

Bleach Jumpchain CYOA: Remastered edition V2.0

By: Reborn anon

Welcome to the world of Bleach. This place is full of spirits that can manifest extraordinary powers. There are different realms and powers based on someone's soul. A hell for sinners, a place called Hueco Mundo for the corrupted souls, and The Soul Society for those who are free of sin. Also betrayal seems to be very popular here.

You enter in this world the day a teenager gains Soul Reaper powers from a young girl.

Your goal is to survive for ten years here... Good luck.

You get 1000cp to spend in this world... Good luck

Age: Roll 1d8+10 to determine your age, you keep your gender. Or pay 100cp to decide for yourself.

Fullbringers and Quincies are middle class.

Origins:

- Drop-In (Free): You arrive in the world with what you have and know.
- Fullbringer (50cp): You have an innate ability to draw out the "soul" in a certain object. This makes you noticeably stronger than average humans.
- Quincy (100cp): You are able to use the surrounding spiritual pressure to create "ranged" weapons. You are inhumanly stronger than average humans.
- Soul Reaper (100cp): You are able to use your internal spiritual pressure to create "melee" weapons. You are superhumanly strong. You start off at around the rank and power level of a 20th seat member. That is around the average mark for almost all Soul Reapers.
- Arrancar (150cp): You are what seems to be a corrupted soul. You are much stronger than Soul Reapers and can eat souls to gain in power. That's a bad idea by the way.

Locations: Chosen from origins, or decide where you start for 100cp.

- [Human Origin (Quincy, Drop-In, Fullbringer)] Karakura Town: This lovely city has all the amenities of modern life. It also has recently seen an increase in spiritual pressure.
- [Soul Reaper Origin] Soul Society: A place where the Soul Reapers live. Relatively peaceful for another few months, and then is thrown into discord almost weekly.
- Hueco Mundo: A world where the corrupted spirits live. I recommend not coming here unless you are very prepared.

Powers:

- Keikaku Dori (Free): Whenever you plan something you can choose to make it as despair inducing as possible.
- Strength (100cp): You could easily lift a small boulder above your head. You are very strong.
- Speed (150cp): 5mph? 10mph? 15mph? Nah, that's slow for you. You can run at 25mph.

- Endurance (150cp): You could probably run at full speed all day without getting tired. You have supernatural endurance.
- Creative (150cp): You are much more creative in and out of battle. This could lead you to discovering a way to overpowering an enemy that is much stronger than you, or a new way to bake cakes!
- Gifted (200cp): You can learn new things much easier. Essentially gives you eidetic memory.
- Slaughter Mode (Free Drop-In) (300cp): Upon detecting any abnormal powers you can enter slaughter mode. This mode allows you to shrug off most damage and become an effective, relentless killing machine.
- Spirit Power (Discount Fullbringer) (400cp): You are able to produce spiritual pressure at a greater rate than you should. Letting it build up too much might be a bad idea. But with all that extra spirit pressure, you could probably pull off some amazing feats.
- More Power (Discount Drop-In) (400cp): You have twice as much spiritual power than normal. More power=more possibilities.
- Spirit Manipulation (Discount Quincy) (400cp): You are able to manipulate your spirit better than most Soul Reapers. This might help mastering techniques faster, or just management of how much power you have left.
- Soul Builder (Discount Soul Reaper) (400cp): You can build machines and other pieces of technology that can run off of spiritual power. This also allows you basic skill in the art of creating artifacts.

Soul Reaper only section:

- Pick any single 200cp skill for free.
- [Drawback] New Recruit (+500): You are about as skilled and as strong as a 40th seat member in your division. You are probably going to get stuck with the most boring jobs here. You also were just issued as a Soul Reaper, and as such you only have a blank Zanpakto. Take Deaf with no points gained and skip this section.
- [Drawback] Deaf (+200cp): For the ten years you are here, you cannot achieve shikai, which is the basic form of your sword.
- Sword form (200cp): Your sword can now assume a humanoid form. You can learn spiritual skills much faster like this.
- Kido Trainee (200cp): You have an innate talent to cast Soul Reaper spells. These can do anything from binding an opponent to blasts of blue fire from your hands.
- Strength (200cp): Makes you much stronger than the average Soul Reaper. You can lift a large boulder above your head with ease.
- Flash Step (200cp): This technique allows the user to use spiritual pressure to move their feet quickly, to the point where it almost looks like they are teleporting.
- Zanpakto Abilities (Shikai): You get a 50% Discount on the first purchase.
 - Unconventional Weapon (100cp): A sword as flexible as a whip, giant brass knuckles, anything that is not generally used in swordfights.
 - Elemental Weapon (100cp): Your weapon is coated in an element of your choice.
 - Dissolve (100cp): The weapon dissolves into a cloud of shrapnel which you control. This shrapnel can resemble anything that is smaller than a basketball.

