

Saint Seiya Omega 0.1

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Introduction:

Welcome, Jumper, to a parallel world akin to Earth, where love and peace have been diligently upheld by the Goddess Athena and her legendary Saints. It has been approximately 20 years since the illustrious Golden Pegasus Saint, Seiya, alongside his comrades, defended the Earth from the divine wrath of the gods Poseidon and Hades. The latter has persistently sought to subdue humanity since the age of myth.

However, Seiya, his fellow Saints, and Athena ultimately vanquished him in the fields of Elysium, bringing an end to the protracted feud between Athena and Hades. For the past two decades, Earth has enjoyed a prolonged era of peace. Unfortunately, this tranquility is now threatened anew, as there exist gods who seek to obliterate humanity and reshape the world according to their desires.

Thus, your journey begins here. You arrive in this world approximately two weeks before Koga, the new Pegasus Saint, embarks on his journey to Palaestra. It is now up to you, Jumper, to decide your path: will you defend the Earth or contribute to its destruction?

So, here's 1000 CP for you to navigate this disturbing yet unexpectedly meaningful world.



Starting Location:

Roll 1d6 or pay 50 CP to decide where you start in this world.

1. Palaestra

Tucked away within the embrace of a dense forest and shielded by the protective barrier of Athena lies Palaestra, a prestigious school in Greece where Bronze Saints hone their combat techniques and strive for mastery over their elemental powers. Beyond mere martial training, Palaestra serves as a haven for intellectual and philosophical pursuits, hosting conferences and discussions that delve into the deeper mysteries of existence.

2. Sanctuary

Nestled on the outskirts of Athens, the ancient city dedicated to the patron goddess Athena, lies the Sanctuary, a sacred haven that serves as both the residence of Athena herself and the headquarters of her devoted Saints. With its roots deeply entwined with the mythology of the region, the Sanctuary stands as a bastion of divine protection against the forces of darkness.

While some remnants of the Sanctuary's glory are accessible to the public, offering glimpses into its storied past, the heart of this holy ground remains veiled from mortal eyes. Hidden within the treacherous embrace of a rugged mountain range, impassable to all but the most determined and skilled, lie the sacred chambers and temples where Athena's power is most palpably felt.

3. Mars Castle

Located a mere stone's throw from the hallowed grounds of the Sanctuary in Greece stands a foreboding castle, its darkened spires looming ominously against the backdrop of the ancient landscape. Within its formidable walls, the family of Mars, the malevolent deity, and his loyal army have established their earthly stronghold.

4. Pallasbelda

Nestled at the foot of the treacherous Exile Mountains in Italy, on the western side where the jagged peaks cast long shadows over the land, lies the formidable stronghold of the Pallasites and the city where their ruler, Pallas, holds court. Once a flourishing metropolis, this city has since fallen under the dark shadow of

the Pallasite regime, its streets now haunted by the frozen remnants of innocent lives whose time was cruelly halted by the sinister powers of the Pallasites

5. Jamir

Jamir is a remote location perched 7000 meters above sea level atop the Himalayas, straddling the border of India and China. To reach it, one must brave the world's highest mountains, where thin air makes breathing difficult. The path leads through the Graveyard of Saint Cloths, a perilous passage flanked by steep cliffs and stake-shaped rocks below, haunted by the spirits of fallen Saints who failed the crossing.

6. Free Choice

Lucky you, you get to choose any place within the Saint Seiya universe.



Origins:

You may change your gender to female or male for free. Any Origin can be a drop in. You start at the age of 13 +1d20

Saint[Free]:

As one of the many youths in this world who aspire to safeguard its peace and love, you have chosen to align yourself with Athena, joining her ranks as one of her valiant Saints. In her steadfast protection of humanity against the malevolent intentions and divine wrath of other gods, you find purpose and meaning. It is your fervent dedication to preserving the harmony of this world that drives you forward in your journey as a protector under Athena's divine guidance.

Martian[Free]:

As a Martian, one of the resilient few who survived the harrowing conflict with Athena thirteen years ago, you remain steadfast in your allegiance to Mars and his vision for a world transformed. Embracing Mars's will, you advocate for a paradigm shift where strength dictates supremacy over weakness. Though the path forward may be fraught with sacrifice and hardship, you believe it is a necessary crucible through which the world must pass to be reborn anew. While acknowledging the inevitable toll on human lives in this holy selection, you view it as a vital step towards the ultimate healing of a fractured and tumultuous world.

Palasite[Free]:

In ages past, Athena shared an inseparable bond with her sister, Pallas, so close that they were referred to as Palas Athena. However, duty bound by her divine responsibility to safeguard humanity, Athena's focus diverged from their intimate connection. This divergence stirred resentment within Pallas towards humanity, leading her to harbor dark desires for their destruction. Unfortunately, this resentment spawned a curse-bound relationship between the sisters, wherein every few millennia, Pallas returns with the intent to not only slay her beloved sister but also to bring about humanity's downfall. As a devoted follower of Pallas, you have chosen to align yourself with her cause, driven by the hope of earning her affection and favor.

Perks:

General:

Cool Monologing [Free]:

In this and future worlds, monologuing is not merely a theatrical trope but a powerful tool wielded by individuals to convey their ideals and explain the inner workings of their techniques. No matter how cringe-worthy or grandiose one's monologue may seem, the people of this and future world will take their and your words seriously.

