

What Do You Desire?

Money And Wealth?

Honor And Pride?

Authority And Power?

Revenge?

Or Something That Transcends All These?

Whatever you desire...

...Is here.

Tower of God Jumpchain

Tower of God By SIU
Jump By Movie-master



The Tower, home of this entire Jump and where your journey begins. The Tower is made up of 135 confirmed Floors each the size of the Americas combined. The Tower is divided into the Inner, Middle, and Outer Tower. The Inner Tower is home to those who are actively climbing the Tower, with the Middle and Outer Towers housing most of the Tower's population. All 134 Floors are ruled by the mighty Zahard Empire which has ruled unchallenged for roughly 30,000 years, since Zahard and the Great Warriors became the first group to successfully reach floor 135. Ten Great Families stand with Zahard, each ruled by one of the Great Warriors that climbed with Zahard, and each Family has immense power and influence over the Tower. There are two groups that oppose Zahard and his almighty empire. The oldest is FUG, a mysterious criminal organization that has existed in the shadows since the Empire's founding. They strive for the death of Zahard and the Ten Great Family heads, but very little is known about the group in general. The newest power in the Tower is a very small group called Wing Tree. This group has very few members compared to the hundreds of thousands to millions in the other groups, but it's power rivals both of those groups. It is led by Urek Mazino, the strongest man in the Tower, and they seek to leave the Tower and take anyone who wants to join them along for the ride. All of these groups have a limited ability to interfere with the Inner Tower, home to the Regulars,

those who climb the Tower, due to the laws of the Administrators. If something is worth the price of interference, keep that in mind when drawing attention in the Tower.

You will start as a Regular, one of the select few who have the right to climb the Tower. In order to climb from one floor to the next you must pass the Test given by the administrator of each floor, the godlike beings with complete control over each floor. These tests vary wildly from each floor with increasing difficulty with each floor. Climbing all 134 floors and reaching floor 135 is quite difficult as you can imagine and that is the goal of your Jump. Seeing how a fast climb takes roughly five hundred years and only one person completing it in fifty, you have no time limit for completion for this Jump. So long as you make it to floor 134, you have completed this Jump. You can also choose to stay for an additional five hundred years after reaching floor 134 and end your Jump at any point after completing your climb.

You start with 1000 CP to aid in your conquest.

You start your Jump shortly before Rachel and Baam enter the Tower and start their climb. This means you must meet Headon but you have already earned the right to go on to the 2nd Floor thanks to the nature of your existence. If you delay your leaving, then you might meet these interesting people...

Species

Human (Free)

The most common race in the tower. They are very similar in look to humans that live outside the Tales Uzer Story but have much slower aging rate and much longer lifespans. Humans are considered weaker physically than other races inherently, but most of the strongest individuals in the Tower are human.

Dooni (+200)

A race of pig people that are very small and have very poor physical abilities. They are short and considered very ugly by the members of the Tower. This race has already been wiped out on their home floor so you will be the only other survivor of this near extinct race.

Rabbit (Free)

A race of humanoids that have long, prominent rabbit ears and flowing brown hair. This race has a small population and has no advantages over humans. They are money motivated and have great need of it to help their race. The exact reason for this need for money is unknown.

Gueta (100)

A race of humanoids with two horns, red irises and scalera, and brownish, gray skin. They have similar physical abilities compared to humans. The Gueta are capable of eating any flame no matter the temperature which also gives them incredible heat resistances. Certain flames are capable of piercing this resistance and cannot be consumed. These flames are those that are considered incredibly strong with a magical nature.

Wraithraiser (100)

A race descendant from the Native Ones, a powerful race of creatures tied to the elements. The Wraithraiser are an incredibly large and animalistic race, taking the form of a crocodile-esque creature with incredible strength and shinsu resistance. Since they are so large, they are given a Compression license from the Administrators which allows them to control their size.

Wraithraisers inherit a connection to an element of your choosing, this connection is weaker than that of a Native Ones but can grow to be comparable.

Canine/Feline (100/200)

A race of humanoids with dog/cat ears, a tail, and pronounced fangs. They have incredible physical strength compared to humans and are capable of Transformations that greatly boost their abilities. By paying 200 CP for this race, you are immune to the mind control of the higher ranked Canine/Feline and are not under their influence. Taking this for free means that you must take the Subservient Drawback for no points.

Red Witch/Silver Dwarf (200)

Red Witches are humanoids with red hair and irises and are considered very beautiful. They have the ability to see fate and predict the future in a broad sense. This ability can be manipulated by those who control fate and being in proximity to Irregulars can cause Red Witches pain. Red Witches are all female and you must be as well in order to take this Species.

Silver Dwarves are humanoids with silver hair and irises and are all rather short. They have the ability to see the immediate outcomes of crossroads, which is different from the Red Witch ability. Silver Dwarves are able to see the immediate future in greater detail but not capable of seeing very far into the future. They do not seem to be affected by the presence of Irregulars. Silver Dwarves are all male and you must be as well in order to take this Species.

Native One/Ancient One (600)

One of the Original Species that has inhabited the Tower since before Zahard and the Great Warriors climbed the Tower for the first time. These beings have incredible power and take the form of massive animal-like creatures that rival the size of large buildings. Native Ones have incredible mastery of one element and have few equals when it comes to the manipulation and power of that one element.

Administrator (1000)

The True Rulers of the Tower. They authorize Regulars to use Shinsu since they are the True Masters of Shinsu and are essentially gods of the Tower. They are also immortal in the Tower, the one time an Administrator has been killed is shrouded in mystery so the exact specifications of their immortality is unknown. Administrators are massive and rival the size of entire cities.

Both age and gender can get rather fluid in this world, thus you may freely pick both your age and your gender from any possible result for whatever you are.

Position

The Tower is an incredibly dangerous and deadly place that cannot be climbed alone. To combat this danger, individuals mostly fight as teams to complete tests, fight the Shinheuh (Divine Monsters of the Tower), and any other challenge they might face. On the Floor of Test, the 2nd Floor, Regulars are put into positions that they are suited for and taught how to fight in that position in a team. No one is limited to one position; however, they are only formally instructed in the position that they show the most potential for.

By choosing a position you gain great aptitude and skill in each of their designated fields. The first one is free and any additional positions cost 200 CP.

Fisherman: The main offensive presence on the battlefield, Fishermen fight on the frontline in close quarters combat with their physical attacks. The Fisherman is considered the strongest of all positions and generally defeats all other positions in one-on-one combat.

Spear Bearer: The long-range offensive force on the battlefield, Spear Bearers act as deadly snipers by throwing their spears with incredible accuracy. They can also serve as the Fisherman by using their Spear in close-range combat.

Scout: Scouts focus on reconnaissance, most commonly running ahead and investigating the opposition to look for weaknesses. They work very closely with Light Bears by providing them with information and sometimes serve with the Fisherman on the frontline.

Light Bearer: Light Bearers gather and distribute information across the positions, serving as the leader and strategist for the Team. They are skilled in the use of Lighthouses, powerful computers capable of incredible feats like generating powerful barriers or enhancing the abilities of teammates.

Wave Controller: Wave Controllers are incredibly skilled in the use of Shinsu and act as the Controllers of the battlefield. Wave Controllers are incredibly varied in how exactly they fill this position, some heal their comrades, some annihilate the enemy, subtly influence the tide of battle, etc. The strongest two person team is considered to be a Light Bearer and Wave Controller.

Origins

Chosen Regular (Free)

An individual chosen by Headon, the Ruler of the First Floor, to be worthy of climbing the Tower. You can choose to take this option as a Drop-In with no actual background within the Tower or have a family that raised you in the middle Tower. If you choose the second option, then that family can have no connection to one of the Great Families unless specified with a Perk or Drawback.

FUG Member (Free)

FUG is the most dangerous and secretive organization in the Tower. FUG is ruled by the Slayer Candidates, Elders, and Slayers in a tangled and complex political power struggle. This organization is made up of many individuals of different strength and history, but they all want one thing: the death of Zahard and the Ten Great Family heads.

10 Great Family Member (100)

Millennia ago, the Great Warriors climbed the Tower with Zahard. Zahard declared himself King and 10 of the Great Warriors each formed their own Families of varying strength and influence under his rule. Members of the 10 Great Families have different abilities and influence based off of which family that they are a part of. As a general standard, members of the 10 Great Families are significantly stronger, faster, and more durable than the average regular.

Choose one of the Great Families to be a member of:

Ari Family Known for their skill with needles, each member has their own Needle that matches each person and their personality. They are led by Ari Han and are considered to be pacifists. They hate war and do everything in their power to prevent it.

Branch Families: None Revealed

Famous Members: Ari Han, Ari Bright Sharon

Arie Family Known as the strongest swordsmen in the Tower and the most famous family of the Ten Great Families. They are led by Arie Hon, the strongest of the Ten Great Family heads. The Arie Family controls many of the upper floors and Arie Hon rules floor 100 himself and hosts a special test for Regulars there.

Branch Families: Arion Family, Ariran Family

Famous Members: Arie Hagipherione Zahard, Arie Inieta, White

Eurasia Family Famous for their ability as Wave Controllers and their incredible skill at manipulating Shinsu. They are led by Eurasia Blossom who opposes the selection of Zahard Princesses. The entire family is known for being lazy individuals who love sleep and have stayed out of the Ten Great Families politics.

Branch Families: Phonsekai Family

Famous Members: Phonsekai Drak, Eurasia Enne Zahard, Phonsekai Laure

Ha Family Famous for their incredible physical strength and durability and martial art skills. They are led by Ha Yurin but she rarely governs the Family herself. Her two daughters rule the Family in her stead but their feuding leads to a very combative environment as they struggle for control.

Branch Families: None Named

Famous Members: Ha Jinsung, Ha Yuri Zahard, Novik

Hendo Lok Family They are known as having the strongest defensive power in the entire Tower and have high Shinsu Resistance. They are led by Hendo Lok Bloodmadder, who rules the smallest family. All members of the family beside the head are cursed to have short lives which has made it the smallest and least influential family.

Branch Families: None Named

Famous Members: Hendo Lok Grandmerry Zahard, Bel Berhino

Khun Family The largest of the Ten Families who are known for their incredible prowess with Spears and Intelligence. They are led by Khun Edan, he has the greatest number of wives of all the Family Heads and the most children. All Khun children fight with the winners allowed to consider themselves members of the family and the losers abandoned.

Branch Families: None Named

Famous Members: Khun Maschenney Zahard, Khun Aguero Agnis, Khun Ran

Lo Po Bia Family Famous for their ability to use Anima, using Shinsu to control and manipulate animals, creatures, and even people. They are led by an unnamed individual who rules over the twenty branch families, each named for one of the powerful animals the head controls in battle.

Branch Families: Gray Wolf Family, Wind Bird Family

Famous Members: Lo Po Bia Lilial Zahard, Lo Po Bia Shilial Zahard, Lo Po Bia Yasratcha

Po Bidau Family Known for their incredible intelligence and skill with Shinsu, this family is mostly shrouded in mystery. They are led by Po Bidau Gustang who fathered two children with Ari Han, but currently have hostile relations between the two families and have forbidden relationships between the two families. The family have close ties with the Workshop and are in charge of the Research Association.

Branch Families: None Named

Famous Members: Po Bidau Gustang, Eurasia Enne Zahard

Tu Perie Family Famous for their skill as Light Bearers, not much is known about this family. They are led by Tu Perie Tperie who was the Tower's first Light Bearers. The family are skilled at creating items and are the only ones capable of creating an Opera, the strongest Light House in the Tower.

Branch Families: None Named
Famous Members: Tu Perie Tperie

Yeon Family Famous for their powerful Flame Users this family has a matriarchal society with males unable to take central roles. They are led by Yeon Hana, who is known as the most beautiful of the Great Family Heads. She has no children with the family being descendants of Yeon Ilarde.

Branch Families: None Named
Famous Members: Yeon Woon, Yeon Yihwa

Prince of the Red-light District (100)

A very select few residents of the Tower whose origin is shrouded in mystery and considered Zahard's and the Ten Great Families greatest shame. These individuals are said to have Zahard's blood but none of the power boost that a Princess of Zahard gains from his blood. They have no confirmed abilities but are said to have a power that is not theirs. Each Prince of the Red-light District has a red ring with Zahard's mark on it.

Princess of Zahard (200)

Every few hundred years, Zahard chooses a girl of incredible power and beauty to be one of his Princesses. When selected to be a Princess of Zahard, the girl is given some of Zahard's blood and given a tremendous boost in power. After being given Zahard's blood the Princess must follow Zahard's Rules and obey his commands to repay his blessing. Princesses of Zahard are considered the 'ultimate species' of the Tower and easily surpass the average member of the Great Families in physical abilities. The Rules the Princesses must follow are:

1. They must not have a relationship with a man.
2. They must not marry.
3. They may not have a child.
4. They must not help an enemy of the empire.
5. They may not enter the Floor of Death.

The Penalty for breaking any of these rules and getting caught is death. In return for these limitations, Princesses of Zahard also have incredible influence throughout the Tower and some in Zahard's Empire.

Any males who take this Origin must take Outcast Princess Drawback.
You must take Zahard's Blood Drawback for no points.

Irregular (200)

The individuals that are from outside the Tower and are not chosen by Headon. These individuals are unbound by the rules and restrictions of the Tower and have immense potential and power. Zahard, the heads of the Ten Great Families, Urek Mazeno, Enryu, and Phantaminum (the strongest individual in the Tower) are all Irregulars. Once Zahard and the Ten Great Families

discover this fact, they will hunt you down and kill you to prevent the threat you pose. FUG will also try to manipulate and control you in order to make you fulfill their wish.

Must take No Connections Drawback

Must take Potential Threat Drawback

Must take Potential Slayer Candidate Drawback

Species Perks

Humans, Dooni, and Rabbits have no innate Species Perks but they can purchase other Species Perks. Buying Species Perks outside of selected Species makes you a mixed breed of all the Species you purchase perks from, but only the selected Species Perks are discounted.

100 and 200 CP perks are free for their Species and all other perks in those Species are discounted for them.

Longevity (Free)

All those in the Tower are incredibly long lived with some individuals being alive for more than thirty thousand years. Those individuals have been blessed with Immortality, but yours has been increased far beyond a human lifespan. Yours is now two thousand years.