- Extend (150cp): You can extend the length of your sword to the size of a small city at will.
- Shockwave (200cp): Your sword can launch a shockwave from it. You could make these waves into projectiles if you tried hard enough.
- Elemental manipulation (300cp): Fire, ice, water. Pick any single element. Said element has an aoe of 50 meters around you.
- Empowerment (400cp): Amplifies your abilities. Your strength, speed, endurance, etc. are much stronger than before.
- Illusion (500cp): Optical illusion, touch illusion, auditory illusion. You get the point, choose one.
- Weight (600cp): You can increase the weight of anything you strike with your weapon.
- Time (700cp): You can turn back or speed up time with your Zanpakto. Anything beyond a full minute is extremely taxing and likely fatal.
- Zanpakto Abilities (Bankai): Generally Bankais can only be active for a few minutes.
 - Stronger (150cp): Allows you to lift very large boulders above your head. A steel girder could fall on you and do nothing.
 - Damaging (200cp): The effect(s) of your sword are more powerful. Flames burn more, illusions are harder to escape, etc.
 - Duration (200cp): Your Bankai lasts twice as long as before.
 - More of Pre-Existing Element (300cp): Larger cloud of shrapnel, better illusions, etc. Effectively doubles the Shikai's power.
 - Elemental Form (300cp): You can summon armor of your element.
 - Range (200cp): Your Zanpakto's range of influence is doubled.
 - Familiar (400cp): You summon a large familiar of the element you possess.
 - Elemental Minions (500cp): You can summon up to 100 minions coated in the element you possess. They are not very smart, and have the physical strength of a human.

Arrancar Only Section.

- Lower ranked hollows are almost bound to your will, and as such will follow your orders without question.
- Pick any single 200cp perk for free
- [Drawback] Childish (400cp): Something went wrong in your stay in Hueco Mundo, and as such you are different. There is a crack in your mask that leaks your spiritual energy which thins your power and makes you resemble a child, in looks and actions. This can be reversed gaining you back to your full power once a week.
- Regeneration (200cp): Ever accidentally cut your own arm off? Well that is no longer a problem for you, as those types of injuries heal within seconds.
- Sonido (200cp): Ever want to go real fast? Now you can, by increasing spiritual pressure around your limbs, you can move them at incredible speeds.
- Descorrer (200cp): You can now create a portal to the other spiritual worlds. Great for going to the human world, suicidal to go to the Soul Society.
- Hierro (200cp): Ever wanted to shrug off a tank round without serious injury? Now you can, your skin and body is much tougher than before and you can take a lot more damage before falling.
- Cero Powers: Free for a basic red normal damage Cero.

- Ceros are beams that high ranking hollows fire, either from their body or their weapon.
- Cero Dividido (200cp): Your Cero can be divided into two beams mid attack.
- Cero Grasa (200cp): Your Cero has a wider area of effect.
- Cero Sincretico (200cp): You can fuse your Cero with another Arrancar's Cero to greatly increase the damage of them.
- Cero Daño (300cp): Your Cero is much more powerful.
- Cero Doble (300cp): You can swallow an opponent's cero and fuse it with your own to more than double the damage of it.
- Cero Cuatro (400cp): You can quadruple the amount of Ceros you can fire at once.
- Gran Ray Cero (500cp): By mixing your blood into your Cero you can use a Gran Ray Cero. This attack is many times stronger, faster, and is so powerful it seems to expand and contract while spinning mid-flight.
- Resurrección:
 - You now get a signature weapon for free. This weapon can have a single effect, like creating small tornadoes or being explosive, who knows?
 - Get either Transform or 300cp for free.
 - That's right, just like Soul Reapers Arrancar have released states as well.
 - Shapeshifting (200cp): You can Change forms while in this state to seemingly inhuman appearances
 - Regeneration (300cp): You can regenerate from wounds almost instantaneously. The more severe the wound is, the longer it takes to regenerate from them.
 - Transform (300cp): You can transform into a more hollow like being, increasing one of your powers greatly.
 - Possession (400cp): You can possess the body of any other spiritual being while in this form. While you cannot use their powers, you gain their memories and can easily deceive others with this.
 - Increase power (400cp): Your powers are much stronger in this state and you can cut a hole through a mountain with ease.
 - Size (500cp): You can grow up to around twenty times your size. Your power seems to grow along with it.

Quincy only Section:

- Pick any single 200cp perk for free.
- [Drawback] Poor management (+400cp): You have a hard time forming the surrounding spiritual pressure into usable things. This will render you weaker than most other Quincies.
- Hirenkyaku (200cp): An advanced technique that allows the user to travel at lightning fast speeds by using the spiritual pressure to propel them.
- Blut (200cp): A highly advanced Quincy technique that superhumanly boosts how much damage they can deal and soak up.
- Spellcaster (200cp): You have an innate ability to cast Quincy spells. These require you to store your spiritual power and the effects are almost identical to holy magic (barriers, traps that destroy souls, etc.).