Good Looking [Free]:

In this world where devotion to the gods is intertwined with physical attractiveness, it seems fate has smiled upon you, granting you a visage that ranks at least an 8 in the realm of looks. Whether by divine blessing or mere coincidence, your appearance aligns with the standards upheld by those who worship the gods, adding an extra layer of allure to my presence in this world.

Demi-God[100CP]:

Born from the union of a mortal and a divine being, your existence is marked by inherent strength surpassing that of ordinary humans. Much like Eden, the son of Mars, your physical prowess exceeds the norm, endowed with resilience and power beyond mortal bounds. With divine heritage coursing through your veins, accessing mentors to guide and train you comes effortlessly, as if destiny itself beckons you towards the path of mastery.

Moreover, your aptitude for learning is unparalleled, with a mind capable of absorbing knowledge and skills at an astonishing pace. Whether mastering combat techniques or delving into the mysteries of Cosmo manipulation, your accelerated learning curve propels you towards greatness with remarkable swiftness.

Psychokinesis[200CP]:

Blessed with an innate affinity for psychokinesis, you possess a repertoire of extraordinary abilities that transcend conventional limits. From the manipulation of electricity to the art of teleportation, from delving into the recesses of the mind through telepathy to the mastery of sekishiki, the possibilities are as vast as the cosmos itself.

Jamirian Training[200 CP]:

Maybe you are a disciple of the esteemed Gold Saint Kiki, you have honed your skills in the ancient art of fixing Cloth and other divine artifacts. By utilizing stardust sand, a mystical substance imbued with the essence of the stars themselves. This celestial material possesses the power to mend Cloth and other divine items with unparalleled precision and efficacy, harnessing the cosmic energies of the universe to restore their divine essence.

Cosmo[Free]:

Cosmo, an ancient energy slumbering within every human being, traces its origins to the primordial explosion that birthed the universe in a time before time itself. Patiently awaiting ignition, this potent force lies dormant, ready to be kindled into a miraculous power. Those who unlock access to their Cosmo possess the ability to ignite and harness it, unleashing superhuman feats and tapping into supernatural abilities.

With a beginner's Cosmo akin to that of a Bronze Saint, one can begin their journey of mastery over this formidable energy. Through training and discipline, individuals can learn to ignite their Cosmo, unleashing its power to achieve extraordinary feats. From moving faster than the speed of sound to pulverizing boulders with sheer force, the possibilities are as vast as the cosmos itself. Moreover, those attuned to their Cosmo can endure bodily punishment beyond ordinary limits, standing resilient against formidable adversaries and emerging unscathed from the fiercest of battles.

7th Sense [300 CP]:

Awakening to the ultimate Cosmo, a realm few mortals dare to tread, you transcend the limitations of the six senses bestowed upon humanity. Beyond touch, smell, sight, taste, instinct, and hearing lies the seventh sense, a divine gift that grants perception of the very essence of Cosmo itself.

With this newfound mastery, you ascend to heights previously unimaginable. Those who attain and master the seventh sense possess the ability to transcend mortal constraints, moving at the speed of light, freezing objects to absolute zero, or tearing open the fabric of space-time itself. Your Cosmo now rivals that of the legendary Gold Saints of Athena.

8th Sense [100 CP/ requires 7th Sense]:

Possessing the unique and rare gift of Arayashiki, a sense traditionally awakened after death and intertwined with concepts of reincarnation, you have surpassed mortal boundaries to touch the divine realm while still among the living. This extraordinary feat sets you apart, as only a select few have achieved such transcendence in life.

Your Cosmo and reserves have been elevated to levels beyond even the most revered Gold Saints. With this heightened awareness and connection to the cosmic forces, you stand as a beacon of unparalleled power and enlightenment.

Four heavenly Kings [300CP/ requires 7th Sense]:

With your Cosmo and power now transcending even the legendary Gold Saints, you have ascended to a level akin to the Palasite Four Heavenly Kings. Your strength surpasses that of a normal Gold Saint by at least threefold, placing you among the most elite ranks of your faction.

9th Sense/Omega [600 CP/ requires 8th Sense]:

With the attainment of the elusive 9th sense, known as Godhood, or reach Omega alone which was once considered impossible. Regardless you ascend to the pinnacle of existence. This transcendent state grants you a form of soft immortality, rendering you ageless and beyond the grasp of time's inexorable march.

But beyond mere longevity, the 9th sense bestows upon you a profound connection to a chosen theme or domain, whether it be the fiery infernos of creation, the twinkling mysteries of the stars, or the ethereal realm of dreams. Within this domain, your Cosmo becomes a vessel of boundless power, magnifying your abilities to unimaginable heights.

The 9th sense also allows you to transcend the limitations of physics and reality itself. With effortless ease, you can bend the fabric of existence to your will, bringing forth literal impossibilities into the realm of reality. At your current level you are considered to be a minor god of your faction. Similar to that of Hypnos and Thanatos in the past Hades army.

Saint:

Elemental Proficiency [100 CP/ Martian Receive the darkness for free]:

In the wake of the cataclysmic clash between Athena and Mars thirteen years ago, a profound shift occurred in the powers bestowed upon the Saints. Henceforth, each Saint gained the ability to manipulate at least one element, tapping into the primordial forces of nature with newfound mastery. Among the elemental choices available, including fire, water, earth, lightning, wind, light, and darkness, chooses one.

Tactics Of The New Generations [100 CP]:

In contrast to the past, where Saints prioritized one-on-one combat, you and the new generation have embraced the importance of teamwork and collaboration. Working together seamlessly, you and your allies move in perfect synchrony, ensuring that your actions complement rather than hinder each other. This unity and coordination among your group elevate your effectiveness on the battlefield.