Shinsu Manipulation (Free)

Shinsu is the lifeblood of the Tower, a supernatural power that invisibly fills the entirety of the Tower. The density of Shinsu changes throughout the Tower with lower floors having low density and higher floors having significantly higher density, to the point that it is lethal to those with low Shinsu Resistance. Shinsu can be used to heal, to strengthen themselves, as devastating attacks, and countless other ways. The stronger ones Shinsu Control, the more incredible the feats they can perform. The only beings in the Tower that are considered to have total mastery of Shinsu are the Administrators who are considered the gods of the Tower. Some of their more impressive feats include granting immortality, completely vaporizing someone, and granting individuals the ability to manipulate Shinsu. Enryu, the only Irregular to kill an Administrator, was rumored to be able to create life using Shinsu.

You begin with the ability to create one baang, the unit of measurement of Shinsu Manipulation, and enhance all your physical abilities to fifty percent above baseline human.

In future Jumps, you can freely manipulate Shinsu. This can make it so that all future Jumps are filled with Shinsu similar to how it fills the Tower or have it flow from you as an endless fountain.

Low Shinsu Resistance (Free)

The higher the floor of the Tower, the greater the density of the Shinsu is constantly weighing on those who live there. A basic requirement to climb the Tower is to have the strength and resistance to Shinsu to survive with that weight. This gives you enough Shinsu resistance that you can climb without dying from its weight. However, your resistance isn't enough to completely overcome the restrictions High Density places on you. This acts as friction between you and the Shinsu with you needing to exert more energy to overcome the friction caused by the Shinsu. You can train this resistance by acclimating to High Density areas which will reduce the friction between you and the Shinsu.

In Future Jumps, this gives a resistance to environmental effects caused naturally in an area.

Gueta

Fire Consumption (100)

Gueta are known for their ability to consume any and all fire. This makes them the natural enemy of flame users since it negates their abilities. This consumption does have limits as incredible powerful flames and flames with special properties are difficult to consume. If a flame is more than two times stronger than you, then it can not be consumed safely.

Fire Resistance (200)

The Gueta live in an incredibly hot and harsh environment surrounded by Volcanoes. This gives them an innate resistance to fire and heat. The resistance isn't perfect but it does make Fire significantly less powerful against them. This effectively reduces the effectiveness of Fire and Heat related powers by fifty percent.

Internal Combustion (400)

Consuming fire is enough for some Gueta, but not you. You take the fire you consume and turn it into power giving you the ability to imbue your physical blows with fire and heat at any point. This works in tandem with Shinsu Enhancement giving your blows more power and allows you to release bursts of flame energy to increase speed.

Volcanic Power (600)

The Gueta live in a land surrounded by Volcanoes which is the reason behind their unique powers. You have embodied this Force of Nature and have gained its power. This greatly enhances your fire resistance and affinity with Fire. This imbues fire related powers with the power of magma, melted earth. Giving an incredible boost in destructive power and gives fire powers a longer lasting effect.

Wraithraiser

Size Control (100)

Wraithraisers are one of the largest Species that climb the Tower as they stand around three meters tall (roughly ten feet). In order to properly climb the Tower, the Administrators give Wraithraisers and other large species Compression Licences which allow them to compress their bodies to a smaller size. This gives you the ability to compress your size in any of your forms, you cannot compress smaller than one third an average human size.

Hunter's Strength (200)

Wraithraisers, incredibly strong creatures who hunt Turtles who live alongside them in their homeland. Those Turtles have High Shinsu Resistance and Wraithraisers also have such Resistance in order to hunt them. The exact measure of a Wraithraiser's strength is unknown with only one example known in the Tower but they are capable of incredible feats of strength. This gives you High Shinsu Resistance and strength equivalent to Rak Wraithraiser's feats on the 2nd Floor of the Tower.

Element Control (400)

It's unknown the exact nature of the Wraithraiser's control over Elements, but they are assumed to be descendants of the Native Ones. The Native Ones are incredibly powerful beings that have lived in the Tower since before Zahard and the Great Warriors began their historic climb. Their blood coursing through gives Wraithraisers a Shinsu quality of one of the elements and a powerful affinity for that element. This affinity gives some level of control over that element and the potential to strengthen that control through training and time.

Pride of the Hunter (600)

The world is divided into Hunters, the Wraithraisers, and Turtles, everyone else. This mindset of the Wraithraisers carries them through the Tower with complete confidence since Hunters must fight all their prey head on. You have encompassed this philosophy on a whole new level. You have the ability to remove outside factors from your fight. Influence, Environmental Factors, Charisma, Outside Interference, Manipulation, and any ability not used for combat become meaningless during the fight. It all comes down to your strength against your prey, this isn't limited to a one-on-one duel but any conflict that you are directly involved with. See Notes for more details.

Canine/Feline

Animal Instincts (100)

Canines and Felines are incredibly skilled hunters and combatants. They are all much stronger physically than the average human with their baseline being three times theirs. They also have enhanced senses to some degree and strong instincts when it comes to the power levels of those around them.

Partial Transformation (200)

All Canines and Felines are capable of transforming parts of their bodies in varying stages for incredible boosts in power. A Transformation follows a theme, transforming feet make the user significantly faster and their kicks more deadly, transforming arms generate more power, etc. Through training the Partial Transformation can grow to be closer and closer to a Full Transformation, which Transforms the user's entire body. This takes a considerable amount of time and effort, a thousand years of effort at least, with the only known users being Baylord Yama (one of FUG's Slayers) and Lo Po Bia Yasratcha (Commander of the Fifth Corps in Zahard's Army) who are considered to be the strongest of the Canine and Feline People respectively.

Leader of the Pack (400)

The original Canines and Felines have the incredible power to turn others into Canines and Felines people. These people when they reproduce give birth to more Canines or Felines with most being able to use the Transformation Power. Those turned into Canines or Felines are under your complete control and must follow any and all orders you give. You cannot turn those who are stronger than you or those with incredibly strong wills.

Almost Full Transformation (600)

This is the Ultimate technique of the Canine and Feline peoples, those capable of using this power are considered to be equivalent to High Rankers at the bare minimum. Just attaining this ability boosts all physical abilities three times over at all times. By taking this perk you are capable of the Baylord Yama's version Transformation which multiplies his strength and the density of his Shinsu many times over. You must ramp up to Full Transformation starting from the first level of Partial Transformation and transform through all the different levels up to the Full Transformation. Full Transformation itself causes an intense amount of pain and is very exhausting to be in. These weaknesses can be overcome through training and use but it will take time.

Red Witch/Silver Dwarf

Beauty of the Witch (100)

The Red Witches are famous for their ability to see the future and their incredible beauty. All Red Witches, with their red hair and eyes, have an ethereal beauty to them that draws the attention of all those around them.

Reliability of the Dwarf (100)

The Silver Dwarves work with Zahard and his empire with all known Dwarves serving one of the Princesses of Zahard, some of the most important individuals in the Tower. This level of position isn't something that just anyone gets and you are no different. Your employers and those working with you have a strong sense of trust in you as you give off an aura of reliability. This doesn't make you anymore reliable, everyone just thinks you are.

Red Eyes (200/Free Red Witch Only)

The eyes of the Witches see into Fate itself and can use it to predict the future. This gives them the ability to see possible futures and the paths that others must take to reach those futures. They cannot make these paths and can only follow the paths made by others. People with powerful destinies or a strong connection to fate can influence what the Red Witches may see and those people can even cause pain if Fate becomes too clouded.

This can be purchased with Silver Eyes to get a combination of the Two Perks abilities. How this works exactly is up to you but this doesn't increase either of the Eyes Clairvoyance, this only combines them.

Silver Eyes (200/Free Silver Dwarf Only)

The eyes of the Dwarves are very different from the eyes of the Witches and are much more limited in their use. Dwarves can see the immediate future in much greater detail as their power focuses on choices and crossroads. This allows them to see the immediate outcomes of the decisions of others. This doesn't give them perfect awareness of the immediate future by any means as they must focus on a specific choice to see the results.

This can be purchased with Red Eyes to get a combination of the Two Perks abilities. How this works exactly is up to you but this doesn't increase either of the Eyes Clairvoyance, this only combines them.

Path of the Pilgrimage (400)

Both the Witches and the Dwarves complete a pilgrimage before they are recognized as full adults in their society. The exact nature of this Pilgrimage is shrouded in mystery, but both groups have access to secret passages between floors that allow them to complete this pilgrimage. These hidden passages are outside of the view of Zahard's Empire and protected from the influence of the Administrators. You now know the location and layout of those secret passages. You also have the right to use these passages as you see fit so long as you travel

them alone. In future Jumps, there are secret shortcuts from important places that are safe for you to travel and much faster than the normal route.

See Notes for more details.

You Will Be My God (600)

The Witches and Dwarves are generally very powerful and skilled individuals that could have much greater influence throughout the Tower if they exerted their abilities. They have no need for such things since they are merely guides. They do not walk the paths for themselves but guide others down paths of their own creation. The greater the guided, greater the guide. You have the ability to empower those you follow and make them worthy of such things. This doesn't make those you choose to follow into your equal, but it does make them into far greater individuals than they would be normally. They grow faster, make better decisions, make more connections, and gain confidence in your ability to guide them through their destiny. If the one you follow is stronger than you, then you are the one who grows in order to be a good enough guide to properly match them. If you are equals, then both of you have even greater boosted growth as the best partnerships are those among equals.

This allows you to link your abilities to those you follow and guide, it only works on one person at a time which you can freely choose.

Native One

All Native One Perks are Free to those who pick the Native One Species. if you purchase any of these perks without being an Native One you must take Cursed One Drawback for no points.

Ancient Power (100)

Native Ones are an incredibly large and powerful Species that lived inside the Tower alongside the Administrators before the Great Warriors' historic climb. This gives you a body inspired by an animal such as a humanoid elephant or crocodile that is the size of skyscrapers. Beings of that size and power Native Ones can also bond themselves to Hosts to share their power and to more freely move around the Tower, these Native Ones are called Ancients.

True Elemental Control (200)

Native Ones have immense control over their Element with only other Native Ones being able to match them in a clash of Elemental Power. You have exceeded this and have become a True Master of your chosen element, able to control ANY source of the element including ones under the influence of other elemental users.

See more details in Notes.

A Legendary Name (400)

The Native Ones are rare beings of incredible power that have a presence throughout the Tower. Each one has a name that has a weight to it, this gives a similar name. You have a name that encompasses everything about you when spoken. This name doesn't give specifics but more a vague sense, in the face of eternity the details fall away, of the entirety of your existence. Every victory, every defeat, every power, every friend, every enemy, etc. The more battles that you have fought, the more people you have met, the more places you have been, the stronger your name becomes. Stating this name aloud brings the full weight of that name down upon them. Those that hear it feel the pressure of that name and those with weak wills and minds will be crushed by this weight. This can be toggled on and off. You can also choose to either use only the experiences you've completed in a single Jump or your entire Chain. Careful though, very few minds are capable of comprehending the multiversal life of a Jumper and coming out unscathed.

The Original (600)

In the ancient history of the Tower, before Zahard had completed his climb and created his Empire, there was a Giant. This Giant was a master of the elements and ruled over the Tower with incredible power. In the past, this Giant split himself into many entities that later became the Native Ones. You are the exception to that history, somehow, someway, you have the power of the Giant. Complete mastery over the five elements of the Tower: Water, Air, Fire, Plants, and Stone. All of your elemental abilities extend equally across all elements, this also works for any out of Jump elemental affinities.

By taking the power of the Giant your physical power and Shinsu control rival that of the Great Warriors when they conquered the Tower. Much time has passed since then so this doesn't immediately make you their equal, but it does put you on par with High Rankers at the very least.

Administrator

All Administrator Perks are Free to those who pick the Administrator Species. if you purchase any of these perks without being an Administrator you must take Eyes from Above Drawback for no points.

True Shinsu Manipulation (100)

Administrators are considered to be the gods of the Tower, the True Masters of Shinsu and everyone born inside the Tower are given the ability to imitate their power. Irregulars, those who enter the Tower of their own power, are the only beings that are able to come close in the level of control and power that Administrators are able to display. Not all Irregulars are able to match the Administrators power and only two are thought to be able to exceed it. Incredible feats shown by Administrators include the destruction of an entire floor roughly the size of a continent (the battle between the Administrator of the 42nd Floor and Enryu), teleporting very powerful individuals against their will out of their territory and across the Tower, and the near instantaneous disintegration of an individual.

See Notes for more details.

Immortality (200)

The Administrators are immortal beings inside the Tower, unaffected by time and do not require food, instead functioning entirely off of the Shinsu of their domain. Nothing in the Tower has been able to kill or harm an Administrator except for Enryu and his Thorn. Each Administrator takes a different form with Headdon taking the form of a roughly human sized rabbit and the Administrator on the Second Floor taking the form of a monstrous eel roughly the size of a large skyscraper. This Immortality works as a contract with a location, so long as you are present within that place nothing can kill you. For this Jump, you would be Immortal within the Tower. For future Jumps you can change what location you are Immortal to the new Jump.

See Notes for more details.

Ruler of Territory (400)

The Administrators are the rulers of their domains with each floor of the Tower having an administrator (with one exception) to rule over it. Each of these floors are the size of continents and the Administrator's power and influence reaches across all of it. This gives you a similar power and influence across all territory under your control. You now have the ability to impose Rules across everything that is yours. A Captain can impose Rules on their ship, King of a country can impose Rules across their kingdom, a god can impose Rules over places where their influence is strong, etc. Rules are instantly known by anyone who enters an area where they are imposed. You are instantly alerted to anyone breaking any Rules you impose and their location.

See Notes for more details.

Contractor (600)

People who live in and climb the Tower are able to function and use the incredible power of Shinsu, a magical power that replaces air in the Tower. The True Masters of this Shinsu are the Administrators that rule over each Floor of the Tower. In order for those who live in the Tower to use Shinsu they must make a contract with the Administrator. This contract gives those individuals the ability to use Shinsu. In turn this gives you the ability to give others the authority to use Shinsu outside this Jump (their level of use cannot exceed yours) and any other power that you possess.

See Notes for more Details.

Position Perks

The 100 CP perks are free to anyone that has purchased that Position and all other perks are discounted. You can purchase Position Perks from Position that have not been purchased but they are not as effective

Fisherman

Close Range Master (100)

The Fisherman is the vanguard for their team who charges forward to fight their opponents and defeats them with their overwhelming power. This gives you talent in close combat on par with Androssi Zahard who is considered the strongest Fisherman among the known Regulars. You are not her equal in natural physical ability, but in skill and talent you are her match. You must train to keep up though because she grows incredibly quickly as she completes her climb up the Tower.

A Recognizable Threat (200)

The Fisherman is considered the most powerful and dangerous Position of all. All eyes focus on what the Fisherman does and strategies on both sides are centered around the abilities of the Fisherman on the field. You are recognized as one of these threats and all eyes are on you. You are incredibly skilled at drawing aggro and keeping attention focused on you and off your team. This can be toggled off if you want to take others by surprise but it automatically turns on while performing the Fisherman position for your team.

