By Valeria

Introduction

A seemingly mundane world that hides a dark side filled with supernatural menace. What a familiar sight this has become. Aah, are you too feeling that same curse? That curse of seeing the same thing over and over, never changing or altering? But perhaps there is some enjoyment to be had, even in the similarities that these worlds possess. You are in the world of Dies Irae, a world that may seem normal but is about to be the stage for events that may yet change the course of all of existence.

In this world there is a God. This God has grown lonely, half maddened by the boredom of omniscience and wishes to die in the arms of the one he has fallen in love with. But to die, he must have an opponent capable of committing that murder, as he is incapable of self-terminating. Thus, he peered into the normal course of history and awakened a monster.

This world followed the history that you would know of your home world until the late 1930s. At that point, a man named Reinhard Tristan Eugen Heydrich was awakened to the true nature of himself, to the supernatural power that waited within him and to the nature of the world that he lived in. Tempted by the words of God, he befriended that being and began to seek out a way to transcend to his level in order to turn all of creation into an eternal war. Reinhard saw this as a way to spread his own form of love to all creation. To aid in these efforts, he created an organisation of 13 magically enhanced warriors and witches known as the Longinus Dreizehn Orden

The LDO were not all aware of the intention of Reinhard. Whilst God, now going by the name of Mercurius, and the three most powerful and loyal members of the group, known as the Three Commanders, were well aware, the rest of them only believed that they would be granted immortality and anything else they wished for if they helped Reinhard in his plans. Near the end of the Second World War, this plan almost came to fruition but was unable to be completed. To prepare for a more successful attempt, Reinhard and his Three Commanders left the world of the living and waited outside of reality until they would be once again summoned.

It is over seven decades since that time and now in the early 2000s, the LDO begins to gather again in the Japanese city of Suwahara. Here is where they plan to carry out a ritual known as the Transmutation of Gold, where they will carry out 8 massacres across the city in order to first revive Reinhard and his commanders, before proceeding to allow him to transcend to Godhood.

However, there will be a foe awaiting the LDO. The ritual calls for opposition, this taking the form of a young man named Ren Fuji. Ren is a very special teenager, though he has no idea of just why or how as of yet. He is known as Zarathustra to the rest of the LDO. He, and perhaps some of his friends, are the sole resistance to the plans of the LDO. At least outside of the LDO itself. Not all the members of that organisation are entirely up front about their support for Reinhards' plans and some of them may turn against him were they to find out the truth.

You will begin a few days before the first of the LDO begins to arrive at Suwahara city. You have 1000 Choice Points (CP) to spend on advantages for yourself as you spend the next ten years in this location.

Locations

Suwahara City, Japan

A rather unassuming town somewhere in Japan. It's got a notable tourist business but otherwise, little remarkable about it. Hardly anything like the bustling metropolis that is Tokyo. It has its own landmarks, such as a large amusement park or an impressive lookout tower in the middle of the city. It's the site for the Transmutation of Gold ritual and many of the landmarks it does have will soon become the sites for ritualistic massacres and human sacrifices. You begin somewhere public within the city.

Origins

Student

Nothing to see here. Just another ordinary high schooler in Suwahara City. To all outside views, you are just another of the thousands of students in this Japanese city but the reality is not quite so simple. You have somehow come into some rather impressive amounts of supernatural power through the Ewigkeit formula. You've got little to no combat experience but you're not entirely helpless, provided you're willing to make the sacrifices you need to grow stronger. The LDO is coming to your city in just a few days and the ritual of the Gold will start at that time. You can run and hide…or you can stay and send the Nazis packing from your hometown.

LDO- 200

The Longinus Dreizehn Orden were a group led by Reinhard Heydrich back in the days of World War 2. Originally a real organisation, the interference of a certain snake turned it into the genuine occult group that it now is. 13 members for 13 seats, all serving the Golden Lion himself in his pursuit of ascendance to godhood. The end of the world war saw the scattering of this organisation as Reinhard and his three strongest soldiers, the Three Commanders, moved beyond our realm to wait for the right time and the rest of the LDO travelled the world. History has been changed to insert you into this world, either as a 14th seat to the black round table or as a replacement for one of the members excluding Reinhard, Zarathustra, Sonnenkind or any of the Three Commanders. You may choose to be either a recent inductee, in which case you are only a teenager, or an old member, where you will have been around since the Second World War. Either way, you've got a lot of experience travelling the world and combat training. You know a bunch of languages and have some experience in dealing with witchcraft, miracles and magic. You'll begin the jump in Suwahara city, having arrived alongside one or two of your currently active partners.

Outsider

You should be rather used to the idea of being an existence from outside the normal reality. Taking this option allows you to either be a complete foreigner to this setting, with no history or memories here, or to be a mysterious being that originates from another dimension. Through some strange accident, you have gained powers beyond what you should but so far have thankfully avoided the attention of another similar outsider to yourself. You are not yet currently opposed to or allied with any faction here, though that may change with your choices to come.

Your gender is the same as it was previously. Your age if you are a student or young member of the LDO is 15+1d3. Your age as an adult member of the LDO is 70+4d8. Your physical age as an outsider is the same as the student roll. These rolls may be changed for 50CP each.

Perks

You may take up to 4 perks per tier discounted from your origin tree. 4 of your origins' 100CP perks are freebies for you. Unchosen perks are full price.

Die Ewigkeit- Free

There is great power in this world and that power comes in many kinds. But there is only one kind that might eventually lead to the very top. Ewigkeit is the name of a magical process wherein a special prepared artefact, known as an Ahnenerbe or Relic, is bonded to the soul of the subject in order to grant them both magical power and the ability to grow even more powerful. Not every magical item may qualify as a Relic, though the bulk of information on them will be described later. For now, the benefits of Ewigkeit and the process through which it works will be described.

Ewigkeit users grow via the devouring of souls. The more souls and the higher quality those souls, the stronger the user will grow. Over time, these souls are slowly used up as fuel, though only a few are burnt at a time and even in constant combat this can take hours of work to get through even a small number. A Ewigkeit user can devour souls by either physically eating them, killing beings with their relics or killing them with their supernatural powers. With practice, a user can also draw in every corpse and soul around them automatically, eating even down to the little drops of blood or fragments of spirit in a small area around themselves.

Ewigkeit boosts almost every aspect of the user and continues to boost these aspects even more as more souls are taken in. The physical strength and speed of the user will grow without regard to whether the body of the user fits it. Their durability will also grow, including their entire bodies so that even normally soft parts such the eyeballs are harder than diamonds. Their bodies become more and more resistant to any kind of poison, drug or disease, to the point that most users see no enjoyment from alcohol or recreational drugs. It is possible to, with concentration, suppress this resistance to drugs for a time. An Ewigkeit user also finds themselves less and less in need of physical sustenance or rest as they grow stronger, eventually ascending beyond the need for eating or sleeping.

The users five physical senses heighten as their power grows, eventually to the point of picking apart individual heartbeats across a school campus or picking out the wrinkles and hairs on someone's face from across a city or even higher. Ewigkeit users also gain a Third Eye, a sense that allows them to perceive magic, souls and hidden things. The greater the power of the user, the harder it is to hide things from them with supernatural means. This Third Eye can work on a 360 degree radius if concentrated on and this may eventually be trained to become constant.

A Ewigkeit user loses the need for their physical form, surviving so long as their soul is maintained no matter the damage their bodies receive. The Relics that Ewigkeit users wield are able to strike at the soul but they are otherwise ultimately immune to most normal humans. They are also able to regenerate their physical bodies at astonishing speeds to match those they move at and, so long as they have devoured souls still remaining within them, even extend this to regenerate their own soul so long as it is not yet destroyed.

The innate magical might of a user will now also grow as their spiritual might does. The more souls gathered within you, the more that your magical spells and abilities will find themselves empowered. Obviously, any spiritual abilities will also find themselves growing stronger as your soul

is bolstered by the presence of your devoured prey. As well as increasing their raw power, the user's resistance to all kinds of supernatural effects will grow as their souls do. Resistances to raw supernatural power, to the unique conceptual abilities wielded by some, to manipulation of physical reality or time or space. While this will not progress to immunity, a Ewigkeit user becomes harder and harder to harm or effect as they grow.

The presence of a Ewigkeit user grows as well. Just being near an Ewigkeit user that is not actively suppressing their power makes one feel like they are near a giant and those with thousands or millions of souls can feel like unbeatable titans to those weaker than them. This also manifests in the killing intent of the users, as they gain the ability to emit their murderous intent on a dangerous level. The more souls you possess, the stronger this will grow. Stopping a man's heart, shattering concrete around you and melting an entire steel bridge are all possible if you grow strong enough, whilst a Hadou God can kill the body and soul of anything beneath its level with just this desire to destroy. If you try to train this, you will eventually be able to attack with just your killing intent, unleashing physical blows just by looking at something.

Beyond the power they gain from holding them, a Ewigkeit user also has other ways to interact with souls that they devour. Stored inside your soul, most devoured are instantly subsumed. It is possible to look into those devoured souls and take out the knowledge they possess, though it takes a great will to handle doing this to more than a few souls at a time.

A Ewigkeit user is not immortal however. Their souls cannot stand more than a century or so of continued existence without breaking apart, though this can be extended for another century with magic. Those who reach a certain level of development in Ewigkeit can overcome this and if you possess a different sort of soul from another world, you will not be subject to this either. While they may eventually break apart, a user will not physically or mentally degrade through the passage of time during their life.

Next will be described the four stages of Ewigkeit use, as well as where you start and how you progress from each level to the next.

Assiah is the first stage, known as Activation. All those who have at least a single soul, their own, and undergo the formula begin here. At this point, you have not yet become able to give your Ahnenerbe physical form. You are still able to briefly manifest it but only in a phantom state, such as summoning a ghostly sword to stab something that you thrust your hand at. Normally, users at this state are only slightly stronger than normal people and still able to be harmed by guns, though they can run faster than any modern car, jump tens of metres into the air and kill men in a single blow.

Yetzirah is the second stage, known as Formation. To proceed here, one must devour at least a hundred souls, though more may be required if their spiritual quality is low. The more powerful or spiritually developed a soul, the more valuable, tasty and beneficial it is. At this stage you will be able to give your relic a permanent physical form, though you can continue to recall it. Those at this stage go far beyond what is humanly possible. They can destroy buildings with a single blow, run faster enough to move across water or through the air by kicking hard enough. Their laughter alone can crack pavement or kill ordinary men.

Briah is the third stage, also known as Creation Figment. Around a thousand souls are needed for this stage as well as requiring you to become aware of your deepest desire and gather enough

willpower to force it to manifest in reality. This stage is not innately more powerful other than the new power you gain and beyond this point, any power increase will usually come from just having more souls eaten. This Briah stage is special in that it grants you a Law or Creation Figment. A special power based on your deepest desire. They come in two varieties. The Hadou/Hegemony that is focused on external effects and the Gudou/Transcendent that is focused on the internal effects. These abilities will be described in detail at a later Briah section.

Atziluth, Emanation, is the fourth and final stage of Ewigkeit. It is not a stage achievable by anyone and indeed, you must be specifically born with the potential to be one or have that potential granted by an existing Atziluth user to become one. To those who possess the potential, the exact conditions to reach this stage are unclear, often involving special rituals or bonds with existing Gods. The users who reach this stage become known as Gods, for they rule over and above all things. Their Creation Figment emanates from them to cover the entire multiverse permanently and allow them to freely warp reality in all areas affected by their law. They become incomprehensibly immense beings, akin to walking universes or something even greater, ascending beyond all dimensions, concepts and truths. With just a brief flash of rage, one of these beings could destroy all of existence. An Atziluth user also gains the ability to create a Legion, summoning souls that they have devoured to serve them as warriors that have been scaled up to fight on the level of a God as well. The current ruler of existence is one of these beings but it is possible for more than one God to exist at once. In these cases, they are almost always driven to fight by their nature and do so by a combination of their competing Laws and a special substance known as Taikyoku. Effectively a measurement of their power, the number of Taikyoku that a God possesses indicates their strength compared to other Gods.

The Ewigkeit process may be refused if you wish but you must also give up access to the Relic and Briah sections if you do so. You begin at the Assiah stage unless you are part of the LDO, in which case you begin at the Yetzirah stage.