Star Reading [200 CP]:

Having mastered the celestial art of reading the stars, you now possesses a unique ability to discern the fates of themselves and their fellow Saints through the constellations. Beyond mere divination, this skill extends to predicting compatibility between individuals and determining the life status of Saints. Furthermore, the user can now perceive the star representing Athena, forewarning of any impending danger befalling her. This gift also grants insight into the fates of those the user wishes to protect, offering glimpses into the paths laid out for them by the stars at birth.

Anti Deception [200 CP]:

At the outset of your journey, a significant portion of the Saints have been swayed to align themselves with Mars, lured by convincing falsehoods painting Athena as weak and the Martians as allies in the protection of humanity. Fortunately, you possess the invaluable ability to see through both lies and half-truths, allowing you to discern the deceptive nature of these claims. Furthermore, armed with a keen sense of logic, you meticulously dissect the inconsistencies and illogicalities present in the narrative, presenting compelling arguments to your allies to expose the deception and sway them from serving Mars.

The Same Technique Will Not Work Twice! [400 CP]:

In contrast to the current generation of Saints who may lack proficiency in this innate ability, you possess a unique gift that sets you apart. With the ability to analyze techniques upon witnessing them at least once, you gain an innate understanding of their flaws and vulnerabilities, allowing you to craft perfect counters that render them ineffective against you. This unparalleled skill extends beyond mortal adversaries to encompass even gods, ensuring that no opponent, regardless of their divine stature, can overcome your strategic prowess.

Shinobi Training [400 CP]:

As one of the rare Saints hailing from a hidden shinobi village, you have mastered the ancient art of the shinobi, blending it seamlessly with your Saintly abilities. Drawing upon the principles of ninjutsu, your proficiency and strategic acumen are comparable to that of a Chunin from the renowned Naruto series. With a formidable arsenal of techniques at your disposal, you navigate the battlefield with grace and precision, utilizing stealth, deception, and precise strikes to outmaneuver your adversaries.

The Will Of Pegasus [600 CP]:

Indeed, loyalty to Athena courses through your very soul, a bond that has endured since the age of myth and transcended the boundaries of time and space. As a reward for your unwavering devotion, you have been bestowed with two remarkable abilities. Firstly, at the onset of each jump, you select a person whom you vow to protect with your entire being. While safeguarding this individual, your skills and combat abilities are heightened beyond their limits, and your resilience reaches absurd levels, ensuring your survival until your charge is safe from harm.

Secondly, deep within your soul lies the ability to defy even the gods themselves. Through constant reincarnation, you have awakened the innate properties of an anti-divine creature, becoming a terror to any deity who seeks to bring harm to humanity. With this formidable power, you stand as a bastion of protection against the machinations of the divine, unwavering in your commitment to safeguarding humanity and upholding the ideals of justice and compassion.

The Miracles of Humanity [600 CP]:

As a Saint, you stand as one of the pinnacle embodiments of humanity's potential, endowed with the extraordinary ability to create miracles. This power, feared by the gods themselves, stems from your innate connection to the essence of humanity. When you harness your human nature to achieve feats that defy the laws of reality, you find that even the most impossible tasks become attainable, far easier for you to accomplish than for anyone else, regardless of their own extraordinary abilities. While these feats may still present significant challenges, your inherent affinity for transcending the bounds of possibility sets you apart as a beacon of hope and inspiration, capable of achieving the impossible and shaping the course of destiny itself.



Martian:**Spartan Discipline [100 CP]:**

As a devout follower of Mars, you adhere to the teachings and battle tactics of the legendary Spartans. Embracing the grueling training regimen of these ancient warriors, you have honed both your soul and body to the pinnacle of human endurance. Through relentless discipline and unwavering dedication, you have forged yourself into a formidable warrior, capable of withstanding the harshest of trials and emerging victorious against all odds. Moreover, your extensive knowledge of Spartan battle tactics and weaponry empowers you to excel in combat, utilizing age-old strategies and techniques to outmaneuver and overpower your adversaries with ruthless efficiency.

Hidden in the shadows [100 CP]:

For the past 13 years, the Martians have operated covertly, clandestinely infiltrating and renovating the Sanctuary in preparation for the grand unveiling of their master plan. Drawing upon your innate abilities as a master of stealth, you possess the uncanny skill to create or renovate buildings with utmost discretion or any plan in motion, even in plain sight, without fear of discovery.

High Martian[200 CP]:

Congratulations on achieving the esteemed rank of High Martian, the third highest position within Mars' formidable army. With your newfound authority and power, you stand as a formidable force on the battlefield, surpassing even the mightiest of Silver Saints within Athena's army. Indeed, a group of five Silver Saints would find themselves utterly incapable of scratching you, such is the extent of your prowess and resilience. Yet, your leadership qualities further distinguish you from your peers, as you possess the keen ability to command your soldiers efficiently and effectively.

Temptation of Evil [200 CP]:

With the acquisition of a silver tongue akin to that of Medea, the wife of Mars, you now possess unparalleled guile and persuasion skills. Harnessing the power of your words, you can effectively sway and recruit any Saint or individual from an enemy faction to join your cause. By delving into the depths of their hearts, you tap into their innermost desires and manipulate their desires to align with your own agenda.

