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+++++PERKS

I Don't Get It

Cost: 1 SP

Gaze your eyes, tune your ears.

Witness the snap of sanity, the scream of existence unraveling.

Feel it, hear it, understand... absolutely nothing.

They say that looking upon an eldritch horror can make you mentally snap, and the void staring back will have you cease all brain functions... Well, you can safely say that's a load of crap. When you looked at Cthulhu, you just saw a bipedal squid, and when you looked into the void, you didn't see anything.

Art Style

Cost: 2 CP

You can choose the art style & visuals of whatever universe you're in on the fly. This doesn't functionally change anything, and you're the only one who notices, but sometimes the universe badly needs a redesign.

You can mix and match styles and even set conditions, like if, for example, you wanted everything in the Wormverse to look as gloomy as normal, but in-costume capes looked like four-color comic heroes. That said, this isn't a Thinker power, and you can't use it to "cheat." For example, you can't pull the old video game trick of having plot-important items that look significantly more detailed than regular ones.

Power Tweak

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Cost: 2 SP

Incompatible: Power Tweak (All)

You can change how some aspects of a power, object of power, or perk of yours work. This doesn't make it more powerful but can change some of its mechanics

Merge

Cost: 10 SP Cost: 10 CP

You are not just you, but a combination of yourself and another. Pick someone else that could fit into one of the Meta (Target) options, and both such Meta options are combined into one person.

You can choose how this is manifests, from

being a perfect merger of the two, mind, body, soul and more, to some strange amalgamation or hybrid. Maybe one's mind is in another's body, or maybe a melding of their personalities and/or souls, balancing out opposing traits and further reinforcing similar ones. Or perhaps it's simply one person in their own body with memories of another life as well, or maybe they were simply a past life that they can now vividly remember.

They can even be two versions of the same person, ones who had walked on wildly different paths and underwent vastly different experiences.

If you've bought any companions, you may choose to have any of them as additional members of this merge if you wish. Or you can choose to consider them the sole meta (Target) if that is what you wish.

Comic Book Physics

Cost: 5 SP Cost: 5 CP

In some universes, certain champions of justice travel through the atmosphere at superluminal speeds without igniting everything for miles and lift buildings, even though they should crumble due to structural integrity. Now, so can you.

Not only do you have any required secondary powers that your primary powers might require to be used without horrifying or destructive implications, but, provided you have the powers for it, you can lift buildings without them falling apart and move at speeds in the multiple digits without destroying everything if you don't want to.

You now have complete control over the amount of collateral damage your attacks can output such that a planet-busting punch will only affect your enemy, not the planet itself. It all just works.

Theme Song

Cost: 1 SP Cost: 2 CP

You gain a theme song or even multiple theme songs that can either come from an unknown source or your mind. You can even have a song for every emotion you're currently feeling. It can be any song or even an unknown song that fits the current situation. You're not limited by the number of songs you can possess and can even add more songs later on.

The songs you play can be selectively heard by whomever you choose. You can choose to

switch your theme song whenever you wish. You can also choose to disable this if you no longer want to.

Thematic

Cost: 1 SP Cost: 2 CP

Your powers take on a certain theme. Teleportation now melds with the shadows if you have a dark theme, and Tinker abilities can decorate swords without negatively impacting performance. This doesn't weaken or strengthen any of your powers, but it does make it more thematically accurate to whatever you choose.

You can choose to follow or switch your theme whenever you wish. And rebranding yourself comes to you easier.

Invictus

Cost: 10 CP

Your will is absolute, boundless, and unbreakable. Maybe it's your ideals, an all-consuming ambition, or maybe it's just a rock-solid certainty in how you see the world. You are patient beyond belief, even capable of spending countless hours doing mind-numbing tasks. Your willpower is endless and no matter how difficult the situation,

even if you're torn in half, locked in a time loop of endless agony for thousands of years, or subjected to a fate worse than death, you'll be able to shrug it off. You will never be left drifting without a sense of purpose,

and though you might change your goals and refine your ideals you always have the motivation to fuel turning them into a reality.

This will greatly bolster your sense of self in the face of adversity, and you'll be able to plant your feet when everyone else is giving up. Of course, you still have emotions and you can still be hurt emotionally, but you'll always be able to maintain your composure and keep your emotions from ruling your decision-making. Take care that you don't become so tunnel-visioned that you fail to see others as actual people with agency.

Who Wants to Live Forever?

Cost: 2 SP

Incompatible: No Powers

Your ability to age can be altered whenever you want. You can make yourself younger or older whenever you want. You can also fake age as if you were growing up normally, although you wouldn't suffer the normal effects of old age.

This doesn't increase toughness or physical ability aside from protecting you from the frailty of age.

Cosmetic Shapeshift

Cost: 5 CP

Required: Character-Insert, or Drop-In

Incompatible: Entity

Just once, you can change your appearance to anything you'd like, as long as it's within human limits. You can change your sex and age, along with any internal changes that these entail, but

nothing more. You can not increase your muscle mass with this power, though you can redistribute it. Taking this alongside with Case 53 will allow you to fine tune your Case 53 mutations.

(This opens up Sex, Age, and Appearance in the Character tab if you do not already have access to it.)

Artificial Design

Cost: 5 SP

Required: Drop-In

Required: Cosmetic Shapeshift

Your one-time change now extends beyond simple cosmetics, allowing you access to changes well beyond the human norm.

(This opens up the Reincarnation (Artificial) tab if you do not already have access to it.)

Blank

Cost: 5 SP Cost: 10 CP

You become a blind spot for Thinkers.

Powers that predict the future cannot account for your actions; clairvoyants that peer into the past or watch over the present cannot search for you; people trying to conjure up information about you using only their power would find nothing.

Some powers will register your presence if their host can perceive you with their senses but they will be unable to gain further information, Gallant

would be unable to sense your emotions, danger-sense would not warn their user of your actions, but they'd register your presence and show a neutral state.

This does not, however, stop someone from noticing that the future they were expecting has changed or the result and ripple effects of your actions altogether. It does not block direct observation either — in person or via technological means — and does not prevent a Thinker from building a model using this information.

Powers that work primarily through their user's senses can draw their own conclusions unimpeded. For example, if Tattletale sees you visibly getting upset at something she said, she would be able to tell that what she said had a negative effect on you.

