It has the power to devour anything. Its stomach contains an infinite capacity for storing anything including living beings, objects, magic, and attacks even from other Sacred Gears. It normally takes the form of a small horned beast with a mask. It however, can transform into its true form of a Taotie when needed.
- **Griffin:** Griffin officially known as Qióngqí grants its user the power to control wind. The Sacred Gear takes the form of a large hawk, though it can transform into a much larger Griffin form. In this state its wind powers are significantly enhanced allowing it to fire wind blades and hurricane level gusts.
- **Byakusa:** Byakusa also known as Táowù grants its user the power to control electricity. Byakusa can transform into a spear for its user and channel its electricity through the weapon. Lastly, Byakusa is capable of healing its user on a molecular level by sacrificing its own flesh. This however, can seal the gear temporarily due to the damage it incurs.
- **Blitz:** Blitz also known as Húndùn resembles a dog-like creature. It is capable of merging with its wielder to form a set of exoskeletal armor. This form allows it to generate whip-like weapons to attack its foes. Lastly, it can distribute excess power to its allies to boost their strength.

The Vritra Gears - 200/600 SP
Vritra, the Black Dragon King, was separated into four different Sacred Gears. These four gears include Absorption Line, Blaze black Flare, Delete Field, and Shadow Prison. Absorption Line resembles a small lizard on the user's wrist that can absorb and transfer powers from others. Blaze Black Flare grants the user control over Vritra's unique black flames. Delete Field has the ability to suppress the power of your foes though beings overwhelmingly stronger can ignore this effect. Lastly, Shadow Prison allows for the creation of restraints made from Vritra's black flames. You may pay 200 SP to acquire these gears individually. Alternatively for 600 SP you may purchase all of the gears in a bundle. Doing this will also boost the power of the gears greatly making them on par with a Longinus.

Regulus Nemea - 600 SP
Regulus Nemea, also known as the Battle Axe of the Lion King, is one of the original thirteen Longinus. The Sacred Gear houses the original Nemean Lion and normally takes on the form of a large golden battleaxe. The gear however, is sentient and can

also take on the form of a massive golden lion. This body can act independently and function as a powerful ally in combat.

Furthermore, Regulus Nemea bestows upon you the ability to manifest a formidable armor of divine light with lion-like features. This ethereal armor enhances your physical attributes and provides a nearly-impenetrable defense against projectile attacks. It grants you heightened speed, agility, and endurance, enabling you to swiftly maneuver through the battlefield and strike down your adversaries with precision and overwhelming force. Most of the form's power is focused in its fist granting you immense striking power.

Canis Lykaon - 600 SP
Canis Lykaon is one of the Longinus Sacred Gears. Canis Lykaon takes the form of a large black wolf with red eyes. Like Regulus Nemea this creature is capable of acting independently of its wielder to assist them. Canis Lykaon has the ability to create powerful blades that can slay gods from its shadow. Supposedly these blades are capable of cutting through anything. Alternatively if you dislike swords these shadows can be modified into other weapons. Lastly, Canis Lykaon can merge with its user to grant them a strong battle form. This appears as a large black humanoid with six tails. While in this state the Sacred Gears cutting ability is amplified allowing them to cut magical effects such as teleportation routes and harvest the souls of your enemies.

Forbidden Balor View - 300/600 SP
Forbidden Balor View is a special Sacred Gear created using the soul of the Demon King Balor. This grants the user the ability to stop the time of anything in their line of sight. This includes beings that are significantly stronger than the user as well. The duration of the effect however, depends on the power of the user. Although the power is supposedly restricted to the user's eyes it has been shown to also envelope larger areas as well. The exact limits that Forbidden Balor has are unclear.

For an additional 400 SP you can upgrade this into Aeon Balor. Its effects are much stronger than Forbidden Valor and it grants the user a few new abilities. First, you can share your line of sight with others. This expands both your view and allows them to channel Balor's time stopping ability. Additionally the gear can now create a massive amount of darkness. This darkness can easily grow to envelop entire towns and freeze time within it. Lastly, you can manifest additional eyes from the darkness.

Absolute Demise - 800 SP
Absolute Demise, also referred to as the Eternal Ice Princess, is one of the thirteen Longinus. Absolute Demise takes the form of a large three meter tall woman in a dress

with four arms. Whether this Sacred Gear possesses sentience is unclear, you may decide this for yourself if you wish. Absolute Demise has been shown to be able to freeze entire countries in a single attack though this has been limited by its human users.

Innovate Clear - 800 SP
Innovate Clear is known as the Sacred Gear that lets one impersonate God. This extraordinary artifact grants you the ability to create and control a separate dimension, a realm that exists outside the boundaries of normal reality. Within this dimension, you possess abilities akin to a fusion of Dimension Lost and Annihilation Maker, allowing you to manipulate space and matter on an unprecedented scale. However, these abilities are limited to the confines of this unique dimension.

The true purpose of Innovate Clear is to empower its wielder with the means to craft a world of absolute paradise. With this Sacred Gear at your disposal, you possess the potential to shape and mold the very fabric of reality within your dimension. From breathtaking landscapes to miraculous creations, you can bring forth a realm that embodies your deepest desires and visions of perfection. The only limit is the extent of your imagination and creativity. Unfortunately nothing made with the gear can leave this dimension.

Telos Karma - 800 SP
Telos Karma is a Longinus Sacred Gear that allows you to alter the course of the world. With this mysterious artifact in your possession, you gain the ability to manipulate the course of events and force the world to accept options and paths that would normally be impossible or unlikely. Utilizing the power of Telos Karma, you can disrupt the natural order of cause and effect, bending reality to your will. Seemingly invincible foes can be rendered helpless as their abilities and reactions are nullified by the alterations you impose. For example, a skilled swordmaster could be compelled to ignore an incoming projectile, leaving them vulnerable and defenseless. The exact limits of Telos Karma are unclear, but it is known to be a high-class Longinus.

Alphecca Tyrant - 800 SP
Alphecca Tyrant is a fourth Holy Relic that was turned into a Longinus. Alphecca Tyrant was forged from the nails that were used to hold Jesus on the cross. After the disappearance of the nails they were taken by the Sacred Gear System and reforged into a new Longinus level Sacred Gear. The gear allows the wielder to generate Holy Nails that can be fired at their opponents. Anyone struck with these nails including other Longinus users can be controlled and brought under the command of Alphecca Tyrant. Lastly, aside from the nails, the gear can also create larger nails similar to swords. This

gear may not directly offer power, but it is considered to be one of the most dangerous gears overall.