- Pure Blood (300cp): Your ancestors were all pure blood Quincies, and as a result you are as well. Your powers are much stronger and effective against targets, and you have a knack with words and sewing.
- Weapons: You kind of need something to kill other Spirits with, you know? Each weapon here is made by gathering surrounding spiritual pressure to form. You get a discount of 50% on the first purchase.
 - Arrow (100cp): You can summon a large arrow that resembles a sword to use as a melee weapon. Yes, you can fire it as well.
 - Basic Bow (150cp): A bow that is half your height. Average in every way.
 - Long Bow (200cp): A bow that is the same height as you are. Very damaging shots.
 - Shield Bow (300cp): This is an odd bow, it resembles a shield. Very small arrows with laser fast speed. Less powerful than a long bow.
 - Gun (300cp): Not really a bow, but shoots faster than a long bow, with a more fatal shot. Limited to a pistol, shotgun, submachine gun, or rifle of some sort.
- Weapon upgrades:
 - Reload (First free for Shield Bow) (50cp): Increases the rate of fire for the weapon. If arrow, the boosts the strike speed of it.
 - Speed (First free for Long Bow) (50cp): Increases how fast the speed of the shot is. If arrow increases swing speed.
 - Damage (First free for Gun) (100cp): Increases how much power the shot has.
 - Homing (100cp): You can mark a target and have your arrows home in on it.
 - Make it rain (100cp) (Discount after the third purchase): Doubles the amount of shots the weapon can fire from itself at once.
- Items:
 - Quincy Cross (50cp): Eases the ability to form weapons.
 - Ginto (100cp): Holds your spiritual power for later use. Needed to perform Quincy magic. Comes with 10 gintos.
 - Seele Schneider (100cp): Eases the absorption of spiritual pressure. Used in advanced Quincy magic.

Fullbringer Powers:

- A brief description first. These beings can bring out the souls in objects, which can be used for amazing offensive and defensive purposes. Your weapon does not get “stronger” like the other beings, instead you “unlock” the true potential of your Fullbring, which will probably be more powerful, and less familiar than the form you start it with.
- You get a single 200cp perk for free.
- [Drawback] Soulless items (+300cp): For whatever reason, for the ten years you are here can’t figure out how to use a Fullbring as a weapon.
- Power Transfer (200cp): For a brief period of time, or indefinitely you can gift your powers to someone else. Maybe there are more ways to use this art?
- Bringer Light (200cp): By pulling on the soul of your environment, you can increase your physical abilities more so than the strongest human. You can pull the soul of the ground so you can jump higher, or of the air to make your kicks faster, either way this will likely be useful if you plan on fighting other spiritual beings.

- Fullbring Powers: You can use an item you already possess, or even your own body part to have a Fullbring. But here is what you can customize it with. You get a 50% discount on the first purchase.
 - Sword (100cp): Your Fullbring has a weapon form. This can be any melee or thrown weapon, it's great for cutting down other spirits and can be called back to you at will.
 - Cloak (200cp): Your fullbring form actually cloaks your body. This can look like a robe, or even a suit of armor. You are much stronger wearing your Fullbring, and have better intuition and modestly protects your body from harm.
 - Luck (300cp): You are much luckier with your Fullbring. Fatal attacks may miss you, or maybe you hit critical points more often. Either way this power will likely save your life.
 - Lasers (450cp): Your Fullbring can fire large beams of energy at your target. While it takes a while to build up the strength to use, the results are outstanding.
 - Jackpot (500cp): After a pre-determined series of hits or misses, the next shot will be more powerful than any of the previous ones that lead up to the combo.
 - Memories (500cp): Your Fullbring can alter the memories of others you cut with it (or punch, or hit. Direct physical contact is needed for this effect to work). You can make your rival your best friend, or even insert yourself as someone's lifelong friend, and they'll believe you.

Freebies:

- Hell Butterfly Eggs: These black butterflies can direct spirits to the different spiritual realms. You'll get lost in the world without one. You get three eggs of them. One egg is added to a stash every week
- Portal to The Spirit Realm: Through a summoning technique that is normally only available to high rank Soul Reapers, you are able to create a portal that leads you to the Soul Society or the Realm of the Living.