Mephistopheles- 400
Before you, no man can stand without bending a knee. No mortal man at least. When people speak of the charisma of the legendary kings of old, the sort of people like Alexander the Great or King Arthur, and describe how they believe they had such a force of personality that it manifested in an aura…they're describing what you were like the moment you were born. You've only grown greater since and now, you're standing equal with the most charismatic man in the world. With a few minutes long speech, you could talk an enemy army of hundreds of thousands into happily killing themselves to please you. You could convince lifelong enemies of yours, people who you had done atrocious things to, to become loyal allies with just a single conversation. Men and women both, even those who believed themselves to be conquerors in their own right, fall in love with you just from the force of your presence. Your charisma surrounds you like a hurricane, pressing down on the minds and spirits of all those who are near to you even when you do not speak, making it almost unthinkable for those around you to not do as you desire before you even request it. It is not impossible for someone to resist your beguiling words but only the sort of man who could look at the face of God and spit in it could manage such a feat, something that might be beyond even the greatest of heroes or villains.

Lower Case god- 600
A unique being has appeared. Things such as you were normally considered leftovers, forgotten things from a long past age that humanity has no more use for. But a god is not easily erased from

existence, even if you are not God himself. You were made to represent a specific concept of your choosing, something such as Darkness or Fire or Anger. You have immense powers over that concept, though the fading mystery from this world has taken much from you. So long as the concept that you chose continues to exist, so will you, even if you normally should have been killed. A god of darkness will exist so long as darkness does, whether it be physical shadows or the shadows within a man's heart. Do note that certain affects that destroy all they touch or otherwise kill and bypass any defences can ignore this defence. You have immense control over your concept, able to control it in all its forms to accomplish mighty acts and even exert control over related things. A god of fire could summon an attack to vaporise an entire continent or send millions of people into homicidal rages by manipulating their fiery anger. A god of darkness could reflect any attack back through shadows, manipulate time or gravity to age people to dust in seconds or send the fear of darkness into a man's mind to drive him mad. Your powers are great and they are broad even extending to allow you control instances of your chosen concept that are summoned or used by your enemies. You are not omnipotent however and you can be resisted, ignored or even crushed outright by those with enough power. You may be a match or even vastly outclass much of the LDO but attempting to take on the Gold himself would result in your swift death. Note that while you are given much leeway in what concept you choose to be a god of, picking particularly broad concepts will weaken the benefits you gain as your power is spread more thinly and you may not pick 'Everything' or similar things as a valid target.

Student

Low Brow Opera- 100
All these old geezers sometimes forget that they're not in the 40s anymore. They get their heads up their own asses and start talking all this philosophical mumbo-jumbo, seemingly in intent to just confuse and distract anyone listening. You can get the gist of what they mean though, even if you've got no understanding of those complicated words they're using. You understand what someone means when they say something, even if you don't understand the way that they choose to communicate that meaning. Even the most over complicated speech is easily parsed by you.

Personal Faith- 100
The quite literal Apocalypse may be nigh and God himself, or the closest thing to such a being, might be an uncaring monster who only seeks death but your faith remains strong. Even in the very worst of situations, you are able to calm yourself and find solace in prayer and/or meditation. So long as you have a few minutes of peace, you'll always be able to calm yourself down, focus yourself on a task and rid yourself of pointless worries or fears. It might not last forever but you should get at least a few hours of this continued mental state, provided nothing worse appears.

Born For the Stage- 100
Drama class was always an easy A for you, having grown up needing to conceal your true feelings from the dangerous people around you. You were a born actress and your life has only honed your skills to perfection, letting you effortlessly slip into almost any role imaginable, along with some quite incredible voice control skill to replicate different voices and accents. You're also just about perfect at concealing your own feelings, requiring supernatural abilities to tell what you're actually feeling unless you want to show your emotions.

Future Planning- 100
Even the smallest of choices can have wide-spread effects on your entire life, depending on the situation. Most are not aware of the importance of every choice that they make but you differ. You always know the magnitude of any decision or event you take part in has for your life and the world itself. You won't know why or when or anything else but you will know how important a decision or event is to yourself and to everyone else, being fully aware of the true scale of even the most insignificant events you encounter.

Convenient Woman- 100
Perhaps not the most endearing of names to be given but it seems to be true even so. You'll find that you're always able to be there when someone you love is in need of emotional support. When they find themselves troubled, it'll be when they're near enough to you that you can be there for them. And once you are, you can almost always solve their struggles, as you share a bond with anyone you love that grows very quickly and gives you a deep understanding of them as a person over time.

Emergency Alliances- 100
You might not like them, you might even hate them but you still need their assistance when trouble comes around. When you need to, you are always able to put aside any bias or dislike you have towards someone, no matter how great, and work with them effectively. You'll even find that they are much more cooperative than normal once an alliance has been forged and that, so long as you

do not show signs of screwing them over, they're much less likely to betray you before you both accomplished your goals than they normally would be even if they were hostile before.

Yusa Have Some Fun- 100
Sure, you've got a dozen super powered Nazi wizards hunting you and sure, you've got literally God trying to force you into a death game against your best friend but…so what? Is that a reason to not have a blast as you do all this? You're always able to find enjoyment in everything you do, even if it's something you know everything about and know exactly how it will pan out. You're never afraid anymore, how can you be genuinely afraid of something you enjoy doing, and you can effortlessly lighten any room up as the fun you have is infectious to other people. Even your enemies start to have fun in a fight against you, despite maybe being the tall, dark and dour type. As a side effect, you're also not squeamish at all when it comes to gross, brutal or dangerous stuff, since you've had a long history of trying out the weird shit in the past.

Soldiers Never Cease- 100
Tense as battles can be, you'll always be served better by keeping a calm and cool head on your shoulders during them. No matter what the current situations or your feelings on them, so long as you are currently in a conflict you'll be able to stay calm and efficiently assess, analyse and plan out your moves in the battle. Even if your friends are dead, it won't stop you from coldly and quickly tearing through every last foe in front of you. Once the conflict ends however, you'll feel all those bottled up emotions come flying back up.

Best Friends Forever- 200
Once you make a friend, you have them for life. So long as you retain the bonds between you and your friends or loved ones, you'll always meet them again no matter what happens and no matter how far they go from you. Eventually, you'll always be re-united with those you care for. Even if one is killed and eaten by a demon witch, you'll just find that you get a chance to steal back their imprisoned soul later on. Your loved ones can still die but…well, death is hardly the end in this world. This does not work across jumps until you have ended your chain.

Standing Together- 200
The bonds of blood far outweigh any other kind of bond, be it one borne of fear or loyalty or greed. Your family understands this and stands by you, even when it goes against their best interests. So long as they are either closely related to you by blood or have raised and care for you since you were born as adoptive parents, they'll always take your side when it comes to something important. They won't let you have all the candy you want but they will protect you with their lives from any threat, even if that threat is someone that they may have believed in before. This effect also extends between them, making them just as protective and caring towards each other as they are to you.

Natural Lady Killer/Brothers In Metal Arms- 200
You're a pretty cute guy but that really doesn't explain why so many girls are this into you, especially when your personality is honestly quite dim. Still, no one can deny the effect that you have on women, or men if that is the gender you are attracted to. You don't have any skill in seduction yourself but just being yourself will often charm women around you into having a crush on you, even the ones not normally into your type. Actually doing the things that they like in a guy can quickly progress this from a crush into a full blown love. Alternatively, you can have this perk work to attract comrades in arms that share your own gender, making you a naturally appealing brother or sister figure to other men or women. Something about you naturally attracts them to want you become

friends with you and fighting together with them will only cement that bond like it was made of steel. You may buy this perk again to take both effects.

Last Stop- 200
You're well aware of the dangers of going out to fight beings that can live forever. Fail and they might seek to take out their grudges on those you left behind, through killing or worse fates. You can be assured and feel safe that that will no longer occur. The buck stops with you, as it were, as no problem that you have brought on yourself will pass on from you. Enemies you have made will not care for those you care about or who have descended from you, curses that target entire family lines will never pass on from you, diseases that might be inherited by children simply are not and so on. You are the last line of defence and you work without fail to protect those you care for.

Surplus Soldiers- 200
The bad guys aren't always as bad as you might think at first, at least if you get a chance to get to know them. Now you might have more than a few of those because you've got an uncanny ability to tempt over your enemies to your side, though usually only certain individuals or factions within the enemy. Those who have doubts about their organisation or who don't care much for it can be surprisingly easy for you to draw out and make them either neutral or even a new ally. You're also pretty great at making sure this isn't immediately clear to the ones they're betraying, so you can keep it as a surprise advantage for later. The guys that are real fanatics for their cause probably won't give you the time of day though, so make sure to spend your efforts on making turn coats on those with the potential for it.

Shot Through The Heart- 200
With just a touch, you can give life to someone. You can't bring back the dead or animate the inanimate, when you give life to someone you are giving the gift of feeling and enjoying life. You're able to create a hole in the heart of any at least semi-intelligent being you touch that allows it to feel emotion, even if it should be impossible for them to do so, and to grow as a person. You are even able to make this a forcible thing, forcing them to feel and take in the emotions of people around them and if they do not have a strong will or sense of self, this can quickly change the kind of person that they are based on the emotions and people that they are constantly around.

Thug Life- 200
With all the stuff on your rap sheet, there's no way you're getting off from jail time just because of your youth. You're damn good at the criminal life and even better at getting away from it. You're masterfully skilled at all sorts of shady things, from pickpocketing to lock picking to hacking into computer systems and even some extra training with guns and knives. Getting away with these things is a cinch too, as you're able to evade even a dedicated task force of detectives in the same city as you grew up in without any trouble at all, leaving little to no traces behind of your presence at any crime you've committed. It's not impossible to get you without magic but to all but the best lawmen, it might as well seem like it.

Real Memories- 200
Through the blood that runs in your veins, you have a connection to your forefathers. The genetic memory of all those who preceded you biologically is still present within you, in a way. Over time, you slowly absorb the memories and knowledge of your direct ancestors, starting from the most recent and going back as the years go by. Some of this knowledge will be useful, some outdated and

some plain scary to know at all. You're able to force this genetic memory to focus on specific ancestors with time but it can be actually quite tiresome to do.

Making My Entourage- 200
When you're one of those unique, special people that only appear once a generation, it can be pretty hard to find companions that can keep up with you. Friends aren't so good if they leave because of fear of you and what you do. While you probably won't be finding people as strong as you through this, you'll find that you do often encounter people that are just the perfect sort to become best friends with you. Their personalities mesh well, they can keep up with even the craziest things you get into and they're never turned off just by a little danger in your lives. These people, if you want them to, will quickly become loyal and trusting friends to you, the sort that will stay with you even when your lives are endanger and make jokes about it just to cheer you up.

Need To Do Better Than That- 400
The bad guys seem awfully keen on you giving them a good fight these days. Your enemies almost always do things to try and give you a better chance at giving them a good fight. This can be giving you a free shot, letting you have a few minutes to get your breath back or even giving you some pointers on how to use your powers better or fight them better. Something about you just gets everyone in the mood for a great fight and so long as they don't believe you were already capable of giving them one, they'll be absurdly lenient on you in hopes of you managing to entertain them. Even if you run, they might just let you off in hopes you can come back stronger.

You Can't Iai Slash With A Guillotine- 400
A man must always be adaptable to thrive in war and a man's ideas are no different. You are able to take techniques from one discipline and apply them to a similar discipline without any loss in effectiveness, even if it seemingly should not make sense. Take the Iaido arts of kendo and utilise them with a guillotine that extends from your arm, using yourself as the sheath in this case. Take the techniques to forge a sword and apply them to building or armour construction with every bit as much effectiveness. You are able to apply these differing ideas to differing disciplines so long as they are in the same general field and have them work out.

The Hangman- 400
An executioner, a proper Guillotine Man, is a very precise kind of person. They focus entirely on that single cut, only taking what they wish. Perhaps not in the way you are now able to but the spirit of it all remains the same. You only harm, kill or destroy that which you wish to. This works on a physical level, letting you never harm an ally unintentionally with a stray shot and also on a more metaphysical level, letting you use a weapon that attacks souls and destroy only certain parts of a soul that you attack or destroy only the main soul and leave any connected souls alive. If you had the ability to interact with it, you can destroy only a part of it even if you should destroy all of it.