Incinerate Anthem - 800 SP
The Sacred Gear Incinerate Anthem is the first of the Three Holy Relics. It is said to resemble the Holy Cross. It grants its user the ability to control purple Holy Fire. This fire is lethal to any being of darkness with particularly deadly effects on demonic beings. The flames can manifest in a variety of ways including a flaming giant, fire coating your blades, or simply elemental blasts. Lastly, Incinerate Anthem possesses Independent Action allowing it to move without your control. The artifact is sentient and will act to protect its wielder should they be in danger or unable to defend themselves.

Annihilation Maker - 900 SP
Annihilation Maker is simultaneously thought by many to be the weakest and the strongest of the Longinus. It does not bestow any power directly upon its wielder. It instead grants them power of the creation of life. This Sacred Gear is capable of creating any form of life that they can imagine. The greater the user's imagination the greater the power and variety of the beings that they can make. These beings can be given powerful attributes such as anti-species properties, immunity to certain attacks, the ability to replicate when destroyed, and other fearsome powers. Once the beings have been created they will be considered genuine life forms and will not require any energy to be maintained. Anything created using this Sacred Gear will be loyal to the user.

Dimension Lost - 900 CP
Dimension Lost allows its wielder to manipulate a special mists. This mist is capable of blocking any attack and transporting anything it touches. The Sacred Gear contains a personal dimension seemingly infinite in scope. It is impossible for anything to enter or exit this space should the wielder not allow it. Additionally the mist can be used to reinforce dimensional barriers, trap your foes, and prevent communication. There is no limit to the amount of mist that can be generated though it can become more difficult to control as more is produced. Supposedly the wielder could even transport entire countries should they become strong enough.

Nereid Kyrie - 1000 SP
Nereid Kyrie is one of the new Longinus that was developed. The gear lacks a physical shape though it will make the user's eyes glow while it is in use. You may optionally disable this effect if you wish. This Sacred Gear grants its user two abilities. The first of its abilities allows it to control dragons. The user’s voice is able to force dragons to sleep, weaken them, and strengthen them. This effect is noticeably stronger when the

user sings. Supposedly this Sacred Gear is even strong enough to affect beings like the Dragon Gods as they are still Dragons. The second of the gear's abilities allows the user to control the oceans. The user can freely control and manipulate bodies of water. This includes oceans, lakes, and rivers though smaller bodies of water can likely be controlled as well.

Unknown Dictator - 1000 SP
Unknown Dictator is the newest of the Longinus Sacred Gears. This Sacred Gear allows the user to manipulate iron, electronic devices, and mechanical equipment. The gears can seize control of any electronic device and be used to assemble technological machinery. The gear Unknown Dictator can freely shift its form to mimic a variety of different pieces of technology. Some examples include an aura cannon and a set of iron wings that allow the user to fly. This gear is considered unique amongst all Sacred Gears as it is the only gear meant to interact with modern and futuristic technology.

Boosted Gear - 1000 SP
The Boosted Gear is a powerful Sacred Gear, bestowed upon its wielder with the essence of the Welsh Dragon Ddraig. When activated, the Boosted Gear manifests as a fiery red gauntlet, pulsating with draconic energy. Though this can evolve into a full set of crimson armor as the users' mastery of the Boosted Gear grows. The Boosted Gear grants the user a variety of powers including Penetrate, Transfer, and Boost.

Boost allows the user to double their overall capabilities. This includes your magical power, physical strength, speed, and literally every characteristic you have. You may optionally choose if this gear has a copy of Ddraig or another powerful draconic spirit within it. If the gear does possess a spirit you may design their appearance and personality. Lastly, like the Boosted Gear it will come with the spirits of a few dozen of its previous wielders who can advise you on its power. Perhaps you could create bodies for these wielders and the dragon granting you some powerful allies.

Divine Dividing - 1000 SP
Divine Dividing is a Sacred Gear that harnesses the power of the Vanishing Dragon Albion, granting its wielder incredible abilities and control over the concept of division. This Sacred Gear manifests as a pair of white wings with eight large feathers, radiating a serene and ethereal aura. With the Divine Dividing, you gain the ability to divide and halve the powers, attributes, and abilities of any target you choose. The power that is then divided from your opponents is then granted to you allowing you to rapidly overwhelm more powerful opponents. If the user receives too much energy it will be expelled from the wings.

There are a variety of powers as well such as Reflect, Reduce, and Scale Mail which can be unlocked as you grow stronger. You may optionally choose if this gear has a copy of Albion or another powerful draconic spirit within it. If the gear does possess a spirit you may design their appearance and personality. Lastly, like Divine Dividing it will come with the spirits of a few dozen of its previous wielders who can advise you on its power. Perhaps you could create bodies for these wielders and the dragon granting you some powerful allies.

Sephiroth Grail - 1000 SP
The Sephiroth Grail is the second artifact of the Three Holy Relics. It is reminiscent of the legendary Holy Grail itself. Imbued with the divine essence flowing from the blood of Christ, this relic holds immense power over the very principles of life itself. This sacred artifact grants you the extraordinary ability to resurrect fallen beings, restoring them to life and granting them a second chance. Through its divine influence, you possess the power to manipulate and control souls, guiding them as you see fit, and even mending and restoring their physical bodies to their prime state. Aside from this the grail also possesses the ability to remove the weaknesses that burden others, bolstering their strength, and granting them newfound resilience and vitality.

With a touch or a focused surge of energy, you can bestow others with eternal youth, granting them a timeless existence untouched by the passage of time. Next, as one of the esteemed Holy Relics, the Sephiroth Grail holds the power to shatter seals and break through barriers that stand in your way. It enables you to unravel the most intricate of magical or divine encryptions, granting you access to hidden knowledge and long-lost secrets. Lastly, the mere presence of the Sephiroth Grail exerts a profound mental influence, allowing you to affect the thoughts and emotions of others, subtly shaping their perceptions and bending their will to your desires.

Zenith Tempest - 1200 SP
Zenith Tempest, hailed as one of the most formidable Longinus, bestows upon its wielder the dominion over the very forces of nature. With this awe-inspiring Sacred Gear, you gain control over the weather itself and receive potent elemental affinities rivaling deities. Through Zenith Tempest, you wield the power to shape and manipulate the elements at will. You can summon raging storms, summon bolts of lightning, conjure powerful gusts of wind, and unleash torrential downpours that can drown your enemies in a deluge of devastation. Your command over the elements allows you to unleash both destructive and defensive capabilities. This Sacred Gear is even capable of overpowering other Longinus. For example, the ice generated by Zenith Tempest can freeze the flames created by Incinerate Anthem. While Zenith Tempest grants you the ability to unleash devastating small-scale attacks in one-on-one combat, its true strength

lies in army-level conflicts. With the power of a walking hurricane at your disposal, you can unleash cataclysmic storms that ravage entire cities, leaving nothing but destruction and chaos in your wake. Your mere presence becomes a force of annihilation, capable of reshaping the very landscape and decimating all who oppose you.