With compelling promises and artful manipulation, you convince them that switching sides will lead to the fulfillment of their deepest desires, whether those promises hold true or not.

Substitute [400 CP]:

Indeed, much like Mars ascending to the position of Pope and Sonia attaining the esteemed rank of Golden Saint of Scorpio, you possess the remarkable ability to seamlessly fill any position for which you somewhat qualify, with acceptance granted without a second thought. Whether it be within the ranks of an enemy faction or even within the revered constructs of divinity, such as a Gold Cloth forged in the age of myth to protect the goddess Athena, your adaptability and capabilities ensure your readiness for any role.

Nurturing The King[400 CP]:

Understanding the pivotal role of mentoring and training in shaping the future, you prioritize the development of individuals whom you deem crucial for upcoming endeavors, much like Eden, destined to be the new king of Mars. While the typical process of training and mentoring can be time-consuming, you possess a remarkable gift for accelerating the growth of your students.

Under your guidance, individuals progress rapidly, achieving combat readiness akin to that of Silver Saints within just a month—a feat that would typically require years of training. Moreover, your expertise extends beyond combat skills, as your students absorb other subjects with remarkable speed and efficiency. This ensures that they are well-equipped to handle any situation that their future position may entail, laying a solid foundation for their success and contributing to the realization of their potential.

Sorcerer of Mars [600 CP]:

Just like Medea, you have mastered the mystic arts to become her equal in power. With these magical abilities at your disposal, you possess the capability to shape the earth and create elemental temples that harness the Cosmo of specific areas until they are depleted. Additionally, you can transform existing structures into flying fortresses that reach the heavens themselves.

Furthermore, your mastery extends to the realm of life and death, as you possess the power to revive the deceased and control beings as powerful as the

Four Heavenly Kings of Mars. You can also break seals created by godly beings and compel divine constructs to bow to your will.

Moreover, you possess the knowledge to perform rituals that summon gods of certain elements to the battlefield. However, these summoned deities will not heed your orders and will instead rampage as they see fit, adding a chaotic element to the conflict.

Taint Of Darkness [600 CP/requires Elemental Proficiency in Darkness]:

Having reached the pinnacle of mastery over the darkness element, you have become a formidable force to be reckoned with. Firstly, you now possess resistance to physical attacks and all elements except light, rendering you nearly impervious to conventional forms of harm. Secondly, your dark attribute attacks have been enhanced significantly in terms of power, allowing you to unleash devastating assaults upon your adversaries.

Moreover, you have gained the ability to imprison and seal individuals in the chains of darkness, restraining foes with a level of power similar to your own. This ability grants you unparalleled control over your enemies, rendering them helpless before your might.

Additionally, you possess the capability to taint someone's body with the darkness element, severely weakening them and inflicting unimaginable pain. This taint acts as a deterrent, as any attempt to burn their Cosmo will only spread the darkness further, ultimately leading to their demise if left unchecked.



Palasite:**Weapon Master [100 CP/ Saints pay 300CP]:**

As Pallas despises the saints and their goddess Athena, she has decreed that all her followers must master at least one weapon, providing them with a superior edge over the saints, who are forbidden from wielding weapons in battle. You choose one weapon of choice, and under Pallas' directive, you have devoted yourself to mastering its use. Through rigorous training and unwavering dedication, you have honed your skills with the weapon to perfection, becoming a formidable combatant capable of wielding this weapon with unmatched precision and deadly efficiency.

Charade [100 CP]:

You possess a remarkable talent for maintaining a charade, adept at convincingly feigning allegiance or beliefs that diverge from your true intentions. Whether it involves pretending to worship a god or assuming a false identity, you possess the ability to uphold this facade with unwavering commitment until your very last breath.

Loved [200 CP]:

Much like the beloved Goddess Pallas herself, you exude an irresistible charm and adorableness that endears you to others effortlessly. Your innate charisma and warmth make it effortless for you to garner affection and loyalty from those around you, drawing people towards you with ease. This charm extends beyond mere likability, granting you the ability to forge deep connections and recruit powerful allies to your cause.

Fighting Dirty [200 CP]:

Having long abandoned the shackles of pride, you have embraced the art of fighting with foul play as your modus operandi. Whether through holding someone's family hostage or threatening to desecrate a cherished grave, you have mastered the manipulation of underhanded tactics to gain the upper hand. Skilled at getting the drop on even the most seasoned warriors, you excel at destroying trust between allies by pressing the right buttons and exploiting vulnerabilities. Moreover, your proficiency in executing sneak attacks has made them more effective than frontal assaults, allowing you to strike swiftly and decisively without warning.

Alone and strong [400 CP]:

As a Palasite, you understand that your comrades are not allies but rather stepping stones on your path to ascension. The cutthroat nature of Palasite hierarchy demands self-sufficiency in battle, especially when facing the possibility of betrayal or backstabbing from fellow Palasites. You have honed your skills to excel in solo combat, capable of swiftly defeating opponents of equal strength in mere moments in one-on-one duels. Moreover, you have developed a sixth sense, intuitively sensing when someone intends to betray or deceive you, allowing you to preemptively defend yourself against such treachery.

Divine Gifts[400 CP]:

It appears that Pallas, or perhaps another god lurking in the shadows, has bestowed upon you their undivided attention. This newfound focus could herald both blessings and perils, but one thing is certain: divine beings within your faction will now shower you with unprecedented generosity and favor. From this moment onward, you will receive gifts and blessings beyond compare, far surpassing what any normal servant could hope to receive in their entire lifetime.

