

He Who Fights With Monsters Jumpchain v0.1

Two universes linked, floating together in the deep astral like a pair of dumplings in a bowl of soup. One looks quite similar to the modern Earth you know of, with the same cities, countries, and cultures as normal. But under the surface is a vast magical world of vampires, magicians, and a certain rogue rune spider trying to bring magic to the mystically ignorant populace. The other universe is quite different, only sharing the same general shape as the other's continents and solar system. This is Pallimustus, a place of fantastical races, vast magical power, and a level of attractiveness beyond the norm.

You'll be coming into this world at the same time Jason Asano, a resident of Earth, gets sucked into Pallimustus by a summoning accident. You may want to keep an eye on him, as this event will spiral into something that changes the very nature of the cosmos. You'll have to stay in this multiverse for 10 years, but maybe you'll want to stick around a few more to see where this story ends...

+1000 CP

Location:

Pallimustus: You can choose to start anywhere on Pallimustus, or you can roll to start in one of these places:

1: Greenstone

2: Rimaros

3: Vitesse

Earth: You can start anywhere you like on the planet Earth, or you can roll to start in one of the major nations:

4: Australia

5: America

6: China

Origins:

There are no origin perk trees. Your purchases can shape your history in this world or you can choose to be a drop in.

Races:

(Free) Humanoid: Humans, Dwarves, Elves, etc. This includes all the races that have both a soul and a body with the right amount of magic to use essences.

(Free) Monstrous: This is the catch-all option for any race that has a soul but can't use essences; the exact race and power is up to you within the limits of your rank.

(+400) Summoned Familiar: This is functionally the same as the Monstrous race but with a key difference, you can only exist in the physical universe when you are summoned by an Essence user with the right power. The rank you buy will be the rank of your summoner, and you'll automatically grow in power and rank up with your summoner. You aren't bound to any particular summoner though, and once your body is destroyed or the summoner pulls you into their body you can choose a new summoner of the same rank somewhere else. There is a reason to choose this for something other than the cp however, check the Authority section of the notes.

(400 cp) Zemravore: Technically this isn't the only undead that can use essences, but it's the only one we know of. You are a Zemravore, an Essence user of Undeath whose abilities or communion with the god Undeath have granted you a new form. Visually you look like a human skeleton, except for the fact that your ribcage has six sections that can be opened. You have the power to reach into the dead body of a creature and pull out a human sized heart from it,

regardless if the thing actually had a heart in life, and put it into one of the six sections in your chest. Doing so will grant you one power of your choice from the being you took the heart from, but anti-undead abilities you use will also work on your own body until you take the offending heart out.

(300 cp) Messenger: You are a member of the artificially created slave race known as the Messengers. Although you can't use essences you can directly challenge an Essence user of your rank, unlike most other races that fall behind same-ranked Essence Users. There are a few unique things about your race, first and foremost you are a gestalt spiritual entity, meaning your body and soul are one. Functionally speaking this translates into you being able to use your aura to manipulate the physical world to a much more refined degree, and your aura strength is on the level of a being a rank above your own (until diamond rank). Because all Messengers start at silver rank at minimum, you receive the 300 cp purchase of Rank for free. You can choose to either be a Messenger working with the Cabal on Earth or somehow an unbound Messenger on Pallimustus. If you choose the latter expect to be hunted by literally every group in the universe, and a few outside of it.

However, if you buy the Astral King version of transcendent as well then everything changes. You are no longer the slave but rather the slave master, you command all other messengers, most of whom worship you like a god. The only thing that can stand between you and what you want are other transcendents. Or of course you can choose the non-evil path and be an Unorthodoxy Astral King, which is functionally the same but now you aren't a literal slave owner and most of the Astral Kings will want to kill you because of that. Messenger society sucks.

Perks:

You may discount two 100, 200, and 400 perks and one 600 cp perk. You cannot use discounts on Rank. Discounted 100 cp perks are free.

(100/200/300/400/800/1000cp) Rank: Here we go, this is the one thing it all comes down to in these universes, power. By default purchasing any of these will simply make you an x-ranked magical being like the Brighthearts, giving you two or three unique abilities commensurate to your rank as well as the other traits listed for each rank.