The Fishermen (400)

There is a legend in the Tower, a title that only a few could ever claim to hold: The Fishermen. The Fishermen is a single fighter that is capable of defeating entire teams of fighters at once. You are now capable of a similar incredible feat as your reaction time speeds up to always be a match for whatever or whomever you are fighting. No matter the number of foes, no matter how quickly they move, you can track their movements perfectly. Moving your body to keep up with them is another thing, however.

Spear Bearer

Long Range Master (100)

The Spear Bearers are the long range masters of the Tower with them able to strike their targets with deadly precision from hundreds of meters away as a baseline. Ranker Spear Bearers are capable of hitting targets from tens of kilometers away. You carry this legacy with ease as your Spears can strike your targets with deadly power and up to five hundred meters away with perfect accuracy.

Hunter's Mark (200)

Spear Bearers fight from a distance and are incredibly skilled at keeping track of their foes. You have the ability to designate an opponent as your prey. Once you do so you will be aware of that prey's location within a ten mile radius around you. Your strikes targeting this prey are more

likely to hit but they can be dodged or blocked. This effect is broken if you designate another enemy as prey or they move further than ten miles away from you.

The Single Strike (400)

Spear Bearers are incredibly useful for taking down a single target in one all mighty blow. The more powerful denizens of the Tower have incredible durability and resistance to Shinsu and are only affected by the most powerful blows. You are capable of designating a single target in a battle and making a single strike against them can ignore most of their resistance. This isn't an instant one-shot ability, but the strike does significantly more damage than a normal strike would.

See Notes for more Details

Scout

Observation Master (100)

Scouts are the eyes and ears of any good team, the ones responsible for gathering information. In order to fulfill this role you must have a good set of eyes and ears yourself. All your senses are enhanced to pick up more subtle and small pieces of information that would otherwise pass you by. You can also determine what of this information is useful without needing to think about it too much.

Cloak and Dagger (200)

Finding the necessary information is a very difficult and dangerous task. If a Scout is caught in enemy territory then it alerts them of their team's presence and puts the Scout in incredible danger. Scouts have learned to not get caught in response to this. You are incredibly skilled at moving silently and not alerting the attention of others.

The Darkness (400)

The Scouts are considered the Darkness of the Tower. The brave individuals that enter combat the most out of any of the positions and risk fighting the enemy all alone. They hide in the shadows to gather information that will give their allies an edge and make decisions that change the shape of the battlefield. You are capable of making those hard decisions and know when it is the opportune moment to strike. Ambushes, Assassinations, and Traps are all things that you have mastered. Strikes that you make from the shadows deal significantly more damage, even if they might be considered cowardly. Your teammates never seem to think any less of you for taking such actions so long as they are for their benefit as well.

Light Bearer

Coordination Master (100)

Light Bearers are the control center of the battlefield and the ones that the other positions look to for guidance and strategy. You are very skilled at such things and are capable of keeping track of everything going on across the battlefield with ease. You can only keep track of things

that you are aware of so you still need a skilled Scout to make the most use of this, but you will not be straining your mind to keep track of all the different pieces on the board.

This also gives all the skills necessary to use a Lighthouse and expertly use them to bring light to the Tower which is needed for many battles.

Strategist Mind (200)

You know all the pieces on the board, all you need to do is move them. Your mind is incredibly skilled when it comes to commanding others' ability to their fullest and also predicting how other people will behave outside your control. With this you are a brilliant battle strategist innately with lots of room to grow.

Master Enhancer (400)

A good Light Bearer helps their team fight at a significantly higher level than they would without the Light Bearer. Spear Bearers are far more accurate and can throw their spears a far longer distance, Wave Controllers can control more bangs further from their bodies, etc. You too are skilled at enhancing the abilities of others. Those under your command have their abilities enhanced by about twenty percent. This boost grows the longer you've worked with a person and the more familiar you are with that person's abilities.

Wave Controller

Shinsu Specialty (100, Can be Purchased Multiple Times Only First Free)

Wave Controller is a unique position in the Tower, it's a position that denotes someone being a Shinsu specialist who focuses on using Shinsu to help their comrades in battle. This gives you a special skill and talent for using Shinsu in a specific way. You can learn to use these skills over time without purchasing them, this just gives you enough skill to use it and talent to more easily learn the more advanced applications of these specialities.

Flow Control

This is the most common form of Shinsu manipulation where the user simply alters the natural course of Shinsu that flows through an area. This is the most destructive form of Shinsu control since the user can control massive amounts of Shinsu with little effort.

Reverse Flow Control

This is the other type of Shinsu manipulation, where the user completely dictates the flow of the Shinsu in an area. It is mostly used to 'destroy' or 'stop' enemies. This takes significantly more skill and awareness to use since altering the flow of Shinsu can cause massive amounts of unintentional destruction. You can stop individuals in their tracks within the flow of Shinsu or cause internal damage using the Shinsu inside their bodies, but you must be more powerful in Shinsu than the target to use this effectively.

Shinsu Quality

A Shinsu Quality is the innate form that Shinsu takes. By having a Shinsu Quality, you can change the quality of Shinsu you control into a form that is easier for you to control. Achieving this is an incredible feat that very few individuals in the Tower have been able to complete. Once you're capable of changing the Quality of Shinsu, your skill and power with Shinsu will increase dramatically. Both the number of Baangs you can control and their density grow significantly as both feats become easier as your mastery of Shinsu increases.

Shinsu Tension

The Tension of Shinsu is the strength and density of the Shinsu you control. Tension is something that everyone has a different innate level of Tension, but it is something that can be trained to be stronger. You have a high level of Tension innately which makes all your Shinsu techniques more effective and you are capable of increasing it through training.

Baang Control

The number of Baangs one can control denotes the skill level of one's ability to manipulate Shinsu. You start with the ability to manipulate two Baangs which is an incredible feat of skill and talent. You are also very talented at manipulating Baangs and can increase the number of Baangs with less training than others.

Only a few Regulars can manipulate three Baangs and only one is shown controlling more than that.

A Ranker is shown to be able to control thirty to sixty Baangs.

Enryu, the second strongest being in the Tower, was claimed to be able to control nine thousand Baangs at once. To be able to reach this level would take hundreds of thousands of years of training if you even had the potential to reach that level.

Shinsu Awareness (200)

Shinsu is the lifeblood of the Tower that flows freely throughout it like water. You are able to sense this flow and use Shinsu more freely than those who cannot sense it. This gives you the ability to more subtly influence the Shinsu under your control and sense others using Shinsu around you. This can alert you to Shinsu attacks that you cannot see and allow you to sense individuals hidden by Shinsu.

Plus Tendency (400)

One's skill with Shinsu is measured by three factors, the number of Baangs they can control, the Myun of their Baangs (the size of the Baangs they create), and the Soo (the density or concentration of their Baangs). The normal Shinsu manipulator is limited by how they manipulate the Baang, Myun, and Soo of their Shinsu. If they increase the number of Baangs they control, then the Myun and Soo of those Baangs decrease and vice versa. Those Shinsu users are ones with 'Minus Tendency' and almost every Shinsu manipulator in the Tower is shackled with those restrictions. You have broken those Chains and have what's called a 'Plus

Tendency' where all three properties of Shinsu increase together. This means you can create as many Baangs as you are able to and the Myun and Soo of those Baangs will not decrease at all and will actually increase as you grow more skilled in the manipulation of Shinsu.

No one can become a Plus Tendency if they are naturally a Minus Tendency. Those with Minus can overcome their limitations through training and the use of items but the Myun and Soo of their Baangs will decrease as they increase the number of Baangs.

This carries over to other energy related powers from other Jumps. See Notes for more details.

Origin Perks

100 CP perks are free for their Origin and all other perks in that Origin are discounted.

Undiscounted Perks

Path to the Stars (100)

The epic story of the Tower of God all started with a single wish, to see the Stars. This perk gives the ability to choose a wish and be able to dedicate yourself to making that wish a reality. It can be something vague like seeing the Stars in a world where the idea of a star is considered a joke or something more concrete like being the wealthiest person in the world. After choosing this wish, you can force everything that would cause you to falter on your path to your wish. Emotions, Morals, Other People, none of these things will stop your drive to complete your wish.

Idol (100)

The Tower is massive with each floor encompassing many societies and cultures throughout them. So it's an impressive feat to become a popular idol despite those restrictions. You are now an idol on par with Ha Yura, the famous idol, when it comes to singing, dancing, and performing for large audiences. This also increases the popularity of any performance of yours in other societies as you reach across boundaries that would normally restrict you.

The Best Chicken Pies (100)

The Tower is very dangerous and full of difficult, exhausting challenges so wouldn't it be for the best if you climbed on a full stomach? You now have the skills of one of Zahard's royal chefs with total mastery of all the cuisine seen in the Tower. All the food you make is good enough to satisfy the Princess of Zahard and Members of the Ten Great Families. You can also select one dish to be your speciality. This speciality is far superior to any of your other cooking and has reached a level that few can match.

Needle Bonding (200)

There is a unique form of weapon in the Tower called a Needle, it is similar to a rapier but much sturdier. You have chosen to master this weapon and the Needles have responded to this choice by accepting your skill. You can bond your Shinsu with a single Needle, this Needle will change and alter to better suit your fighting style and will grow stronger as you do.

Arie Swordsmanship (200)

The Arie Swordsmanship is one of the most closely guarded secrets of the Tower. It is the single strongest Sword Style in the Tower and no other Sword Style can defeat it so long as you are in the Tower. By purchasing this, you have learned the basics of this Sword Style and have a vague idea of how to get better at it. How you know this if you aren't a member of the Arie family is up to you so fanwank responsibly.

External Manipulation Prodigy (200)

Shinsu is the lifeblood of the Tower and being able to use it masterfully is a requirement in order to successfully climb the Tower. You are a prodigy at manipulating Shinsu outside of your body with your abilities growing ten times faster through training.

Incredible Strength and Durability (200)

Those who climb the Tower are made of pretty stern stuff, capable of taking and dealing blows that would completely destroy a normal human. You stand out as having incredible Strength and Durability among those Regulars. This massively increases the amount of damage you can take and deal naturally with the potential to increase this through training.

High Shinsu Resistance (200)

Low Shinsu Resistance removes the lethal nature of High Density Shinsu, this removes the friction resistance. You are not restricted in any way and can move freely no matter the density. This also gives you some innate resistance to Shinsu techniques and the damage that they would do to your body. You can train this resistance by recovering from powerful Shinsu attacks but this does take time and you must survive the strike which is a tall order for the more powerful Shinsu attacks.

Cunning of a Douchebag (200)

You are incredibly intelligent and anyone who says otherwise isn't worth your time. You instantly gain a high level of intelligence, enough that you can match the most intelligent Regulars. This doesn't make you a super genius but you can reach that level by learning new lessons and straining your intelligence. That's right, you can now raise your IQ and intelligence by training it. You are also an absolute douchebag about it and everyone knows it.

Anima (200)

Anima users are those with the ability to manipulate and strengthen animals and creatures with their Shinsu. This is an ability that someone must have an innate Talent for and you now have it. You can manipulate non-sentient creatures with Shinsu, with more powerful creatures taking more Shinsu to control and enhance.

Item Creation (200)

The Tower is filled with powerful and magnificent Items. Floating Skyships the size of entire countries, floating inventories that can store massive amounts of resources, weapons that ignite to grant an incredible boost in power, and much more. You know how to make some of the more basic items like Needles, Inventories, Observers, etc. with the right materials and have the ability to learn how to create the more powerful Items through trial and error.

Lighthouse Prodigy (200)

Lighthouses are a key tool in the Tower necessary for shedding light in the darkness that is found throughout the Tower. They are capable of gathering information, generating barriers, enhancing the abilities of others, and much more. The more powerful the ability a Lighthouse

can generate the more effort it takes to use. You are talented at using Lighthouses and can make the most of whatever equipment you have. You have the ability to learn how to use any Lighthouse with enough effort and to do it in a tenth the time it would take others.

A Special Flame (200)

Flames hold a unique position in the Tower as a power. It's one of the elemental powers that the Native Ones and their descendents hold dominion over, but they have also shared that power with the other Species of the Tower. By purchasing this, you have the ability to manipulate the primeval flame of the Ancient Ones. This flame is split into two types and you can purchase this perk twice to receive both options.

Flame of Destruction This flame has the ability to burn everything, its power grows with the user's mastery. This flame is difficult to control as it destroys everything and stopping it from destroying things is very difficult.

Flame of Restoration This flame has the ability to heal everything, its power grows with the user's mastery. This flame isn't as difficult to control but it does take a toll on its user when used. It can heal just about any injury so long as the target is still alive.

Spell User (400)

Spells are a mysterious power in the Tower. Some Spells act as innate Shinsu control that activates without the user's direct manipulation (like Levy's Question Mark Curse). Other Spells seem to work in tandem with Shinsu manipulation to increase the effectiveness of a technique (like Sachi's Silence of Rose). So while the exact nature of Spells remains mysterious, the rules they must follow are known:

- 1) The Caster must not violate the rules of the spell once they are set.
- 2) The Caster must receive help from a powerful medium or divine being.
- 3) The Rank of the Spell is determined by the power of the being or medium who helped with the spell.

Spells with a stronger Rank can break or neutralize Spells with a lower Rank. Spells can also be imbued into items, with those items being called Spell Items. The 13 Month Series is considered the Ultimate Spell Item with the highest Rank of any known Spell Items.

Zero (400)

Zero is a philosophy more than a technique but it works as such all the same. The creator of Zero is a martial artist who feared what he would become if he gained more power after seeing how it has corrupted many of the Rankers throughout the Tower. So he focused on the power he already had and honed that to prevent himself from gaining any new power. This philosophy of training massively enhanced his power to a level that left him considered one of the greatest martial artists in the entire Tower. Any technique can become a Zero technique by stripping away any experience using it and redefining what that experience means when you start from the foundation of the technique. This stripping away actually weakens the power of a technique

at first, but increases the depth of the technique and greatly deepens your understanding of it. When that technique is brought back to the level it was before by training it all over again, it becomes considerably more powerful than before.
See Notes for more details.

The Riddle (400)

The strongest being in the Tower, Phantaminum, defeated all of King Zahard's attendants, who were all High Rankers, with ease and then disappeared after confronting the King without a fight. His actions shook the Tower to its core and his mysterious nature gave him the moniker, The Riddle. By choosing this perk you start to see the world in a different way, as all the information you find seems to be a part of a larger, overarching riddle. This doesn't change anything about the world or you, just how you perceive it.