Items and Companions:

- Ejector (50cp): Knocks a spirit out of a body. Useful for getting out of a gegai or knocking humans out.
- Soul Candy (50cp): A piece of candy, that when consumed knocks the spirit out of a body and replaces it with a pseudo-soul that will obey your orders.
 - Mod Soul (150cp): Same as a normal soul, but with special properties. Choose one
 - Physical powers: The soul enhances the body's physical abilities. Super speed, strength and endurance for the body.
 - Shape-Shifting: The soul can shape shift into any humanoid form.
 - Teleportation: The soul can create a portal that leads to another location that they are familiar with.
 - Illusions: The soul can cast Auditory and visual illusions on the environment. Radius of 300ft.
- Gegai (50cp): Soulless body. A totally passible false body that has no soul attached.
- Senren Bakusatsu Taiho (150cp): A shoulder mounted rocket launcher that can fire faster than most machineguns. Works nice against spirits too.

- **Suppression Cloak (50cp):** Any article of clothing that completely, or partially hides your spiritual pressure.
- **Combat Armor (Discount Drop-In) (300cp):** A suit of armor that is extremely resistant to spiritual attacks, and absorbs all of the damage from attacks. Breaks if used too much, and the damage is applied to the armor.
- **Bakkoto (300cp):** A parasitic sword that feeds off of your spirit energy, if it takes too much it will consume your spirit. It has nice powers too. And a weak point somewhere on it. Pick one from the categories. The sword's appearance and power will grow with the more spirit pressure put into it.
 - **Element Blast:** You can unleash a large blast of an element of your choice. Very damaging.
 - **Mist Creation:** You can create a thick set of mist that is almost impossible to see through. Your body becomes invisible in said mist.
 - **Negate:** You can negate the effects of all spirit based powers within a 500ft radius.
 - **Spirit blast:** You can let out a large blast of energy from the point of your sword
 - **Mental Blade:** You can control and spin the blade on a whim. Chainsaw swords?
 - **Paralysis:** As long as the weak spot of the sword points at an enemy, it will paralyze any that are within eyesight of the weak point.
- **Hollow (Free Drop-In) (300cp):** You gain a Class 0 Hollow familiar. This being looks like a combination of human and animal in a weird way, with a skull on its head and a hole in the center of its body, while it starts relatively weak, the more souls it eats the stronger it will get. Oh, and the more spiritually gifted a soul is, the more this gains strength. Don't worry though, it will never try to kill you.
 - **Regeneration:** The Hollow has a knack for regenerating body parts, nice if they're fighting someone who is much stronger than them.
- **A-Mysterious Blueprints (350cp):** You get a set of mysterious blueprints that have difficult to understand terms and a figure that looks like the Vitruvian Man, but with a skull instead of a head, and a hole in his heart. I wonder what this does?
- **B-Mysterious Blueprints (350cp):** You get a set of mysterious blueprints that seem to have a picture of what looks like a man sucking out a soul with a golem behind him. I wonder what this is?
- **Q-Mysterious Blueprints (350cp):** A set of blueprints that look like they came out of a biology textbook, there seems to be the printing of a monk on one of the papers?
- **S-Mysterious Blueprints (350cp):** A set of Blueprints that look more like instructions on how to forge swords than anything. There's also a picture of a silhouette on one of the pages...
- **Quincy (400cp):** A moderately powerful Quincy. This companion knows a large amount of Quincy skills, but has not used any advanced ones yet.
- **Soul Reaper (400cp):** A moderately ranked Soul Reaper. This companion is the 21th seat of their division and averagely trained in their Zanpakto and other arts.
- **Kido Book (400cp):** A large book that seems to have instructions on a large amount of spells that are used primarily by Soul Reapers.
- **Quincy Tomes (400CP):** A large book detailing what seems to be every Quincy spell known.

Drawbacks: Max of 600cp can be gained. If Quincy target is taken, the maximum amount of cp to gain here is 1300cp, 1000 from Quincy target, and 300 from Mind=Blown.

- Star Crossed (100cp): An entity of the opposing faction falls for you. While you may not like them back, they ones on your side will distrust you. Cannot be killed.
- Soul Reaper Target (200cp): The Soul Reapers believe that you have wronged them in a way. Expect them to find you hostile and attack on site.
- Hollow Target (200cp): Hollows just love your taste. Expect daily attacks from weak hollows and less frequent attacks from stronger ones.
- Not Lost (300cp): You have a horrible sense of direction. Given a map, you could get yourself lost in the middle of a building without trying.
- Mind=Blown (300cp): Things are off. It seems that around half of your allies are your enemies, and you cannot guess who will betray you.
- Quincy Target (1000cp): The leader of the Quincy faction wants you dead. Expect people who can use your imagination against you, raise those that they killed, and general nonsense powers to attack you within two years. Cannot take other drawbacks for points with this one, save for mind=blown.

Future

- Stay Here: You choose to stay in this world for the rest of your life.
- Go Home: You go back to the world and wake up in your bed.
- Continue: Onward to the next jump.

Notes:

- Upon completion of the jump, you can shift between your spirit and physical body at will.