Living Relic- 400
You are yourself a weapon. Quite literally, you are a living, sapient Ahnenerbe that was created by Mercurius in the past. Your being has the same basic, innate traits as an Ahnenerbe such as striking at the soul and body at once. Your nature as an Ahnenerbe also lets you wield any Ahnenerbe, or similar relic or magical item, that you can handle even if it would normally only be usable by certain beings or dangerous to hold. Those items seemingly recognise you as just another weapon, instead of an invalid user, and will work for you as if you were the fitting owner.

Götterdämmerung- 400
The undead are walking the streets of Suwahara city these days and they're much harder to put down than your average zombie. But in the end, even the Einherjar themselves can die or at least be locked away for good. When you kill a being, you kill it for good. You'll have to beat through any defences or regenerative abilities they have, so the warriors of the LDO are still a tough battle, but once you have them killed, they'll stay dead even if they might normally revive anyway.

The Sakurai Blessing- 400
The Sakurai were a family that were hired to create a replica of a great and terrible weapon, the Lance of Longinus. They succeeded, in a way, but were cursed terribly as punishment for it. If it could be controlled, perhaps that curse could be turned to benefit. You've gained such a blessing, forming the bodies and spirits of one member of each of the past three generations of your family into an armour around your being. They will act as a powerful defence against attacks against your body and soul, as well as allowing you to borrow their skills and any powers that they may have had. Unfortunately, in this world it seems that you do not have any empowered ancestors that are valid, merely very skilled and widely travelled individual soldiers. You'll be able to draw on different ancestors in each jump, though you will not keep them between jumps either.

Faustian Bargain- 400
The heroes don't always win in a realistic world. If you find yourself and your friends at the end of the line with no help on the way…maybe you can still work out a way to get out alive. Excepting cases where you truly, personally pissed the bad guy off, you're able to strike a deal for your life and the life of your friends in exchange for something very important. It might be allowing the villains plans to go ahead with your help, it might be them taking something vital from you as punishment or even taking everything but your life and the lives of your friends from you. Whatever deal you make will be up to the whims of the opponent and you will be forced to obey the terms, though you can try and convince them to lighten the load a bit. Once struck, they'll leave you alone. Only one of these deals may be made with a single person, the next time you enter this situation with that same person, they'll just kill you and be done with it.

Bad Apple- 600
You're pretty hard to swallow and not just in terms of the boasts you make. It doesn't seem possible for anything that eats you to actually keep you down, even if they chew up your body as they do it. In fact, when they try, you're able to get them to chuck you back up and even bring along some souvenirs. When somebody or something eats you, so long as your soul is not destroyed in the process, you'll be able to tear your way out of their belly a few minutes to a few hours later, killing them in the process if they aren't a lot stronger than you, and taking most or all of their powers in the process of this. If they're strong enough to survive you tearing your way out of them like this, you'll only receive a portion of their powers, but you'll be rested and ready to go once you exit, even regaining your physical body if you were reduced to a soul.

The Gallows- 600
Way back when the guillotines were in their peak of use, in the heyday of revolutions and rebellions, there were far too many executions for a single man to manage. Executioners had to be recruited to carry out the job of the man in charge, now that he could no longer manage it on his own. You too can create deputies like this, though yours are quite special. You are able to designate other people, provided they are willing, as Executioners for you. They will then count as if they were you for the purposes of growth, acting as proxies for your own growth. What they learn will become what you

learn, the souls they devour will instead be transferred to you, the training they do empower your own body and so on. The reverse is not true, they serve you after all, but their work will make you able to manage all the easier. You may only create up to eight Executioners at a time.

Beast of Possibility- 600
You may not be the most suited to gathering souls in slaughter but you might just find you no longer have need to grow strong. You have a soul with a vast amount of potential, something that allows you to not only grow at a rate that turns days of time into decades of progress but also lets you progress in power without the usually required materials. Despite normally needing you to eat a certain number of souls, you are able to progress through the stages of Ewigkeit just through time, constant fighting and training and self-reflection. You are able to do this with other sorts of powers as well, progressing even when lacking the usually required resources and simply using time, battle and self-understanding in place of them.

Broken Chains- 600
Whatever you were made for, it's not something you're going to lie down and accept without a fight. If you had a purpose, it's irrelevant to the you of now. You're your own man and not just the costumed puppet of anyone else, not even God himself. It is impossible to control you anymore, through any means. Your actions and choices are entirely your own, rendering you immune to any attempt to control your mind, body or soul and even severing you from the need to follow any instincts or automatic responses to things. Even God himself trying to force you to act according to a certain nature would fail utterly and you can ignore the most basic human reactions without thought.

Born With It Baby- 600
Some people find that they get good at things faster than anyone else. Others like yourself, don't even need to bother getting good. You've got natural talent for everything you try, almost as if you'd already been doing whatever you start doing for a whole decade. Whether it be picking up a strange magical weapon, trying out a new martial arts move or even just trying to study for exams, you'll find you're just as good as if you'd already had ten years' worth of regular practice. This won't give you any knowledge out of the blue, just increase your innate skill in a subject as if you had years of training. Deciding to study how firearms are made won't suddenly give you all the knowledge you'd obtain through ten years of studying how firearms are made but it will give you ten years of experience in studying and, once you try out those firearm making techniques, ten years of experience in each technique.

No Mountain Too High- 600
Mighty as your foe may be, they're never all mighty. Not quite anymore. No matter how strong or deadly the opponent you face, you'll now always find a way to have a chance of either resisting or at least escaping their wrath. This chance might be infinitesimally small but it will exist, giving you just a chance at resisting the battle against the greatest beings or making a successful escape. Your chances of escape will always be higher than your chances of stalling or blocking your foe for a time, even if your foe would normally be present everywhere and every when. Even if you successfully escape however, your opponent may still be able to find you again eventually.

Not My Time Yet- 600
Foreknowledge is a terrible curse, a debilitating sickness that can bring even a God to the point of insanity. Yet there are certain benefits to knowing how events will play out. Benefits you seem to

have gained a part of without the rest of the curse. The future has at least somewhat of a good idea of when you're going to die and it seems like you won't die before that time. Now that you have this, you'll only die in a particularly dramatic battle, being forewarned of and led away from any other situation that might result in your death. A car accident that might cause your death? You'd somehow sense it was coming and be able to dodge to the side. An experiment about to go wrong? You'd get a feeling and be able to shut it off in time. Facing someone who might be able to kill you, but the fight would not be a climactic end? You'll realise that and get a chance to flee or dodge. Keep pushing however and this protection will leave you, as you are not wholly bound by this unique version of foreknowledge. You will at least get a sense of when you are in a battle that could result in your death though.

Jumper Finale- 600

At one point in time, you briefly made a connection with the Throne of existence. Lasting no more than a microsecond, this connection transferred an immense amount of potential to you that manifested in a very particular sort of transformation. When you access this great well of power, it will alter your appearance to something much more monstrous in appearance, yet still clearly styled after something important to you, while also multiplying your power by a massive amount. Someone only equal to a lower ranking member of the LDO, such as Kei Sakurai, could become strong enough to challenge one of the Three Commanders in a one to one fight with just this transformation. There is no time limit on this transformation but it is very obviously inhuman and until you practice with it, you may find it difficult to keep your emotions under control when in this state.

LDO

Den Mother- 100
Though most parents would be horrified by the reasons for it, you've gotten quite good at handling children. Children find themselves naturally trusting you, even if you look scary, and you're quite an excellent parent if you wished to raise a child yourself. In fact, so long as you were a major and constant part of the child's upbringing, you are able to mould children to be almost exactly who and what you want them to be as they grow up, though this is still limited to their abilities and actual potential.

Oh Father- 100
Charming fellows like yourself were born to join the clergy, though many of your ilk just abuse that faith. You've got a naturally kindly exterior and demeanour, at least to all those that watch you, and you find it relatively easy to befriend people, get them to open up to you or just convince them that you are not a threat if they have no reason to suspect you already. You're also very good at showing off how scary you can be without letting your smiling exterior drop.

Learnt It In The BDM- 100
Just because you've said one thing, doesn't mean you actually need to do it. Despite the abject hypocrisy you often spout at people, they never seem to notice. You'll never be called out for hypocrisy or hypocritical actions, getting away with telling people one thing and justifying yourself doing something else with ease. You can even fool yourself if you wish, allowing you to use reasons that you might ordinarily disagree with or have used against others to justify your own actions to yourself.

Pride of One- 100
You are already complete as you are. Whilst most humans require interactions with their peers to stay sane and well adjusted, you have already grown beyond the need for such things. You are able to function entirely fine even when completely devoid of contact with anyone but yourself. If you have no one to interact with or even just no one of a level sufficient to keep up with you, you can still find fulfilment perfectly well on your own and even find yourself growing as a person just by living life, rather than by adapting to the people around you.

Evil Is What It Is- 100
Evil just can't help looking good, huh? You might be a dirty Nazi but people are going to find it very hard to resist ogling you even with that knowledge. You've got a gorgeous, sculpted body that stands out even among the best in the world. Whether you want to be curvy beyond all reason or be a towering mountain of muscle, is up to you, but either way you're going to be an unforgettable sort of person. This body is also maintained magically, meaning you lack any need to exercise or diet in order to keep your form as healthy and fit as it currently is.

High As A Mountain- 100
As one ascends beyond the rest of the world, it can become harder and harder to keep the little ones in mind. When your blows erase entire countries' from existence, why worry so much about what a few normal people can do? You never lose your sense of scale though, always able to consider things with the importance and weight they deserve regardless of their outward appearance. You won't forget about the little stuff either, always being able to meticulously remember all the details and minor players involved in your plans or in events you are part of. You

might not always know where they are but you'll never forget about the seemingly harmless normal friends of the hero.

Shepherd of Sheep- 100
People have never been the brightest of things, especially not when it comes to realising the dangerous truths of the world. When they look at you, they see what they want to see, something that is not dangerous and is just what it appears to be. People ignore many things that might seem out of place, wrong or scary about you when you want them to. It makes maintaining a disguise far easier and it makes hiding your true nature from people much easier too, even if you happen to slip up and let out a bit of your natural bloodlust now and then.

For Years We Struggled- 100
The LDO is not a particularly unified organisation, at least when not under the direct command of the Beguiling Light himself. That said, the web of friendships and rivalries that exist between the members of the round table are enough to keep them together. None are closer than you and your own rivals however. Whenever you are part of such a thing, the rivalry will only make the two of you become closer and closer friends over time. So long as you keep competing against them, the two of you will come to understand each other on the deepest level and feel affection for each other, though you'll never lose the spark that drives you both to best each other. Even if it was originally formed from animosity, you can eventually see yourselves becoming more like sisters.

The New Life- 200
Back in the good old days, you did a few years working with the Lebensborn group, helping out with their attempts to create those with special abilities. While obviously nothing here would come close to what the magician Mercurius had created, you did find out some quite impressive things that could be done to the minds and bodies of humans to make them more special. You're able to awaken psychic abilities or minor superhuman talents in people, more effective and likely to work the younger they are at the time, as well as being very well versed in the most effective and efficient eugenics methods.

Vampire Night- 200
The presence and hostile intent of those with Ewigkeit is an awe-inspiring thing to see. These are beings that walk with the weight of thousands and who can, with enough power, shatter concrete or reduce a man to bloody pulp just with the force of their bloodlust. Even among these brutal warriors however, you would be renowned for the sheer lust for violence you possess. You have an overwhelming amount of killing intent for your level of power, such that even before taking in any souls you can force the hearts of normal men to explode under your gaze. As you grow stronger and take in more souls, you will retain this unnaturally high level of bloodlust. This bloodlust does not influence you mentally unless you allow it to and you find it effortless to entirely hide your killing intent from any external being.

Spinneder Sense- 200
Not all men are born equal. Some are born without spines, for instance, but that often just makes them better at surviving. You've got a good sense for when trouble is coming your way, able to realise when something is actually dangerous even if it seems good or innocuous at first. You're able to recognise dangerous things, especially threats to yourself, on sight and you even possess a limit sort of danger sense that will give you a slowly growing feeling of impending doom when a

significant threat is approaching your position or time, so long as that threat would actually threaten you. You might be a coward but you're by no means a weakling.