You can learn to understand others on a deeper level as you unravel who they are at a much faster rate. Mysteries and secrets also begin to fall away as you focus your attention on them and the world itself helps you in the process of uncovering them.

Capstone Booster

This perk boosts the power of the Capstone Perks for each Origin and ties you to the Talse Uzer Story and makes you a key part of the narrative. You will run into Baam and his fellow Regulars throughout your climb of the Tower and will have the opportunity to affect the story of the Tower.

See Notes for more Details

Ranker's Body (500)

Your body has transcended the constraints of humanity. You are capable of feats of physical strength that normal Regulars to shame, faster without Shinsu enhancement than a Regular with talent Shinsu users accelerate themselves, and capable of tanking blows that could change the entire landscape. This stacks with other physical enhancement perks from this Jump in a multiplicative way.

See Notes for more Details.

Essence of Bravery (600)

There was a man. A man who fought and fought until the blood of his enemies flowed like a river. Then that man stopped fighting and rested. He was sealed into a crystal and was protected by a family for millenia, until the greatest of that family broke that crystal and took that man's power for himself. This power gave him near transcendental control of Shinsu on a level that sent chills down a High Ranker's spine.

See Notes for more details.

By purchasing this you have absorbed a perfect copy of the abilities that the crystal granted the one who broke it. This can take the form of a gem (you can choose the color) in your fist.

Strength Approaching Perfection (1200, Discounted for Irregular)

In the Tower there is a man who considers himself perfect. A man whose every action changes the Tower. You are not as strong as this man by taking this perk, only having a mere five percent of his power. A single percent of their total power defeated a Slayer of FUG and with five percent only the very strongest High Rankers have any hope of defeating you. Regulars, Rankers, and Advanced Rankers have no chance if you fight them seriously.

Every ten years, this percentage goes up by one which means in nine hundred years you will match the man who many think could kill Zahard, the strongest active Ranker in the Tower. You can speed up this process by training and fighting powerful enemies but it will take time to reach their power. Buying this guarantees that you will match him if you live long enough to make their power yours.

See Notes for details.

Chosen Regular

Weapon Master (100)

Chosen Regulars have already lived a life in the Tower and have trained and mastered the tools of whatever trade they followed up to that point. You are very skilled with a single type of weapon such as a sword, spear, bow, rifle, etc. This level of skill was enough that you stood out in the Outer Tower, but in the Inner Tower your abilities are lacking compared to the skill of other Regulars and Rankers. You have great potential for growth with this weapon and through training can grow to match the skill of others.

See Notes for details.

Headon's Respect (100)

Headon is the oldest and most respected of the Tower's Administrators as he is the one who selects those who are worthy to climb the Tower. He only recognizes those with the potential to successfully climb the Tower and become a Ranker. Whether or not they live up to that potential is up to them, but he sees that potential in anyone he selects to be a Regular.

This gives you the potential to become a Ranker in all aspects. In physical abilities, skills, intelligence, and Shinsu Control you can grow if you put in the effort and are given enough time. Keep in mind that it takes the average Ranker at least five hundred years to successfully climb to the Tower and become a Ranker.

Will to Climb (200)

Climbing the Tower is not an easy feat by any stretch of the imagination, especially for those who do not have the incredible power and talent of those from the Ten Great Families who dominate the Tower. That means you need to be patient and determined. Patient enough to wait for the opportunity to come where you can make it to the next floor. Determined enough to keep up with incredibly painful and stressful training for centuries in order to attain the power you seek. This gives unlimited patience and determination, enough to put your all into climbing the Tower for hundreds of years without losing heart.

Item User (200)

Items are the powerful creations of the Workshop and the Research Association. These Items are a key to a Regular and a Ranker's power. To put this into perspective, a normal Ranker might have ten powerful weapons in their arsenal and a High Ranker must have at least a hundred even stronger weapons to keep up. You are very skilled in the use of Items and learn how to use them very quickly. This also makes it far more likely that you will find weapons that suit your needs. Some of these will need to be purchased, but others will be rewards so don't forget to get a lot of Points if you want to be powerful through use of Items.

Sponsored Regular (400)

The rules that the Administrators have made for the Tower can be quite restricting on those in power. They have forbidden Rankers from interfering with the Inner Tower and if they are caught

they will be severely punished. To make up for this, the Ten Great Families chose to sponsor regulars to get them to interfere with events inside the Tower. You have been sponsored by one of the Families, your choice, and have been rewarded with powerful Items, Points, and the aid of some of their Rankers on a very small scale. Prior to the start of your climb you already completed the task they needed your help with. You can lose their support by actively attacking them or directly opposing their other operatives in the Tower.

See Notes for more details

Skill Trumps Power (400)

The Tower is full of incredibly powerful individuals, capable of shattering mountains and changing the structure of entire floors. Unfortunately, that level of power is something every Regular can achieve even if they complete the climb and become a Ranker. This is enough to convince some Regulars to give up entirely and abandon their climb. You are made of sterner stuff. You have seen the monsters of the Tower and decided that you must overcome them, because running away is not an option. You have the ability to overcome the ridiculous power gap between the average and the supernatural by training and perfecting your skills. It takes time but you will be able to match the feats of those with power and talent that surpasses yours.

Luck of the Chosen (600)

There is something to be said about luck when it comes to climbing the Tower, if you're unlucky you could end up slaughtered before completing the Second Floor's Preliminary Tests. If you're lucky you could end up the companion of a Princess of Zahard and if you play your cards right have a much easier time climbing the Tower. This gives the level of luck that gives you the opportunities you need to climb the Tower. Some examples: powerful individuals will end up wanting to help you for some reason or other, you will have opportunities to seize powerful items and abilities that will give you the ability to become a threat in the Tower, and you will just miss powerful enemies as they leave an area where they could have fought you off.

Capstone Boosted

Your luck has grown to near reality manipulation. The facts of the world change to your benefit, tying you directly to the 'story' of whatever Jump you're in and making the world recognize you as a key figure in it. You have no control over this manipulation but it will all be to your benefit in whatever way closely aligns with your goals.

See Notes for details.

Ranker's Style (600)

Before you began your climb something really special happened, a Ranker took a liking to you. This led them to train you to climb the Tower before Headon selected you which greatly enhanced your physical abilities and your ability to manipulate Shinsoo. That training alone puts you head and shoulders ahead of the other Regulars and a match for a Princess of Zahard as they begin their climb of the Tower. You also learn that Ranker's fighting style and can imitate it on some level and know what you need to do in order to get closer to their strength. This means

you can choose a Ranker from the Tower to gain a less advanced and powerful version of their fighting style.

If you choose a High Ranker you must take the Great Expectations Drawback for no points.

Capstone Boosted

That Ranker you who taught you? You learned everything that they had to teach and became their equal in the most raw sense of the term. Your physical abilities, skill, and Shinsu Manipulation are on par with the Ranker who taught you when they completed their climb. This doesn't give you the experience and knowledge that you gain from spending hundreds of years climbing the Tower, nor any gains that have been made since they've completed their climb. See Notes for more details.

FUG Member

Inconspicuous (100)

FUG is a very mysterious organization that has thrived in the shadows of the Tower for thousands of years despite openly opposing Zahard's Empire. This takes a level of discretion and anonymity that few have the ability to maintain, you are one of those few. No one knows that you're a member of FUG, except for higher ranking members of FUG, unless you tell them. Once the secret's out, your anonymity quickly fades away and it cannot be regained so choose carefully who you tell.

Planning for Eternity (100)

When dealing with people with everlasting life, you can afford to be patient. FUG has used this to entrench themselves into the infrastructure of the entire Tower, going so far as to be in charge of the Floor of Testing, one of the most important Floors. Your plans gain similar long reaching effects. The longer a plan is in place, the harder it becomes for them to be stopped. A year's worth of planning could be stopped by a powerful Ranker level of influence. A decade's worth of planning would require a High Ranker's level of influence. A century would require the influence of one of the Ten Great Families. A millenia? Well... Maybe the Administrators but at point it'd be a coin toss which would come out on top.

These plans can be stopped or ruined at any point while you're waiting so it's up to you to adapt them or prevent outside influence from ruining them.

Master of Coal (200)

It takes power to defeat powerful foes, everyone in the Tower knows this well. That's why they find more powerful people to defeat the enemies that they cannot. It's difficult to control people who are stronger than you, so that's why they find people who have incredible potential and get them under their control while they are weak. You have the ability to see the potential of others and recognize their ability to grow.

Religious Fervor (200)

Powerful organizations require large amounts of people to run them and it's difficult to control large amounts of people. That's why FUG finds people who already have a reason to support their goal of destroying Zahard and the Ten Families. Many people who join are desperate for FUG to give them salvation, to grant their greatest wish. They begin to worship the Slayers and Slayer Candidates as their gods. You too can inspire like minded individuals into following you or an organization with the zeal of religious faith.

Information Networker (400)

Information is the most powerful weapon in the Tower and FUG is the one winning in the information war with Zahard. They keep to themselves revealing almost nothing and have ears that listen to every corner of the Tower. They infiltrated the 2nd Floor, one of the most important

floors of the Tower, to show just how far their reach goes. It can take a lot to know who to talk to or where to get access to this information but that's no longer a problem. You know all the right people to get in contact with to make things happen in FUG. This gives you access to all their information and allows you to spread false information just as easily. In future Jumps you have access to an information network of similar caliber but only if such a thing could exist in that Jump.

Forger of Diamonds (400)

Recognizing the talent of others is one thing but helping them reach their full potential is another. You have the ability to guide others to their full potential and expertly teach them everything you know. This will take pressure applied physically and mentally to forge them into something worthwhile. By using this method they grow faster, much faster, than they normally would. You can teach a level of mastery in a fighting style that would normally take decades in a year. Your students will also greatly appreciate your tutelage since you made them into better versions of themselves (this does require you to have their best interest at heart on some level though).

Slayer (600)

The Slayers are the gods of FUG. They are the ones that they have placed their faith in to make their wishes come true. Specifically, they must complete a single task and for that task FUG worship them as gods. They must kill one of the Ten Great Family Heads or Zahard himself. These are the first Irregulars to conquer the Tower and they formed an empire that lasted thirty thousand years and have only grown stronger since. With all this in mind, FUG chooses their Slayer's carefully and they are all incredibly powerful in the hierarchy of the Tower.

Pick one of the Ten Family Heads or Zahard, you have an ability that is the perfect counter to their abilities. You can also designate a target once per Jump and you will gain abilities that will counter their strengths and target their weaknesses.

See Notes for more details.

Capstone Boosted

You are just as strong as any of the shown Slayers but that still isn't quite enough to kill a Great Family Head, let alone Zahard himself. Sometimes it comes down to Fate, which now bends around you to complete your goal. Your designated target ability now grows and expands, any attacks you make against your target have the potential to kill them. This works on immortal beings, beings of incredible durability, and even beings of a more esoteric nature. If they are significantly stronger than you, then you can't kill them outright but all attacks will injure them. For example, if they are a hundred times stronger than you, you must attack them a hundred times.

This also makes all attacks do more damage passively to things that are connected to your designated target. The closer the connection, the greater increase to the damage.

See Notes for more details.

Power of Souls (600)

There once was a monster in the Tower. He drove billions to fight and die all for his own pleasure and gain. He had the ability to gain power from the billions of deaths he caused and from that grew to be considered a god. You have this ability, anyone killed within a ten mile radius of you is absorbed into you and becomes a source of your power. This lets you 'burn' the souls you have gathered to drastically increase the power of all your abilities. Once they are burned the souls are gone and they do not regenerate.

Capstone Boosted

Your power over souls has now become absolute. If you are more than ten times stronger than anyone you can instantly absorb their soul. Remember, the weaker the soul, the smaller the boost to your power. The souls that you 'burn' no longer disappear and will regenerate. Weak souls regenerate in about an hour, but stronger souls take much longer. Souls of a Ranker take about a day, Advanced Rankers about a week, and High Rankers take about a month.

Ten Great Family Member

Family Specialty (100)

Every family has an innate skill that flows strongly through the Family blood. Through battle and competition the Family talent was enhanced and maintained through the millenia, with all those found lacking abandoned in the pursuit of power. Some Family Heads even went so far as to make contracts with the Administrators to guarantee the supremacy of their specialty throughout the Tower.

This perk requires the Great Family Member Origin in order to purchase this perk.

This perk can be purchased twice, one for each parental lineage, with only the first being Free, the second is full price.

Ari Family

The Ari family are renowned for their skill with Needles and you too have their immense talent. You learn Needle based techniques and skills ten times faster than the average Regular and those skills are ten times more effective in combat.

You also get the Bonded Needle Perk for Free

You can also choose to have blonde hair and blue eyes, the one known example of an Ari family's appearance.

Arie Family

The Arie Family is the strongest family in the Tower thanks to their Family Head holding the highest Rank of all the Family Heads. The skill that makes them the strongest is their total mastery of Swords. You learn Sword based techniques and skills ten times faster than the average Regular and those skills are ten times more effective in combat.

You also get the Arie Family Swordsmanship Perk for Free.

You can also choose to have white hair, the common trait with all those with Arie blood.

Eurasia Family

The Eurasia Family is known for producing incredibly powerful Wave Controllers and being incredibly adept at manipulating Shinsu in general. You are also capable of incredibly deep and restful sleep. This doesn't give any added bonuses, sleep just feels even better than it did before.

You also get the External Shinsu Prodigy Perk for Free.

You can choose to have pink hair, a trait seen with those with Eurasia blood.

Ha Family

The Ha family is one of the three strongest Great Families with a large number of powerful rankers. They are known for their incredible skill with martial arts and their strong and durable bodies thanks to their unmatched skill with body reinforcement. You learn martial arts based skills and techniques ten times faster than the average Regular and those skills are ten times stronger in combat.

You also get the Incredibly Strong and Durable Perk for Free

You can choose to have black hair and red eyes, a trait seen with those with Ha blood.

Hendo Lok Family

The Hendo Lok family is considered the weakest of all the Great Families because of a contract that the Family Head made with the Administrators which curses his children with short lives. Despite that fact, they are known to have the strongest defensive powers of any family in the Tower as well as having incredibly high Shinsu resistance.

You can take ten times more damage than the average Regular and you learn defensive skills and techniques ten times faster.

You also get the High Shinsu Resistance Perk for Free.

Khun Family

The Khun Family is one of the three strongest Families and is the largest of all the Families. They have an incredibly harsh policy that all children at the age of 10 must fight with the winners being considered true members of the Family and the losers being abandoned. They are famous for being the strongest Spear Bearers in the Tower. You have inherited this talent and learn all spear related skills and techniques ten times faster and they are ten times as effective in combat.