Eigo Kaiki

Gain: 15 SP

Whenever you die a final death with no means of resurrection via your own powers or stay dead for more than a year voluntarily, you are sent back right to the beginning of your CYOA adventure, to the moment you first wake up in a new world. Only your memories and personality are carried over, and all the other progress is reset.

Do note, that this Drawback does not come with the escape clause.

Trouble Magnet

Gain: 15 SP Gain: 15 CP

You tend to attract trouble or, more likely, trouble tends to find you.

Even if you live a normal life, you will occasionally be involved in minor events that spice up your routine. These predicaments will rarely, if ever, completely disturb your life or put you in serious danger and your involvement in them will generally match your principles and morals. In most cases, the problems can be resolved without the use of violence on your part.

For example, the local police could ask you to assist with a mysterious murder if you're known

as a detective if not a P.I., additionally, your neighbors want help investigating the strange happenings around the block if you are heroically aligned or known as a helpful person. You might also uncover conspiracies or cabals by accident, like the school principal committing fraud or local Thinkers manipulating property prices.

Wild Wasteland

Gain: 15 SP Gain: 15 CP

Required: Trouble Magnet

The frequency, scope, and general ... oddness of the events you become involved with all increase.

For example, you might find yourself at the

center of an underground war between the Mafia and Yakuza after you befriend the heiress to one of their clans at school, or you might get dragged into a long trip to uncover the dark secrets of the Golden Idol you received from a long lost acquaintance, or you might even discover that Medhall Corporation is working on a bioweapon to turn people into zombies.

The sky is very much not the limit and those adventures might get dangerous but never outside of your ability to solve — or at least survive — with your current skill set, powers, and allies.

Arbitrary Weakness

Gain: 15 SP Gain: 20 CP

You possess a major weakness or vulnerability to a particular thing. How it affects you is under your discretion but it must be highly detrimental, whether acting as an inhibitor, poison and/or causing some other form of harm.

For instance, like Kryptonite, you might find yourself weakening and losing your abilities in its presence. It could induce a crippling fatal flaw similar to an Achilles' Heel or, like a werewolf under a full moon, force you into an uncontrollable berserk rage that causes you to go on a rampage.

This can be an element on the periodic table, the

performance of a ritual or an object like the Bible. There is no hard requirement on how prevalent it must be, maybe even as ubiquitous as sunlight or fire, but it cannot be too difficult to feasibly acquire or use; such as an unattainable item or condition that can never be met.

The Summoning

Gain: 10 CP Gain: 10 SP

Instead of arriving discreetly in your new world, or assuming an extant identity, you are intentionally summoned in a magical (or technological) ritual. Your summoner doesn't actually have a way to control you with the ritual, but they will know that you're an outsider. For Drop-Ins this is straightforward, but for

Reincarnations or Character Inserts, the ritual puts you in the person's body.

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Being a Shard

Your powers come from a Shard, a symbiotic piece of a great crystalline worm 'entity' searching for the solution to Entropy.

Below, you will be able to select what Entity your Shard came from, their specific benefits and limitations, and the rank of your Shard within the Entity.

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Shard

Gain: 10 SP

Cost: 10 CP

Instead of entering the world of Worm as a Host, you'll become a Shard instead. Your Host is determined by your choices in the Character section and the Perks and Drawbacks apply to them instead (except for the ones that affect their Shard or the World). If you become the shard of an existing parahuman you take over their existing shard instead of becoming a new one. Your hosts can reach your nesting dimension through portals and teleportation with your permission.

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Negentropy

Cost: 8 SP

Cost: 3 CP

It somehow went unnoticed by the Entities that your Shard had the ability they sought for eons: it defies entropy. Somehow your power allows you to defy entropy and uses this to supply itself. You will never run out of energy. This is more or less useless unless you're either immortal or think you can convince the Entity to leave behind all his/her/their other Shards, including Sting, and therefore not kill all humans in exchange for your Shard. A Shard without this Perk may still have the ability to defy entropy, but you need to find it yourself because the Shard doesn't already know.

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Pocket Shard

Cost: 8 SP

Cost: 3 CP

Normally a Parahuman's Shard settles itself on an alternate uninhabited Earth preventing them from using their power after reaching a certain distance from Earth, but not you. Your Shard instead resides within a pocket dimension connected directly to your Corona Pollentia. Due to this fact, there is no range limit for your power. You could be on the other half of the multiverse and several billion light-years away and your Shard wouldn't even lag, nonetheless stop working. Now the only way to lose your powers is the permanent destruction of your Corona

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A Voice in my head

Cost: 2 SP

Cost: 2 CP

Your Shard can converse with you. This will give you headaches unless your companion can learn to moderate their voice.

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Superliminal Space

Cost: 2 SP

Cost: 2 CP

Your Shard can bring you into a dreamscape while you sleep, the appearance will correspond to the Shard and the powers it has. In there, you can converse and interact with your companion.

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Autonomous Projection

Cost: 3 SP

Cost: 3 CP

Your Shard can express itself through a minion Master power you have, a projection, or even a cloud of bugs. You lose access to the minions while the Shard is controlling it.

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Emergency Repair Protocol

Cost: 15 SP

Cost: 15 CP

You and your Shard share a link stronger than any other. Your Shard has embedded an emergency protocol within you. Should your shard be damaged, reformatted, or destroyed it will be able to restore itself through a backup stored within yourself. The speed at which your Shard can do this is dependent on its energy supply.

If your Shard is devoid of energy you will be able

to restore energy by exposing yourself to energy sources as a kind of absorption. So long as your connection to your Shard continue to exist your Shard can recover from anything.

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Host Preservation Failsafe

Cost: 10 SP

Cost: 10

Whether your Shard absolutely adores you, or maybe it's out of sadistic enjoyment, it believes that you produce premier [DATA], wanting to keep you as its Host at all costs. If you are killed and there's still at least a good portion of your body intact, your Shard will try to use anything at its disposal—your powers—to resuscitate you.

If your body were completely obliterated, your Shard would somehow store your core self, using whatever sways it has on the Network to connect to another Host and recreate you from scratch, bringing you back. If all else fails, it'll use the new host to overwrite their very being with your being. Even if it were a new Cycle, your Shard will

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Being a Entity

Cost: 20 CP

Instead of entering the world of Worm as a Host, you'll become a (baby) Entity instead. The appearance of your Avatar, if you have the appropriate Shards, is determined by your choices in the Character section. The Perks and Drawbacks that apply to you will target your Avatar if you have one or your Entity body if you don't (except for the ones that affect their Shard or the World).