Time Destruction [600 CP]:

Despite the typical association of time-stealing abilities with the Chronotectors worn by Palasites, you have transcended the need for such equipment. Through your own mastery and strength, independent of any divine artifacts, you possess the ability to steal the time of individuals at will. As long as your targets are weaker than you or have been sufficiently weakened, you can effortlessly turn their bodies to stone and claim their remaining years as your own. This formidable power extends even to time-based abilities, granting you unparalleled control over the flow of time and the destiny of those who dare to oppose you. With this mastery over temporal manipulation, you wield a fearsome weapon capable of reshaping reality itself to suit your desires.

Number One [600 CP]:

Congratulations, esteemed Palasite, for you have ascended to the pinnacle of your class. Whether you are classified as third, second, or first class, you now stand as the undisputed strongest among your peers. Your Cosmo power, strength, speed, and ferocity have surged to unprecedented levels, surpassing even the most formidable of your fellow Palasites by at least twofold. With this newfound power coursing through your veins, you are a force to be reckoned with on the battlefield, striking fear into the hearts of your enemies and commanding the respect of your allies.



Armor:

Before engaging in battle for your god or goddess, you will receive a divine blessing in the form of armor bestowed upon you by your faction. For Saints, it is known as Cloths, for Martians, Galaxy Armor, and for Palasites, Chronotectors. Each of these armors possesses the ability to amplify your Cosmo, enhancing the power of your attacks and granting you superhuman endurance. However, the key to unlocking these benefits lies in your ability to continuously burn your Cosmo. Without sufficient Cosmo or the will to do so, you will be unable to move while wearing the armor.

In the wake of the battle between Mars and Athena twenty years ago, significant changes have occurred within this world. Now, all armors are easily carried in small pendants, and warriors can summon and wear their armor on the battlefield at will by burning their Cosmo. While the ease of summoning may not be certain for Galaxy Armor or Chronotectors, all warriors receive the same benefits regardless of their armor's origins. This newfound convenience ensures that warriors are always ready for battle, empowered by the divine blessings of their chosen faction.

Also, choose one theme for your armor. It can be a constellation or animal for Saints and Martians, but for Palasites, it's usually themed by weapons.

Now that you know the basic abilities of your armor, let's take a look at the special abilities that all armor gained based on their allegiance.

Saints' Cloths : It possess the special ability of adaptation. This means that the Cloths can evolve and adapt to the user's fighting style and experiences, becoming more attuned to their Cosmo and granting them new techniques and powers over time.

Martians' Galaxy Armor: Galaxy Armor grants the wearer the ability of spatial manipulation. This allows the user to manipulate space around them, enabling them to teleport short distances, create spatial barriers for defense, or distort space to disorient opponents.

Palasites' Chronotectors: Chronotectors bestow the power of temporal manipulation upon the wearer. This ability allows the user to control time within a localized area, enabling them to slow down or accelerate time, manipulate temporal flow to trap opponents, or even rewind time to undo damage or mistakes.

Now, let's decide what level of armor you will gain from this jump, as there are several options available. The overall quality and power of your armor depend on its level, with higher levels corresponding to greater potency. However, it's important to note that you will need the required Cosmo to utilize it to its maximum potential.

Steel [+300 CP]:

Looks like you have the weakest version of armor that the gods could give you, as now the armor you have is equivalent to that of a grunt. It's not very strong and only provides minimal levels of enhancements. movement even with the bare minimum awareness of Cosmo.

Bronze[Free]:

This armor is better than steel level, as it has been given better enhancements and power. However, it is far from the strongest armor out there.the armor is fairly light and covers mainly vitals or individual limbs in small pieces, allowing for fairly easy movement even with the bare minimum awareness of Cosmo.

Silver[100 CP]:

This armor is a bit stronger than the bronze armor, and only a very few elite followers with heightened Cosmo can wear such powerful armor of this level. As they cover more of the body than the bronzes one.The power enhancements and endurance that this armor provides are amazing. At a minimum, your punches now reach speeds of Mach five and you can survive hits from divine beings while barely clinging to life.

Gold[300 CP]:

This level of armor is only given to the most elite followers within the forces of the gods they serve. At maximum, there are probably 12 sets of gold level armor in one faction. As these armors now cover the entire body of the user, this armor provides one of the strongest augmentations to the burning Cosmo of the user,

enabling them to move at blinding speeds and allowing them to shrug off blows from anyone wielding anything short of the Seventh Sense at their full power. However, this has the highest requirement to be able to use effectively - the user must have unlocked their Seventh Sense to truly utilize such powerful armor.

Four heavenly Kings [400 CP]:

This is one, if not the most elite armor that exists for mortals to wear. At minimum, its power and durability are equivalent to that of three golden armors, enabling the user to move faster than the speed of light and easily destroy any divine-protected areas with ease. However, they will require a Cosmo level equal to that of the Four Heavenly Kings of Mars to make this armor work.

God Cloth [600 CP]:

The God Cloth represents the ultimate form of armor worn by the gods in the world. As only the twelve Olympians in Greek mythology were allowed to wear such armor. It bestows immense power and protection, elevating mortals to god-like levels of strength and durability. This legendary armor enhances combat abilities, including increased speed, strength, and endurance. However, only someone who has attained the Nine Senses can unleash its full power, making it a coveted and formidable asset for those who possess the necessary cosmic awareness and mastery.

Possible Upgrades:

Import Armour [Free]:

Choose any one armor you own, and now they have gained the abilities of the cloth you bought here.