True Longinus - 1200 SP

The True Longinus also known as the Spear of Destiny is considered the most powerful Sacred Gear. This is the same spear used by St. Longinus to stab Jesus Christ and is the final piece of the Three Holy Relics. The True Longinus takes the form of a long bladed spear. It has the power to kill any devil or god, with but a single touch. The mere presence of the spear can cause horrific pain even in Satan Class Devils. Aside from its holy powers the spear is capable of extending at will, shielding its wielder, and shattering any seal. The True Longinus additionally has a number of special powers and abilities that can be unlocked as the user’s mastery over it grows.

Holy Swords

Excalibur Destruction - 200 SP
Excalibur Destruction is one of the shattered remnants of the legendary Excalibur, commanding the destructive power of the legendary sword. When wielded, Excalibur Destruction becomes a weapon of cataclysmic might, capable of sundering even the most formidable defenses. With each strike, the shard releases a surge of overwhelming energy, tearing through obstacles and obliterating adversaries with devastating force.

However, harnessing the full potential of Excalibur Destruction requires great skill and control. Its power is awe-inspiring but also inherently volatile, necessitating caution and precise execution to prevent unintended collateral damage. This shard is a testament to the awesome destructive capabilities that Excalibur once possessed, now harnessed within a singular fragment.

Excalibur Mimic - 200 SP
Excalibur Mimic is a shard of the legendary Excalibur, infused with the art of transformation. This fragment possesses an uncanny ability to manipulate perceptions and mimic various forms of weaponry. When wielded, Excalibur Mimic adapts to the desires and intentions of its wielder, transforming its appearance and properties accordingly. It can seamlessly shift between different weapon types, mimicking the strengths and characteristics of swords, spears, axes, and more. This versatility allows the wielder to adapt swiftly to changing combat situations and exploit the weaknesses of their opponents.

Excalibur Rapidly - 200 SP
Excalibur Rapidly is a fragment of the shattered Excalibur, infused with the essence of unparalleled speed and agility. This shard embodies the swiftness and grace that once characterized the legendary blade. When wielded, Excalibur Rapidly grants its bearer unparalleled quickness, enhancing their reflexes, speed, and agility to supernatural levels. With each swing, the shard effortlessly cuts through the air with blinding speed, leaving trails of afterimages in its wake.

This sword is especially effective in close-quarters combat, allowing the wielder to swiftly evade attacks, deliver lightning-fast strikes, and seamlessly transition between offensive and defensive maneuvers. The speed and fluidity bestowed by Excalibur Rapidly grants the wielder an almost preternatural advantage in combat, enabling them to outmaneuver opponents and strike with precision.

Excalibur Nightmare - 200 SP
Excalibur Nightmare is a fragment of the shattered Excalibur, bearing the essence of illusive and manipulative powers. It grants its wielder the power to conjure lifelike illusions and control the dreams of others. When wielded, Excalibur Destruction allows the user to manifest a myriad of illusions limited only by their imagination. These illusions can deceive and disorient opponents, creating chaotic and unpredictable scenarios on the battlefield.

Additionally, the shard enables the wielder to manifest multiple duplicates of themselves, confusing enemies and enhancing their own combat prowess. Harnessing the full potential of Excalibur Destruction requires honing one's skills in illusion magic and mental manipulation. The shard empowers the wielder to immerse their foes in nightmarish visions and seize control of their dreams, further weakening their resolve and leaving them vulnerable to manipulation.

Excalibur Transparency - 200 SP
Excalibur Transparency is a shard of the shattered Excalibur, resonating with the essence of invisibility and transparency. This fragment embodies the art of concealing one's presence and actions. When wielded, Excalibur Transparency envelops the wielder and the sword in an ethereal veil, rendering them invisible to the naked eye and most forms of detection. The wielder can use this cloak of invisibility to maneuver unnoticed through enemy lines, launch surprise attacks, and gather vital intelligence without raising suspicion.

Excalibur Blessing - 400 SP
Excalibur Blessing is a fragment of the shattered Excalibur, resonating with divine blessings and the power to strengthen holy spells and rituals. This shard, salvaged from the aftermath of the Great War, amplifies the wielder's connection to their faith, granting them potent blessings and protective abilities. When wielded, Excalibur Blessing enhances the effects of holy spells and rituals, allowing the wielder to weaken supernatural beings like Devils and Vampires during exorcisms.

It can also bestow blessings upon those participating in religious masses, augmenting their abilities and fortifying their resolve. Furthermore, Excalibur Blessing strengthens the power of exorcists, increasing their spiritual energy and amplifying their abilities in combating malevolent forces. The shard acts as a conduit for divine energy, reinforcing the wielder's defenses against dark and corruptive influences.

Excalibur Ruler - 600 SP
Excalibur Ruler is the most significant fragment of the shattered Excalibur, embodying the essence of kingship, authority, and command. It grants its wielder dominion over living beings, organic matter, and phenomena. When wielded, Excalibur Ruler allows the user to manipulate the will of their opponents, bending them to their command and subjugating them completely. They can even control legendary creatures, and transcendent monsters like Fenrir.

This fragment's dominion is not limited solely to organic matter either. Excalibur Ruler empowers its wielder to command and manipulate inorganic and energy as well. For example, can manipulate the attacks of others, redirecting them against the wielder's enemies. Alternatively you manipulate the environment to your advantage, and reshape the battlefield to suit your strategic needs.

Durandal - 600 SP
Durandal, the mighty Holy Sword wielded by the Paladin of Charlemagne, is a legendary weapon of immense power. This formidable blade comes in two variations: Durandal and Durandal X. Durandal embodies sheer strength and durability, capable of cleaving through any obstacle that stands in its path. Its raw energy overwhelms opponents, instilling fear and trepidation in those who face it. On the other hand, Durandal X possesses a calmer energy, yet its power remains unmatched.