If you picked an existing character, their mind will be uploaded to the Entity's consciousness and their Shard will be integrated. You have control over who can enter your nesting dimension(s). Zion or another Entity would be able to force their way in. If you have All Seeing Precognition your Shards have improved abilities to pierce defenses.

You are immune to Master, Stranger, and Thinker parahuman powers from other Entities, as well as from your own parahumans if you desire. Your Avatar and Constructs share the same immunity. Another Entity can still use their Shards to scan you if you have no defenses against it and you can do the same.

More ...

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Esoteric Knowledge

Your Shards know esoteric powers like Magic, Psionic, Aura, etc. They have integrated this knowledge and use it to perform their functions.

Wireshark

You can monitor the network traffic between the Shards of other Entities and decipher their

security keys. This will allow you to peacefully take over Shards like with Queen Hub.

Negentropy

As an Entity, you have knowledge of how to defeat entropy and generate energy ex nihilo (out of nothing). All of your Shards are capable for sustaining themselves indefinitely and produce buds during a cycle.

Without the Feeder cluster, your growth is very limited until you develop better energy generation capabilities.

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Avatar

Cost: 5 SP

Cost: 1 Network Load

This cluster allows you to project an Avatar to

pass as a member of the Host species. It takes several hours to develop a template for any species, you can freely switch between templates once they have been created.

The Avatar allows you to use Shard powers with a simulated deployment configuration or use your Shards at full power.

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Feeder

Cost: 5 SP

Cost: 1 Network Load

This cluster handles energy generation, absorption, and conversion. You can absorb matter into energy, collect solar energy, absorb solar mass for energy. There are also several generator shards that require fuel to function.

If you have Negentropy this cluster is capable of producing more energy than it requires in fuel.

Enough to sustain you even if you were to grow much larger but not enough to sustain exponential growth.

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exponential growth.

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Breach

Cost: 5 SP

Cost: 1 Network Load

While every Shard can natively slip between dimensions, this cluster is specialized for such a task. They can open and maintain large portals across space or between dimensions as well as teleport objects long distances (max ~100 AU). However, these Shards are not suited for long distance space travel.

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Panopticon

Cost: 5 SP

Cost: 1 Network Load

This cluster is specialized in perceiving the environment. While Shards can natively perceive close to their body, this cluster can observe large areas across many dimensions. Many forms of energy can be perceived, electromagnetic, light, gravitational changes, and much more. The maximum range is around 100 AU but is generally kept to below one AU to conserve energy

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Broadcast

Cost: 5 SP

Cost: 1 Network Load

This cluster is designed for long range communications with other Entities and allows for high bandwidth multi-channel data transfers within the collective, useful when the Shards are

deployed during a Cycle.

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Manager

Cost: 10 SP

Cost: 1 Network Load

This cluster is responsible for configuring shards for deployment to Hosts and can connect or disconnect Shards from Hosts.

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Repair

Cost: 10 SP

Cost: 1 Network Load

This cluster is responsible for maintaining the health of your Shards. If any Shard is damaged they will be able to repair it more efficiently than

its self-repair system. They can also remove foreign infections detected by the Security cluster.

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Hindsight

Cost: 10 SP

Cost: 1 Network Load

This cluster allows for post-cognition. You can search up to several million years in the past, however you need to be close to the object or location you are searching from (~100 AU).

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Analysis

Cost: 10 SP

Cost: 1 Network Load

This cluster is specialized in data analysis. Any

information collected by your other Shards is collated and analyzed by this cluster. The Shards in this cluster are capable of inference from limited data or precise simulation of complex systems.

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Factory

Cost: 20 SP

Cost: 1 Network Load

This cluster is specialized in the creation of new Shards from raw material. It is primarily useful in combination with Prototype and Copycat.

Prototype

Cost: 20 SP

Cost: 1 Network Load

This cluster allows the prototyping of new Shards effects.

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Technology

Cost: 20 SP

Cost: 1 Network Load

This cluster is responsible for maintaining the library of technology at the collective's disposal. They are also capable of constructing it if you have the necessary materials at your disposal.

The database you have inherited is severely out of date, it is generally on the level of a type 2.75 civilization (below galactic scale) on the Kardashev scale with some small parts on par with a type 3 civilization (galactic scale) and a few nuggets of type 4 civilization (above galactic scale) technology.

You will have to trade with or steal from other Entities or study different civilizations to expand your libraries.

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Armament

Cost: 15 SP

Cost: 1 Network Load

This cluster contains Shards used for combat. This includes a variant of Sting and Still, as well as various other means of attack. They aren't enough to kill a fully grown Entity in a straight up fight but they can deal with most other foes.

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Protection

Cost: 15 SP

Cost: 1 Network Load

This cluster contains Shards used for defense. This includes many types of shields and physical defenses. They won't hold off a full assault from a fully grown Entity but they will give you enough time to escape.

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Slip

Cost: 20 SP

Cost: 1 Network Load

This cluster is composed of Shards capable of long distance space travel with spatial warping and faster than light propulsion systems.

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Security

Cost: 20 SP

Cost: 1 Network Load

This cluster monitors the collective for any outside interference or infection. By themselves, they are not able to surgically remove infections, only purge the Shard completely.

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Shaper

Cost: 20 SP

Cost: 1 Network Load

This cluster is specialized in biological modifications, both on other species as well as Shards themselves.

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Timekeeper

Cost: 20 SP

Cost: 1 Network Load

This cluster is specialized in temporal manipulation. The Shards can alter the flow of time, speeding it up or slowing it down, as well time travel in limited ways.

Moving anything through time is extremely energy intensive and runs the risk of disturbing causality.

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Virus

Cost: 30 SP

Cost: 1 Network Load

This cluster can create specialized viruses that can be hidden in your Shards and will infect and cripple other Entities.

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Foresight (Simulation)

Cost: 10 SP

Cost: 1 Network Load

This cluster allows for both long range and short range precognition. The Shards in this cluster use simulation-based precognition which are vulnerable to certain forms of cloaking and jamming.

This cluster allows both broad exploration of futures as well as goal oriented search (PtV).

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Construct

Cost: 30 SP

Cost: 1 Network Load

This cluster allows the creation of Constructs. Semi-autonomous beings capable of using sub-clusters of Shards.