Spirit Connection- 200
Never trust anyone, not even your fellow members of the black round table. You've become aware of how to keep a covert eye on people though, with a special trick. You're able to make any part of your body, down to the size of a single hair, into a spiritual antenna that you can use all five of your senses through. So long as the piece of your body remains intact, you will be only to look and hear through these antennas no matter where they are and you are even able to speak through them, though that is sadly the limit of what you can transfer through the antenna.

Tactical Retrifa- 200
If plans go awry, it's much better to have a route to get out from than to be stuck sitting in front of a very angry Nazi demigod. Always better. You're a master at running with your tail between your legs and skulking around in the shadows, hidden from others. You're so good at it that even outright supernatural methods of locating you completely fail to do so. It's not impossible to find you physically, so don't bother trying to hide from God, but it is damn near such for all but the best, superhuman trackers in the world. You're even able to help others hide alongside you, though you're a bit less effective when you do such a thing.

No Idea Why I Did That- 200
What a terrible thing it is to know all that you will do. As much benefit as it can be to know the future, it also takes out the fun in life. Not so much anymore. You're able to selectively prevent yourself from knowing about knowledge that you have in your mind yet still retain the benefits if you wish. If you possess foreknowledge, you are able to prevent yourself from experiencing the drawbacks of knowing about the future yet still unconsciously take actions based on that knowledge to benefit yourself if you wish. You can know some dangerous eldritch knowledge and prevent your sanity from suffering due to it yet still use the knowledge within on an unconscious level. You will always be able to know what you have made yourself temporarily forget if you desire to and cannot make yourself forget about this ability, as well as revert any forgetting at will.

The Greatest of Challengers- 200
How can one hope to reach the greatest heights of power without some motivation? A rival is a perfect source of such motivation, something far truer for you and any rival you have than for others. Whenever you are part of a rivalry between yourself and another being, that rivalry will steadily increase the rate at which you learn and grow so long as the both of you continue to strive to compete against each other. So long as you continue to desire to have them as your rival and treat them as such, they will benefit from this steady increase to their growth rate as well, providing you with a challenger who will constantly be able to push you to grow even better than you were.

Silent Giant- 200
As effective as you are in destroying entire armies, not every situation calls for raw power. Indeed, many situations may end up disadvantageous for you if you are constantly radiating enough power to kill any mortal man. You're able to hide all that, perfectly concealing every last bit of your supernatural power within your own body and shielding it from any attempts to detect or sense it. On top of that, when you finally do release your power from it's' bindings, you'll gain a brief burst of power beyond your normal state. The more of your power you had sealed and the longer, the bigger this instant-long increase will be.

To You I Swear My Life- 200
You've never done things by half, not when you were doing it casually and definitely not when you were doing something you believed in. When you put your faith in something or set your mind to a task, nothing can change it. You cannot be swayed, taunted, scared or broken from your chosen purpose, not by anything less than mind magics to forcibly change who you are. No matter how aggravating, charming, scary or charismatic the opponent is, they'll find you to be an implacable iron mountain when it comes to getting you to change your mind.

Architect of Death- 400
The dead need not remain such. Not entirely. You may not have the power of the Gold but you can make a cruel facsimile of life, provided you have the right materials available. You have the ability to re-animate the dead with science, with just their bodies or by placing a spare soul into that body. The bodies will possess the abilities they did in life and the souls emplaced into a dead body will also transfer their abilities over, though if all you desire is mindlessly loyal soldiers you should avoid mucking with souls. It's possible to use this process to combine multiply bodies and even multiple souls into a single form, combining their power and abilities and create a hive mind of sorts, though only one soul can be in command at a time.

Leased Vessel- 400
Those who are favoured amongst the round table will often receive more support than usual, a gift or reward to encourage further good work or, in an emergency, a way to support a soldier against an enemy the commander cannot yet fight. Other people are now able to loan you a portion of their power or even outright abilities that they possess on a temporary basis if they wish, even if they lacked this power before. They must willingly and knowingly do this, being able to retake it at any time and the power will automatically leave you to return to them should they die or you leave the jump you gained them in. That said, while you are present, you can become the avatar of your leader's wrath.

Tubal Deadman- 400
Perhaps someone did eventually take the failure of the Sakurai and refine it into a more applicable process, given your current nature. You are now an undead being, placed just a touch beyond the normal boundaries of life. You've got no need for any sort of human sustenance and can freely move your body without regard for things like joints to limit your flexibility. You're quite a bit stronger than before as you no longer need to hold yourself back and even have total control over your physical movement and strength, such that you can decide exactly how hard and fast you hit something without mistake. You won't age and, thankfully, it seems the process done to you preserved your body so you won't rot either.

Jealous Spider- 400
To those born without power, looking up at the heavenly heights others have achieved by birthright can be a painful thing. The sort of thing that makes you feel like showing them what it's like to crawl around in the mud. You're able to do just that sort of thing to anyone better than you. You'll often find yourself underestimated by those stronger than you and that you get opportunities to ruin the plans, livelihood or even power of those above you, though you'd need to be good enough to take advantage of these chances when they present themselves. If you actually manage to conclusively defeat someone above you, you can ensure that they will be pulled down to at least what you were before as fate coincides to ruin their life until they know what it was like for you down in the muck.

The White Beast- 400
There's few enough of your kind in the world and that's something to be grateful for. You were born a beast of slaughter, finding all forms of battle and death-dealing to be as effortless and natural as breathing. Even without any training, you are able to take down some of the greatest combatants in the world with your sheer natural talent at fighting, your instinct guiding you so that you never willingly make a mistake in combat and adjust almost instantly to any attack against you to dodge or counter it. Even if you were lost in a mindless berserker rage, your natural instinct for battle would remain and keep you fighting at your very best. This instinct also extends to sensing traps and tricks in battle and also such things when they are going to lead to battle, such as realising when you are about to be ambushed.

Sonnenkind- 400
You were a very special child, one with a very unique sort of heritage. The lineage of the Sonnenkind flows through to you, making you a sibling of either Rea Himuro or Kasumi Ayase. You developed mentally at an unnaturally fast pace, enough that you knew several languages by the time you were only three years old. You continue to learn several times faster than most of your peers but that is hardly the true benefit of your nature. Being as special as you are, even compared to your sibling and cousin, you have a unique interaction with supernatural locations and realms. When you are in a location or separate realm/dimension that you are in full ownership or possession of, you are able to make yourself a part of that location. This allows you to be aware of and constantly perceive all locations within that space and also to control all parts of that location or realm without minds of their own as if they were part of your body. You can also be allowed to do this by the actual owner of the area you are in if you are not the full controller, though they can take this control away at any time. Do note that as part of the Sonnenkind lineage, you may be dragged quite deeply into the plots that are about to occur.

Age Old Witchery- 400
There's no need to rush your plans, not when you've got a few decades at least to plan things out. Rather than expend all your resources on casting one big spell, why not just let a smaller spell grow over time to be what you need? Your magic now becomes greater as time passes, growing stronger and better rather than weakening and rotting away. It won't make spells that have limited durations last forever but those that would naturally decay over time and use would no longer do so, nor is there any upper limit to how great a spell might eventually become. Given the timeframes this works on, don't expect to see significant increases on anything less than a timescale of months to years. It's for the long term planners, not the wild beasts of battle.

Father of Man- 600
Were you born in a different time, perhaps men could have come to regard you as a new messiah. But you were born into a time of war and thus your talents were put to terrible uses. You have an easy understanding of all things around you, be it a man or a tree. Your spirit resonates with the world allows you and lets you read people like books, figuring out who and what they are and even knowing some of their darkest secrets just by being near them. You understand the purpose and make of the objects around you and your spiritual sense allows you to operate even when lacking all of your other senses as normal. Finally, your innate understanding of how people work allows you to manipulate them like puppets, getting all but the most intelligent, canny and stubborn people to do what you want or just breaking their minds with a few minutes of conversation.

The Aryan Dream- 600
A philosophy that many of the members of the LDO share is that they seek to eliminate their own flaws, whether by working to conquer them and turn them to strengths or just by killing absolutely everyone who even knows of the weakness's existence. You took it more to heart in the former way and gained the ability to slowly work and train yourself to get rid of weaknesses in yourself and even in the powers that you have. The greater the weakness, the longer it will take but by constantly exposing yourself to and outmatching that weakness, you can see it disappear over time. You'll find it much easier to train an attribute you are deficient in, possible to become immune to sunlight as a sun-fearing vampire or even able to have a fair time of riding yourself of mental flaws such as a lack of self-control.

The Holy Collection- 600
Very few are capable of touching the Lance of Longinus and surviving. Only two men at this time are great enough to truly wield it. The reason for this is that the Lance seeks to protect itself from outsiders, burning away at the body, mind and soul of any who touch it without permission. Only those of earth shattering power can bypass this without being the true owner of the Lance. Now they'll need the same permission to touch anything that you own. So long as it is a possession of yours, you are able to extend this same three target ward to any object you possess. Any who touch your weapons, armour, accessories, clothes or even idle trinkets or money without permission will find their bodies rotting, their minds shattering and their souls burning away, quickly enough to kill in just seconds for most or even less for those truly weak compared to you. Those near or equal to your power will still be harmed but it would take a few minutes of contact for them to be severely harmed. Those far above you will be unfortunately largely unaffected, at least until you become stronger. You can choose to disable this effect for specific objects, specific people or overall as you please.

Myth In The Making- 600
Even when a God descends on the world and your comrades are pissing themselves, you'll be standing tall and looking at the end with a smile on your face. You have that thing called Will, on a level few to none can match. Your strength of determination transcends just allowing you to face any fear or hardship with a grin on your face, it even manifests into the physical world. Your body will hold together far more than it should, continuing to fight solely because of your will holding it together even when you have been cut into pieces. Your energies have just a little more to give than should be possible. If you were not already capable of surviving as just a soul, this sheer will would allow you to live past the point of your bodily destruction on nothing but will. Should you actually be killed, you'll find yourself still able to fight for a few minutes more before that death finally overpowers your will, though unfortunately in this time you cannot be prevented from dying and can only struggle and fight.

Let The Gates of Valhalla Open Wide- 600
The Einherjar of the Gold are those favoured warriors who have been blessed with entrance into Valhalla. Their number includes the Three Commanders that serve Reinhard Heydrich as his greatest warriors and they are immortal in almost every way. Even should their very souls be destroyed, the Einherjar will return in just a few hours to continue their ceaseless battle. Only something that could kill even the unkillable, prevent resurrection entirely or simply bypass the need for death to erase their very concepts of existence could manage to kill an Einherjar. Now you too are one of these immortal warriors, though it seems that a mysterious Benefactor has taken up the role normally filled by Reinhard. Even if your body and soul is entirely obliterated, you will return to life in just a

few days. As detailed above, there are things that can kill you, certainly in this world, but they are rare and hard to come by.

Divine Vessel- 600
Valeria Trifa is the current leader of the LDO, in the absence of its true upper hierarchy. He was given that position because of his status as the Divine Vessel, the quite literal embodiment of Reinhard Heydrich on Earth, as Valeria has the Gold's body for his own. You as well seem to have gained a replica of Reinhard's form, though adjusted to fit your own image, as your new body. A peerless construction with all the natural durability of Reinhard himself, as he is as a man, and then layered with countless protective spells by the magician Cagliostro. Resistant to both physical and spiritual attacks, to supernatural abilities of all different kinds and of any kind of negative effect that might harm this body or the soul interred within. It is not immune to harm, Reinhard himself is powerful but not yet a God, yet your body will still find that anything less than the force of a blow that could tear apart the Earth's crust will fail to scratch it. Even the Three Commanders would not be able to actually harm you, though you could still be imprisoned as this body grants nothing but protection. Abilities that do not work directly, such as those that simply destroy absolutely anything they touch, will still harm you and those with power equal to Reinhard's or beyond will bypass your protections as well. However, you will always retain these protections and they will even grow with you as you become more powerful, even if you do not do so through the power of Ewigkeit.