In addition to its formidable nature, Durandal X grants its wielder access to three miraculous abilities: Power, Tranquility, and an enigmatic unknown miracle. Tranquility banishes nearby foes, granting respite from battle and restoring stamina. Power unleashes a devastating blast of energy capable of vanquishing even the mightiest Archangel in a single strike, while simultaneously empowering the wielder with enhanced strength. You may acquire both blades by purchasing this item twice, with the second purchase offered at a discounted price, allowing you to possess both Durandal and Durandal X for a total of 900 SP.

Excalibur - 1200 SP
Somehow Excalibur, the legendary sword of myth and legend, has been restored to its former glory, encompassing the combined power of all the shattered Excalibur Fragments. The original Excalibur however, was flawed when it was created as it lacked an understanding of humanity. This blade has been altered on a conceptual level by Shirou and Yahweh making it a fusion of the two variants of Excalibur. This pristine blade radiates a divine aura, resonating with immense power and symbolizing the pinnacle of holy might.

When wielded, Excalibur grants its user unparalleled mastery over light, embodying the principles of purity, righteousness, and unwavering resolve. It enhances the wielder's combat prowess, infusing their strikes with the essence of divine power and righteousness. The blade's edge cuts through darkness and evil with ease, purging corruption and malevolence from its path. Lastly, as mentioned before this blade can call upon not only all of the powers possessed by its fragments, but the abilities possessed by the Sword of Promised Victory wielded by Artoria.

Despite this there are still two versions of the blade. Like Durandal when wielded together the might of these two swords bolster each other. You may acquire both blades by purchasing this item twice, with the second purchase offered at a discounted price, allowing you to possess both Excalibur (Fate) and Excalibur (DxD) for a total of 1800 SP.

Miscellaneous

Ascalon - 600 SP
Ascalon, the legendary Dragon Slayer Sword, is considered the bane of all dragons. It was wielded by the valiant hero Saint George in his battles against fearsome dragons, making it a symbol of triumph over these monstrous beasts. Forged with ancient techniques and infused with sacred blessings, Ascalon possesses a unique affinity for slaying dragons. Its blade, shining with a radiant glow, is imbued with the power to pierce through any dragon scales and strike at the heart of these majestic creatures.

As the wielder of Ascalon, you gain immense strength and skill in combating dragons. The sword enhances your abilities, granting you heightened agility and precision in your strikes. With each swing, Ascalon cuts through the air with unparalleled speed, delivering devastating blows to dragon adversaries. In addition to its offensive capabilities, Ascalon offers a measure of protection against dragon breath and other draconic attacks. Its blade acts as a ward against elemental attacks, providing you with enhanced resistance to the various attacks that can be unleashed by dragons.

Michael's Spear - 600 SP
Michael's Spear is a divine weapon crafted by God himself for his son, the archangel Michael. Though its appearance may seem simple, its true power is awe-inspiring. Originally shattered by Michael due to his feelings of unworthiness, it was later reforged, restoring its divine might. While it may not hold the same level of renown as the Spear of Longinus, it possesses incredible holy power that is unmatched. When wielded, Michael's Spear channels the essence of righteousness and purity. It serves as a conduit for divine energy, allowing you to unleash devastating attacks against the forces of darkness.

With each strike, the spear radiates a brilliant light capable of purging evil and dispelling dark influences. Its holy aura envelops you, granting protection against unholy entities and repelling malevolent forces. The true potential of Michael's Spear lies in its ability to smite the wicked and vanquish evil. It enhances your combat prowess, granting exceptional skill and precision in battle. Against supernatural adversaries, the spear's divine nature amplifies its effectiveness, allowing you to strike at their very essence. Furthermore, it can serve as a beacon of hope, inspiring and empowering allies who fight alongside you.

Mjolnir - 700 SP
Mjolnir, the legendary weapon of the Norse god Thor, is a divine hammer of immense power and significance. Crafted by the dwarves of Nidavellir, this mighty weapon is

capable of harnessing the elemental forces of thunder and lightning. As the wielder of Mjolnir, you gain not only the ability to summon and control lightning but also the immense strength and durability of the God of Thunder. This enchanted hammer can be effortlessly wielded and manipulated, returning to your hand with unerring accuracy when thrown. The power of Mjolnir is so great that it can summon thunderstorms, channeling bolts of lightning to strike down your enemies. Its impact is capable of devastating even the most formidable adversaries, causing massive destruction and unleashing a shockwave of divine energy upon impact. Moreover, Mjolnir carries the worthiness enchantment, allowing only those you deem worthy to wield its power. This ensures that the hammer cannot be used by your enemies, adding an additional layer of protection to its immense power.

Poseidon's Trident - 900 SP
The Trident of Poseidon is one of the legendary weapons forged by the Cyclops, the master craftsmen of ancient times. This divine artifact represents the might and dominion of Poseidon, the god of the sea. Crafted from the essence of the ocean itself, the trident embodies the immense power and authority over water. As the wielder of Poseidon's Trident, you gain unparalleled control over the element of water. With a mere gesture, you can command the seas, summon tidal waves, and manipulate water to your will. The trident acts as a conduit for your divine authority, allowing you to shape and direct water with unmatched precision and strength.

Not only does the Trident of Poseidon grant control over water, but it also establishes your dominance over aquatic creatures. With a mere flick of the trident, you can communicate with marine life and bend them to your will. Even the mightiest sea monsters and creatures of the deep are compelled to obey your commands, becoming loyal allies in your endeavors. The trident's power extends beyond the realm of water, radiating a potent aura of divine authority. It bolsters your presence, inspiring awe and respect among both mortals and immortals alike. With the Trident of Poseidon in hand, you command the might of Poseidon, standing as a true master of the seas.

Sacred Beasts - Varies
While technically not Sacred Gears, the five Sacred Beasts perform a similar role. These creatures are passed down through each of the Five Principle Clans. This option allows you to purchase these Sacred Beasts for your own use. Each Sacred Beasts grants their user power on par with strong Ultimate-Class beings. Each of the Sacred Beasts grant a variety of powers such as elemental manipulation and the ability to hybridize with their host. The cost of each Sacred Beasts and additional information is listed below.

There however, is a special trait that each of the Sacred Beasts can develop called Ouryuu which you can unlock for an additional 400 SP. These Ouryuu Hosts possess connections to their respective Dragon Veins which grant them limitless ki, and incredibly enhanced abilities. For example, the Ouryuu host of the Yellow Dragon was so powerful that he could easily best Longinus Balance Breakers with less than 10% of his full power.