This is the cluster responsible for the creation of your version of Endbringers (which don't necessarily need to bring the end).

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++++++Shardless power

+++++ powers

Silky Road

Cost: 16 SP

You now possess the ability to generate and control wafer-thin, razor-sharp white strings from any part of your body, that can attach to

almost any surface, even on non-solid targets.

These threads are as flexible as silk yet as strong as steel. Barely hair-thin, they are nearly invisible to the naked eye, making them incredibly difficult to detect or evade.

You can restrain foes, effortlessly slice through bones, stone, or even metal. You can fully manipulate bodies by attaching strings to their spines or traverse the air by tethering yourself to buildings—or even clouds. You can even create perfect clones formed entirely from threads, and fully manipulate them from a distance. You can also reinforce yourself, wrapping your body in layers of strings for additional defense or augmenting your muscle tissues internally to significantly enhance your physical capabilities. The threads also have extraordinary utility for

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Lazarus Syndrome

Cost: 30 SP

You have contracted a transdimensional bacterium called malaise, which causes a condition that has been colloquially dubbed as 'Lazarus Syndrome'. This bacterium completely rewrites their host's personal dimensional structure, rendering them completely immune to any forms of premature ceasing as to preserve the host and in turn themselves. This typically manifests as the ability to come back from the dead.

But this isn't the end of your new abilities, however. The second most prominent effect Lazarus Syndrome causes is to occasionally generate powers in relation of how you died. Death by sword? Maybe you can disconnect your

body parts, or perhaps become very good a swordplay. Death by crushing? Perhaps your body will become super-dense or allow you to become intangible. You never really get to choose, but it'll always be related to how you die. The more you know how you died, or will die, the more you can narrow down what power will manifest.

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Facsimile

Cost: 5 SP

Every third day you will be able to split your body into two, with you staying in control of one of them and a clone of your mind placed in the other. The only difference between the two of you is that the clone will be completely loyal to you, they will not have your powers, know that you are the leader, and be 100 percent okay with

it.

2 Addons ...

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Unbound Form

Cost: 15 SP

You can transform your body and any objects you touch, altering their shape and properties as you desire. You have the power to transform into virtually any form you desire, whether it be a giant beast, a tiny insect, mythical beasts, or even a non-corporeal entity. You could turn a pebble into a diamond, your arm into an unstoppable battering ram, or a human into any animal or plant you could imagine. This power is incredibly versatile and adaptable, and can be used to great effect in almost any situation.

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Immortal Sun

Cost: 35 SP

You are a sun made incarnate, conveying upon you all its grand power. You possess the durability and sheer physical power of a star and have an immense amount of energy to call upon. You can call upon any effect that a star can produce—from massive solar winds, insane levels of radiation, scorching rays of light and heat, to even monstrous levels of gravity.

Your energy may be freely used to power your other abilities, freely able to convert to any other power source you need, and will passively enhance them regardless of conversion.

While you may possess the power of a star in its

entirety, immortal and untouchable by most, you also possess absolute and perfect control and understanding over all your powers, granting instinctive mastery and knowledge over your power's domain, keeping you from destroying everything around you without intending to. You can control your power in its every manifestation as

effortlessly as breathing, capable of just as easily controlling even the most minute production of heat, unnoticeable to almost all, as you are in simply unleashing all of your power in a supernova.

1 Addon ...

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Fantasy Monster

Cost: 10 SP

You are able to transform into various fantasy

monsters, starting with the most basic—Goblins. Upon entering your Goblin form, you gain its unique abilities, strengths, and evolutionary paths. As you grow stronger in your base form, additional transformations become available, ranging from larger and more fearsome creatures like Orcs, Ogres, and Trolls to swift and deadly beasts such as Direwolves.

Each monster form grows independently, meaning progress in one form does not affect the others. For example, if you develop your Goblin form over time, it may evolve into a Hobgoblin, gaining increased strength, intelligence, and new abilities. However, your other forms, such as Orc or Direwolf, will remain unchanged unless trained separately.

The nature of your base form can affect the type of monsters you can unlock. Certain traits or

affinities within your original form can also influence the evolution of your monstrous transformations. For example, a deep connection to death or necrotic energy increases the likelihood of unlocking undead creatures, while a natural affinity with the elements might grant access to elemental spirits.

1 Addon ...

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The Rulership of Flesh

Cost: 20 SP

The flesh is an unsightly creature, but it is a thing to be moulded and shaped however is best desired. You know the truth of the meat, of how easily and readily it warps and deforms, aching to be ruled.

Your body has been altered to secrete a thick bile on command from various divots. When this Ooze touches inorganic materials, no matter how mundane or exotic, they begin to melt and fuse with flesh they're exposed to. While these materials are drawn into you, you can command them with great speed and skill, bringing stone to the surface of your skin to defend yourself, making nails of glass to claw and so on. As you develop this skill area, you could eventually create objects, even complex machinery from the objects of your body.

Notably, there's no fundamental difference between 'organic' matter and 'inorganic' matter, in essence giving you limitless access

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The Super Soldier

Cost: 10 SP

You are the product of the greatest minds on Earth, the first and only successful Super Soldier. Years of classified research, bleeding-edge science, and battlefield experimentation have fused man and machine into something formidable. Combat drugs course through your enhanced bloodstream, your physiology has been torn apart and rebuilt, and your mind has been drilled, programmed, and shaped into a weapon that does not falter.

Your training is a synthesis of every major combat doctrine across the planet. You fight with the precision of special forces, the endurance of marines, and the strategic oversight of high-ranking officers. You've trained in jungle warfare, urban sieges, underwater infiltration, zero-G maneuvers, and mechanized

armor piloting.

You can dismantle, reassemble, and operate nearly any weapon or vehicle. Every combat style, from close-quarters combat to long-range sniping, is second nature. You carry in your mind the hard-earned experience of a veteran who's fought and survived the equivalent of two global wars, complete with the instincts and scars that come with it.

Beneath your skin lies a lattice of kinetic dampeners, muscle amplifiers, and reflex boosters, allowing you to absorb explosions, redirect force, and move with precision no unaugmented human can match. Your arms can punch through reinforced steel, your legs can leap across rooftops, and your eyes — equipped with thermal, night, motion, and x-ray overlays — serve as surgical instruments of war, tracking

threats, calculating distances, and syncing with aerial drones.