Other Abilities [200 CP each]:

Your armor now gains one unique ability that is proportional in strength to the level of armor you own. This could be as simple as having the ability to control the wind or possessing the strongest shield in your level bracket. This enhancement can be acquired multiple times.

Evolve Armour [200 CP]:

It seems that your armor form has evolved and reverted to its previous state. Now, your cloth creates a physical statue representing the theme of the armor you possess, which must be carried around in a huge cloth box. Despite this inconvenience, your armor now possesses the power and durability of the armor you had before, but is at least three times more potent than before.

Regeneration [400 CP]:

Your armor has gained the ability that only one armor in the world possesses: regeneration. Now, as long as you have Cosmo to burn, you can rebuild your armor over and over again, until you drop dead.

Items:

Saint:

Stardusk Sand[100 CP]:

You now have a steady supply of stardust in your warehouse. This material not only fixes armor made from the gods' gifts but also can repair any magic items, except those that are completely destroyed. You just need the knowledge to use it.

Basic Training Manual[100 CP]:

Having a comprehensive manual on hand-to-hand combat styles could indeed be the best way to gain knowledge on how to use your Cosmo more effectively with your body. Understanding different combat techniques and martial arts principles can greatly enhance your Cosmo control and combat prowess.

Sacred Text [200 CP]:

You now possess a copy of the tomes that Cleo and her predecessors have written about the history of the Sanctuary. Within these texts, you will find knowledge of all past Saints, including their techniques, passions, and other essential information deemed necessary to be passed down to future generations. These tomes provide invaluable insights into the legacy of the Sanctuary and the heroic deeds of its defenders.

Athena Statue [200 CP]:

You've been given a life-size statue of Athena, and when you set it up in an area, a barrier of divine properties will envelop it, protecting anything inside as if it were within the sanctuary itself. This ensures that whatever is placed within the vicinity of the statue is safeguarded by the protective aura of the goddess.

Cape Sunion Prison[400 CP]:

You've acquired a replica of Cape Sunion Prison, a high-security penitentiary nestled on the rugged cliffs of Cape Sunion. Strategically positioned to overlook the Aegean Sea, it stands as one of the most formidable and secure facilities in the region. Cape Sunion Prison boasts nearly impenetrable defenses. Escape from its confines is deemed nearly impossible, as only individuals possessing the power of a god or goddess could conceivably breach its walls. This replica

serves as a tangible reminder of the prison's formidable reputation and its ability to confine even the most formidable of beings.

Hidden Ninja Village [400 CP]:

You are now the head of a Hidden village. The Hidden Ninja Village is a clandestine settlement concealed within the dense forests and treacherous terrain of an undisclosed location. Shrouded in secrecy and protected by natural barriers, it serves as a sanctuary for skilled shinobi and practitioners of the ninja arts. Access to the Hidden Ninja Village is carefully guarded, with concealed entrances and intricate traps deterring unwelcome intruders. Those who seek refuge within its confines undergo rigorous training in stealth, combat, and espionage, honing their skills to become elite operatives.

Sanctuary [600 CP]:

You now possess a replica of the Sanctuary, a stunning assembly of Greek-style temples serving as the bastion for Athena and her devoted Saints. This stronghold exhibits unparalleled resilience, capable of withstanding the chaos of **a thousand wars** without faltering. Moreover, the Sanctuary retains its ability to remain concealed, shrouded from the sight of those who may seek to uncover its secrets, ensuring its continued secrecy and safeguarding its occupants.

Jumper Foundation [600 CP]:

Congratulations on becoming the owner of the expansive multinational conglomerate known as the "Jumper Foundation," backed by government support. With its diverse revenue streams, the corporation adeptly funds your ventures without straining the economy or its own operations, though there are limits to its resources. Additionally, the Foundation acts as a crucial intelligence hub, keeping you informed of global events and warning of impending disasters or threats to business interests or global stability. As a bonus, it has the capability to manufacture hundreds or thousands of steel-level armors that are completely compatible with your own cosmo and come equipped with built-in lasers.

Martian:**Crystal ball [100 CP]:**

You now possess a crystal ball endowed with the power of foresight, granting you the ability to peer into any location across the world, provided you can detect the unique cosmo signature of your target.

Flower Garden [100 CP]:

You now possess a garden of flowers perpetually in bloom, nourished by the continuous infusion of cosmo energy from living saints. This unique garden ensures that the flowers will never wither or fade, retaining their vibrant beauty indefinitely. As perfect adornments for any setting, these blossoms bring a touch of everlasting elegance and grace, serving as a testament to the enduring vitality of cosmo-infused nature.

Intelligent Papers[200 CP]:

These documents hold comprehensive information on every saint or member of a selected faction from the inception of the jump. Within these papers, you'll find details such as their address, powers, rank, and individual strengths and weaknesses. Armed with this knowledge, recruiting or persuading them to join your cause becomes significantly more manageable, particularly if your ideologies align.

Comfy Chair[200 CP]:

This chair isn't just incredibly comfortable; it exudes an aura of superiority to whoever sits upon it. Like a king on a throne, you'll command an air of authority while issuing orders, making your subordinates less inclined to question them.

Martian Sands[400 CP]:

Martian Sand is a substance found on the planet Mars. You have a huge stockpile of it in your warehouses. This sand possesses unique properties that enhance any armor, giving it the abilities of those who wear it. This includes increased strength, durability, and other supernatural powers. Martian Sand is typically used to create armor, known as Galaxy Armour, worn by Mars' followers. The specific abilities and attributes granted by Martian Sand may vary depending on the individual wearing it and their level of mastery over its power.