For 100 cp you're a freshly minted iron rank, the very beginning of the path to power. At this stage you're still mostly in the realm of human physical possibility, but a bit above. The main standout is that you now have either a full suite of 16 essence powers as an Essence User, or a

few highly developed powers as anything else. You also now have the ability to control your aura, a field of influence from your soul that can communicate emotions and detect other auras. You can also now sustain yourself with pure magic, usually in the form of spirit coins.

For an extra 100 cp you're at bronze rank, which reaches the peak of human possibility in all physical aspects. You can run faster, hit harder, and see further than anyone but an Olympic athlete, and your mental capabilities are on the same level as humanity's greatest thinkers.

For another 100 cp you're at silver rank, now fully beyond human possibility. You move faster than the eye can see, and can casually hit a normal person with the strength to kill them in your sleep. Your aura capabilities are also improved, now allowing for low-speed levitation and subtle telekinesis on light and non-magically powerful objects. Unfortunately you are now at the level where you require spirit coins of your rank or magical food of the same power to sustain yourself. This restriction only applies during this jump.

And with **another 100 cp** you've reached gold rank, a noteworthy achievement on Pallimustus and nigh-unheard of on Earth(As a reminder, unless you have a nigh-infinite source of magic you will start to wither away in only a few days on Earth until Jason raises the magic level). You're at the level now where long, sustained efforts on your part can reshape continents, but only if you have a particularly well-suited power set for that. Mostly your attacks are on the level of destroying a city block, with your heavy hitting moves potentially being city level. It's not even worth comparing you to normal people anymore, as even the slightest effort on your part could kill someone, even just with your unleashed aura. But it's not just your physical power that's reached a new height, your mental capabilities are there as well. You could read and understand a book in seconds, learn every language in the world fluently in just a few months, and react so quickly that it seems to you like time has come to a halt. Although your reaction speed is flash-like you still can't physically move that fast, that level is saved for...

For an additional 400 cp you're at diamond rank. You are now a being of such massive magical power that you literally can't even exist on Earth unless you somehow manage to drastically raise its level of magic. You can cross continents in seconds, and if you have a mobility power(At iron rank this means a power like teleportation or enhanced speed) then you can even start doing multiversal travel. There's always a difficulty in picking fights above your rank, but now anything less than a hundred highly trained gold rankers won't be enough to take you down. Of course this comes with the standard strength and physical senses boost of ranking up, now you're a city buster at minimum and a continent shaper at max, but the most noteworthy benefit of getting to diamond is your immortality. Yup, you are now immortal, at least in the long term sense. You can still die if hit by sufficiently powerful magic, at LEAST high gold level but more likely diamond and above, but once you die a clock will start(between 1-5 years depending on how thoroughly you were killed), after which you will revive. There are some things that can truly kill you however, such as a diamond ranker with a corpse drain power or an Astral Being sanctioning you, but you'll be safe for the most part. In this jump, being sent to the Sundered Throne will be considered a jump failure, and post jump you'll have to worry about

your soul getting destroyed(Your soul is completely indestructible and mostly immutable during your stay here, like everyone else's).

And now **for a final extra 200 cp** you're... something else? You're transcendent or half transcendent, but the end result is the same, you are now at the level of the big kids. You're so powerful that if you tried to go to Earth you would shatter its dimensional barrier and destroy it, along with possibly the rest of the universe. Now that you've reached a level of transcendence you can create avatars for yourself, exact copies of you but at lower ranks that you can operate simultaneously due to your inhuman levels of comprehension. You can recreate the avatars quickly, and if your main body dies you will reconstitute somewhere else almost immediately. The only thing that can truly kill you is being sanctioned by Astral Beings, and it would take the combined effort of at least two of them to do so. You have two options for how your transcendence functions, you can either be an Astral King or Divine.

Choosing to be an Astral King will keep your power at the level of a high-end diamond ranker but will give you three things in return. You'll get an Astral Throne that turns your soul into its own universe in which you are omnipotent and allows you to extend your power over reality into your Spirit Domains, a Soul Forge that lets you reshape souls and create life from magic, and an Astral Gate that gives you a virtually unlimited amount of magic and lets you teleport yourself and others anywhere that's dimensionally stable.

However if you choose Divine then while you don't have the complete reality warping power over certain areas that an Astral King does you more than make up for it in sheer power, hell you could probably beat down half a dozen Astral Kings before things started getting risky. The smallest use of your power can destroy a diamond rank golem the size of a city and turn a desert to glass, and your standard attacks are now continent level, with the peak of your power being able to shake worlds. No matter your power set you have some means of traversing the astral, whether with a power or with a special vehicle. Check the Authority section of the notes for more information on reality warping as a transcendent.