You also get the Cunning of a Douchebag Perk for Free

You can choose to have light blue hair, a common feature of the Khun family.

Lo Po Bia Family

The Lo Po Bia family is one that is divided into 20 branch families, each dedicated to one of the powerful beasts that the Family Head controls in battle. You are also incredibly skilled at using Anima and using more animalistic skills. You learn all animal related skills and techniques ten times faster and they are ten times as effective in combat.

You also get the Anima Perk for Free

Po Bidau Family

The Po Bidau family is very mysterious but is known for having a strong relationship with the Workshop, where most of the Tower's powerful Items are made. All males must join the Research Association, a group dedicated to the development of powerful items, and you have the talent to join this elite group successfully. You learn how to effectively use and make Items ten times faster and they are ten times more effective in combat.

You also get the Item Creator Perk for Free

Tu Perie Family

Another Family that keeps to itself but is still powerful and influential all the same. They are led by Tu Perie Tperie who was the strategist for the Great Warriors as they completed their climb. The family's skill and ability with Lighthouses is reflected in their ability to create the strongest Lighthouse in the Tower, the Operas.

You also get the Lighthouse Prodigy Perk for Free

Yeon Family

The Yeon Family is a special Family in the Tower with their Family Head having no actual relation to their descendants. Yeon Hana, the Family was given the primeval flame from the ancients, a power that her descendants can inherit. That talent was something that you inherited as you learn flame related skills and techniques ten times faster and they are ten times more effective in combat.

You also get the Special Flame Perk for Free

You can choose to have black hair and pink eyes.

Strong Body (100)

All the members of the Ten Great Families are known for their incredibly strong bodies. This gives you a body that puts you head and shoulders beyond the average riff raff that make-up the Regulars. This gives you strength, speed, durability, and endurance that is twenty times greater than the normal Regular. You also have the potential to grow far beyond that starting point with little effort. It'll take about a year of serious effort to reach the level of a Princess of Zahard from this starting point, which is an incredible feat in itself.

Your Reputation Precedes You (200)

Every Regular knows the telltale signs of a member of the Ten Great Families, what hair color to look out for and what abilities to keep watch for. Now this doesn't help them in actually surpassing the difference between you but it does mean that you are taken seriously. This also

gives you a level of respect from all the Regulars and other members of Ten Great Families treat you as their equals. Now different families have different relationships with each other so keep in mind that this reputation won't always be for the better.

Branch Family (200)

You were born into one of the branch families of your Great Family. This is still a great boon compared to being a normal Regular and has benefits besides. Your family recognizes that you have the potential to bring them greatness and you have the potential to live up to that. You are a master of the branch families speciality which is an offshoot of the Main Family's speciality. See Notes for more Details.

Direct Descendant (400)

The strongest connection within a Family, you are a child of the Family Head which massively increases all your abilities given to you by your blood. You learn incredibly quickly about a hundred times faster than the average Regular. This works for all abilities focused on your Family's speciality and for your physical growth. You grow fifty times faster than normal for all other skills.

Political Schemer (400)

The Ten Great Families have been in a political battle for power since they succeeded in climbing the Tower and built the Zahard Empire. The most obvious example of this is the Zahard Princess competition where all the families struggle for favor with their most powerful daughters. Assassinations, both mortal and character, are just one example of how they fight for influence. You also have a mind for such scheming and are very capable at seeing exactly how to make the best of a situation. This comes in the form of instantly being able to perfectly measure the pros and cons of each choice and determine what outcome works best for you.

Favorite Child (600)

You have earned the attention and affection of the Head of your Family, this can be a good or bad thing depending on who they are. This is a result of you developing a style that branches off of the Family Speciality with the potential to start your own branch family should it be developed. What form this takes is up to you and you can be creative so long as it is branched off of the Family Speciality.

If you reach the level of a High Ranker, then you will be rewarded with a Branch Family all your own and that family will follow you from Jump to Jump.

Capstone Boosted

The Head of your Family is now wary of your potential as they recognize that your speciality will easily match the Main Style and could possibly surpass with enough effort. How they treat you in response depends on the Head but they won't be openly hostile unless you directly challenge/oppose them.

Next Family Leader (600)

There's something to be said for being able to lead a Family for tens of thousands of years and have them grow all the while. That's what your Family Head was capable of and you are a match for them in that regard. Your leadership and planning ability far exceeds what's capable for a mortal human. How exactly you use this ability affects what it does. If you start leading a military campaign, then you master battle strategy and all the skills necessary to be a master of war. If you take over a corporate company, then you master the corporate ladder and greatly boost the growth and profitability of your company. These are just examples and all the different styles of leadership don't transfer to the different categories, but you do master them faster the more you know.

Capstone Boosted

Leadership is all the same really, it's just giving others commands that they are willing to follow. You are a match for Zahard, the King of The Tower, in leadership ability. The Tower is home to Hundreds Billions of people and almost all of them follow Zahard with utmost faith. You can lead billions of people just as easily as you can lead an elite team of a handful of individuals. All perks that affect small groups under your command also extend to everyone that follows you. They must genuinely follow you in order to gain this benefit though.

Prince of the Red-Light District

Instincts of a King (100)

You may not be the strongest Regular in the Tower, you are probably not the smartest either, but you constantly find yourself in dangerous situations despite that fact. The weakness you have compared to the greatest Regulars in the Tower has prepared you to survive despite fighting outside your weight class. You have powerful instincts telling you exactly how much of a threat anyone or anything is to you. This gives you a sensation relative to their threat, with enemies weaker than you will feel like a bug crawling on your skin and scaling up relative to the threat. You have to be aware of the threat for your instincts to pick them up, however.

Drive for Adventure (100)

When Zahard climbed the Tower, it said that he was craving an adventure like no other. You have inherited this craving and it will serve you well. When a challenge presents itself, you feel yourself rising to the call. This doesn't increase your abilities but it does hone them. You grow twenty times faster when on an adventure that pushes you to your limits.

Bomb Master (200)

Shinsu Bombs are powerful weapons in the Tower, they condense Shinsu inside them to release devastating effects. These Bombs are difficult to control and have specific effects for unique situations so not many people use them in combat. You have figured out that you can use Shinsu Bombs to fight monsters who outclass you in every respect outside of your cunning. You know how to make Shinsu Bombs with the necessary equipment and how to effectively use them in combat. If you have enough time and knowledge, you can make a bomb that targets the weakness of just about anything.

Flawless Liar (200)

You realized a long time ago that you weren't a hero. You aren't strong enough to save the day and protect everyone you care about. That doesn't mean you could give up on that goal, so you learned to lie. To lie to yourself that you can succeed when everything you know tells you that you'll fail. Naturally, this skill works just as well on other people as well. You are a very skilled liar and are capable of making incredible bluffs on sheer grit alone.

As Very Special Person (400)

The Princes of Zahard are a very special people, nobody can deny that. Their abilities are shrouded in mystery but they have an incredible ability to survive. How this works is hard to say but it works all the same. You are incredibly lucky when it comes to surviving, capable of making the most of situations that would otherwise be the death of you. However, there does come a time when no matter your luck, you still die. So once per Jump (or ten years, whichever comes first) you revive and are fully healed from whatever killed you. You also revive in such a time and place that the thing that killed you cannot do so immediately and does not negate any progress you've made towards your goals.

Charm of Zahard (400)

For all of Zahard's faults he has led an incredibly powerful Empire for close to thirty thousand years. While his overwhelming power has helped him maintain his position, his charisma is what has convinced so many to follow him. You now have this charisma, the charisma that makes people follow you even if you fail and flounder because they know that you'll still succeed in the end.

You can also choose to have blonde hair and golden eyes, which match the one example we've seen.

Armor Master (600)

You've achieved something that the weak of the Tower all strive for, mastery of Armors. A powerful Armor can raise someone from the level of Ranker to let them go toe to toe with High Rankers. While the creation of this Armor is beyond you, you have a good sense of where to find a more powerful Armor than the one that you currently use. This also gives you the skill to use any suit of Armor with no consequences and push them further than they were ever intended to be pushed. This boosts the effectiveness of any armor you wear fifty times over.

Capstone Boosted

You now only ever need one suit of armor. Because any armor that you see is instantly copied and merged with your armor, giving you all the benefits and none of the downsides. All properties stack in an additive manner with no limit. Your armor can also regenerate from total destruction to fully restored over the course of a day.

As Legend Foretold (600)

Since an Age long past, it's been said that the Prince of Zahard will take the last Test of the Tower. Zahard does not acknowledge any Princes and very few of the Tower take that prophecy seriously. Prophecy and Fate have intense power in the Tower, enough that one of Zahard's greatest powers is his ability to somehow manipulate Fate itself.

There is a prophecy of you accomplishing a task of your choice and it is known throughout the Tower. Everyone believes that you will be the one to fulfill this prophecy and factors that are outside of your control fall into place to make your success far more likely. This doesn't immediately guarantee your success but it does make it far more likely, especially if you actively work towards that goal.

Capstone Boosted

Forget likely, once per Jump, you can guarantee your success in any feat that is possible to complete. So long as it can be done theoretically, you will be able to do it in actuality. For Example, a normal human can take over a country and lead it to greatness in their lifespan, but that normal human cannot cause a sun to explode at will.

The more you can do on your own, the more you can guarantee will work with this perk.

See Notes for more Details.

Princess of Zahard

Showcase Shoes (100)

All Princesses of Zahard are incredibly beautiful, with the least attractive being 10/10 and the most beautiful being impossible to rank. You are now as beautiful as Androssi Zahard who would be a 13/10 on that scale. In combat, all of your attacks are graceful and incredible to watch with your devastating power drawing fans from all those who watch. This isn't the limit of your beauty however as you grow more physically attractive as you gain power and influence in the Tower.

Survivor (100)

The selection process for becoming a Princess of Zahard is a bloody one. One full of betrayal, heartache, and death. The selection has destroyed entire Families and led to the death of tens of thousands of girls who are desperate for power. You have reached the goal and been declared one of Zahard's Princesses, but that is only the beginning. Your awareness has been trained by you winning the selection process. You can tell when those close to you are about to betray you with enough warning to do something about it, what that something is, is up to you.

Worthy of the Title (200)

In order to be a Princess of Zahard, you must be a cut above the rest. Beauty, Power, Influence, you must have all these things in spades but there's another thing that is essential, talent. Talent to grow and adapt to compete with Princesses that have achieved Power and Influence to shake the entire Tower. You grow and master skills fifty times faster than the norm and a hundred times faster when in life or death situations.

The Ultimate Species (200)

The power granted by the blood of the King, has led to them being called the Ultimate Species in the Tower. The Princesses have incredibly powerful bodies making them stronger than members of the Ten Great Families and putting them on par with Rankers while still being Regulars. Your natural physical power is the greatest among the Regulars in the Tower and you have immense potential for growth. Your physical abilities grow ten times as fast through training and twenty times as fast by surviving life threatening situations.

You also get the Ranker's Body Perk for Free.

This Perk can only be Purchased with Princess of Zahard Origin.

No One Knows What Goes Through Your Head (400)

The Princesses of Zahard are a weird sort. Their true goals and motives are hard to keep a track of, despite the entire Tower trying to find out. You are equally as difficult to get a read on with no one being able to figure out your motives unless you tell them. This might not seem like much but this also works on those who try to ease-drop, read your mind, predict the future, and any

other supernatural method. No one can figure out your motives unless YOU tell THEM. Expect to leave many confused suitors who try to curry favor with you. This can be toggled but once someone knows this has no effect on them.

Beloved of the People (400)

The closest thing the Tower has to celebrities are the Princesses of Zahard. They are beautiful beyond measure, powerful enough to give pause to Rankers, and completely untouchable to the average Regular. You can also create followers without any real effort and tabloids/press constantly want you for an interview or a comment. Basically, this makes you an instant celebrity in any Jump with at least National level popularity and that quickly grows to International fame if you pursue it.

Worthy of the Thirteen (600)

The Princesses of Zahard have a single goal, collect the 13 Month Series and earn the privilege to be Zahard's wife. Zahard himself is against the Princesses in their goal, the 13 Month Series is also cursed to prevent them from being collected, and your fellow princesses will do everything they can to keep their own weapons and take the ones you gather for yourself. You don't care. You have the ability to earn the ability to wield any weapon. If you normally couldn't for whatever reason, then you can earn the right to wield them. How exactly you earn this right is up to you, but it must be a challenge and directly relate to the weapon you are earning the right to wield.

Capstone Boosted

You can wield any weapon, no matter their requirements and without consequences. If a weapon is too strong for you to wield, then you will not be able to draw out its full power instead of it killing you like the norm. For example, if you can only lift ten tons and you try to lift a thousand ton blade, you can still lift the sword and use it but it only has the effect of a ten ton blade.

Just a Pretty Face (600)

For some reason, very few people take the Princesses of Zahard seriously. Regulars treat them like idols when that idol could kill them as easily as breathing. Members of Zahard's army want to either curry favor or place them under their control. It doesn't make much sense but for some reason, people just don't view you as a serious threat. You could be a Princess who defeated a Ranker while still a Regular and a High Ranker won't take you seriously when you attack them with the intent to kill. The more beautiful and famous you are, the harder it is for people to consider you a serious threat. They only realize their fault until it's too late for them to do anything about it.

Capstone Boosted

You are now guaranteed to be an incredibly important individual in a Jump. Your beauty directly increases the influence you have in a Jump. How exactly this works is up to you but at a certain

point this influence becomes supernatural. You can eventually give orders that go beyond infatuation and attraction, but are still not considered mind control in any way.

Irregular

Irregular Charm (100)

You are a very attractive individual but there's something else that draws the attention of others to you beyond physical attractiveness. Whether this be your kindness or your overwhelming power, you inspire everyone around you. You make friends quickly and they all become incredibly attached to you just as quickly. This works especially well with nobility, royalty, and any In-Jump equivalent.

Unshakeable Faith (100)

Something that sets the Irregulars apart from the rest. They make up the Towers most powerful individuals, but there are people who are from the Tower who can match them (at least some of them). What makes them distinct is their vision, their dreams, and their faith. One Irregular made himself King. One Irregular wants to leave the Tower to conquer the vast world outside. Another Irregular is the greediest of all, he doesn't want to lose anyone he cares about. These goals, simple or grand, define the Irregulars and their ability to change the Tower. This gives you that faith, the confidence in yourself to truly believe that you will succeed despite all the odds. This gives that unlimited willpower and courage necessary to change the Tower forever.