- **Seiyuu, the Azure Dragon - 600 SP:** As the Azure Dragon of the East, Seiyuu embodies the primordial force of wood. With this profound connection, you gain mastery over the elements of wind, lightning, and the vibrant essence of nature itself. You can summon gusts and storms, conjure bolts of crackling electricity, and manipulate plants with ease. Your command over the verdant forces of the natural makes you a powerful foe.
- **Suzaku, the Vermillion Bird - 600 SP:** Embrace the fiery nature of the Vermillion Bird of the South and ignite your path with its searing power. With the Vermillion Bird's influence, you command the power of fire in all its manifestations. From scorching infernos to delicate flames, you have the ability to manipulate and shape fire with remarkable precision. The destructive force of your fire-based attacks will leave a blazing path in your wake, roasting your foes with heat and fervor.
- **Genbu, the Black Tortoise - 600 SP:** Awaken the tranquil strength of the Black Tortoise of the North and become one with the element of water. With this connection, you possess the extraordinary ability to manipulate and control water in all its forms. Shape tranquil streams, unleash powerful tidal waves, and freeze your enemies with icy precision. Traverse the vast oceans and command the power of water to protect, heal, and defend.
- **Byakko, the White Tiger - 600 SP:** Unleash the awe-inspiring power of the White Tiger of the West, and let the essence of metal flow through your veins. With this connection, you possess the rare ability to manipulate, shape, and sense the presence of metallic substances. Mold metals at your will, fashion them into powerful weapons, and manipulate their properties with ease.
- **Oryu, the Yellow Dragon - 800 SP:** At the heart of it all stands the Yellow Dragon, the pinnacle of the Sacred Beasts. This divine entity holds dominion over the element of earth, granting you control over the very foundation of the world. With this power, you can sense the vibrations of the earth, manipulate the terrain to your advantage, and command the forces of earth and stone. Shape mountains, reshape landscapes, and unleash devastating seismic waves that shake the ground beneath your foes. Lastly, connection to the Yellow Dragon grants you the stability and resilience of the earth itself, enhancing your defense.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

It's My Cute Apprentice - 100 CP (Free Hero)
Adelina serves as an exceptional exemplar of a devoted student, faithfully embodying the teachings of her mentor, Shirou. Through a combination of his guidance and hard work, she blossomed into a powerhouse within the Underworld, upholding the values instilled in her. Should you yearn for a pupil to share in your wisdom, envy not, for this option grants you the chance to create a remarkable individual ideally suited for learning and honing your unique skills. Possessing a natural talent and unwavering work ethic, your apprentice will display a deep admiration for you, driven by a desire to make you proud. Conversely, if you prefer to assume the role of the student, you may opt to design a skilled master from whom you can learn and grow. Regardless of your choice, you hold the power to shape their personality, appearance, and even their species, should you desire.

The Saint - 100 CP (Free Heaven)
True saints are a rarity within the realm of the church, emerging only once in a great while. Therefore, the presence of this companion is nothing short of awe-inspiring. An embodiment of true holiness, they hold the revered title of a saint. This position affords them numerous blessings, including a profound affinity for the sacred and divine, a natural rapport with beings aligned with light and holiness, and an innate ability to garner respect and acceptance within religious circles. While you have the liberty to customize

their appearance, personality, and species to your liking, there is one unchanging condition: regardless of their form, this individual will radiate an unwavering kindness and warmth that all who encounter them will readily acknowledge and appreciate.

Retainer - 100 CP (Free Hell)
In the intricate hierarchy of Hell, powerful and influential devils often rely on trusted aides to support them in various matters. You have a loyal retainer who has pledged their unwavering loyalty to you. This individual is highly skilled and versatile, capable of fulfilling numerous roles such as acting as your representative, delivering confidential information, or providing invaluable assistance when you are overwhelmed. They are a formidable warrior, on par with Ultimate Class beings, and possess a diverse set of talents. You have the freedom to design their appearance, species, and shape their personality to suit your needs.

The Ancient - 100 CP (Free Fallen)
The Fallen may not be the strongest of the Three Factions, but they are the ones who have lost the least. For example, Azazel is the only original leader who wasn't slain in the Great War. This companion is a special being and one of the oldest in existence. They may have been one of the first Angels ever created or an equally ancient entity. Their age grants them immense knowledge and wisdom, making them one of the most knowledgeable and skilled beings in the world. They possess remarkable power, akin to that of a Seraphim or a similarly formidable entity. Feel free to customize their appearance, personality, and species to align with their ancient origins.

Your Personal Lucifuge - 100 CP
The Lucifuge clan was an Extra-Devil Clans who served Lucifer bloodline. They lead the Six Extra Devil Clans. When a member of the Lucifer comes of age they are partnered with a member of the Lucifuge clan. They act as their most trusted confidants often marrying their partners or a similarly important role. Regardless of whether you are a Lucifer or not you seem to have found yourself a member of this clan. Perhaps you saved them or they believed you to be a worthy master similar to how Grayfia serves Sirzechs. You may freely customize the appearance, personality, and species of this individual. The only trait you can't change is that every member of this clan always possesses the same silver hair.

- **Individuals with the Lucifer Bloodline receive one purchase for Free**

Your "Big" Sibling - 200 CP
There are quite a few people here that have powerful siblings. By purchasing this option you can join this club. This individual is either your biological or adopted older sibling. They are significantly more powerful than you. The gap in power between you is similar to

the one between Rias and Sirzechs in the beginning of the story. They are also absolutely devoted to you, whether this is familial love or not. In addition to their personal power they also possess a position of immense political power. Lastly, you may design their appearance, personality, and species if you wish.

- Should you purchase a Hybrid race then they may belong to that for **Free**.

Progenitor - 300 CP

Some of the most infamous individuals in the setting are the progenitors of the various species. For examples, we can point to the likes of Lucifer and Lilith, renowned as the progenitors of the Devils and Demons. This option gives you the opportunity to create or recruit one of these legendary individuals. Much like Lilith, the companion you choose stands as a revered progenitor of their species, wielding immense influence and authority.

Their very presence commands respect and adoration, as they possess the power to control others and give rise to countless new members of their species. These remarkable beings serve as living embodiments of the essence and potential of their respective races. Through their profound wisdom and guidance, they offer invaluable insight into the intricacies of their species' nature, history, and exceptional abilities.You have the freedom to customize their appearance, personality, and your exact relationship with the individual in question. Lastly, while their power will vary based on their species, each of these individuals will be High Ultimate at minimum.