(100 cp, Requires any Rank purchase and the Humanoid or Zemravore Race) Essence User: You got your magical power from three essences you acquired and a fourth that was created as a combination of the previous three, as well as 16 awakening stones. Each awakening stone has given you a specific power, four within the genre of each of your four essences. While the exact power you get for each slot will be random, each will be picked from a pool limited by the essence it's coming from and the awakening stone used for it. An awakening stone of the Fist gives punching powers, but if used to unlock a Gun Essence power it might give you the ability to turn your fist into a shotgun, gaining stronger pellets and more barrels or types of shells each rank. The possibilities are endless, but your powers will need to have theoretically started out at iron rank, meaning they have to start at the level of running extra fast or summoning a poisonous sword.

Optionally you can choose to import any existing perk/power/alt form/item/etc you have as one of your essence powers. If the power is weaker than the rank you bought then it will be

raised to that rank, and if you import a power stronger than your rank it will be weakened to fit within the bounds of your rank unless you're diamond or above, in which case the imported ability will be treated as a benefit of you partially transcending or something. These imported powers will become stronger just like any other when you rank up, with their existing effects becoming more powerful and gaining additional effects commensurate to the rank. To use the gun fist example, at iron rank it might just be shooting standard buckshot out of a single barrel, but at bronze it could have multiple barrels with heat seeking pellets and the power to destroy a building.

(100 cp, free silver rank and higher) Every Damn Universe: You are hot. Really hot. Maybe not Rufus hot but you're close. Essentially anyone who is attracted to your gender will be attracted to you, and if you're a genderless species then everyone will be "entranced" if not particularly attracted to you.

(100 cp, must have Humanoid race) Outworlder: You have been destroyed and put back together somehow, resulting in a new body with new quirks. On the outside you look like whatever race you chose, but on the inside you're simply a mass of amorphous flesh held together by magic. This means that other than your head, you don't really have any weak points. But more importantly it means that you have a whole new suite of racial traits on the level of Jason Asano's. You can choose to either have a copy of his or... the other Outworlder's traits, or you can make up your own as long as they're within the same level of power. Something like a minimap or being untraceable.

(100 cp) Earth's Answer: You are great at combining you and your comrades abilities to unleash devastation against numerically superior foes. You and just five others could take down hundreds of monsters at your rank in no time at all. If you're an Essence User on Earth then you may choose to be a member of a network branch.

(200 cp) Adventurer: Well you don't have to be an Adventurer with this purchase, but by buying this you have the option to be a three star member of the Adventure Society. More importantly though, you represent the ideal of an Adventurer. You've learned to use all of your abilities in tandem, each one building on the next. You can go toe-to-toe with a monster a rank higher than you with some difficulty, and can take out monsters of your own rank fairly easily. You can also outperform anyone of your rank eight times out of ten.

(200 cp) Ritualist: Much like Farrah and later Emi, you are a Ritualist. You excel at creating magical effects from intricate magical diagrams either put onto the ground, an item, or even the air if you have a power that lets you do that. You aren't quite at Clive's level yet, being able to improvise a ritual on the fly capable of destroying diamond level constructs and opening a portal in the same moment at bronze rank, but you could reverse engineer a planet sized Array designed to track magical phenomena without much effort.

(200 cp) Smith: Not just a regular smith, a magic smith. Or maybe a leatherworker or mason. You are quite generally competent when it comes to creating magical items. These items will be restricted to your rank, the rank of the materials you're working with, and the rank of the tools you're using, but other than that you have quite a lot of freedom with what you make. An amulet that absorbs and blasts out attack, a pair of dice that change any summons used in the area into different creatures, hell even a goddamn spaceship. Because why not, if a pre atomic society can do that for some reason then you can too.

(200 cp) Will: You have nearly endless willpower, and while this isn't reflected in the strength of your aura, it does mean that applications of your soul's power are far more fruitful. Trying to torture your soul to make you surrender simply won't work, and you can resist any form of possession and mind control post jump. And if you're ever involved in a struggle of will against a certain god of undeath, you could fight them to a standstill.

(400 cp) Mana Wellspring: You now take in significantly more magic from the astral than the average person. So much so that you don't even need to sustain yourself with spirit coins and can survive in even the lowest level magical density, regardless of your rank. Post jump this acts as a massive boost to your mana/mp reserves.