Beloved of Shinsu (200)

An Irregular is someone who forced open the doors of the Tower without being chosen. This makes you an anomaly to Shinsu, the Lifeblood of the Tower. Normally, the Shinsu resists the control of the Regulars since it was Headon who let them enter the Tower, not the Tower itself. You have bypassed this limitation and can freely manipulate Shinsu without the permission of the Administrator. This ability alone puts you far beyond even what Rankers are capable of and your talents reflect that.

You automatically gain the Wave Controller Position for Free.

You also get the High Shinsu Resistance Perk for Free.

You only get the Freebies if you purchase this perk with the Irregular Origin, any other purchase only gives the basic effect.

Spell Breaker (200)

Spells are a strange power in the Tower. They follow a core set of rules, the most important being that Higher Rank Spells overpower weaker ones. The Spells Rank is determined by the Power of the Being that generated the Spell, and you have ties with a being stronger than any in the Tower, Jump-chan. You can now break any spell or contract with a mere touch. For powerful, permanent enchantments this is temporary while you are in contact with the Item.

Monstrous Potential (400)

This is what gives Irregulars the power to make their dreams into reality. You have Talent that goes beyond any that have been seen in the Tower, with only Irregulars coming close. You learn mystic related abilities at a truly insane rate compared to the average regular. (It took Baam exactly one try to form a Baang, something that took other Regulars years of practice to achieve) You also absorb skills and techniques of all kind in a unique way, ANY skill or technique used on you (while surviving the damage they deal) you learn how to perform that skill/technique. You don't instantly know how to perform that technique perfectly but with some trial and error you can master it beyond the original user.

Defeat the Darkness (400)

Irregulars are rarely alone as others of like minds gather around them to work together towards their goals. They also have the ability to change the hearts of those that would be considered their enemies. Zahard has recruited High Rankers to serve him and his Army. Urek Mazino recruited a Princess of Zahard, someone who is considered to be his mortal enemy. Baam has gained the trust of those who thought he was nothing time and time again. You have this unique charisma as well. By defeating an opponent who opposes your world belief and proving your convictions, they become more amicable towards your vision. This works through combat and by proving others wrong.

Worthy to Pursue Strength (600)

Power is something that corrupts, this can be seen through the Ten Great Families, the Rankers, and many other individuals in the Tower. You don't have this problem, the acquisition of strength only makes you a more powerful foe and will not color your perspective in any way since you have a reason for this strength, whatever that may be. You also have the incredible power to absorb any and all power safely. Someone can turn you into a Living Ignition Weapon of no consequence to you, you can absorb the power of millions of souls and not be overcome in the slightest, a parasite trying to take control of you will have no success and you will be able to fully control their powers, etc. The only caveat is you must let the powers you absorb acclimate to your body. You will get access to their full powers once you master them and the total boost to your power is greater than the sum of your parts.

Capstone Boosted

Forget acclimating, you instantly have full access to any power that you absorb. The time that you would normally spend acclimating the power, if you chose to take the time, increases the overall power of what you absorb and continues to grow as you use it. How exactly this works is up to you so fanwank responsibly. It must be a power that can be absorbed, like the aforementioned examples, or you need a secondary power that allows you to absorb them.

Revolution (600)

You are capable of Revolution, an act of self-discovery that is similar to Enlightenment. By going through this process individuals are capable of immense growth and refinement of their

abilities. It takes an enclosed space that is densely packed with Shinsu to perform this normally, but you are capable of doing so through meditation alone. It still takes time to complete a revolution, about a year of meditation (this can be sped up through using a Rice Pot to a month). This meditation does not need to be consecutive but once you spend the full year, every power you have doubles in mastery and power. You can only go through a Revolution once per ten years or Jump, whichever comes first.

Capstone Boosted

You can now perform the Revolution on others, guiding them through the process and having their Revolutions and your own taking half the time. But that's not the true effect of this power, just a byproduct. Your mere presence inspires self-reflection and discovery in others. By spending time with you others will overcome their hangups and figure out what exactly matters to them. This newfound confidence and self-discovery boosts their growth the more time you spend with them. You can choose who benefits from this growth boost but not the self-reflection, that's all or nothing.

Items

You can choose two Items of each tier to be discounted, unless otherwise specified. 50 CP and 100 CP Items are Free when Discounted. If anything is lost or destroyed you get a replacement after a day. Any weapons can be imported into other weapons to give a perfect copy of their abilities and an alt-form for that weapon to transform into the weapon purchased here.

The FUG Member Origin gets 200 CP to spend here.

A Member of the Ten Great Families get 200 CP and Direct Descendents get 400 CP instead.

Princess of Zahard gets 400 CP to spend here.

Pocket (Free/200)

This is a necessity to climb the Tower, a tool that fulfills many functions that make the climb possible for the Regulars of the Tower. It translates the languages of the Tower so that everyone can communicate freely, the higher the Rank Pocket the more languages they translate. It also has a timer function and can be used to make calls and send messages through the Pockets. Cell Phones can be linked to the Pocket to use the communication features more freely.

Contracts with the Administrators are made through the Pocket and this contract allows normally Regulars to manipulate Shinsu on each floor. The Pocket also has an invisible mode where it floats freely around you until you disable the cloaking device.

For Free, you get an E-Rank Pocket which is what all Regulars get before they start their climb.

For 200, you get an A-Rank Pocket, this is the highest quality that translates all the languages of the Tower.

See Notes for more Details.

Basic Weapon (Free)

Most Regulars start their climb with a weapon that is unique to them and that they familiarize themselves with in their lives before the climb. This weapon takes the form of whatever you'd like so long as it is a single-person weapon that doesn't exceed modern levels of technology. Giant Axe? Sure. Sniper Rifle? No Problem. Lightsaber? No, nice try. Tank? Gotta be single person.

Stylish Wardrobe (Free)

You can say many things about the Regulars and Rankers of the Tower but they all stand out as unique people. Something that sets them apart is their stylish clothes or iconic outfit that they wear most often. You also get a stylish outfit that fits right in inside the Tower and can be specified to your tastes. This outfit doesn't give any unique benefits but it matches your innate durability so it won't be an attack that won't damage you won't damage it. If it is damaged or destroyed a new copy will appear in your Warehouse or Inventory.

Points (50)

The Tower is a truly massive place with different cultures on each floor with their own currencies in response. Since Regulars and Rankers have their own economy in the Inner Tower,

Points are the most common currency and the one that is seen used in the Tower. Points have no set value since it changes from floor to floor but they are still incredibly useful to have. This gives you 100,000 Points that refills once a year. Each purchase moves the decimal point to the right one place.
See Notes for more Details.

Model of Regular/Ranker (50)

This gives a model of a Regular or Ranker in the Tower. It is a plastic statue that is perfectly in their likeness and will swap through any outfits they have been seen wearing. The clothes are not removable, but these models are incredibly collectable. You get one of these for free after defeating one an enemy if you want it. If you befriend them and get them to acknowledge your friendship you can also get a model of that person.
See Notes for more Details.

Unlimited Chocolate Bars/Bananas (50)

Rak's favorite treat. This gives you an endless supply of Chocolate Bars and Bananas that you can share with anyone you like. Give them to Rak. He's a good Aligator.

Observer (100, Free to Scouts)

This gives four Observers, small, round drones that are operated by their user to gather visual and auditory information. These four Observers are of average quality that goes up as your Rank in the Tower goes up. If any of these four are destroyed or damaged another replaces it within a day. They can turn invisible, project information, and be used to hide someone's presence.

Wand (100, Free to Wave Controller)

This is a tool that Wave Controllers use to increase their ability to manipulate Shinsu, the exact nature of how they work isn't explained but they work. A Wand will increase the effectiveness of all Shinsu Techniques and Manipulation by half.
See Notes for more Details.

Basic Arms Inventory (100, Free to Fisherman, Discounted Scouts)

One of the forms of Inventories found throughout the Tower. Arms Inventories are designed to store close range weapons like needles, swords, hooks, and bombs depending on what items the user stores in them. A Basic Arms Inventory floats around the user when called and has both an invisible and visible mode.

Basic Reel Inventory (100, Free to Scouts, Discounted Fisherman)

One of the forms of Inventories found throughout the Tower. Reel Inventories attach themselves to Arms Inventories to be used in conjunction with Reels. This allows for the manipulation of the length and direction the line travels through Shinsu. These Lines can be tied to Needles and Hooks in order for them to be manipulated from a distance.

Pipe (100, Free to Spearbearers)

One of the forms of Inventories found throughout the Tower. Pipes are designed to carry spears and are known for being very heavy which makes maneuvering with them much more difficult than the other Inventories.

Basic Lighthouse (100, Free to Light Bearers)

A floating cube that gathers information and emits light into the surrounding area. They also function as powerful computers that connect to the 'internet' of the Tower. You have limited access to information in the Tower's 'internet' with you getting greater access the higher Ranked Regular you are. Lighthouses are also capable of generating barriers and shields based on the skill level of the user and the quality of the Lighthouse. It's also possible to enhance the abilities of those with the Wave Controller and Spear Bearer positions by handling some of the calculations that they would normally handle.

Basic Armor Inventory (100)

One of the forms of Inventories found throughout the Tower. Armor Inventories are floating defensive structures that act as an extra layer of defense. Not many Regulars have Armor Inventories since they are expensive items to purchase in the Tower. A Basic Armor Inventory floats around the user and has both an invisible and visible mode.

Fine Grape Wine (100)

Fine Wine is hard to find. You now have an endless supply of the highest quality wine. It comes in the form of a single bottle that when poured into a glass its taste alters to be what the drinker most prefers. It's alcoholic content can be none or enough to give planet sized creatures a strong buzz with a single drink and anywhere in between. This can only be used for drinking, any attempts to use the wine for anything else causes it to spoil and lose all worth.

Lantern Reel (100)

This is a special weapon that acts as a combination of a staff and a lantern that's attached to the end. The Lantern and Staff are attached through a reel that can allow you to fling the Lantern around by manipulating the Staff. Inside the Lantern is a crystal that you can imbue with Shinsu to give effects. These effects are limited by your ability to manipulate Shinsu.

Zahard's Ring (Free and Exclusive Prince of the Red-Light District)

This is a crimson ring with three eyes carved into it, the symbol of Zahard. This is one of the parts of the key which leads to the unexplored area of the Tower and it's true power is surrounded in mystery.

Shinsu Bomb Armory (200)

This is a collection of Shinsu Bombs of varying strength and use. You start with a dozen bombs that are strong enough to kill a Regular with a direct hit. These refill at the end of a day. Any bombs that you purchase and add to the Armory also refill one day after use. It also comes with

all the materials necessary to make Bombs with specific targets and effects, but it does not provide any knowledge or skill to do so. This armory is a warehouse add-on that can be accessed through a Weapon Inventory or a Pocket.

Bell of Dawn (200)

A powerful bell that when rung it drives away evil spirits. This is a perfect copy of the original with none of the history.

The Rice Pot (200)

This is a powerful location that is hidden on the Hell Train, where the God of Guardians lives. This powerful being is a legendary teacher that instructed Zahard and the Great Warriors on the act of Revolution. Revolution is a powerful form of Enlightenment that greatly enhances the practitioners ability through self-discovery. It requires a compact space that is dense with Shinsu to properly complete. This Warehouse Add-on is exactly that and inside any meditation or meditation adjacent abilities are twice as effective. One hour meditating inside is the same as meditating two hours outside.

Segregation Drug (200/400)

The Tower is full of immensely powerful creatures that bond with hosts in order to more freely move around the Tower and give their abilities. This drug allows the user to inject such a bonded individual with this Drug and the Host and Bonded Creature are forcefully separated. The two beings cannot rebond for about a day since the drug's effect lingers. The 200 CP version requires that the two must be defeated by you first in order for the Drug to be effective while the 400 CP version has no such limitation. This refills once a month but does not stockpile, you also have the recipe to make more. This is immensely difficult to create, however, so keep that in mind.

Ignition Weapon (200/300)

This is a unique form of weapon that is very rare in the Tower. They are weapons that are bonded with a soul of Shinsu which sets them apart from normal weapons of the Tower. They have two forms, their base form and their ignited form. In the base form, they are powerful weapons in their own right but when they ignite they create a tremendous boost in power, enhancing speed, damage, etc.

This gives an ignition weapon on par with Narumada, which is powerful but nowhere near the power of the 13 Month Series.

For 300 CP, you merge with the Ignition Weapon becoming one of the few Living Ignition Weapons in the Tower. This gives you a unique existence where for the rules of the Tower you count as both a person and an item. A ball of Shinsu floats behind your back at all times and you can manipulate that energy in different ways. Some examples: Shinsu wings for flight, Shinsu

fists to attack and defend from a greater range than normal, taking the form of weapons, etc. You can ignite your weapon for a tremendous boost in power and speed.

You cannot be a Living Ignition Weapon if you take the Drawback "No Item Run"

Anima Companion (200, One Free Anima)

This gives you an Animal Companion that works exceptionally well with Anima related abilities. This can take many forms but it grows in power with you as you climb the Tower. You can look to the Lo Po Bideau Branch Families for examples but it can be just about anything.

Sealing Chamber (200/400)

The Tower is filled with incredibly powerful people that are difficult to kill thanks to the immortality granted by the Administrators. The residents of the Tower are an innovative bunch and have come up with powerful prisons they call sealing chambers to contain their foes. You now have a warehouse add-on that functions similarly. For 200 CP you have a single Chamber that, if you can get the target inside of it, will permanently seal your target until you release them. For 400 CP you have as many Chambers as you want.

High Quality Suspensium (200)

This is the material used for Inventories, Pockets, and Lighthouses and what allows them to float freely. You have enough to make a dozen items around the size of Inventories, Pockets, or Lighthouses and this refills once a month. This stockpile builds up overtime and after the course of a few years you might have enough to make a Flying Ship all your own.

Manbarondenna (200)

The Manbarondenna is a bag used by Khun Ageuro Agnis, one of the Regulars who befriended the Irregular Baam. You now have a perfect copy that wasn't stolen from the Khun Treasury so no need to worry about any consequences. This is a powerful bag with many abilities. It is supernaturally durable, capable of blocking blows from a non-ignited Ignition Weapon. It can copy any non-living items placed inside it. Has a limitless amount of storage. Can store living individuals inside.

Enna Core Upgrade (400)

This is a powerful computer program that can be used to upgrade Lighthouses to be able to use the powerful Enna Core ability. This allows for the linking of multiple Lighthouses to make an unbreakable barrier that functions by teleporting the person trapped inside when they try to leave back inside. This takes an immense amount of skill, the amount of skill that an Advanced Ranker would have, in order to use. By purchasing it here, you can use it freely and so can anyone that uses a Lighthouse that you've installed the upgrade in.