A neural interface accelerates decision-making, enabling you to react before others even process the threat, while embedded regulators suppress pain, exhaustion, and hesitation, keeping your body operational long past its natural limits. You also have a neural-feedback system which accelerates muscle memory development, locking in complex techniques through reinforcement when movements are executed correctly and disrupting them when flawed, ensuring every failure sharpens your performance.

Your biology, what remains of it, reflects a commitment to survival above all else. Your body mass has increased, your muscles are thicker and more efficient, and your bones have

been reinforced with carbon-threaded structures. Your skin, altered in tone and texture, is resistant to radiation, chemical exposure, and extreme temperatures.

Your lungs filter toxins. Your liver can process poisons. Your heart can regulate output under strain, and your blood carries agents to clot wounds and kill infection instantly. Your immune system has been reengineered to fight off every known pathogen, and your healing ability is nothing short of brutal efficiency — not fast, but thorough, pushing your body to recover from trauma most would never survive.

Yet for all your power, there is nothing human left in your appearance. You are massive — standing nearly seven feet tall, your frame is thick with dense, corded muscle and reinforced plating. Your skin is a patchwork of rough,

synthetic grafts and altered tissue, discolored in places where radiation shielding and chemical resistance have left it uneven and leathery.

Metallic lines crisscross your body, glowing faintly with embedded tech, and ports for maintenance and data input are visible along your spine, forearms, and neck. Your face is more machine than man — eyes replaced with multi-lens optics that whirl and adjust independently, jaw reinforced with carbon-steel hinges, voice modulated through a rasping speaker embedded deep in your throat.

You move with a mechanical precision, deliberate and heavy, as if the world itself must yield to your weight. Whatever you were before — a soldier, a human being — has been consumed by function. You are not sleek, not elegant. You are a tool of war, built to survive,

built to kill, and unmistakably not human.

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Cost: 5 SP

It seems you ended up losing your original limbs during a skirmish with the Coalition of Mankind. You can now gladly call yourself a veteran pirate with a body built for spitting in the Coalition's eye.

Your new frame is a black-market classic built on an un-hackable analog foundation. Power comes from triple-redundant piezoelectric-thermal cells in your chest and pelvis, converting your body's motion and ambient heat into fuel. Your strength is driven by hydraulic-myo hybrid muscles sheathed in nanofuel fluid. You can punch through a standard airlock door or dead-lift over 800 kilograms.

The frame's speed is explosive but inelegant; hydraulic actuators allow sprint bursts near 70 km/h and powerful vaults, but you have minimal fine control. Reaction time is enhanced via a cortical spike array that bypasses biological nerve lag, translating intent into motion with mechanical speed. A crude, monochrome HUD is projected directly onto your vision via the cortical spike array; this feed is one-way, providing you system data but accepting no external inputs, making it impossible to hack.

Your skeleton is a laminated ceramo-metallic lattice that deforms rather than snaps, letting a "broken" arm remain functional. A dual-fluid circulatory system includes an oxygen-rich emergency coolant that can be shunted to damaged areas for anaerobic operation. Every critical system has backups: triple hydraulic lines, isolated organ chambers, and decentralized processing. You can absorb tremendous blunt force, shrug off shrapnel, and remain combat-viable with up to 60% system failure. You can operate at high-output for hours before cumulative damage forces a shutdown.

Your outer layer is a dermal mesh of micro-emitters and reactive pigment cells. It emits scrambled signals to defeat weapon lock-ons and projects IR/UV patterns to fuzz cameras and optics, making you a shimmering, hard-to-target blur in a fight. Your major trade-off is that under peak strain, your system shunts an oxygen-rich emergency coolant to muscles, allowing anaerobic operation. This creates toxic metabolite buildup which causes searing pain, muscle tremors, and cellular damage if pushed

beyond its short duration. These toxins are uniquely potent and flush from your system far slower than in a baseline human, making the resulting pain more intense and lingering long after the crisis has passed. Additionally, the system runs hot, requiring cool-down periods, and the cortical spikes cause chronic headaches.

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that would otherwise end you, the egg cracks.

Your current body collapses, rendered useless, while your consciousness transfers instantly into the yolk within. For five seconds, you exist in a state of pure vulnerability, undergoing a rapid metamorphosis. And then—you are reborn.

From the yolk, a new form emerges. Its

appearance may differ, molded by your own subconscious will, but its essence remains yours. This new body is a refined vessel where your physical and mental capabilities are enhanced tenfold, your abilities evolve, your previous skills ascended to new heights—and all prior wounds vanish, including any damage to the egg.

Should you again fall to a mortal blow, the cycle repeats. The egg cracks once more. From the shattered yolk, you are reborn a second time, another form with an aesthetics of your choosing. This form is once again ten times more powerful than the second form, your body, minds, and skills pushed to even newer levels.

If a fatal wound finds you again in this third form, the egg will break a final time, and you will be returned to your original form, with your

original stats—reset, but still alive.

This cycle has no defined end, endlessly renewing with each near-death. However, you are still not immortal. While in the yolk state, during those crucial five seconds of transformation, you are vulnerable. Killable. If you are destroyed then, before your rebirth completes—there is no coming back.

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Sovereign of Scale

Cost: 40 SP

You rule your own size. At will, you flow anywhere along a continuous range from a fingertip speck to a horizon-striding colossus: as small as 0.1 mm, as tall as 1,000 km, and any height between. The change is smooth, precise,

and under perfect control—you can ease up a centimeter at a time or surge in a single heartbeat.

Your mass, density, and weight obey you as surely as your height. You can keep proportions and strength constant, or scale them to match your new size. When becoming immense, you may suppress your gravitational footprint and shock effects so your presence doesn't shatter the world; when becoming minute, you can prevent air currents and surface tension from tossing you about. Clothes, gear, and anything you choose to carry scale with you automatically unless you decide otherwise.

Your body, voice, and senses re-tune to fit. Vision stays sharp whether you're peering between dust grains or looking down on continents; hearing and speech remain clear without

deafening others or drowning in thunder. Touch, balance, and proprioception never betray you. You can move delicately at mountain height and strike with force at insect height, skipping the usual square-cube penalties by intent.

When you shrink, you may choose to appear de-aged, a wolf becoming a wolf pup, a dragon becoming a hatchling, a person taking on a younger look, purely cosmetic unless you will otherwise. The effect can extend to clothing and equipment, matching the illusion. You may also carry the look of age forward on a giant scale if it suits you.