Witches Components [400 CP]:

As a witch, having components to cast your spells is of utmost importance. Without them, you may not be able to cast your spells at all, and even if you could, the success rate would drop significantly. That's why you now own a workshop filled with components, magic circles, and other materials essential for spellcasting. Additionally, every material in this workshop will restock automatically and is compatible with all schools of magic from future worlds.

Medea Tome [600 CP]:

It's unclear how you managed it, but you've gained a copy of Medea's Tome. Now at your fingertips is the knowledge that made Medea one of the most powerful individuals in Mars' army. This tome contains the secrets of bending the will of all magical items, allowing you to grant the right to wield them to anyone you choose. Additionally, it holds deep knowledge on how to control and master the darkness element, considered one of the most dangerous elements. With this tome, you can train yourself and any other students in the dark arts. Moreover, it expands to contain any dark and forbidden magic from every world you've visited, making it a complete Grimoire of the dark arts.

Elemental Temples[600 CP each]:

You possess a small orb, and now you choose one element: fire, water, earth, lightning, wind, light, or darkness. This orb contains a temple dedicated to that element. When you find a land rich in the cosmo of your temple's element, you can smash the orb. In its place, a giant temple materializes, beginning to absorb the cosmo of the surrounding land. Be warned, this process will ultimately lead to the land's demise after a year of harvesting. However, in exchange, you gain the pure elemental cosmo of your chosen element in storage. This cosmo can be used to heal people from near-death experiences or enrich another land by terraforming it with the chosen element's cosmo. You can purchase this orb multiple times for each element, with only the first one being discounted. After a land is completely absorbed of the chosen element, a new orb will appear.

Palasite:**Perfect weapon [100 CP/ 300 CP for Saints]:**

You have the ability to import any weapon here. This weapon, bestowed by Pallas, is tailored perfectly for you, enhancing your attacking power beyond its previous limits. Moreover, it only operates at its full potential when wielded by you, ensuring unparalleled effectiveness in your hands.

Enhance senses[100 CP]:

Congratulations on gaining an enhanced sense, a common trait within the Pallas army. Choose one of the five normal senses—hearing, touch, smell, taste, or sight—and it will now be elevated to superhuman levels.

Ring of Teleportation [200 CP]:

For some reason, Pallasites possess the ability to easily escape from unwinnable situations, even against the most powerful Gold Saints. And it's all thanks to this ring. At will, in any situation, this ring will activate and teleport you away from the battlefield. Additionally, it masks your cosmo and other detectable signs, making you undetectable to your enemies for a while.

Doll Of Pallas[200 CP]:

You now own a doll of your beloved goddess Pallas. This doll will inform you of the current health, mood, and growth of your goddess. It's a convenient way to ensure she is fine and healthy. Additionally, in the future, you will receive another doll of a person you have served loyally in each world, providing similar updates on their well-being.

Elite Grunts[400 CP]:

You've been granted a formidable force of 1000 fourth-class Pallasites under your command. These elite grunts possess normal levels of cosmo and are equipped with steel-level armor enhanced with the evolve armor upgrade. With their loyalty and prowess, they are ready to carry out your orders with efficiency and skill.

Anti-Limit [400 CP]:

You possess a sinister red hourglass with a unique ability. By breaking it, you can merge permanently with a chosen target who possesses a similar level of power and items as you. A red mist emanates from the hourglass, enveloping both you and your target in a fusion that absorbs their cosmo, skills, equipment, and memories into yourself. Unlike typical fusions, this process does not induce insanity, and the other person becomes permanently integrated into your being. This item can be used again at the beginning of each new jump.

Floating Temple [600 CP]:

You now possess a remarkable spacecraft, akin to a floating temple, whose origins remain shrouded in mystery. Adorned with a magnificent frontal facade and a central pond, the grandeur of this vessel reflects the aesthetics of Roman culture. Equipped with a force field that sustains a breathable atmosphere and maintains gravity, it enables comfortable habitation and travel. Its remarkable speed allows it to traverse vast distances, soaring from Earth to Saturn in mere seconds, offering unparalleled mobility and exploration capabilities.

Holy Sword [600 CP]:

Hoo boy, you must truly be one of the most elite warriors of Pallas, as you are now gifted with one of the four greatest holy swords ever bestowed upon mortals. as they are infused with the ninth cosmo in them. Please choose one of the holy swords below:

1. Sword of Great Thunders

This blue sword resembles the Sword of Seven Branches, possessing the ability to manipulate gravity by either increasing or decreasing it, conjure thunder, lightning, and storms, create powerful gusts of wind, and even temporarily paralyze your opponents in time.

2. Sword of the God of Military Arts

This yellow longsword demonstrates remarkable cutting prowess, effortlessly slicing through gold armor and even the formidable Cape Sunion. Additionally, it has the ability to cut from a distance. Moreover, it can emit beams of light capable of absorbing enemy attacks, with these beams having the capacity to not only cut through but also disintegrate

anything in their path. These attacks boast attack speeds surpassing natural light and match the cosmos level of the goddess Athena.