The Power of Three- 600
The Three Commanders form a triat in many ways. Rubedo, Nigredo and Albedo. Red, Black and White. But for our purposes, the only triat they represent that matters is that of Power, Speed and Accuracy. These three attributes are embodied by the Three Commanders and now you have taken on a similar trait. You may choose one of the three above and find your powers imbued with that attribute overall. Choosing Power will multiply the strength of your attacks and powers ten times over from their normal height, choosing Speed will increase your own speed and the speed of your attacks tenfold each whilst choosing Accuracy will ensure that fate itself bends to ensure that the chance of your strikes missing is reduced to a mere one millionth of the normal chance for them to miss. You may not share the sheer, absolute depth that the Three themselves have yet your applications are far broader.

Red Blade of Rage- 600
With the soul being used as the source for all of the great power in this world, it is no wonder that there are sometimes those who experience an increase in power when their emotions run hot. The intense fear when cornered can empower ones' blows and increase one's speed or the hatred at confronting an archenemy can strengthen your attacks and make the wounds you deal fester and rot at an accelerated pace. You are able to imbue your emotions, desires and dreams into your abilities or attacks, granting them increased power and even unique additional traits based on what emotion you are using and the strength of that emotion. Be careful which you use as some can backfire. Fear can be used to grant power but a strike made that is filled with fear can never finish a fight, not in the way you desire.

Outsider

Sunny Beach- 100
You are the calm in the eye of any storm for those around you, the sort of person whose mere presences fills others with a sense of peace, comfort and affection. Whatever you look like, you give off a feeling akin to a loving mother or protective father, something that makes the people around you feel safe, happy and open. You're quite good at taking this to an active level as well, enhancing your natural aura with your genuine empathy and people skills. Not everyone will open up to you at the first word but those who do eventually let you in will find that their lives are improved for it.

The Great Playwright- 100
A self-admitted chatter box you might be but at the very least, you're always interested to hear chattering away. It appears that you had extensive education in the old arts, judging by your impeccably well-spoken tongue and you've got a talent for pulling lengthy, over the top and even outright magnificent speeches out of nowhere, not to mention skill at just confusing people with your barrage of words. People don't get annoyed when you talk for too long or even just talk in general, so you'll almost always get a chance to run your mouth off for as long as you want.

The Reason For My Birth- 100
Much as you may feel it to be so, no one is ever truly outside of existence. Everyone has a role, a part to play on this grand stage. Unlike most, you're well aware of the roles you are given in life. You are always aware of any point or purpose to your overall existence, or at least the lack of such a thing if so, and also the role you have been given to play. This might be a part in the destiny or fate of someone else, your own ultimate destiny should you be bound to it or even the role that the ultimate ruler of this universe has given you. Whether or not you will be able to defy your purpose and role is up to you, all this provides is the knowledge.

Looking Past the Orchestra- 100
Ah, the excitement of a plan coming together. The play you worked so hard to create has reached its climactic scene and it is all you can do to sit in rapt attention. Yet as much enjoyment as you gain from it, letting yourself get caught up like that leaves you vulnerable. It did before now at least. You will always remain fully aware and focused on your surroundings from now, even when you are caught up in your own emotions or other plans. The joy of seeing one plan come to completion will never distract you so much that you cannot see that the larger scheme is at risk of catastrophe and any pleasure you might feel will never prevent you from noticing an assailant sneaking up to strike at you..

Untouched By The World- 100
Ever since you were a child, you loved to see new things. To others it was just someone having the heart of a child, a naïve optimism that would leave as they grew up into the real world. Yet it never did for you, even when you saw the darkest parts of humanity. You retain the innocent wonder and love that a child can feel, always being able to find enjoyment in both new and old things. Your childish nature by no means makes you a fool or even naïve, just taking the benefits of the youthful enthusiasm. As a side effect, you are also surprisingly clear minded and able to see through lies or hidden emotions with more ease than most adults could hope to.

True Love For All- 100
There are so many people in this world that don't think of anyone but themselves. Those whose powers spread outwards from them without any sort of control, even to the point of harming their allies. You couldn't stand the very thought and learnt the control to prevent yourself from doing such. You can prevent any of your powers or actions from harming those you care for, no matter how impossible it may seem for it to be so. Your fire won't burn them, even as it scorches away the enemies right next to them and your Law will not affect them negatively if you wish it to not be so. You can exclude specific people from this if you wish.

May I Die In Your Arms- 100
Go too high and you might find that you regret the place you found yourself in. Power and knowledge can be all too alluring, the realisation that you have lost everything once you achieved those things all too heart breaking. Strong as you might become, you'll never be unable to end your own life should it come to that. This can only be done willingly by your own hand, not through force, manipulation or trickery by any outside source. But so long as it truly is your own choice, you will be able to end your own life no matter what tries to stop you from doing so, physical or not.

Old Hermit No More- 100
In your long, long lifetime you've had the chance to come across more than a few people with similarities to your own life. Those with the same philosophy as you, those who have suffered the same affliction you do, those who live long lives as you have. You find that sharing these similarities makes it much easier to become friends with people and that the more the two of you share, the easier still it will become. Even shared experiences that should not normally open one up to friendship somehow look to make a stronger bond between you and another person.

Haven't Aged A Day- 200
The family is always surprised to see you when you come back around to the homeland, especially after a few decades have past and you haven't aged a day. In fact, you don't seem to change much at all over time. Even if centuries pass, you won't change in body, mind or spirit if you don't want to. Your body does not age, your personality will not change over time and your spirit will not mature nor weaken. You are effectively able to lock yourself at a certain point in time. You can still be wounded or negatively affected by outsiders, though not by time-based effects that would forcibly age or de-age you.

Beneath The Throne- 200
You gained a brief peek into the Throne itself and while you gained no power or nature from it, you became aware of a wealth of information that only one other man is normally privy to you. You are innately aware of the true nature of existence, of the identity and nature of the creator or ruler of all existence and of a great deal of other information about the universe that you find yourself in, its metaphysics and its structure. Much of this knowledge is lost, hidden or protected but in this world and even in future worlds, you will always possess this knowledge on existence and it's ruler, even if it might be desired otherwise of you. This knowledge will never harm you to possess nor will anyone immediately know that you possess it.

The Dark Spectre- 200
Rather than spend your whole life trapped in some other realm, unable to interact with reality, why not just pass a small version of yourself down to meet everyone? You are able to travel between dimensions and even project a fraction of your being between them instead. This projection

possesses only a small fraction of your power but is able to pass into dimensions normally blocked off to you and will not cause trouble or damage in that dimension, even if your presence normally should for some reason. Normally, this would be used for a higher being to interact with those in a lower dimension without killing them but you can potentially visit the realms of those higher than you, perhaps even the exalted seat of God himself. Be prepared though as if you are not, you might cease to be just from entering that place.

Rebirth- 200
The manipulation of the soul is core to the process of Ewigkeit. You are far from the level of creating such a thing, yet you still possess a certain trick to use when interacting with souls. You are able to take any soul that you are in contact with that is currently without a body of its own and instantly form a suitable physical form for that soul. You can allow the soul's self-image to form something for it, let random chance decide or specifically direct its physical appearance as you wish. Once formed, the soul will then exist independently, though you can revert this effect at any time with just a thought. You are able to apply this effect to any soul currently within yourself as well, forming it into a separate body outside your own.

I Beat Cancer- 200
You didn't live this long to just end up taking yourself out like some idiot cartoon villain. It's not possible to make yourself take actions that would lead directly to your death, from things as simple as redirecting your attacks against yourself to those as complex as accidentally creating a being designed to kill yourself eventually. If you make a choice and it then comes back to bite you in the ass? That's one thing. But it won't ever happen without your will. You can be hurt by your own attacks, so long as you launch them knowing that risk. You can be hurt by that cancerous being you created, so long as you chose to make it. Even the unconscious actions are stopped.

Freak Child- 200
The lineage you come from can be traced directly back to those children who were forced to participate in the mad experiments of the Lebensborn program, the one the Nazi's sought to use to create all manner of supernatural powers. You possess a range of psionic abilities like your ancestors. You can read the minds of people who are within the range of your sight, see into the future for short and unfocused bursts, move objects as heavy as adult people with your mind and even look and hear distant places through clairvoyance. Your psychic powers are not terribly strong at first and can be resisted by the users of Ewigkeit as any other power, though your psychic potential will slowly grow with time and practice.

Three Letter Word- 200
There are certain truths in the world that people don't want to admit to themselves, even when you speak them out loud to those people. What you now know is not one of those things. The single piece of knowledge you have, the true nature and name of God rolled into a single word, is something so nightmarish that it can drive any man into a maniacal frenzy of rage in an attempt to stop you from saying that one word. You yourself are immune to and seemingly cannot hear the word you speak but it will drive any who hear it to temporary insanity, lasting a few minutes of murderous rage at most and a few seconds for those of great power and mental fortitude.

Witch- 200
The arts of Magic are seen as somewhat lacking in comparison to Die Ewigkeit, at least for mortal practitioners. There are few left who know how to use spells even among the scarce supernatural

population of this world. But you're one of those few, even if just an intermediate caster. You've got a very wide array of knowledge on the supernatural, on potions of many kinds and of course, on spells. Spells for healing, for hypnosis, to create barriers of force, to extend unnaturally the youth and life of people by a few decades and more. You have much more breadth than most of the peers you'd find in this world but it would take years of practice to advance your power, years that may not be available without some way of truly extending your life.

Lion's Fury- 200
The fury of your power resounds within your soul, begging to be let out and unleashed on your foes. The manifestations of your power, be it overall or just of your individual abilities, can be summoned out from within you and into the form of monsters and animals fitting to your nature. The greater your powers or power, the stronger this summoned creature will be. They won't last for very long when summoned but can make for an impressive guard or statement, especially as they obey your every order. Being destroyed will just seal them back within you for a time and will have no other negative effects.

Divine Retribution- 400
Those who rise against God are struck back down with divine punishment. You might not be able to lay claim to a divine title but you are still able to borrow some of that biblical fervour to punish those who displease you. So long as you can physically grab hold of someone, you are able to force a special kind of curse on them. This curse is personal to every individual, something that will cause them endless unhappiness and constant dissatisfaction with life. It will make their life a living hell, one way or another. A man who loves battle beyond all other things would never find a satisfying battle. A man who wished only to repent for his sins would be forced to commit them over and over again. This curse is powerful but it will always have an escape clause linked to the curse itself. The battle maniac beating a foe he failed to in the past or the penance seeker managing to succeed where he once failed. The stronger these people are compared to you, the easier the condition will be to satisfy.

War Is Always Changing- 400
A lifetime spent observing the greatest strategies and moves of all the legendary military leaders taught you much. A hundred more lifetimes doing the same turned you into an unsurpassed master of war. Be it tactics or strategy, any matter involving the commandeering of war is something that comes to you as easy as blinking and breathing. You can lead tiny forces to route and slaughter foes of many times more numbers and strength, defend even the flimsiest of positions for days after you've even run out of ammo and win almost any war you put your mind to that isn't entirely suicidal, even sometimes outmatching the supernatural advantages of your foes with your pure brilliance in military command. You're a fair hand on the battlefield as well and you're assured to never lose your calm because of the atmosphere of war.

A New Route- 400
The future that has been set down as certain need not remain such. With your presence, events that normally must happen can instead be changed or avoided. Things that are fated to be cease to be such around you. You are able to break the bonds of fate, destiny and certain lines of events to make paths unable to be taken before now able to be travelled. This does not make the normally impossible possible, simply force reality to be unable to make possible things impossible. An event that might normally be locked to a single outcome despite your efforts can now be easily changed and such.

Avatorium- 400
You will not always be able to take care of things personally. Sometimes this is simply due to needing to place your full attention elsewhere, though sometimes you will not even be able to enter the same world as your goal without destroying it. For these purposes, the creation of an avatar can work perfectly, something you are now able to do. You are able to create avatars of varying sorts, ranging from clones of yourself that are controlled by your mind but have a far weaker body and soul of their own to equal replicas of yourself to separate beings that simply share a few traits of yours but are otherwise distinct individuals. The greater the power of the avatar compared to your full might, the maximum they could be given, the longer it will take to craft them and the more tiring it would be for you. Creating a mundane human body to serve as a vessel for your mind to interact with the mortal realm might be the work of minutes but creating a unique being that possesses the potential to equal you in power but is otherwise a separate being may take years on years of careful and exhausting work.