Your environment yields to your decisions. If you wish, the space around you buffers against collateral harm and pressure, letting you stand among cities without crushing them or slip through keyholes without disturbing a mote of

dust. With a thought, you can share your scaling with any object you're touching, bringing equipment up to your size or miniaturizing it safely to carry along.

Nothing about the change surprises you. Your momentum, posture, and stance remain consistent through the shift; you keep your footing when you grow, and you don't stumble when you shrink. Whether striding across oceans or threading between raindrops, you are exactly as large—or as small—as you mean to be.

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Astartes

Cost: 15 SP

"Heavy weapons! Bearing Two... Five... Zero....

Degrees. Heretic armour in the open. Fire! Kill the traitorous dogs! For Unity! For the Primarch! For Humanity!"

The Astartes. The super soldier project that the remaining Cauldron members created to combat the Arch-Traitor's forces. Aspirants are taken from veteran regiments of the Alliance of Independent Systems' forces, then surgically and biologically augmented to become transhuman warriors of significant strength, speed, skill and intelligence. Hardened bones, lightning reflexes and redundant organs were just the tip of the spear when it came to modifications, depending on the battlefield role and Legion that the aspirant was seconded to. Devastator Squads gained even better eyesight, whilst Eliminator squads would be given the ability to slow their heartbeat. All of these upgrades were designed to be symbiotic with

the previous enhancements, meaning they could keep their operational flexibility on the battlefield.

When the Astartes project was in its infancy, it was noted by lead researcher, Riley Davis, that the test subjects would develop unnatural coordination with their fellows. It was then enhanced by various therapies on the orders of Doctor Mother, turning it into a fully fledged psychic connection between them. This allows for members of a squad to be in sync with each other and share information, thoughts, mental fortitude and emotions psychically. The connection also permits a battle brother to share it with other, lesser minds in greater numbers. Though the strength of this bond is much weaker.

Originally designed for just shock assaults, HVT extraction and battlefield elimination. The

Astartes came to be incredibly skilled warzone commanders whilst being living archives on strategy, tactics and more, able to direct entire galaxies of the war by themselves. They were then given a larger portion of commanding roles as the Heresy progressed, much to many mortal commanders' chagrin.

You are one of these super soldiers, with the role and legion up to you. You also gain the arms, armour and training of a veteran battle brother.

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The Flesh-Wrought Sentinel

Cost: 10 SP

You are the flesh-wrought, forged by disciplined ritual and metaphysical reshaping. You undertook the Seventy-Seven Day, forged by disciplined ritual and metaphysical reshaping.

You undertook the Seventy-Seven Day Crucible: thrice-cycled fasts under sun and moon, breathless hours submerged beneath freezing water, and the carving of sigils into the skin with powdered iron and salt. You stood before the solar cross at dawn and declared the Self as sovereign law.

Through a confluence of Daoist Internal Alchemy and Nordic berserker hardening, your musculature has been supercharged through ritual qigong and kiai-based impact trance. You can exert force sufficient to crumple a steel I-beam with both hands. With focus, you can leap twenty vertical feet from a standstill. Sprinting at full force, you can smash through reinforced concrete walls with a shoulder slam. Your bone density is such that you can withstand high-speed vehicular impacts, and non-ballistic blunt force without injury.

Ritual exposure to ice and fire has hardened your nervous system, allowing you to endure temperatures from -50°C to 100°C without clothing indefinitely. You require two hours of sleep per 48-hour cycle and can operate under total sleep deprivation for ten days before measurable degradation. Your body does not enter full metabolic crash unless deprived of food and water for over twelve days. Your skin bears thirteen protective glyphs derived from syncretic magic: Solomonic hexagrams, bind-runes of Thor and Tyr, and geometric seals taken from Ifá divination patterns. These glyphs function as active magical resistance fields.

You are immune to mid-tier hexes, ancestral curses, necromantic influence, and entity-based possession attempts. When in proximity to ritual magic, you can sense it as a field distortion, akin

to a shift in gravity or vibration. Direct magical attacks, such as curses, sigils, and spells disperse on contact unless powered by beings greatly stronger than you. You are invisible to advanced divination, and only direct soul-name invocation can locate you.

You possess innate magical talent refined through ritual trance, abstinence, and repeated invocation of planetary harmonics. Beyond giving top of the line talent in learning and using magic, it also allows you to draw from archetypal elemental forces through the autonomous alignment of your etheric body. These elemental reinforcements activate subconsciously and alter your body's metaphysical composition in reaction to external stimuli.

For example, when attacking, your body calls

Fire, allowing your strikes to burn through barriers. When defending, Earth rises in your flesh, reinforcing your structure to absorb impacts. While in motion, you enter Air, reducing drag. When wounded, Water flows through your internal channels, slowing blood loss. These reinforcements require no conscious activation and cannot be interrupted without the complete nullification of magical forces in the area.

Your mind has been reshaped through the Astral Skull Rite, an internal visualization training using runes, geometric cubes, and sound vibration to fuse your conscious and subconscious perception. You can recall any memory with total clarity, including sensory data such as ambient temperature, smells, and heartbeat of others. You can detect intent before speech, seeing the muscular contractions that precede decision. You can track hypersonic movement, reacting

fast enough to swat down projectiles moving at subsonic speeds. In low-light or zero-light environments, you navigate with full orientation and spatial mapping

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Consumer

Cost: 5 SP

You've gained the power of cannibalism.

For 24 hours after eating parts of a being you killed, you gain various benefits depending on what you consumed. The potency of the benefits is proportional to the might of the thing killed. A mundane cow would give you incredibly minor benefits for instance, while the gifts from dragon's flesh would be massively stronger.

By drinking the Blood, you heal dramatically faster than a normal human being.

By eating the Bones, you grow tougher and more resilient to damage.

By eating the Brain, you can access some of the creature's memories, and can speak any languages that were known by it.

By eating the Eyes, you become more canny and perceptive.

By eating the Flesh and muscle, you lose fatigue and gain stamina.

By eating the Heart, you gain a minor amount of spiritual or magical talent that the creature possessed.

By eating the Liver, you become resistant to poisons, possibly immune depending on the creature's strength and its own natural immunities.

By eating the Tongue, you can imitate the voice, calls and languages spoken by the being

perfectly, though not understand them implicitly.