(400 cp) A Noble Mindset: You are about as competent as Travis Noble when it comes to combining magic and technology. Using fairly common magical tools you apply complex ritual magic to technology, or with advanced mechanical tools you can incorporate technology with magic. The simplest use of this is to turn one form of energy into another, like turning the blast and radiation from a nuke into pure sunlight magic in order to only kill vampires in a city, but with more time spent on a project you can do more sophisticated implementations. It'd only take a couple of years for you to get a satellite based magical communication system up and running.

(400 cp) Weaving Webs: Much like Mr North you are capable of weaving intricate plots across countries and millennia. You can play the public like a fiddle and know exactly what to say to get someone on your side. You seem to have an intuition for finding the exact piece of information you need, and you start every jump with enough knowledge of the setting to make you a pretty decent information broker.

(400 cp) A Harsh Past: Something messed you up so deeply that it hurt your very soul, so your soul just had to toughen up. Somewhere on your body is at least one scar that can't be healed, and while that's kinda cool that's not what this perk is about. Your soul is monstrous, a solid rank higher in power than it should be, and if you're transcendent then this translates to your soul being on the level of a God or Astral Being. You also have an immense level of control over your soul regardless of if you have aura power or not, so at only bronze rank you weave your aura through an entire city effectively enough to find a specific person.

(600 cp) The Real Hero: The Builder's not gonna like this. You are a bona fide genius on the level of Clive. You are smart enough to revolutionize any field of study you put your mind to and are capable of coming up with a solution on the spot to any problem even tangentially related to your field of study with just the tiniest amount of information. Entire world spanning organizations would be willing to do almost anything to get your knowledge on their side, but that can be more of a curse than a blessing.

(600 cp) "Welcome to the System": Whether through a run-in with the Sundered Throne or some other cosmic system, you ...WIP

(600 cp) It's All Coming Up Boris: You would be a great second choice for saving a universe. Either you've been around for a long time or you're some kind of insane prodigy, because you are able to use all of your skills and abilities as if you'd been practicing them for millennia. You are an absolute demon on the battlefield. You fight as if it's a choreographed dance, effortlessly eliminating enemies while not suffering a scratch. You could fight a being a rank above you like were the same rank, and could take out multiple top-tier adventurers of your rank at the same time. One drawback though, at least for this jump you'll have the worst flirting skills known to man. Not saying you can't get a relationship, it just won't be easy.

(600 cp) Destiny Magic: Much like Jason Asano you have been ravaged by the deep Astral in such a way that your soul has developed a sense for your own destiny. You'll find yourself, if you wish, pulled into all manner of cosmic plots and grand adventures, and if you follow your soul you'll inevitably end up becoming far stronger and more important than you could ever expect. Even if you were a normal human this perk could turn you into a gold rank Astral King in just a manner of years.

Items:

You can discount one item of each tier, discounted 100 cp items are free

(100 cp) Moolah: You are one wealthy individual. On Earth you are the CEO of a large company with all that entails, something on the scale of CNN or Ford. On Pallimustus you have more... liquid wealth. You have about 100 Spirit Coins of your rank and 10x more of each lower rank of coins. This supply of coins refreshes every month.

(100 cp) Tools: This is a toolbox that contains any tool you need, as long as said tool isn't unique or higher than your rank. It can't produce a forge or raw materials though, so you'll still need to put in some legwork if you want to make something.

(200 cp) Equipment: You have a set of weapons and armor of your rank that complement your abilities and will rank up along with you, kinda like a growth item but without the need for quintessences. They're nothing special(unless you're transcendent, in which case they're multiversely renowned artifacts), but they get the job done.

(200 cp) Cup Of Sidekicks: What you have here is a cup full of divine power; power that, once consumed, will boost you up by one rank for an hour. You can only use this safely once every year, and if you try and use it twice in a year you'll have your rank boosted by two ranks for a day, but at the end of that time your soul will explode. Sorry, I don't make the rules.

(400 cp, free for Astral King) Messenger Tree: You've got a fully functioning Messenger Tree in your warehouse, and it works in very different ways depending on if you're an Astral King or not.