A Time For Peace- 400
To hold that one moment in stasis for eternity, to live those peaceful days over and over without interruption. It's a dream like goal that should be unachievable to any but the luckiest of those who desire it. Yet it seems you are able to force life to stay the way you want it, so long as you don't take actions to break this freeze. Whatever your life is like at the moment, whether it be a peaceful and friendly day-to-day school life or the never ending blood and dust of war, you are able to make your life stay in that tone and style. The former example being frozen would ensure you continue to have peaceful, worry free days of little exertion whilst the latter would ensure there is never a day you are outside of a warzone with someone acceptable to fight. If you purposefully take actions that break this tone or try to take advantage of the tone, it will break this effect and you will not be able to refreeze your life's state until you had settled back to its original form.

Endless Swirl- 400
To display a truly grand performance, time is needed to set it up. Certainly, you could just brute force it but you often find that taking the time with your plans will see them become all the more magnificent. You are a mastermind and trickster of legendary scale, able to design and successfully carry out schemes that stretch across centuries of time. If anything, the longer you stretch your plans out, the better they get. So long as the plans are still in motion and not being dragged out or stalled to take advantage of this, they will continue to become more likely to succeed as more time passes. Your schemes get blessed with luck, unforeseen boons aid your goals and so on. Unfortunately, your schemes must be indeed far sighted to take advantage as they must go for at least a few months to start seeing any benefit from this.

Frenchman's End- 400
You were raised alongside an icon of death. Your parents manned the guillotines, you watched the blades drop every day of your life and when it came time for you to die, you knelt before that altar like so many thousands of others. Yet you didn't die. That guillotine engraved its nature onto your soul and turned you into an extension of its own purpose, though you managed to control this nature. Whenever someone comes into physical contact with you, you are able to instantly decapitate them. It will be a clean separation of head from the neck, as if they had been executed by a guillotine. This isn't necessarily able to kill someone, those who can regenerate from such things will do so and those with no need of a head will not need it. But there is no way to resist it, save from not touching you directly.

Mercurial State- 600
The users of Ewigkeit soon find that the body is far less important than the soul. It's just a way to interact with the world, not at all needed for survival. But those who go beyond just using the formula realise that the soul is all you need. Mind and body are just an extension of the spirit and it is entirely possible to exist as just a soul without any loss. By taking this, you've reached that realisation and transformation, able to exist entirely as a soul yet retain the benefits of a mind and body. In effect, your body, mind and soul are all mixed into the same thing known as your spirit. When one is protected, so are the others and when one is attacked, so is the rest.

Transmutation- 600
What makes a person an individual, separate from others, can get awfully vague. It only gets vaguer when you bring your magic into the mix. You've become able to combine people into places, objects or even things as esoteric as supernatural powers or emotions. You must have both the person to be fused and the target be consenting or unable to refuse but may then perform the short process of mixing in the soul of the person to be fused. Once done, this person is aware of and can control almost every aspect of what they are fused with, even increasing its power and utility beyond what it was before based on the strength of their own soul. A weapon can fight on its own and be enhanced with some magical power just from being combined with a normal person or a castle can be turned into a terrifying mobile machine of war by being combined with a powerful soul.

Golden Ending- 600
If only the people of this world could learn to get along, you know that a happy end could be reached. While before it might have been impossible to do anything but dream of such a thing, now that you're here the situation has changed. You are a bringer of peace like no other. Nations that have warred with each other over decades of hate fuelled conflict can be brought to genuine peace if you can manage to talk to those in charge. People who are physically and spiritually incompatible with each other can not only just tolerate each other but even become friends with your guidance. Even the most bloodthirsty, irrational and insane people can be made to at least listen to your proposal, all provided you can get them to hear and understand your words. Which can be more of a challenge then you might think.

Scales of Death- 600
There is an undeniable connection between you and all that you have wrought. This connection binds their lives to that of your own, ensuring that so long as you wished for them to do so, they would die or be destroyed when you are. Everything you have made, everything you rule over without dispute and everything you are in full control will be affected by this, coming to an end if you wish them to once you yourself have died. This ability has also made you become aware of how to prevent such things from happenings due to the deaths of others, be it because of a supernatural link or something entirely more mundane, such as mere biology.

Relic of the Past- 600
Spells and enhancement are just the basic steps, you say. They're impressive enough but unique to each person. To create a relic, the thing that can one day become an Ahnenerbe, that's the impressive stuff. You've gained the ability to craft powerful relics without danger to yourself, even to the level of something like the Fake Longinus blade, though you must acquire the materials for such undertakings. You personally excel at replicating other artefacts, even ones not normally usable to

you, in more easily wielded forms. Those of enough power like the Longinus itself might need to be made in a weakened form but even then, it'd still be an incredible artefact.

Round And Round- 600
Time is a circle. What has been seen once can be seen again. What has been reached once can be reached again, if only you had the time. Despite the seeming paradoxical nature of it, you are able to unlock the same transformation or stage of power multiple times over, even when you've already reached it once. Awakening to the stage of Briah a second time and enhancing your Law further or perhaps unlocking a slightly different ability, even when you have already gained it once. To do this, you must start your training again from the bottom and it will be substantially more difficult to reach the stage you aim for than it was the first time. To reach Briah a second time, one would need far more souls and much more time. But there is no real limit on how many times you could do this, provided you have the time and resources. Starting from the start a second or further time will not prevent you from continuing any possible growth in the first instance of a power or line of development. You can only progress one line of growth at a time however.

Will You Marie Me- 600
The mere sight of you is enough to change lives. You possess an innate physical and spiritual beauty that is unsurpassed by any but a single being in this endless world. The sight of your body or even merely your shining spirit is enough to make even some of the most jaded and empty beings fall in love with you. It would take a cruel person to be able to raise a hand against you and only a genuine monster could do so without you first attacking them. Those who fall in love with the beauty of your essence will find themselves helplessly falling even deeper into that mire of obsession as they seem to believe that you only grow more beautiful. Almost like a fly trap, your sweetness only lures those who fall for your trap in ever deeper, whether that was your intention or not. The only way to avoid eventually becoming a slave to the desire to make you happy is to have the ability to not fall for you in the first place, something only those with great wills, existing true love, a lack of emotion or genuine and pure evil in their hearts could do.

A Summer Holiday- 600
It's no mystery that a man is stronger when in his own home. That a God-to-be obeys the same rules only makes sense. They are still men after all. Yet, you've gone a little bit beyond being a man in that way. Even when in a different place or time, you retain the benefits of being in places or times that you are more powerful in, so long as you spent at least a few years in those locations. Your power won't fade due to being outside a magically reinforced fortress, you will not lose the abilities you only possess inside a ghostly castle, and your powers remain as filled with mystery as they were during the time of gods even if you now live in the mortal age. So long as a significant amount of time was spent there, it will remain with you for good.

Ahnenerbe

Your own Ahnenerbe. This magical artefact has been bound to be part of your very soul. Relics are often famous artefacts of myth like Excalibur or personal objects of the user, such as a memento of their past. Whatever it may be, the process of turning it into a Relic transforms it. The artefact is filled with countless curses and powerful grudges, bound with numerous enchantments and spells and even imbued with a part of your own will, the item is transformed into a weapon unlike anything else.

The relic is a powerful weapon that strikes the physical and spiritual at the same time, tearing apart the soul of whatever it hits. Any injury inflicted by a relic is cursed and filled with unnatural venom, making it near impossible to heal for someone without regeneration on the level of an Ewigkeit user and even then, slowing their speed. They are even more effective than normal against particularly old beings and the relics will grow in power as you gain more souls. They are powered by your spiritual strength and thus need no resources to work, such as guns never needing physical ammunition. You are able to control them with your mind as if you were physically wielding them, such as summoning and firing gun relics independent of your body in the air behind you.

Your relic is a part of your soul and exists entirely within it most of the time. Once you learn to manifest it, it will be able to be called and dismissed from your soul at will. If it is destroyed however, it will be as if your own soul has been destroyed as well.

An Ahnenerbe can be many things. A single sword, your own body, a collection of torture tools or an entire armoury. The following section will guide you on what to pick for your relic and offer some additional customisation options.

Tiers

Relics are not limited to a single shape and the following three tiers will dictate how your relic is expressed. You need only buy the tier you wish for, not the below tiers.

First Tier- Free

As a Ewigkeit user, you naturally have a Relic. This tier allows you to take a single hand-held weapon or item that exists in the real world as the shape of your relic. It could be a katana, a rifle, a pendant or a shield. Optionally, you may also use this level to give up a separate Relic and instead turn your own physical body into your Relic. Do note that taking this option will mean that your soul is destroyed if your body is, so you will be giving up an advantage of Ewigkeit to take it.

Second Tier- 100

The second tier expands your relic options into including large objects or small groups of objects. Large objects may include things like motorcycles or even things up to the size of large trucks. Small collections of objects allow you to take things such as a collection of a dozen or two torture implements or a small collection of swords. Unlike normal, having one of a collection of relics destroyed will not destroy your soul, though it will damage it.

Third Tier- 300

The final tier allows a frightening degree of expansion. Relics at this level may include things as large and powerful as an aircraft carrier or battleship or as numerous as, quite literally, every gun used by the Nazis during World War 2, from personal weapons to artillery guns mounted on rails.

Import- 100/200
If you already possess a specific item that you wish to use as your Relic, this option will allow you to import it as such for each Relic that you own. It will gain all the properties of an Ahnenerbe and may be increased in size, power or quantity with the above Tier options as well. If you possess the second Tier or above, you may buy this option again to import more than one item that you own into a fitting category. Tier 2 may allow you to import a dozen blades that you own whilst Tier 3 might allow you to import every weapon that you own. Do note that what you import must fit the Tier you bought already.

Fusion- 100
Certain Ahnenerbe possess unique properties with their wielder, a closer connection that allows the wielder to utilise them in a surprising way. Taking this option turns your Relic into a fusion-type Relic. This allows you to summon the Relic as part of your own body, even in multiple instances at once. A single long sword Relic for example, that is turned into a Fusion-Type could be made to extend from many points on your body and turn yourself into a porcupine.

Spirit- 100
Your Relic has now awakened into a semi-independent intelligence. Still utterly loyal to you and a living part of you, it now possesses a mind of its' own. You may design the personality of this mind if you wish or leave it to random chance. Your Relic is able to freely swap between its' normal form and a human form to interact with the world normally. You may recall it at any time you wish. If you have a Relic with multiple forms, you may optionally choose to have those separate expressions manifest as separate minds and people.

Extra Relic- 100
Only in extraordinarily rare circumstances is one able to use a different Relic than the one you bonded to. Even rarer is the case where you have more than one compatible relic at the same time. You've gotten this chance, getting another Relic bonded to you. This Relic gains the free First Tier option and nothing else, everything extra must be bought again even if your first Relic already has those upgrades. Only one extra Relic may be bought.

Briah

Eventually, you will reach the Briah stage and unlock your Creation Figment. This is a unique power that matches your deepest desire, as that is what is being projected onto the world around you. Summoned with a chant a few sentences long, this power will be decided in the following section. You will be able to freely choose what your power is and it may grow in strength over time as you gain more souls, the following section simply decides the limits you may operate within for that choice. Do note that while the strength of your power will grow with your Ewigkeit, the actual abilities it possesses will not change or have new powers added through this growth, save for if you reach the Atziluth stage.

Type

There are two types of powers. Hegemony/Hadou and Transcendence/Gudou. Hegemony powers come from people whose desires are focused on the world around them. A man who wished to experience one perfect moment forever would be a Hegemony type and might gain the ability to slow or even stop time. Hegemony powers are thus those that are directed towards the world around the user. Transcendence powers come from those whose deepest desires are focused on themselves and what they can do. A boy who wished to never be touched might gain the power to be faster than any opponent. These powers are those that alter the self or internal of the user. Hegemony types are the most likely to become Gods, given they naturally trend towards being more ambitious, but Hegemony Gods cannot co-exist with any other God of the same type.

Choose whichever type most fits your own deepest desire.