You can eat multiple parts of one being. Additionally, novel parts like non-standard organs and offals can give more esoteric effects depending on the entity being eaten.

More ...

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Gamma Mutate (Marvel)

Cost: 30 SP

Much like Bruce Banner, you are now host to a rage-fueled alter ego. Stress or injury will cause you to transform into a hulking, irradiated brute. In this form, you possess massive super strength, durability, stamina, regeneration, speed, and resistance. In combat, all of these abilities scale higher as your rage grows, though you will eventually hit a soft cap. When transformed,

your looks are two levels below your standard appearance.

3 Addons ...

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Starling (Marvel)

Cost: 35 SP

You have become a Starling—a rare being attuned to the interdimensional lattice of the Multiverse. As a Starling, your body is a living conduit for interdimensional energy, granting you incredible physical and metaphysical capabilities.

You possess supersonic flight, powered by the raw kinetic force of dimensional energy coursing through you. Your strength is immense—enough to rip reinforced steel doors from their frames and even contend with gods like Loki in direct

combat. Your body is a fortress: impervious to bullets, resistant to intense heat and flames, and capable of surviving unprotected in the vacuum of space. Time treats you differently; your cellular aging is vastly slowed, allowing you to live for centuries without the toll of age.

Most extraordinary is your power to tear open star-shaped portals—gateways between realities. These stellar apertures allow you to traverse the Multiverse at will, and when used creatively, can function as devastating weapons, slicing through matter and space alike. You can access the Starling Highway through these portals—a metaphysical path connecting countless universes beyond normal comprehension.

Your connection to the Multiverse isn't just physical—it's instinctual. You possess a

metaphysical awareness that lets you sense direction, danger, and dimensional shifts with uncanny precision. Unlike America Chavez, whose powers come with immense physical strain, you navigate interdimensional space effortlessly. Time travel is also within your grasp, though it requires a catalyzing force to unlock the temporal aspect of your portals.

Finally, you can channel the core energy of your being into combat. This inherent force amplifies your strikes to supernatural levels, allowing for techniques like releasing concussive shockwaves with a stomp.

3 Addons ...

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Metal Bat (One Punch Man)

Cost: 15 SP

You now possess the powers of the S-Class hero, Metal Bat. You inherit his immense speed, strength, durability, and fighting skills, enabling you to fight multiple demon-level threats simultaneously and even hold your own against a dragon-level threat for a while.

In battle, you grow stronger based on how much damage and anger you have accumulated. As the fight progresses, you become faster, stronger, and significantly more resilient. This ability also allows you to push beyond your physical limits, enabling you to fight at your full strength despite severe injuries, such as major blood loss or broken bones. Additionally, your fighting spirit also makes you highly resistant to mental attacks.

However, be cautious. As powerful as this ability is, it has its limits. Your body can only endure so

much damage before it collapses, and your fighting spirit quickly fades once the battle ends. If you sustain enough severe injuries, you risk dying when the fighting spirit that sustains you dissipates.

As a bonus, you also gain a nigh-indestructible metal bat to use as a weapon.

1 Addon

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Dr. Kuseno's Blessing (One Punch Man)

Cost: 18 SP

Awakening to a new form of living, you have now become a Cyborg, your body fully outfitted with combat-ready cybernetic enhancements similar to Genos at the start of his journey of being Saitama's disciple. Now, you no longer need to

eat or drink, never experiencing fatigue the same way humans do, and instead can run off of nuclear energy, or if you so desire, biofuel. Indeed, your heart has been replaced with what is known as a "CORE". As for your overall capabilities, those are the interesting part.

As byproducts of your enhancements, you become capable of shattering concrete from mere leaps, destroying steel or stronger materials with all-out punches, and able to endure more punishment due to your physiology, able to fight despite considerable damage to your body; your cybernetics, rather than being cumbersome, help you move faster than the average human eye can see and react, able to keep up with opponents faster than you for a considerable amount of time.

These enhancements weren't left without some

heat, either: your palms are armed with a pair of Incinerator Cannons that fire streams or bursts of heat/fire/plasma over considerable distances, jet boosters in your shoulders aiding both in speed and limited flight, arm-blades, detachable limbs you can replace and recall, and an array of sensors that can detect heat signatures, fast-moving objects, and other phenomena.

More ...

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God Hand: The Twelve Labors (Type-Moon)

Cost: 20 SP

This is the continuously active-type Noble Phantasm of Hercules that grants him a "body that knows no death." It is a blessing/curse of the gods, representing immortality, that was granted to him for completing his Twelve Labors

in life. It lacks an overt external manifestation such as a weapon or armor, but is the body of the user itself. Because of this, it transforms your body into a tough suit of armor that acts similarly to a conceptual weapon in practice, as a side effect coloring your body like lead.

God Hand has three effects: Resurrection up to 12 times, attack nullification, and "immunity against an attack you have experienced previously."

God Hand applies a conceptual defense, meaning it cannot be worn down. It defends against all attacks of B-rank quality and lower, regardless of the attack being physical or magical in nature. It also grants the effect of automatic regeneration, including resurrection after death, reviving you with a stock of eleven extra lives. You have lives equaling the number

of lives, rendering you an "immortal" being who must be killed twelve times to be fully eliminated. For you to be damaged, an attack of A-rank quality or above is needed, meaning that a C-rank attack, no matter how amped up, would still be nullified by God Hand. Even should an attack be capable of destroying the world, since it lacks the Metaphysical Weight needed to get past God Hand.

Unlike Magic Resistance that completely nullifies the attack, God Hand instead allows the attack to take effect without registering any damage. This allows you to attack without even thinking of defense due to it, since they will simply bounce off without leaving a mark.

Multiple lives can be taken at once if the set amount of damage of each life is exceeded from an attack. While any damage can be healed

within minutes, the lives lost require a day to heal for each life taken, though this can be sped up by dumping massive amounts of energy into God Hand for faster restocking of lives or healing. Every time you are harmed by an attack, regardless of whether it leads to death or not, you will gain resistance after you heal. In the case of being damaged by flames, you would gain around "+100 fire resistance" after healing. Rather than rendering them "completely ineffective," it makes subsequent attacks almost useless against you. No matter the power of the ability used to kill you, it will be nullified after you resurrect. Even the greatest attack will not be effective on you twice and will require different methods to take each subsequent life.