3. Sword of Destruction

This massive red Greatsword possesses the power to annihilate golden armor at the proton level within atoms, making it capable of dismantling structures at their most fundamental level. Additionally, it grants the Pallasite wielding it the "Enhanced Time Destruction" technique, an enhanced iteration of "Time Destruction." This advanced technique enables the user to siphon time even from adversaries at the level of Golden Saints. However, those possessing the seventh sense can only maintain their consciousness in the face of this formidable ability.

4. Sword of Theogenesis

This verdant sword demonstrates the ability to immobilize individuals with regular cosmos, including those who have unlocked the Seventh Sense. It possesses unparalleled cutting capabilities, able to slice through any earthly material with ease, including gold armor. Additionally, the sword repels enemy attacks by emitting a potent cosmos, akin to the defensive maneuvers employed by deities like Poseidon and Abel.



Companions:

My Old Team 50

You may import companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



Drawbacks:

You are limited to +1500 Cp from drawbacks.

Ugly Bastard [+100]:

Well, that's rather unexpected! It seems your appearance has taken a rather unconventional turn, perhaps resembling something only a monster could appreciate.

Side Character [+100]:

It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interactions.

Shonen Character [+100]:

Embracing the power of shonen protagonist syndrome, you find yourself embodying the traits typical of protagonists in shonen manga: impulsive, quick to anger, and sometimes lacking in strategic thinking. In a world where opponents fight with honor and strategy, your approach may seem reckless and unpredictable.

My Honor [+200]:

Being a deeply honorable individual, you often find yourself extending mercy to your enemies, granting them a chance for redemption before delivering a final blow. This honorable stance sometimes leads you to let your guard down, making you more susceptible to deception by cunning adversaries who exploit your noble nature.

Pointless Sacrifice [+200]:

Your allies seem to have adopted a rather extreme perspective, believing that every enemy they face poses a dire threat requiring a sacrifice of their lives for victory. This perception persists even in situations where a simple solution or minimal effort could resolve the threat. Their skewed perception of danger and willingness to make unnecessary sacrifices can be frustrating and may even give you headaches as you navigate their overly cautious approach to combat.

Tragic life [+200]:

You're destined to experience a cycle of hope and despair throughout your time in this world. Despite forming close bonds with those around you and considering them family, tragedy will inevitably strike, leading to their gruesome demise either at the hands of the gods or due to your own negligence. Each loss will plunge you deeper into despair, creating a profound sense of misery and guilt for your perceived failures. This cycle of hope shattered by tragedy will repeat itself year after year, casting a shadow over your entire experience in this world.

Real allies? [+300]:

In this world of deceit and betrayal within your ranks, trust becomes a rare and precious commodity. It's often difficult to discern who your true allies are amidst the web of deception woven by those with their own ulterior motives. Being cautious and discerning in whom you place your trust is paramount, as misplaced trust could prove fatal in this treacherous environment. Be vigilant, for the wrong alliance could lead to dire consequences.

The Tainted of Darkness [+300]:

Being tainted by the dark cosmos originating from Abzu presents a dire predicament for you. The consumption of your body by darkness with each use of your cosmos threatens your very existence. To combat this imminent danger, you must don your armor for the entirety of the jump, as the corrosion inflicted by the darkness would otherwise prove fatal within a mere decade. This necessity ensures your continued ability to fight effectively and stave off the encroaching darkness that threatens to consume you.

True Loyalty [+300]:

Your unwavering loyalty to your faction's god mirrors that of a Saint's devotion to Athena. This allegiance compels you to go to great lengths to ensure the safety and well-being of your deity. However, this dedication comes at a cost, as the abilities of your fellow warriors have diminished significantly, placing a heavier burden on your shoulders. Should your faction's god fall, your chain of loyalty will be broken, leaving you vulnerable and bereft of the divine support you once relied upon.

The Cursed Twin [+400]:

You have been cursed with a twin sibling, much like the Gemini Gold Saints of legend. Sharing all your abilities within and beyond the jump, they are as formidable as you are. However, their intentions are malevolent—they seek to bring you endless misery by targeting your companions and undermining your interests with a malicious grin. With cunning and agility, they evade your strategies, always slipping away to fight another day. This torment will persist until the final year of your journey, a constant thorn in your side.

Only In Omega[+400]:

Unfortunately, you find yourself locked out of the abilities you acquired outside of this jump.

Uroboros Ring [+400]:

On your left arm, there is a snake-themed bracelet. Someone from the enemy faction has activated it, actively draining your cosmo and diminishing your strength greatly, while their own strength is increased. Besides enduring constant pain, you will be given one year to find and kill this individual, or else your jumpchain will end. And every time you kill the individual draining your power, a new one will emerge a week later to start the process anew.

Phoenix Ikki [+600]:

You'll face one of the legendary saints from a previous generation, adorned with the Phoenix Cloth, a garment not worn for centuries. Sensing your arrival as a threat to Athena, he'll engage you in repeated one-on-one duels to the death, fighting with unwavering determination.

No matter how many times he falls in battle, he'll return shortly after, driven by his duty to protect Athena and sensing your presence as a continuous threat. Each encounter will be fierce, as he fights with all his might to ensure the safety of his goddess and her domain.

A Puppet [+600]:

In this jump, your free will is constrained by the armor you wear. Every action you take, from combat techniques to daily routines, is dictated by the will of the armor. If you deviate from its commands, you'll experience immediate pain, and a constant struggle for control will persist until you comply. Only at the end of the jump will the armor fully accept you as its master.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. Here is the Series that has little or no mark in the west of the obscure series of Saint Seiya. So here is a basic jumpchained hope you guys enjoy.