Levels

What your power can do is up to you, within the limits of your Type, but how much it can do will be decided here. Not all powers are equal and there are some who possess greater Creation Figments than those stronger than them. A girl who can create and control fire can't be said to have a power equal with a man who can kill anything he touches that has a history. The below levels will indicate the breadth and depth of the power you can choose.

First- Free

As you must eventually have a Briah of your own, you gain the initial level for free. At this level, your power is basic and defined, focused around a single purpose or type of thing. Its effects are straightforward and within the bounds of reality, despite the fantastical nature. Being able to control, create and eventually turn into one of the elements of nature such as fire or lightning would be covered by this level. A power that increases your physical abilities or allowed you to change your shape may also fit here. Kei Sakurai, Beatrice Kircheisen, Rot Spinne and Kai Sakurai are all examples of Briah at this level.

Second- 200

At this level, your power is allowed to expand and cover much more. Your power may have several distinct effects or allow for the manipulation of esoteric or magical substances. This also covers magical versions of First tier powers. Abilities such as the manipulation of magical shadows and darkness are one example. The ability to summon a pocket dimension that counts as your body around yourself in which it is always night, where the life of those within the dimension is slowly drained and you gain the traits of a vampire, both beneficial and not, is another. A fire manipulation power that has fires that eternally chase their target, bypass any resistance to fire, attack the soul

directly and also grant the ability to force you and your target into a pocket dimension of endless hellfire is another example. Wilhelm Ehrenburg, Eleonore von Wittenburg and Rusalka Schwagerin are all examples of this level.

Third- 400
At this level, your power may now be something of extreme innate might, even independent of a large amount of souls. Absolute effects of a specific focus, manipulation of very broad and powerful things or abilities with a large number of weaker manifestations. Powers such as always being faster than your opponent, no matter how fast they are or what they do to try and speed up themselves or slow you down, are an example. The ability to erase any being or concept that you are able to punch, so long as it has even the smallest millisecond of history is one more. Becoming able to manipulate all of time, slowing or perhaps even stopping it near you, as well as esoteric effects such as stopping the time of your history to prevent yourself gaining more or speeding up the regeneration of your energy or slowing down your opponents are another. Machina, Fuji Ren, Wolfgang Shcreiber or Yusa Shirou are examples of this level.

Fourth- 800
The final level, allowing your power to now cover multiple innately powerful effects at once. Only a single example of this level exists, Reinhard Heydrich's own Briah. Named Gladsheimr, its effects will be described below to detail the level of power this option grants. This power allowed Reinhard to summon a golden castle the size of a city wherever he pleased, the mere act of summoning tearing out and feeding to him the souls of any mundane man for several kilometres around the castle. Reinhard is aware of and can control every inch of the castle if he focuses on it and the castle distorts distance and focus on those around it, making it nigh-impossible to get to unless Reinhard allows it. The castle itself is able to teleport to almost any location in the multiverse, allowing the user to use it as transit to any place he wishes or to simply detach himself and the castle to be outside of reality. The castle may transform into a gigantic skeleton that towers over even mountains, with its foot falls generating greater energy than any earthquake in the past 70 years and possessing laser attacks that can wipe out entire countries at once. Anyone killed within the castle or by the users' relic will be made into a part of Reinhard's Legion, granting him all of their memories, knowledge and powers. He is also able to summon them as Einherjar, loyal warriors to fight alongside him and whom cannot die. Even if their bodies and souls are destroyed, they will reappear a few hours later in the castle or instantly if Reinhard focuses on them. His Einherjar are every bit as strong as they were in life, possessing all the equipment and knowledge they did and may even grow stronger over time, but are forcibly bent to be loyal to his will unless he desires otherwise.

This is the level of power that this option allows you to create.

Items

You gain 1 100CP item for free. You may take 1 item from each of the 200, 400 and 600 tiers to take at a discount.

Uniforms- 50

Everyone's got to have their own themes after all. Depending on your origin, you may choose this to receive a set of specific uniforms and outfits. Students, already having a school uniform, get a range of good looking casual outfits that have been fitted to them. LDO members too have their basic LDO uniform but buying this, they will have a variety of military dress uniforms, outfits and combat gear. Outsiders have a range of outfits from across the past few centuries and from many other places in the world. These outfits are always clean, repaired and ready for use at the start of each day. You may buy this again to receive the outfits from other origins for each purchase.

Dressed To Kill- 50

A gorgeous, flowing white dress with matching hat. It's a genuinely beautiful thing, the sort that might go for a very large sum of money in some designer showroom. Just wearing it makes you look and feel more beautiful and despite its size and flowing nature, it is effortless to carry out a battle in it and blood or other muck will never stain it. You may optionally choose to receive a similarly fancy suit outfit instead of a dress, if that is more suited to your preferences.

Reminder of the Past- 50

It's not all that impressive to look at, this little bit of jewellery hanging from your neck. In truth, the necklace looks a bit like what you'd get from the marketplace for cheap. But it's got a certain importance to you, reminding you of the good times and people you have or have had in your life. Holding it or just looking at it can give you the push you need to rise even when scared or facing terrible opposition. You won't conquer any fear but when you might have given up, this can sometimes push you over the edge.

Pocket Friend- 100

The very latest in technology, even a bit beyond what's currently out. Being friends with rich kids can help sometimes eh? This smartphone a top of the line model and has everything you might expect, with some unique additions. It's impossible to break into it or intercept its transmissions and it's automatically hooked up to any electronic device you own and desire it to be connected to, allowing you to control those devices just through the phone. It's a nice and simple interface too so unless you're dealing with something truly complicated, you should be able to control it just fine.

Valkyrie Rune- 100

I don't think you're legally allowed to have this at such a young age but it doesn't seem like anyone minds. You've got a top class superbike in your possession, the sort of sweet thing that can outrace anything short of a race car with ease and turn on a dime. It handles like it's just an extension of your own body and seems almost impossible to crash outside of outright sabotage or attacks against you, letting you ride it normally even off road, despite it's make. It's easy to take care of too.

Tampered Guns- 100

You've got your choice of two special guns here. A Desert Eagle, one of those massive American guns or a classic Colt .45 revolver. Both guns have been magically enchanted to be able to harm the spirit as well as the soul of those they hit, though unfortunately the bullets aren't any stronger than

normal for it. It doesn't look like they run out of ammunition though, needing just a few seconds to fully replenish itself before you can send off another volley of shots. You can buy this again to get the other gun if you wish.

Holy Home- 200
How improper, to be holding secret Nazi meetings beneath a holy house. Or maybe it is fitting, given history. You're the owner of a church of a religion of your choice, even coming with a proper ordainment into that religion and recognizance of the place your church has in it. To all outward viewers, the church seems to be an entirely normal place, though the curious might find a run of secret passages through its back rooms. The actual secret is the dungeons beneath the church, containing many passageways, cells and even a large meeting room slash theatre stage.

The Little Hell- 200
A little subterranean paradise of your own. You've got your own nightclub and business is booming in it. While the entrance might seem relatively unassuming, the majority of the nightclub is below ground in several floors and is actually quite large. It's well loved by the local night life and the police won't come knocking unless there's outright gunfights going on inside, even if they believe other illicit activity is going on. There's a bunch of private rooms, including a nurse room and kitchen, along with a room with monitors linked to the whole of the interior and exterior of the club.

Fortunate Birth- 200
You had the good fortune to be born into a very good family. Blessed with wealth and status, you could have lived out your entire life and more in luxury just on the inheritance you'll gain or may have already gained, depending on your age. If you're still a Student, you'll be the child of a very wealthy, important family in Suwahara city. If you're a member of the LDO or an outsider, it will be money and status left over from the olden days when your family was at its height. Future worlds will find you in a similar situation, having a rich family or at least a rich inheritance.

Delimiter- 400
Specially ordered from a foreign land, this syringe contains a special kind of drug that allows a man to go far beyond the limits of what is humanly possible. When injected into a normal man, he'd be able to run as fast as a car, shatter bricks with his hands and find all of his senses boosted to a level only the best animals in the world can match. Normally such an increase would come at the cost of great harm to your body but it seems that this drug, which you receive a weekly replacement after being used, does not harm the user. It removes the limits on your body and boosts you higher, even somehow working comparatively better if you are beyond the level of a normal man.

Stamina Up- 400
Often paired with Delimiter, this syringe contains a concoction that allows one to fight on long past the normal point of biological death. These drugs forcibly keep a body going even when it should have gone into shock or outright failed on the person in control. Massive internal damage, having your heart ripped out, losing your limbs or even having all the blood sucked from your body. So long as your body is roughly intact and your brain has not been destroyed, taking this drug will let you keep fighting for at least a half hour after you should have dropped dead. You have a supply of ten syringes, which are replaced weekly when used.

Online Hunter-Base- 400
The UN has a secret site, only for the very trusted or skilled to access. This site contains a wealth of information on some of the worst and most dangerous people in the world, the criminals who possess supernatural powers. Brief summaries of most of their powers, some knowledge on their history, personality and common tactics. It doesn't reveal everything but even knowing this for some can be a leg up. Through this site, very high reward bounties are offered for these people, which can be an intensely lucrative trade if you have the power yourself. A similar website or at least shop will be available in future worlds, listing information and bounties on all the worst criminals in the world, focusing on the supernatural ones.

Wewelsburg Longinus- 600
One of the mightiest artefacts in this world, yet it is still nothing but a pale imitation of the real weapon. The Wewelsburg Longinus is a shape and size changing weapon, built in the image of the Lance of Longinus and yet far from it. It has settled on you as its true master, though Tubal Cain retains the original copy. Wielding this blade will not curse you and you can freely change its size and shape from something that is two or three times your own size to something as small as a single human finger. The blade devours the special powers of those it kills, absorbing them and allowing the wielder of the blade to utilise them. Only one person's powers may be used at a time, though multiple powers can be gained from a single person to be used at once. The false lance also shares all the basic traits of an Ahnenerbe, such as striking the soul and making regeneration difficult.

Nuclear Family- 600
Family is ever so important. Especially when mama and papa used to be super Nazi wizards. But they don't know you know that, even if they do love you. Your family has some special things about it, notably that your parents were astonishingly powerful members of the supernatural community of this world. In some way, they are tied in quite deeply to the story of the world, though not nearly enough to change it on their own, and they possess a large amount of power. Whatever their ties are to other groups in this world, they love you far more and would even betray their former comrades to protect their child. In future worlds, your parents will be similarly powerful and connected to the story, also sharing this same care for you.

Sunlit Paradise- 600
It seems like an endless paradise for you, a little world tucked away in a place only you can reach. You've got a dream world of your own now, a small dimension that takes on a landscape of your choosing. It's a few miles wide in every direction from the centre and being here is healing to the body, mind and soul. You can enter this dimension from anywhere with just a few seconds of thought, returning to this home of yours no matter the restrictions. You can then also exit into any place that is not specifically barred against those who travel through dimensions with just as much ease. Despite this method of use, others will find it near impossible to break into here and only someone like the Gods of this world could force it without your permission.

Companions

Import- 50CP per

Those who fight alone will find the coming war to be a much more difficult venture. Why not take some friends? For every purchase of this option, you will be able to create a new companion of your styling or import an existing companion into this world. They will gain one free origin, though they must pay for costing origins, and all associated freebies and discounts. They will gain the Die Ewigkeit option for free and also the free level in the Ahnenerbe and Briah sections. They gain 600CP to spend on perks, items or special sections in this jump.

Canon- 50CP per

But perhaps the characters of this world are too irresistible to not go for. You get the chance to meet and companion one character for each purchase of this option. Whoever you choose must be convinced to come along with you at the end of this jump to be a companion but, no matter who it is, you will somehow find that you meet more than a few times over the course of your stay and in conditions where you are both able to talk and even be seen in a favourable light.