If you're an Astral King then this is a perfectly ordinary Messenger Tree, it produces 100 silver rank messengers and 10 gold rank messengers a day, or you can make it dormant for a month and it'll produce a single diamond rank messenger. These messengers will all have knowledge on how their bodies and souls work as well as a complete understanding of any languages you know, but not much more than that. They will also automatically come with your brand on their souls, but you can remove it with a thought. On the other hand if you aren't an Astral King then the Messenger Tree you have will be similar to the one under Yaresh, namely being fully sentient. It views you as a trusted friend, and while it will produce messengers at the same rate as the normal tree, the messengers it makes will have their own soul brand and won't necessarily like you, so watch out. The tree can choose what knowledge the messengers are born with and whether it wants to go through the process of making a diamond rank messenger. Whichever tree you bought will require an amount of biomass equivalent to about 200 humans every day. I'm not saying you should literally feed it humans, but if you wanted to that's the amount you'd have to hit.

(400 cp) Cloud House: Either you paid a pretty penny for this or Emir did you a solid. You now have a flask full of mist that's bound to your soul, meaning no one else can even lift it, let alone use it. When you uncork the flask the mist inside will begin to spill out until it forms either a palace, adaptive house, or mobile house. You choose which form it takes before it comes out. The palace will look like it's made of glowing clouds and be far larger and more developed on the inside than the other forms, but that makes it super obvious and hard to hide. The adaptive house will be smaller but still have plenty of amenities inside, but importantly it will have the appearance of a naturally occurring structure wherever you are, so in a city it would look like an apartment or skyscraper but in a forest it would be a treehouse or dirt hut. And the mobile house is what it sounds like, basically a magical RV, Yacht, or cargo plane. The size and magical defenses of these forms will depend on what rank you are. At iron the "palace" will be the size of and have the integrity of a two story family home, while at gold even the mobile house, the smallest form, will be the size of the Sydney Opera House and come equipped with massive magical cannons.

(400 cp) A Spare: Maybe you and Mrs South worked together on this project together, or maybe you just happened to have the same idea. Somewhere of your choosing is a pod containing a spare body for you, one that will inherit your soul no matter what happens to it after you die. Unfortunately it takes 10 years for the pod to create a new body.

(600 cp) A Door: Was this made by the old builder or the new one? Well whatever, in your warehouse is a door that leads to another dimension. If used in your warehouse then this door leads to a strange energy-based space that contains essences, quintessences, and reality

cores. But if you transport the door outside your warehouse it will lead to the underpinnings of whatever dimension you're in. From here you can exert influence on reality to either repair it or destabilize it, which can be as bad as causing a few monsters to manifest or washing the entire universe away in a tide of magic.

(600 cp, can't be taken as a Pallimustus Messenger or Summoned Familiar) "Rank": You are in the higher echelons of your society, although this means different things depending on which world you're on. On Earth this is pretty simple, you're either the leader of a country (which doesn't mean much to the magical world), a high ranking member of the Cabal or Network, or either Mr(s) East or West in the EOA. If you're on Pallimustus where might makes right, then your political rank is determined by your actual rank. At iron through silver you're some kind of lord or lady, being subordinate to a larger country but still having a fair bit of power. At gold you can choose to either be the heir or prime minister of a large nation like Rimaros or the sole ruler of a smaller place like Greenstone. And at diamond rank or above you can be the ruler of a massive kingdom on the scale of Rimaros. You maintain a similar level of influence post jump.

Companions:

(100) Import: You may import 2 companions for 100 cp. Each companion gets 600 cp and you can purchase this as many times as you want.

(Free) Canon: If you can convince someone to leave and they're alive by the end of the jump, they may become a companion

(Free, requires Essence User) Familiar: Remember how I mentioned you could import perks and items into Essence powers? Well you can also choose to import a companion as well, with them becoming a summoned familiar. They can't make any purchases, but you can now have them in every jump as long as they don't refuse to be summoned. If they do refuse then your power will summon a being with the same form and powers as them but a different personality. Any companions imported this way will lose/have their abilities downgraded that are more powerful than your rank.

OC companions maybe?

Drawbacks:

(free) Extended Stay: You can stay in this multiverse as long as you want.

(+100 cp) Continuity Errors: Wait, how are you just now walking into the room if you've been having a conversation in it? Occasionally you'll notice logically impossible things happening that nobody else seems to notice. They won't be anything major but they'll definitely stick in your mind for a while.

(+100 cp) Does He Ever Shut Up?: You just can't seem to stop yourself from speaking your mind. If you want to say something you'll say it, decorum or danger be damned. This can range from being rude at a funeral to literally getting you killed if you mouth off to the wrong person.