Pantheon - 400/800 CP

While the story focuses on the Three Factions they are far from the only mythologies that exist within this world. This option grants you the ability to recruit or create a pantheon from one of these mythologies. By investing 400 CP, you can choose to gather a minor pantheon, such as the Sumerian, Aztec, Shinto, or Zoroastrian pantheons. Alternatively, for 800 CP, you may assemble or select a formidable pantheon like the Greek, Norse, Hindu, or the Three Factions. As the chosen leader, your authority within the pantheon is unquestioned. Each faction will also possess a Skyfather-level deity capable of actively leading the faction in your stead. The smaller pantheons will consist of a few dozen gods while the larger one can consist of a few hundred deities. Aside from the gods themselves, each pantheon will come with a variety of lesser spirits, worshippers, and demi-gods. Lastly, this will include a territory to house all of these beings.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Hit My Head +100 CP
Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Can We Be Friends? +100 CP
To others Xenovia appears as a stoic and aloof girl. In reality she is actually very lonely and simply has trouble socializing. Perhaps you were raised alone or simply don't know how to get conversations started. Regardless of the reason you are stuck in a similar situation as Xenovia. This can make it harder for you to make friends, make you appear

more aggressive, and cause some minor issues. Thankfully this is also rather easy to deal with. You just need to be brave enough to talk to others or be dragged into by a more friendly individual. Once you get comfortable with this stuff then it shouldn't be bad.

Banned From The Kitchen +100 CP
There are some who can cook great dishes, some who can make alright meals, and some who are banned from cooking. You belong to the last group and should never be allowed to cook anything. Like Xenovia, anything you make involving food turns into a disaster or literally becomes poison. Even if it shouldn't be possible you will find a way to ruin a meal. Its not an exaggeration to say that you could light your house on fire while trying to boil water, or make a brick when attempting to make bread. I'm sorry, but literally nothing you make is edible. I hope you can find someone to cook your food or you have enough money to consistently buy food.

Can We Move On +100 CP
There are truly touching moments where the world stops. This could be someone coming back from the dead, a long forgotten hero returning, or an admission of love between two starstruck individuals. Typically following that there is always someone who ruins the moment. You might be wondering who this individual is, well it turns out it's you. Whenever you witness a heartfelt moment or a grand development you will either deliberately or accidentally ruin the moment.

For example, when Shirou was revealed to not have died after sacrificing himself to save Xenovia the Head Priest coughed so that they could continue the initiation. While he was just doing his job literally everyone in the room glared at him. This is practically guaranteed to earn you the animosity of others even if only temporary. Thankfully whenever these moments occur you can restrain yourself, but the longer they go on the harder it will become to not do anything.

Can't You Dress Normally +100 CP
Often when they go out in public many of Shirou's associates refuse to dress covertly. For example, Xenovia and Irina refuse to wear anything other than their church cloaks for the most part. Similarly individuals like Serafall have a tendency to wear bizarre clothes such as her magical girl outfit. By taking this drawback you share this issue. find yourself facing the constant scrutiny and expectations of others regarding your fashion choices. Whether it's attending important events, formal gatherings, or even everyday occasions, you always seem to struggle with your attire.

Your fashion sense, or lack thereof, becomes a subject of discussion and ridicule among those around you. No matter how hard you try, you always seem to fall short in meeting

the standards set by others. Your wardrobe choices may be outdated, mismatched, or simply not up to par with societal expectations. This drawback may lead to various humorous or embarrassing situations where your fashion choices become a topic of conversation or even controversy. It can potentially affect your reputation and how others perceive you, potentially creating misunderstandings or difficulties in social interactions.

Empty Pockets +200 CP
By taking this drawback, you suffer from a peculiar affliction that renders you unable to retain any form of wealth or financial resources. No matter how much money or valuables you acquire, they slip through your fingers like sand, leaving you perpetually broke and struggling to meet your basic needs. This curse will affect you regardless of your status or power.

Even if you by all rights should possess vast riches or you are the strongest being in the world, your wealth will inexplicably vanish or be lost through a series of unfortunate events. Your attempts to accumulate and retain money will be in vain, as it slips away from you through unforeseen circumstances, misfortune, or even mysterious phenomena. This will likely become embarrassing throughout the jump and force you to rely on the charity of others.

I Didn’t Mean to Break It +200 CP
When Shirou takes part in the Holy Sword Initiation he ends up accidentally destroying two priceless artifacts belonging to the church. These were irreplaceable relics that had been safeguarded for countless years. Unfortunately this seems to be a trait that both of you share. Somehow your mere presence can either directly destroy or cause the destruction of rare items. This occurs regardless of who is around you or where you are. At least this only seems to occur around valuable, but non-critical objects mostly. For example, you wouldn’t destroy Heaven’s System by taking a stroll, but you might break some of the angels' relics.

She Loves Me, She Just Doesn’t Know It +200 CP
Ayakoji Esposito is an incredibly skilled member of the church and one of its most dangerous warriors. He also is a renowned pervert hated by numerous women due to his shameless behavior. Like Esposito you are a pervert of great renown. This has led to many of the notable women in this world harboring a distaste for you. Though not all of them are against this behavior.

The main consequence is that you dislike hurting women and will hold back your power when fighting them. This might not seem like a problem, until you remember the sheer number of beautiful and more importantly deadly women in this world. Alternatively if you

prefer men then you may have this effect apply to them instead. Don't worry there are just as many pretty boys for you to fight as there are beautiful women.

You're Supposed to be Subtle +200 CP
I really hope that you're never assigned to any stealth missions or put in any situation that requires tact. Your nature leans towards direct action, as you are lacking regarding the nuances of subtlety and stealth. For example, instead of observing and assessing a situation, you're inclined to kick down the door and make a grand entrance drawing unwarranted attention.

Your lack of subtlety may extend to other aspects of your life as well. You find it challenging to convey your thoughts with subtlety, often resorting to blunt and straightforward communication that can be perceived as brash or tactless. Your intentions may be pure, but the finesse of subtle persuasion often eludes you.

Women are Troublesome +200 CP
It's kind of funny when you realize just how much trouble Shirou has gotten in due to the women in his life. Rin dragged him into the Grail War, his sister Illyasviel sicked Hercules on him, and that's not even counting all of the other numerous occasions. So there is some good news and bad news. The good news is you will frequently find yourself in the company of powerful and attractive individuals that you are interested in, be it romantically or not. The bad news is that each and every one of them is going to drag you into trouble or bring it with them. With this your tale will be filled with colorful characters and epic adventures. Just make sure that you can actually handle everything that comes with it.