Apoptosis- 300

A unique trait of most Gods is that they often eventually develop an Apoptosis. A special being designed to work in opposition to them, often in order to eventually satisfy their desire for death. What you have here is a similar sort of being, though with a far less grim purpose. This being is the best friend you could ask for. Whatever they look like or act like, you'll find it near impossible to not enjoy having them around. They'll often oppose you and try to drag you out of your shell and do new things but when push comes to shove, they'll have your back even when their own existence is threatened. They're as loyal as it's possible to be and while they're not always going to agree with you, and may even try to beat the crap out of you to prove a point, they'll always have your back when you need it. They're linked to you and will grow as you do to always remain equal to you or near to being such. If you need a worthy partner in battle or need someone able to hurt you to fulfil a plan, this is the guy for the job. They gain an origin for free, though they must pay to be part of the LDO, and 800CP to spend on whatever they want here. This companion does not take up a companion slot so long as they stay within you as described above.

The Heart- 200

Within your soul, in your heart of hearts, now waits a young child. At least in body, if not in mind. This being that has been placed within you is a biological child of yours, though they are several decades old mentally, unless you choose otherwise. They have a very specific function, that is to manage and increase your powers by working in concert with you. When you are working in harmony with this inner child of yours, you'll find yourself gifted with greatly increased power with your abilities and incredible control over them. The child can also independently keep watch over your body, powers and any kind of inner world or projection that you have. So long as you allow them to, they are able to control and activate these things independent of you to assist and protect you. It is entirely and quite absolutely impossible for this child to betray you fully but it is possible for them to be harmed, killed, controlled or left shaken and these things will not only prevent them from fully assisting you or helping at all, the shock can drastically weaken you for a time until you are able to recover. The child cannot exit your soul or other inner worlds. This child has the Outsider origin and gains 600CP to spend on perks in this jump. They may not buy items as they have nowhere to place them.

JDO- 300

It seems that Reinhard is not the only man with a round table now. You've become the head of your own version of the LDO, named and styled in whatever way you most desire. This organisation is made up of 12 members other than yourself. You may either create new companions or import existing ones into these roles. All members of this group gain the LDO origin for free, though the background is changed to be fitting for your new group instead, and gain the normal Ewigkeit, Relic and Briah freebies. Nine of this group will be junior members, gaining 600CP to spend on what they want as well as starting at the Yetzirah stage of Ewigkeit. The other three members will be your senior commanders, gaining 800CP to spend and starting at the Briah stage of Ewigkeit. If all members of this group are newly created companions, you may treat them as a single slot companion all together. Otherwise they are separate slots.

Drawbacks

You may take as many drawbacks from the below list as you can handle.

Before the War- +0

Taking this choice will set your start date to the mid 1930s. You will begin in Germany, as it is progressing towards the beginning of World War 2 and the Longinus Dreizehn Orden is beginning to be formed. You will stay until your normal end in this jump, meaning you will experience around 80 years in this world before you are allowed to leave.

Twitsumi- +100

You'd prefer it if people just stuck to naïve really. Being called dumb all the time really gets on your nerves, even if it is true. You're not intelligent at all, not in academics and not in wisdom. You'll have no trouble fighting but making smart choices, planning ahead, passing a test and not falling for people's lies? Might want to have a friend tag along and help you out because you're not going to be much use there.

Heart of Coal- +100

It's an efficient life you lead, one entirely devoid of desire or fear. Your every emotion can at best be said to be as dull as a brick and at worst, simply non-existent. You feel almost nothing in your time here, perhaps the briefest glimmer of emotion once every few years. People are able to recognise this and will likely feel very uncomfortable around you, as even the best pretences will ultimately fail to fully hide the robotic mind that lies within your body.

SS Class- +100

The LDO's members generally cared little for the ideology of the Nazis. Most used it as a tool for their own ends and the few that had some beliefs in it were simply due to being raised by that system. You're a little different. You buried yourself deeply into the Nazi cause and never managed to drag yourself back out. You're a true, genuine believer in the creed of the Nazi empire and given the foreign place you now find yourself in, that's probably not going to make you a popular person. You might even get so distracted by your newfound cause that you forget to pursue your original goals.

I've Seen The Future- +100

The most terrible curse of Foreknowledge has been afflicted on you. Whilst hardly so severe for just ten years, the curse remains a nasty illness that will affect you throughout your stay. You will be under a constant feeling of déjà vu, turning anything you do into the most boring, overdone task you can imagine. This won't improve your skill and neither will it warn you of any dangers, those left out of foreknowledge to keep you threatened. Instead, what will happen is a simple ruining of any joy or satisfaction or other happy emotion you might feel in your ten grey years here.

Really Scared- +100

Back in your middle school days, you always let your friends do the talking for you. You especially never got into a confrontation with someone. Why, the very thought makes you shiver. You're horribly skittish and easily embarrassed, not to the point of being paralysed at the thought of talking to another person but you'll at the very least constantly stutter, fidget and drift off. A fight is something that scares the life out of you and while you can get in a battle, you'll find them a lot harder when you need to constantly struggle with your fear of violence.

Jinxed- +100
It shouldn't be anything more than a silly little myth, really. A little story about how more than one person getting onto a bike will send it careening for a bad luck crash. It's a shame that myth has become much too real for you and worse, it's gotten worse. You won't be able to even set foot on any kind of vehicle that's in operation without setting it on course for crashing. At least so long as you remain on the vehicle. Better get used to walking everywhere, unless you're fine with the lives lost by your attempts at taking the train system.

Do You Remember Those Days- +200
Years past, you had a special kind of friend. More of a rival by their words, you constantly competed against each other to prove who was best. It was an amiable relationship and despite the constant struggle to be superior, you also found support in each other. But from the passing of time or a betrayal, they've come to lose that friendship they once had for you and now only desire that you be erased from the world by their own hands. A way to finally prove they are the best, once and for all. They're a very strong opponent, well beyond the average member of the LDO and yet not quite at the level of one of the Three Commanders. They'll seek to kill you and you'll find it near impossible to stop them through anything short of repeated death. Indeed, a single murder won't be enough, you'll need to put them down at least a few times before it sticks.

Thy Sin Is Greed- +200
An evil magician laid a curse on your heart, one targeted towards all that you desire to obtain. The more you want something, the further away it will get from you. No matter how close you think you are to obtaining it, it will always be snatched away from you right before you can be satisfied. Those desiring a quiet life will be constantly dragged into conflicts of a dangerous nature, those wishing for battle will never finish a fight that truly satisfies them. Even something as simple as a good meal will be spoilt somehow.

Shot You Know Where- +200
It's no more than the smallest of cracks when seen from the outside but the hole that has been made in your soul will have far more effects than the size may indicate. Your very heart now has a leak in it, through which it sucks in the emotions and thoughts of those around you, forcing you to feel the same things as the people around you. It might not seem bad to be able to truly empathise with people but these drained feelings will slowly become your own the longer you spend around the same feelings or source of feelings. Just a few days with someone with anger issues and you may find yourself becoming angry all the time even away from them. Be careful to not lose yourself entirely.

Blood Starved- +200
A snarling demon from the moment you exited the womb. Bloodshed was in your very genes and as you grew up, you proved that nothing but battle and violence was on your mind, quite literally. You have an overwhelming drive to kill, whether in war or just murdering whoever you can get your hands on. It's not impossible to control, though without a sufficiently strong leader you may find it near impossible to handle yourself. Even should you control yourself, you'll find yourself almost completely unable to comprehend emotions outside of simple bloodlust, often confused by every day actions or words that others speak. You can still function but any sort of empathy is shot for you.

Ruby Red Rage- +200
It doesn't matter how far you run or how long you try to grab at the backs of those who have passed you by, you're never going to catch up to anyone in this world. Anyone who is stronger or better than you will remain such. Perhaps they simply grow better whenever you improve or perhaps you just fail to get better, no matter what you try to improve yourself. Whatever the case, you'll never get any closer to those superior to you in this world and may even find that the distance grows further or your supposed inferiors surpass your power too.

Slimy Snakes- +200
Wherever you go, you'll find yourself to be hated. Your presence incites a feeling of slimy, clammy, clinging disgust and despair in everyone around you. People know that you're the cause and find reason in every action and word you do to dislike you more. This won't progress to the point of attacking you but you will find yourself made unwelcome and unwanted wherever you go, only tolerated because of whatever skills you bring that are necessary to the goals of others. Any companions you have already will be immune to this effect, though they may find themselves thought strange or outright freakish for so easily associating with you.

Rise of the Machina- +300
A terrible ghost from your past, come back to take revenge on you for a slight you've forgotten or may never have known in the first place. This person might be easier described as a merciless machine in how they aim to hunt and kill you. They possess incredible power, enough to match one of the Three Commanders at their greatest level of power and are advanced in their use of Ewigkeit as well. Whatever connection the two of you might have had in the past, it has set them so strongly against you that they would happily accept death of themselves in exchange for a true kill on you as well. They're not going to stop until put down by force.

Psycho Relic- +300
The relic attached to your soul came with an extra passenger in it. This passenger is far from a helpful ally to be, instead having been driven mad from the magical process to create the relic you now use. It's forced the bond between you and the relic to strengthen and make itself indispensable, not unless you were willing to lose your soul with it. It will continuously try to overtake you and overpower your will, making itself the controller of your body. Thankfully the entity is not an especially strong one for this world and you have a chance to resist, though it still has a strong will that it will batter against your own almost every day and night. Once your time here is up, you can exile the invading spirit without leaving a trace if you choose. This may only be chosen if you have a Relic.

Eastern Arrogance- +300
Your grandfather did something very bad with something very holy and received divine punishment for that transgression. That punishment has since passed down to you, delivering a curse upon you that has just awoken. As time goes on, you will find your body, soul and mind to slowly rot away and degrade, no matter what you try to stop this with it will continue. Your body will still function but it will grow visibly more rotted and will become weaker as it goes on. Your mind will also not break entirely but it will weaken and make it harder to think straight or resist the wills of other beings. Even your soul will start to degrade over time. You do not need to contend with a curse that seeks to possess you but your body, mind and spirit will grow dangerously weak and brittle by the end of your time here.

Joining the Priesthood- +300
There is a subconscious desire within you, hidden from your active thoughts, that is nevertheless a driving force in your being. Your deepest desire is now to cause yourself misery and to destroy all that you care for, so that you can build it up all again and repeat that act. For your time here, you will have an urge to make yourself miserable that you will find impossible to not indulge in to a great extent. While it may be possible to stop yourself from taking the most drastic of actions and you will not purposefully kill yourself even without resistance, you'll be unable to stop yourself from ruining less important things you might like. Friendships ruined, lovers forced away, crimes committed and businesses left in ruins. Never to the point of total destruction but always seeking to force you to put yourself on the brink.

Permanent Penance- +300
You saw the face of God for a moment and were struck blind by the sight and then deaf by the words you heard after that point. You are entirely unable to see or hear the world around you, though any means. Even senses that humans do not possess or supernatural means will not give you sight nor hearing, though you may still have the ability to perceive the world around you in less direct forms.

Bear Their Sins On Your Back- +300
A certain sickness has spread into your body and throughout your form, forcing you into constant pain at the slightest of sensations. Any sort of physical sensation you experience is heightened to the point of agonising pain, such that even a light breeze can leave you gasping for air and some as harsh as a physical blow could cause even a man with an iron will to black out for a few moments from the magnitude of that feeling.

Ending

And the play comes to a close after ten long years of performance. It's time to exit this ghetto and make a choice as to where you will go for the next big show.

Do you want to *Go Home* to your old world?
Do you want to *Stay Here* in the world of Dies Irae and see what comes next?
Do you want to *Continue On* to a new world and a new play?

Notes

Special thanks to my dashingly handsome boyfriend NuBee.

As a note of comparison, a list of the exact or likely number and quality of souls held by the members of the LDO are below.
-Reinhard Heydrich has over 3,000,000 souls, most of which are high quality, and possesses an extremely powerful soul of his own.
-Eleonore and Machina, two of the Three Commanders, have around or just below 60,000 high quality souls from soldiers that they have slain. Schreiber, the third of their number, has 185,731 but many of these are normal civilians and thus lack quality.
-Wilhelm Ehrenburg likely has around 3500 high quality souls.
-Rusalka Schwagerin likely has 2000 or so.
-Rot Spinne only has around 1000 souls, the lowest acceptable level for a member of the LDO.

When you enter the jump, you will not be subject to the foreknowledge that Mercurius and Reinhard possess. Your background self will have but will not have made any big impact or change. If you act out, you may draw their attention and notice for being such an aberration but unless that happens, you will not stand out.