Hoard of Divine Sea Fish (400)

The Divine Sea Fish or Shinheuh are the creatures that live in the Shinsu of the Tower and are one of the most dangerous obstacles that every resident of the Tower must deal with. You have about two dozen Divine Sea Fish that will follow your command. They gain power as your Rank goes up in the Tower, one of the Fish is a serious threat to the average person of your Rank. Until you have a Rank they are about as strong as a Barnacle Goblin which would pose a serious threat to the average Regular on the Second Floor.

Invisible Inventory (400)

This is an immensely powerful and rare inventory that functions as both a Weapon and Armor Inventory. Any weapon or Armor that is stored in this Inventory is invisible even when actively used to attack others. People with incredibly high Shinsu Awareness can still sense them moving through Shinsu but those people are very rare and powerful.

Bong-Bong (400)

This is a fairy that floats around the user that gives them incredible teleportation powers. It can teleport at the user's will and it's only limitations are weight and distance. It can teleport a single person several miles away so long as you have coordinates or now how to get to the targeted location. It normally grows less effective in high concentrations of Shinsu but since you're buying it here you can ignore that. You can also choose the color of the Fairy and the energy it wraps around you to teleport.

Floating Ship (400)

Floating Ships are a very common form of transportation in the higher floors of the Tower and you have one that can carry about a hundred people and can travel several hundred miles per hour. If damaged or destroyed it reappears in your warehouse within a day.

White Heavenly Mirror (400)

This is a powerful blade that was created by the Workshop to be a reward for one of their games. You have a perfect copy of that blade now. It is said to have three abilities but only one of them has been made known. The one ability that has been shown is incredibly powerful. The user can stab a target and seal them inside the blade. There are only two known ways to break this seal. Either the user of the blade lets them out or the distance between the user and blade exceeds half a mile.

Blood Tamara (400)

An Item that is stored inside the owner's blood so that it can be activated at any time. For one second they are completely invulnerable and it takes about fifteen seconds to recharge. This can be removed from the owner with the owner's consent and transfer the ownership to another person.

13 Month Series Replica (400)

The 13 Month Series is the most famous set of Ignition Weapons in the Tower, one of them is a Weapon Inventory however, and are what the Princesses of Zahard fights over. They make up one half of the key that unlocks the unconquered floors of the Tower. By purchasing this you have a perfect copy of one of the 13 and all of it's unique powers.

If you are a Living Ignition Weapon, then you can merge with your Replica for a tremendous boost in power and versatility based on which Month you merge with.

See Notes for more Details.

Emile (400)

Emile is a chat bot created by the Workshop that is capable of answering and asking questions. It is capable of creating 'artificial paths' which can be used to alter the future in some ways. You have a chat bot of equivalent intelligence and sophistication which is the same as a learning AI and is completely loyal to you.

Armor Suit (400/600)

There are many powerful individuals in the Tower that do not have physical abilities to keep up with the higher levels of the Tower. If they are lucky, then they start using Armor Suits of varying strength to make up for their lack of power. The most famous example of this is Karaka, a FUG Slayer, who is able to keep up with High Rankers thanks to the raw durability of his armor. For 400 CP you have an Armor Suit that can keep up with Rankers, making most threats as you climb the Tower virtually ineffective. For 600 CP you have an Armor Suit that can keep up with High Rankers, High Rankers can still damage it but you'll be able to fight on equal footing.

Needle of War (600)

This is a perfect copy of Zahard's Needle when he climbed the Tower as a Regular; its name is Lecalicus, the Needle of War. This is a transforming weapon that has three forms. The first form is the Lecalicus form where it takes the shape of a wide, white blade that extends into a large snake creature which is under your command. The second form called Coelacanth, this form condenses into a thinner size and turns red, this form has a much wider attack radius and shoots beams of devastating power. The third form is the most powerful called Leviathan, it grows thicker and longer and is coated with red electricity. The Needle is tremendously powerful and grows stronger with each transformation.

Thryssa (600)

Thryssa are small remnants of fallen Administrators that are capable of boosting the power of their hosts immensely. They are capable of high levels of Shinsu manipulation and transforming the host's body to greatly increase their physical abilities. Thryssa can normally take over the host and influence their personality over time but since you're paying a premium price this Thryssa has no such downsides. You can also pick the color that the Thryssa takes but this is purely cosmetic.

There is no known limit to the number of Thryssa a powerful host can maintain but the most seen is two.

Kranos (600)

This is a copy of an Ignition of immense power, one of the most powerful among all the Ignition Weapons of the Tower. It was originally used by a High Ranker that accompanied the Great Warriors during their historic climb. It is capable of near absolute destruction of a specific target once per day on any floor of the Tower. This translates into you being able to use this Ignition Weapon anywhere, once per day, with no consequence.

Opera Lighthouse (600)

The Opera Lighthouse is the strongest type of Lighthouse in the Tower which makes the role of a Light Bearer completely unnecessary. This works by extending the range of this Lighthouse to Infinity, having an unknown maximum range. It can gather information and spread that information to anywhere in the Tower. It's also capable of stopping beings as powerful as Urek Mazino with the Barrier they create.

See Notes for more Details.

Mirror of The Past (800)

One of the greatest creations of the Workshop, a mirror that makes a digital copy of those who look into it and inserts those copies into a digital world of the Owners creation. You have complete control of this world and can do anything you please to the inside of the digital world. You can choose to give the digital people who serve as the 'NPCs' of the world free will or make them completely subservient. You do not have control of the digital copies of those who enter the world but beyond that you can do just about anything.

Floating Castle (800)

Floating Castles are structures made almost entirely of Suspendium that float through the Tower and can be manipulated by the owner of the structure. This castle is about the size of New York City and can hold close to ten million people perfectly comfortably. It has powerful defenses on par with the Cage, home of Baylord Yama, and it repairs itself when damaged or destroyed.

Enryu's Thorn (800, Discounted for Irregular)

Enryu's Thorn, The Real Thorn, The King Slaying Thorn, The Thorn to Kill the King, or simply the Thorn. This immense, diamond-shaped structure of red was left behind by Enryu when he killed the Administrator of the 43rd Floor. It is an immensely powerful tool that was split into four fragments and scattered around the Tower. You have a perfect copy of Enryu's Thorn. This takes the form of four thorn fragments that have been sealed inside your body. You start with one fragment unlocked for you to use and the other three once you have unlocked their power. Unlocking a thorn happens when your body has grown completely accustomed to the Thorns

that have been unlocked up to that point. It would normally take about a thousand years to master a Thorn, but this Thorn has been designed to match your structure. So it will take you about a hundred years to master a thorn fragment and unlock the next one.

This also turns you into a Living Ignition Weapon automatically. Giving you all the benefits that would give you normally.

The Thorn itself grows in power as you grow in power with no limit. It will always enhance your power no matter how powerful you grow.

You start able to use the Thorn Fragment for about ten minutes a day before going into a berserk state as the Thorn's power overwhelms you. This time limit extends over time as you grow stronger and more accustomed to the Thorn.

Each Thorn Fragment has a unique ability that is incredibly useful in combat.

The First Thorn Fragment greatly enhances the Shinsu control of the user, giving them 'god-like' powers compared to the average Regular. This massively expands the amount of Shinsu you can control and makes it far easier.

The Second Thorn Fragment gives some level of control over space, the full extent of this is unknown.

The Third Thorn Fragment gives an unknown effect.

The Fourth Thorn Fragment gives an unknown effect.

Companions

You can choose to bring companions from previous Jumps to this Jump or bring along friends made here to other Jumps. You can bring along as many Companions as you like, but they will get no CP and can take no Drawbacks unless you use the following options.

Cannon Companion (Free/100)

The cast of The Tower of God are, mostly, interesting popular characters that any Jumper would be happy to have along for their Chain. If you can convince them to Jump and can defeat them in battle, then they can come along for free. If you cannot convince them then by paying 100 CP they will want to accompany you into your Chain. If they want to accompany you but you cannot defeat them in battle, you must pay 100 CP.

Group of Three Partners (Free)

The story of Tower of God started with three partners, Baam the Irregular, Khun the Great Family Member, and Rak the Alligator. Throwing just one person into the mix could change the balance of the story for the worse, so you can bring along a pair of friends to form your own team to compete on the 2nd Floor. You can choose to import two companions for free and they get 600 CP to pick Species, Position, and Origin. They can take as many drawbacks as they want and any friends that they make can also be taken as Cannon Companions should they want to. They cannot purchase Companions however.

Extra Import (50/200)

Two people aren't enough for you? Well alright, you can choose to bring along another Companion who gets 600 CP and can take Drawbacks for the price of 50 CP. 200 CP gets another 8 Companions who also get 600 CP and Drawbacks, so go wild.

Drawbacks

You may take as many drawbacks as you like from the following list.

One of the Warriors (+0)

Instead of starting your Jump just before the Twenty-Fifth Baam enters the Tower, you join Zahard and the other Great Warriors in their attempt to conquer the Tower. This has benefits and downsides but I hope you're up to the challenge of keeping up with the people that created an Empire that has lasted for over thirty thousand years.

Cursed Love Life (+100)

For some reason nobody loves you. This could be a character flaw, everyone you fall in love with is already in a happy relationship, they only think of you as a friend, or some other reason but you will not find any romantic love during this Jump. Companions are exempt from this.

Hunted (+100/200/300/400/500) Can be Taken Multiple Times

You are a very valuable resource in the Tower and a group knows it. They will do whatever they can to capture or kill you if you prove uncatchable. You can hide yourself from these groups or individuals but they will find you at least once per hundred years until the end of the Jump. If you kill those tracking you, then the chase ends. You can escape if you are captured but it will not be easy.

For 100 CP, a group of Regular Loan Sharks think you owe them money and will chase you down to take it out of your hide.

For 200 CP, a group of Sponsored Regulars are after you. They are an elite group of Regulars that will chase you through the Tower that number about twenty. All of them must die for them to stop chasing you.

For 300 CP, a Ranker is after you. You must kill them to get them to stop, they must die by your hand for them to stop chasing you. If you choose someone who is then killed by someone other than you or your Companions, then someone of equal power will appear and continue the hunt.

For 400 CP, a Ten Great Branch Family is after you. If they capture you they will use you as an experiment for taking your powers and sharing them among the Family. You must either kill the The Branch Family Head, a High Ranker, or kill half their family to get them to stop.

For 500 CP, an entire Ten Great Family is after you. If they capture you, you will be restrained to the floors they rule over and will mean that you spend eternity in the Tower. You must kill the family head or half the family to get them to stop chasing you.

No Connections (+100)

So, you know jack shit about the Tower. This doesn't get rid of any pre-existing knowledge of the story or information presented in the Comic but it does remove the 'memories' you would have learned from living your life in the Tower. If you take this as an Origin that lived in the Tower, then you just didn't pay attention to your surroundings or history class and the like.

Difficult Shinsu (+200/600)

Shinsu flows through the Tower and is the power that Regulars and Rankers use to accomplish their superhuman feats. In order to be powerful in the Tower, one must master the ability to control Shinsu. You have very little talent for this, about half you normally would after Species, Position, and Origin Perks are taken into account. This doesn't cripple your ability to control Shinsu but you'll have to work twice as hard to manipulate Shinsu and grow stronger with it.

For 600 CP, you're crippled. For some reason you cannot use Shinsu in any form and it is a Herculean effort to move through Shinsu up the Tower. At each floor it's like an additional 100 pounds of pressure restricting all your movements. On the Second Floor, 200 lbs. On the Fiftieth Floor is 5000 lbs. Above the 50th Floor there is a 1000 pounds of pressure added from each floor. This is lethal unless your body is strong enough to withstand that pressure naturally. Shinsu attacks also do twice as much damage as they normally would.

Zahard's Blood (+200)

Zahard's Blood is what gives the Princesses of Zahard their incredible power compared to the other denizens of the Tower. It's also how Zahard controls his Princesses. Any Princess that tries to fight Zahard feels an overwhelming pressure to submit themselves to his will. This pressure will paralyze Princesses that are significantly weaker than Zahard unless they can face him with no hesitation or fear in their heart, which is easier said than done.

Great Expectations (+200)

Urek Mazino, the strongest man in the Tower, has his eyes on you. He expects great things and if you fail to meet them then he will track you down and force you to. This doesn't mean that you are his slave or anything but he will force you to continue climbing the Tower if you start giving up. This will be painful and he will cause a lot of destruction that you will be responsible for in the eyes of the Tower. So keep going Jumper, or be ready for a world of hurt.

Potential Slayer Candidate (+300)

You are a very special little Regular in the Tower and FUG will think so too. If FUG finds out about your status as an Irregular or your nature as a Jumper, they will try to get you to join them. You can say yes and they will give you access to their resources in return for you becoming a Slayer Candidate. Or you can say no. Either way, FUG will directly interfere with your climb and will do terrible things to get you under their control. For Baam, this meant taking all of his friends hostage. If you fail to meet their expectations, then they will kill you. So be careful how you flash those unique powers of yours.

See Notes for more Details.

No Item Run (+300)

Items are incredibly powerful tools found throughout the Tower. The greatest of them are created by the Workshop and can elevate one's power level tremendously. You have decided to use no such items, instead stuck with the freebies given to you by this jump. That means you have one weapon, your Pocket, and a set of clothes. Any other Items from this Jump cannot be

accessed until after you have completed your climb. You can use stuff from your Warehouse just fine, but nothing from this Jump. This includes any purchases made in the world, vehicles do not count but you cannot pilot them.

Cursed One (+300) Cannot be Taken with Administrator

There are many species that have angered Zahard and his empire, those Species are considered to be Cursed Ones. The races called Cursed Ones have been hunted down and eliminated by Zahard's Army, leaving few survivors if any. You are one such survivor, this makes you a cross breed with a cursed species and whatever species you chose. This means that you are looked down on by those of Ten Great Families and those who are closely tied to Zahard's Empire. They won't kill you outright, but don't expect them to do you any favors.

This basically means that they think of you as worse than dirt considering they treat most Regulars not from the Ten Great Families as trash.

Potential Threat (+400)

Zahard, for all his power, is a very scared man. He is terrified for his reign to end and knows that only an Irregular can end his reign due to his contract with the Administrators. So he's on the lookout for you and if they find out about your Irregular nature or your status as a Jumper they will come after you. The Zahard Empire will recognize your potential threat and has determined that you shouldn't be allowed to climb the Tower. They will sneak Rankers, none as strong as an Advanced Ranker, into the Tower to interfere with your Tests and make them more difficult. They won't directly harm you or your companions due to the Laws of the Tower, but if you ever fail a test it will almost certainly lead to your death.

See Notes for more Details.