Pain and Power +400 CP
The might of Angra Mainyu granted Shirou immense power, but just calling upon it caused horrific agony. Even so Shirou refused to release it knowing that Angra Mainyu would be forced to suffer if he did so. Your power is similar to Angra Mainyu as it seems to cause you to suffer whenever you call upon it. The more power you call upon the greater the pain that is inflicted on you. It however, is possible to dull the pain by simultaneously using conflicting powers. For example using a strong demonic and holy power at the same time would cause the two to balance each other out.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Generic Highschool DxD Fanfic jump, the Fate Stay Night jump, and any other jump related to the Type Moon and DxD series.

I Want to See You Break +400 CP
Diodara Astaroth is one of the most hated and despised individuals in the setting. He is a young and relatively powerful devil obsessed with corrupting Holy Maidens. He engineers situations that result in them being exiled before coming into "rescue" them. This however is a terrible fate for the maidens. He enjoys torturing them and shattering their wills so that they will willingly become his slaves. By taking this drawback you gain an admirer just as disturbing as Diodara. You may even gain the attention of the psychopath himself if your origin fits. This individual will be obsessed with trying to capture you and break your will. Lastly, if you can somehow deal with them without killing them you may optionally take this individual as a companion if you want them for any reason. Perhaps you somehow made them a decent person or you want to return the favor.

Fallen Glory +600 CP
Compared to their peak the current form of Heaven has fallen from grace. The loss of their Father, the ability to produce new Angels, and their morale has had devastating effects on the faction. Like the glory of Heaven you are, but a shadow of your former self. Perhaps you were gravely wounded or you simply grew weaker over time due to a lack of fighting. Regardless of the reason you likely can only summon twenty percent of your full power. You can recover given time, but it will likely take a few years of intense training to regain your full might.

The True Longinus +600 CP
Despite Shirou's immense power there exists a weapon that can fell him with a single blow. This weapon is the True Longinus due to its inherent power and symbolism. The holy power within can strike at his demonic side, while the symbolism of it killing the Son of God allows it to strike at his holy side. By taking this drawback a similar weapon will exist within this world. No matter how powerful you are, a single blow from it will bring you to the brink of death. At some point in the jump you will come into close proximity with its wielder. This doesn't guarantee that a conflict will occur, but you will be in immense danger when near this individual. I would recommend having a powerful ally engage them on your behalf if the situation requires it.

I Will Save Everyone! +600 CP
Shirou has a pure heart, but he often goes too far. In his endeavors to save others he willing shoulders places the burdens of the entire world on himself. This is worthy of respect, but also the most foolish decision possible. He would rather cripple himself then stand by watching an injustice occur. You share this form of ideals with Shirou. You are worthy of being called a Hero of Justice, but you must be prepared to make sacrifices. Anytime you are put into this type of situation you will gladly bear all of the burden upon yourself regardless of the consequences. I truly hope you have some companions that can save you before you fall.

ExE +600 CP
ExE is an abominable timeline not meant to exist. In this version of the future Rivezim would encounter beings from outside the universe and attempt to bring them into Dragonic Deus. While they do seem to exist in this world Rivezim never got the opportunity to reach out to them. By taking this ExE will not only become canon to this world, but their attention will be brought onto it. The forces of the Evie and Etoulde will arrive to this dimension approximately five years into the jump. Assuming you didn't use any toggles to alter the timeline this will occur approximately three or four years after the ending of the main story. The world is much stronger and united unlike the canon world, but many of the foreign gods are on par with the Dragon Gods if not stronger. I would only suggest taking this if you want to increase the power level of the setting and start a multi-dimensional war.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario.* ***You will not chain-fail*** *if you give up unless explicitly stated otherwise.*
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

Ally of Justice

Congratulations, you are now the protagonist of our story. That's right you will be replacing Shirou. The jump will last until the story ends canonically or you die. You will face all of the challenges that Shirou did. You will start out with all of Shirou's abilities though you will only get to keep them if you complete the scenario. There is a full list of what you start with and end with in the notes section. You will receive all of the same opportunities to succeed as they did however should you follow their path. Lastly you will receive their memories so that you know what's going on and have his experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

A New Dragon God

In a world where Great Red and Ophis stand as the epitomes of power, alongside the remarkable rise of Crom Cruach, the potential of the Dragon species becomes apparent. Taking on this scenario, you start your journey as an ordinary baby dragon, fully aware of the innate potential that lies within your species. Your ultimate goal is to ascend to the coveted status of the third Dragon God, a position that rivals the might of only three other beings in this world.

As you embark on your path towards godhood, you will face countless trials and challenges. From the treacherous battles against formidable adversaries to the arduous pursuit of ancient knowledge, you will strive to unlock the true potential of your draconic

nature. Along the way, you will encounter other dragons, allies, and rivals, each with their own aspirations and powers.

Rewards:
For completing this scenario you will receive a variety of rewards.

- First and foremost, as the newly anointed Dragon God, you gain power that defies imagination. Your mastery over the draconic essence elevates you to unparalleled heights, granting you dominion over a specific domain of your choosing. Whether it be the ethereal realm of Dreams or the boundless expanse of Infinity, this domain becomes your playground, where you wield unimaginable authority and control.
- Secondly, the title of Dragon God instills you with unparalleled influence over your draconic kin. Other dragons, as well as beings with draconic abilities, will instinctively recognize you as the ultimate alpha, driven by an innate urge to submit to your leadership. Your presence alone commands respect and allegiance, cementing your position as the undisputed ruler of dragonkind.

Grail War

The Grail War, a legendary event shrouded in mystery and filled with intense battles, offers the chance to make a wish using the Holy Grail. By taking this scenario, you will be selected as one of the esteemed Masters chosen to participate in the Grail War. With the power of command seals and the ability to summon a Servant, you enter the fray, ready to clash with other Masters and their Servants in a battle for supremacy. Can you rise above the competition and claim victory?

As a Master, you possess the unique ability to form a strong connection with a specific Servant, someone who resonates with your spirit and skills. This bond grants you a deeper understanding and synchronization with your chosen Servant, increasing your chances of victory. However, be prepared, for in this particular Grail War, the Masters themselves are formidable adversaries, wielding power that rivals their Servants. Your path to triumph is paved with intense battles, strategic maneuvers, and the strength to overcome both magical and physical obstacles.

Rewards:
For completing this scenario you will receive a variety of rewards.