(+200 cp) Thadwicked: Well seeing as Thadwick's personality has already been passed to three different individuals, there's a non zero chance it could happen again. You are a prideful, cowardly, and annoying piece of work. You believe yourself to be above everyone, and you'll let the whole world know it. You aren't necessarily dumb, but you are extremely predictable, so you'll probably be outwitted by anyone who knows you. And if you're ever fighting a losing battle you will not hesitate to turn tail and run, teammates be damned.

(+200 cp) Asano Simp: Much like Humphrey's mother, you simply can't help yourself when it comes to talking about Jason Asano. You'll constantly be sharing your insights or theories on him, and god help anyone you know who has had an encounter with him. You'll pretty much only talk about Asano with them, even if they're your spouse or child. It doesn't even matter if he's dead, you'll still find a reason to keep talking about him.

(+400 cp) Sorascared: For some reason you are really frightened by important people. It doesn't matter how powerful you are or how weak they are, you'll constantly try to appease or avoid anyone on the level of a worldwide celebrity or higher.

(+400 cp) Wait This Isn't Solo Leveling: Regardless of your race you will start out with the Quest System trait that Jason has. The first few quests it gives you will be reasonable and relevant to your situation, but over time the quests will start appearing more randomly and having objectives that don't have anything to do with what you're doing at the moment. Eventually it will reach the point where every day you'll receive a quest to go to some random corner of the world and do some impossible task. And unlike Jason's quest system, you have a penalty for failure. Should you fail a quest you'll be teleported to a "punishment world" for a few hours where you'll be forced to fight monsters that are at your power level and able to kill you.

(+600 cp) The Defier: Much like Jason Asano, at some point you had the sheer audacity to defy an Astral Being.... WIP

(+600 cp) Astral Slave: Whether due to an Astral King's brand on your soul or from simply being terrified or awestruck by their servants, you are now forced to follow every order of a particular Astral King. By default this will be Vesta Carmis Zell who will use you to seize the natural array under Yaresh, but you can choose any Astral King on Pallimustus who isn't part of the Unorthodoxy. These other Astral Kings are all fighting over the Purity Artifact, so you can expect to face literally every other faction on the planet for the rest of your stay. You can theoretically get out of this if you enter Jason's soul realm, but during the jump you will never have any thoughts of breaking free of your Astral King's control.

Ending:

Go Home

Stay

Continue

Notes:

This is a WIP so there's probably a lot of errors and there are definitely more things that can be added.

I won't be live editing this doc anymore, instead I'll be working on a separate v0.2 doc that'll have all the changes

Essences are essentially cubes of magic formed naturally in worlds with a high enough magic level. <https://he-who-fights-with-monsters.fandom.com/wiki/Essences> Awakening Stones [https://he-who-fights-with-monsters.fandom.com/wiki/Awakening Stones](https://he-who-fights-with-monsters.fandom.com/wiki/Awakening_Stones)

You rank up by pushing your soul essentially, going to your limits and proving you can go even beyond them. Generally it takes a year to go from iron to bronze and then a few years to go from bronze to silver and silver to gold, but we have no information on how long it takes to go from gold to diamond. Transcendent isn't really a rank, it just means that you have and can use Authority, and Authority usually destroys anyone below diamond rank.

Authority is the most powerful form of magic, and it's what gods and Astral Beings are made of. Having even the tiniest amount lets you turn your aura into a physical thing and makes you incredibly dangerous in a soul vs soul battle. Gather enough of it and you can begin to change the rules of reality around you. Now how I'm applying Authority to what you purchased in this jump is mostly bs but I'm making educated guesses here about the lore ok? If you're a summoned familiar then you gain authority every time your summoner ranks up or, if they become transcendent, every time they get authority. However having a summoner go from iron to diamond will only net you enough authority to slightly change the rules of a single universe. If you're transcendent then you already have authority. Astral Kings can essentially halt their growth or limit their power and turn it into authority that can then be used to create Spirit Domains, places in a universe where they can instantly kill any trespassers and have full control over the level of magic and what it does to people. Limiting your power for a month would let you make a Spirit Domain the size of a town. Divine Transcendents gain a small amount of Authority over time, enough that after a month you could slightly increase or decrease the flow of magic into a world and after a decade you could completely rewrite the laws of reality over a planet.