Eyes from Above (+400)

Something about you has drawn the attention of the Administrators. They all will watch you very closely as you climb the Tower and any time you break the rules will punish you harshly. This means that anytime a Ranker is seen with you they will instantly be teleported out of the Floor to a faraway floor. This only works on Rankers that are treated as your ally and none of the enemies so that means no help against any Rankers that are after your head. There are select locations where the Administrators cannot see in their Floors, but finding them is incredibly difficult.

Outcast Princess (+400)

You broke one of the Rules of the Princesses or you are a result of another Princess breaking such a rule. Zahard's Empire is after you and they want you dead. Expect for Rankers and Sponsored Regulars to try and take your life. It is possible to hide your identity, but once it's out you cannot get the secret back underwraps.

All Alone (+400)

You cannot bring any Companions with you into the Tower. They will stay in your Warehouse and you can interact with them there but they cannot leave. You can still purchase Companions to make purchases with the 600 CP they get but no Drawbacks. You cannot use any Items that they purchase until the end of the Jump.

Warehouse Lockout (+400)

You are locked out of your Warehouse. You cannot use any Items from out of Jump, limiting you to Items you have purchased from this Jump. If taken with All Alone, you have no access to any Companions at all for the duration of the Jump.

Slaughterer of Witches/Dwarves (+500)

The Red Witches and Silver Dwarves are a mysterious group that have close ties to FUG and Zahard respectively. They don't fear death, since they all believe that they'll reach their destiny eventually and since they see their destinies they know when it is their time. The groups think that you killed several of their number before their time, effectively giving them a fate worse than death. They will do everything they can to have you killed or delay your plans as much as possible. The groups themselves are not very powerful, but they have close ties to powerful organizations so expect FUG and Zahard's Army to come calling at the worst possible time for you since they know exactly when that is. Killing the Species off will only make matters worse as they are key to their respective organizations so be wary about retaliating against them.

Power Lockout (+600)

You are now stuck with only your body mod and the powers purchased from this Jump. You will need to deal with powerful enemies, beings capable of feats of immeasurable damage and with the same level of durability. So be ready for a challenge.

Solo Run (+600)

The Tower cannot be climbed alone, that's what everyone who has ever climbed it has said. You must prove them wrong. You cannot work with anyone and any tests you take must be done alone. If the Test Admin says that this is not allowed, then you're allowed to take the Floor Administrator's test but this is significantly harder and is also intended for a group of people to complete it.

Enemy of Zahard (+800)

Zahard himself has deemed you a threat and demands your death. The Zahard Army is after you and they will do everything in their power to kill you. They have many Rankers, Advanced Rankers, and High Rankers which will attack you throughout your climb. If you make it all the way to the 134th Floor, then you must face Zahard and all his power. Good Luck.

Phantasium's Foe (+1000)

Well... I guess if you really want to take this you can but this is almost certain death. Phantasium is a mysterious figure that showed up in the Tower and killed all of Zahard's Royal Guards with

ease, all of them were High Rankers, and then disappeared. He's an Axis-User, something that hasn't been explored at all in Tower of God and according to the author, nobody in the story comes anywhere close to their power. An Axis-User is supposedly someone who can manipulate the 'story' of a world, which makes them Reality Manipulators and Phantasium is supposedly the strongest of all the Axis-User. It's *possible* to defeat him but I really don't recommend trying. See Notes for more details.

Spark Scenario

This is an End Jump where you can Spark. The requirement? Reach the top of the Tower. Floor 135 is not the Top of the Tower, just the extent of the Tower that has been conquered. Just reaching the 135th floor is an incredible feat that the entire Zahard Empire will do everything in their power to stop you. In order to reach floor 135 and the rest of the Tower, you must gather all the 13 Month Series and Zahard's Rings. Together they form the key to the upper floors which was sealed and locked by Zahard. But that alone is not enough to reach the Top, you must make it all the way to the Top. Nobody knows how many Floors there are but until that number is revealed, there are 300 floors. Each floor is increasingly difficult growing at an exponential rate.

If you make it to the top, you will be an incredibly powerful being at least as strong as the Administrators who are as strong as Gods. Your Shinsu manipulation will evolve into reality manipulation which goes beyond the limitation of just about everything.

Notes

Pride of the Hunter

This removes outside factors from a fight and both fighters will only fight with their own skill and power. Outside interference is impossible until the end of the fight and neither of you can run away until one is defeated. Be careful using this because you cannot escape or have outside help either. Because that's the Pride of the Hunter.

Path of the Pilgrimage

This gives you access to just about everywhere inside of a Jump. You can get anywhere, faster than you normally would. You will still get punished for being places that you should not be and this only works while you have the freedom to move. This doesn't work while you are restrained or in any place that doesn't connect to where you are wanting to go, like a separate dimension or reality.

True Shinsu Manipulation

This gives a level of divinity when in the Tower, you can do just about anything with Shinsu. Create structures of Shinsu, elemental effects, massive blasts of destruction, you name it you can do it. So long as it doesn't breach Reality manipulation you can do it.

Immortality

You can still die with this, powers that break contracts or 'spells' still work on you. Things that can instill the concept of death can work but they must be a stronger magic caster than your skill with Shinsu.

Ruler of Territory

This can work in conjunction with any powers you possess, so if you have an ability that reaches to the location that a rule breaker is at you can impose a consequence. If you have the ability to call down lightning over the range of a city and you are the mayor of that city, then when a rule is broken you can call down lightning on that rule breaker.

Contractor

You can give anyone a copy of your perks or skills. They must learn how to use these powers and everyone will have a different affinity for a power. They cannot exceed your power level or skill in any ability on their own, but if they get really creative they can learn things about your power that you have not figured out for yourself.

For example: they cannot make a fire blast that is stronger than a fire blast you can make, but if you don't know how to split the fire blast into a dozen blasts they can figure that out on their own.

The Single Strike

This reflects the ability of a master Spear Bearer to make one decisive strike at the perfect moment in a battle. Your attack does not grow any stronger, it's just more effective. For Example: If you have the strength to obliterate a building, then you cannot obliterate a mountain but you might be able to cause a mudslide that changes the shape of the mountain.

Plus Tendency

Normally, a person can only control so much Shinsu and when they focus on a single part of Shinsu Manipulation, Number of Baangs, the Size of a Baang, or the Density of the Baang, the other parts grow weaker as your focus shifts. Someone with Plus Tendency doesn't have this problem as the more Baangs they can control, the larger your Baangs grow and the stronger the Baangs are.

Zero

This is the wisdom of a master giving you the ability to look at every technique you have, no matter the power, and find any and all faults in it. Normally, it takes the aid of someone else to find flaws in a fighting style but by using Zero you can do this automatically by relearning that technique from the position of a master. ALL techniques will grow stronger through this technique but how exactly that works is up to you so fanwank.

The Riddle

Everything about the Tower of God is mysterious, that's part of the story's allure. By taking this you are embracing the very core of the story and the Jump itself rewards you by boosting the Capstone Perks you purchase.

Ranker's Body

There is no specification as to the exact physical abilities of a Ranker, probably because they are all so different with different fighting styles and focuses. However, it is next to impossible for a Regular to defeat a Ranker with only two known examples. Maschenny Zahard, who defeated a Ranker as an A-Rank Regular and The Twenty-Fifth Baam who will eventually defeat Rankers as a C-Rank Regular. So by taking this perk, you have pure physical abilities that let you fight Rankers and cannot be touched by Regulars. You must still have the skills and techniques to defeat them but you have a fighting chance with Rankers and only the absolute best Regulars can defeat you.

Essence of Bravery

This is a power that only truly works in the body of a master martial artist with the body of an Advanced Ranker. You have the wisdom to be an incredibly powerful martial artist and a unique form of Shinsu Manipulation that is incredibly powerful. Once you have taken the time to master this ability, about a hundred years, you will be capable of the feats that make Kallavan an incredibly dangerous High Ranker. You must have the physical abilities of a Ranker to even use this though, that doesn't mean you have to purchase Ranker's Body to use this but you must have physical abilities on par with that.

Strength Approaching Perfection

Urek Mazino's power is truly phenomenal and puts them on par with Zahard himself, the 4th Strongest person in the Tower. 5% of that power would be enough to defeat Rankers and Advanced Rankers with ease. High Rankers are the 100 strongest beings in the Tower with power levels varying wildly depending on who they are. 5% is enough to fight and defeat most of them but not easily. The strongest beings in the Tower, Zahard and the Ten Great Family heads would probably be able to kill you if this is the extent of your ability so be careful about picking fights.

Weapon Master

You have mastery of a weapon of your choice and the potential to climb the Tower through that skill. This gives you a skill level on par with Hatz and the same potential.

Sponsored Regular

This gives you connections to one of the Ten Great Families and the support they can provide. You have 200 CP to spend on Items thanks to their financial support.

Luck of the Chosen

This connects you directly to the 'plot' of a Jump. You will have a direct connection in whatever way would be beneficial to you and your goals. It only works in things that can be possible, you cannot be the son of the bad guy if they have no children but if that's the kind of thing we're talking about here.

Ranker's Style

You have all the abilities of a Ranker but none of their experience. You must learn to use your powers effectively since that must be learned through using them. Until you master them, the abilities will cause you pain and be difficult to use properly.

Slayer

The ability granted here is not all you need to kill one of the Ten Great Family Heads or Zahard but it is enough to make you a serious threat to them. This could be the ability to negate someone's Shinsu Control, to pierce incredible defensive power, disturb someone's Anima control, etc.

The passive boost grows stronger the closer the connection. If you target a demon lord, it works especially well on those under his command but only slightly boosts damage to random demons. This changes from Jump to Jump and you can only be Slayer for one thing.

Branch Family

If you are not a Blood Member of a Family purchasing this means that you are distantly related so you have the power but none of the influence. If you purchase this and Direct Descendant the

boosts stack and you have an especially close tie to one of the Branch Families, thinking of you as a great hope for their family.

Pocket

Pockets have a lot of functions that don't come up very often in the Webcomic but here are all the examples seen so far.

1. Dictionary
2. Forming Contracts with Administrator
3. Wallet, allows for purchases through Points
4. Invisible/Visible Mode
5. Light Source
6. Phone Function
7. Private Communication
8. Timer or Watch
9. Tracking
10. Translator
11. Direct Messaging
12. User's ID
13. Storing Objects
14. Notes/Diary Function
15. Can Record Messages

Points These have been left intentionally vague by the Creator, the only real scale we have is that 100,000,000 Points is enough for a Regular to retire and abandon their climb to live their life in luxury. The other point for reference is that 10,000,000,000 Points is an absurd fortune that is enough to buy a fleet of floating castles.

Model of Regular/Ranker This isn't anything particularly useful but if you want models of any characters in the Webcomic this is a way to get the perfect model.

Wands This will be expanded if they are explored more in the Webcomic but until that point this is the most I can find.

13 Month Series Replica These weapons are very powerful but they aren't considered to be the strongest weapons in the Tower. The true significance of these weapons are the fact that only the strongest and most impressive of the Princesses earn the right to wield them. Here's a list of the Series, most of them have not been explored in detail so this list will be updated as more are revealed.

- Silver January, Nothing is known about this weapon, its owner is An Zahard
- White February, Nothing is known about this Weapon, the owner is unknown.
- Black March, This is a Needle of B-Rank, its owner is Yuri Zahard
- Green April, This is a Hook of B-Rank, its owner is Anak Zahard

- Yellow may, Nothing is known about this Weapon, the owner is Maschenny Zahard
- Luminous June, This is a Sword, its owner is Alphid Zahard
- Indigo July, Nothing is known about this Weapon, the owner is Garam Zahard
- Blue August, Nothing is known about this Weapon, the owner is Garam Zahard
- Dark September, Nothing is known about this Weapon, the owner is unknown.
- Red October, Nothing is known about this Weapon, the owner is Hagipherione Zahard
- Golden November, This is a S-Rank Weapon, the owner is Adori Zahard
- Colourless December, Nothing is known about this Weapon, the owner is Enne Zahard
- Rainbow Undecimber, This is an Inventory Tpe, the owner is unknown.

Opera Lighthouse Very little has been revealed about this Lighthouse so I'll update it when more information is revealed. I'll also change the price depending on what is revealed.

Potential Slayer Candidate

So this works similarly to how Baam was treated as an Irregular. He revealed his secret and FUG captured him and turned him into a Slayer Candidate. Now it's shown that the members of FUG and the Test Administrators suspected that Baam was an Irregular before he confirmed his status and took the Floor Administrators test. When Baam confirmed it, both Zahard's faction and FUG took action. If you're secretive and smart, then this will be of no consequence but they will always be watching and waiting.

Potential Threat

Zahard wants all the Irregulars dead so he's on the lookout. This is based on Baam's experience in the Tower where a Member of Zahard's Army interfered with his Test and had him 'killed'. FUG got in the way so Baam survived and the two drawbacks work in a similar way. FUG's Rankers will stop Zahard's Rankers but only if you act as a Slayer Candidate. If you refuse their help then you're on your own. Now for an experienced Jumper this won't be a serious problem since this doesn't enhance any of Zahard's Rankers so if you can beat them they can't do much. The attacks will escalate as you get higher in the Tower and closer to Zahard but not to the level of "Enemy of Zahard". Taking both of those drawbacks make it so that Zahard will bring his entire army into the lower floors to hunt you so be careful.

Phantasium's Foe

I don't recommend taking this Drawback because there is so little known about Phantasium and as more information is revealed the Jump will be updated. I would say that he's about as strong as Moleculeman from the Marvel universe, who was capable of destroying the entire Marvel universe and nobody was able to stop him.

Sources

I've read the Tower of God Webtoon several times over the years so I know quite a bit about the world but I'm sure that I missed somethings or some of the information will be proven false.

This Jump is heavily inspired by Ninjanon's Jump but that one is a little old and sparse so I wanted to update it with more options for my Chain. Please check there's out, it's really good and is in the spirit of the Webtoon.

I also gathered a lot of information from the Tower of God Wikia which was a fantastic help so thanks to any of you reading this who worked on it.

The Tower of God is still ongoing so I'll try to keep this updated to keep up with the Webtoon and to update it with new information.

Change Log

11/22/2021

- Updated the Image for better resolution
- Added text to "The Best Chicken Pies" Perk
- Corrected "Potential Slayer Candidate" Drawback
- Clarified "Silver Eyes" and "Red Eyes" Perks
- Clarified "Strength Approaching Perfection" Perk
- Added Living Ignition Weapon option to "Ignition Weapon" Item
- Added Living Ignition Weapon option to "13 Month Series Replica" Item
- Added Living Ignition Weapon status to "Enryu's Thorn"
- Clarified "Potential Threat" Drawback