- First, having succeeded in winning the Grail War you may take your Servant as a companion for Free. This powerful ally will continue to fight by your side, lending their unique abilities and experiences to aid you in future challenges.
- Holy Grail Wish: Your triumph grants you the opportunity to make a wish upon the Holy Grail itself, a vessel free from corruption. You are granted the ability to make any single wish, limited only by the condition that it cannot have a meta effect or alter the rules of your chain. Whether you desire godlike powers, access to a True Magic, or the addition of another Servant to your retinue, the Holy Grail will grant your sincere desire.

Redeeming the Destroyer

In the aftermath of Trihexa's demise, a shocking revelation unfolds—the creature known as the Beast of the Apocalypse was not inherently malevolent. Trihexa's destructive nature stemmed from its lack of understanding and the constant attacks it endured. No one ever extended a hand in friendship or tried to communicate with Trihexa, leading to its eventual sealing by the God of the Bible.

By choosing this scenario, you find yourself transported through time to encounter a younger and much weaker version of Trihexa. This incarnation of Trihexa is a blank slate, devoid of the immense power and destructive tendencies it would later possess. However, it possesses the potential to reach those heights in due time. Your task is to protect and guide Trihexa, nurturing it with kindness, knowledge, and understanding. As the years pass, Trihexa's power will gradually double, until after ten years, it becomes the fearsome Beast of the Apocalypse once again. Your ultimate goal is to ensure Trihexa reaches this point of power, having transformed into a benevolent force rather than a destructive one.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, having assisted them, Trihexa will obviously be grateful for your guidance and compassion. As a result they will willingly join you as a loyal companion. Its immense power and unique abilities will be at your disposal, serving as a formidable ally and protector in your future endeavors.
- Second, your efforts to redeem Trihexa and show it a path of goodness have resulted in you gaining a special blessing. You have proven capable of purifying and healing others. You can bring solace and redemption to even the most corrupted souls.

The Great War

The Great War between the Three Factions is considered to be the single largest war that has occurred in this world. Similar to how Shirou was transported to the Devil Civil War, you find yourself brought to the very beginning of the Great War. You have the opportunity to become a pivotal player in this grand conflict, and shape its outcome. You could choose to join one of the existing factions, perhaps you would rather create your own. You must defeat all of the other factions and become victorious. You may optionally win this through a more peaceful method or you could simply subjugate the others. The scenario will only be considered complete once all of the fighting has ceased.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, having emerged victorious and led your faction to triumph, you have the privilege of taking your faction with you as a loyal force. Additionally any conquered territories under your control will become a part of your domain.
- Second, alongside your conquered territory, you will likely have forged deep bonds with various members of your faction. These dedicated individuals, be they trusted advisers, skilled commanders, or influential figures, may become companions for Free. Their unique skills, expertise, and unwavering loyalty contribute to your continued success and growth.

Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Story Link

- https://www.fanfiction.net/s/11845255/1/The-Holy-Man-of-The-Church-Creek

Image Sources

- Title Image - Shirou
- Trihexa - https://dxdfanon.fandom.com/wiki/Trihexa_(Roots_of_Hope)

Chat-GTP was used to improve various descriptions and generate ideas for this jump. So credit goes to them for the parts it created.

Possible Progenitors/Examples

- Angel - The First Angel or a fragment of God
- Devil/Demons - Lilith/Lucifer, Primal Demon
- Werewolf - Lycaon
- Vampires - Dracula/Alucard
- Humans - Adam/Eve/maybe Human Lilith/Pandora
- Dragon - maybe Tiamat (Goddess, not Dragon King version)
- Kitsune - Tamamo-no-Mae

Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
  - **Species**
    - Human
    - Great Demon (technically)
  - **Perks**
    - Magic Circuits (27 circuits)
    - Reinforcement
    - I Need to Hit This Shot
    - War's Blessing
    - Harem King
    - Let There Be Light (Sealed)
    - Pain Immunity
  - **Items**

        - The Servant Pieces
    - **Drawbacks**
        - Empty Pockets
        - I Didn't Mean to Break It
        - Women are Troublesome
- **Scenario End Boons**
    - **Perks**
        - Blessings of the Divine (Poseidon)
        - Miracle of Salvation
        - Divine Seal
        - We Must Stand Together
        - Godspeed
        - Dimensional Travel (600 CP)
        - Let There Be Light (Fully Unlocked)
        - ALL Hero Perks
        - Hero of the Low Class
        - Striving for the Pinnacle
        - Chess is Simple
        - 72 Pillar (Marbas - 600 CP)
        - All Heaven Perks except the Fateful Matchmaker
        - Look to Jumper
        - We Need to Regroup
        - I Will Make You Strong
        - Forger of Legends
        - Sacred Gear Creation
    - **Items**
        - The Holy Cross
        - The Forbidden Library of Bibliotheca
        - The Kingdom of Heaven
        - All Hero, Hell, and Heaven Items
        - All Noble Phantasms and Holy Swords
        - All Miscellaneous except Sacred Beasts
    - **Companions**
        - Canon Companions:
            - Allies: Too many to list (Seriously, there would probably be a few hundred names at least)
            - Lovers: Xenovia, Irina, Serafall, Adelina Swiftblade, Rin Tohsaka, Artoria Pendragon, Gabriel, Kuroka Toujou

- Children: Seras Leviathan, Artus Pendragon, Annabel Pendragon, Michael, Lucas Quarta, Liam Quarta, Sakura Toujou, Illyasviel Tohsaka

General Power Tiers

- Low Class (Vast majority of supernatural beings)
- Middle Class (most Sacred Gear users)
- High Class (Sona and Rias)
- Ultimate Class (most high level Devils and Angels)
- Satan Class (High Ultimate Class - Seraphim, Serafall, Olympains)
- Super Devil Class (Sirzechs, Ajuka, Rivezim) / High God (Hades) / Skyfather (Ra, Zeus)
- Great Demon (Marbas), Heavenly Dragons (Crom Cruach), Trihexa Bodies
- One God (God of the Bible) / Great Red / Ophis / Trihexa (Main Body) / Ars Goetia, Beast of Man

Known Devil Bloodlines/Clan Traits

- Abaddon - Hole
- Agares - Time
- Bael - Power of Destruction
- Balam - Immense Human Strength
- Beezlebub - King of Flies
- Belphegor - Crack
- Belial - Worthless
- Bune - Dragonificiation / Dragon Taming
- Furcas - Power over Horses
- Leviathan - Sea Serpent of the End
- Lucifer - Overwhelming power and Unholy/Dark Light
- Phenex - Immortality
- Sitri - Water Affinity
- Vapula - Lion Tamer

Changelog

- Jump in Progress
- V1 Jump Complete