The one weakness to God Hand due to Heracles' legend is that it is ineffective against Hydra venom. One single strike from a venom-coated

dagger is enough to eat through all of God Hand's lives and possibly kill you if you don't set yourself on fire like Hercules once had to.

2 Addons ...

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Hunter (Bloodborne)

Cost: 20 SP

Once, long ago, you were only a mere man, ignorant of the Truth. Now you are greater, closer than ever to ascension and death in equal measure. After a trip to Yharnam and the signing of an Eldritch contract, you were given a blood transfusion, resulting in you gaining incredible power and an Eldritch blessing.

You are gifted with power far above that of a mortal man and even greater than your fellow

infected—you hit with enough force to level city blocks and move with speed effortlessly surpassing sound; your agility is even more frightening, as you now move like an Olympic acrobat in combat.

You can take as much as you can dish out in a pure contest of durability, even greater due to your enhanced healing factor which heals injuries, excluding complete organ destruction and limb removal, in mere minutes. This healing is massively accelerated by the injection of blood, and blood infused with Eldritch energy is even more effective. Your senses are similarly enhanced to an inhuman degree as you gain a preternatural tracking ability and a bonus in all attributes when fighting Beasts.

As a hunter, you also gain more esoteric abilities such as being able to now see and interact with

the horrifying eldritch forces that occupy the cosmos. This awareness will start small with things like minor eldritch creatures but it can grow to the point of being able to safely interact with Eldritch Gods.

Your blood also now acts as a divine vessel of power, enhancing its effectiveness in all magics and granting imbued weapons and artifacts with greater power in both offense and defense. Blood from fallen/murdered enemies can be used to enhance yourself, physically, mentally and magically. It even has the capacity to enhance the potency of the eldritch power rushing through your veins.

You are also granted incredibly powerful "bullets", eldritch in nature, which can be loaded into any ranged weapon with a thought. This supply is limited, however, and can only be

replenished through a sacrifice of your own blood or after a 24-hour period. You have eldritch blood vials for healing which also replenishes every 24 hours, and there is no other way to get these back unless you make your own.

You are now functionally immortal—every time you die, you are transported backwards, in both time and space, to a safe, secure, and personally significant place. and will be able to teleport to a relatively safe place within 100ft of your body after you get there. You will always appear exactly 5 minutes before you died or before you engaged in whatever battle you may be participating in.

Be warned, however, for all the good this power does, it is also easily capable of great harm. This power makes you capable of withstanding the

Eldritch truth but it does not make you able to handle the stress and strain this puts on you, for your Will will be your only guide on this long and winding path ahead.

Even greater a danger is that of Beastdom, the blood has granted you a second persona so to say. It is not intelligent or sapient in any capacity but if your will ever breaks, the strain of the ever long night becomes too much and bloodlust eats at your senses. This other persona will eat what is left of you and spit out a vicious beast, one that is even more powerful than you and dangerously skilled—it will kill many and you will be its first victim. More ...

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What Do You Fear? (Chainsaw Man)

Cost: 10 SP

Embrace the Fear of humanity and transform into a Devil that embodies those fears. As you activate this ability, you undergo a terrifying transformation, assuming the form of a formidable Devil that embodies a specific concept feared by humans. For example, as a Storm Devil, you can conjure sudden heavy storms and call down lightning strikes to unleash devastation upon your foes.

The strength of your powers as a Devil is intricately tied to the level of fear humanity harbors towards the concept you embody. The more they fear and believe in the power of the concept, the stronger you become, fueling your abilities with their collective terror.

In addition, you possess the ability to form

contracts with humans, allowing them to borrow a fraction of your power in exchange for a cost they must pay. This contract enables them to wield a portion of your fearsome abilities, empowering them in battle, but they must bear the consequences or fulfill the agreed-upon terms.

More ...

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Beast of No Nation (DC Comics)

Cost: 10 SP

You have become the Avatar of all Faunas, ala Beast Boy. This grants you an extraordinary ability to connect with and transform into the vast array of Earth's fauna. With a mental catalog and perfect indexing of every single creature that has ever existed on Earth, you

possesses unparalleled knowledge of their strengths, weaknesses, and capabilities. This comprehensive understanding extends to every creature's biology, behavior, and innate abilities.

The power allows you to swiftly shapeshift into any animal form contained within your mental catalog. This transformation can seamlessly transition between forms, adapting to the needs of any situation. Whether it's the keen eyesight of an eagle, the agility of a monkey, or the strength of a gorilla, you can selectively manifest specific animal aspects without undergoing a full transformation.

Any animal form you harness are at its absolute peak potential. Even in partial transformations, the manifested animal aspects are maximized, pushing the boundaries of natural ability. Through training and practice, you can enhance

these forms, making them even stronger than their natural counterparts.

Moreover, the mental catalog of fauna continually updates itself. Whenever you explore a new planet, your mental catalog of the Faunas expands. This ensures that you always possess the most up-to-date information and can adapt to the unique creatures you encounter in alien worlds.

3 Addons ...

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Speed Force (DC Comics)

Cost: 40 SP

You've become a conduit of the Speed Force—a cosmic energy field centered on velocity and movement—granting you superhuman abilities,

much like Barry Allen, The Flash.

The primary power this grants is super speed, but the Speed Force also grants several auxiliary abilities, including—but not limited to—accelerated healing, a protective Speed Force aura, and, with training, electrokinesis, dimensional travel, and time travel.

While you begin at speeds comparable to Jay Garrick—roughly 20 times the speed of sound—you're rapidly becoming faster and have the potential to surpass all known speedsters. To match this velocity, your reflexes and perception scale proportionally, and you can even channel the Speed Force to accelerate your thoughts while stationary.

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Still Force (DC Comics)

Cost: 40 SP

You've become a conduit of the Still Force, a cosmic force opposite of the Speed Force based on entropy and inertia, and allows its conduits to negate motion, with the potential to induce and accelerate the force of entropy.

With the Still Force, you can decelerate or halt the aging process, drain the life force from others, steal the motion of everything around you to the point that time seems to stop for you and you seem to have super speed to others, as well as even create physical constructs. With enough power and mastery, you can use the Still Force to stop the expansion of the universe.

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Plastic Man (DC Comics)

Cost: 35 SP

You exist in a fluid state, not entirely liquid nor solid, with complete control over your molecular structure. With this control, you have the capability to shape shift into various positions and sizes impossible for ordinary humans. You can stretch your limbs and body to superhuman lengths and sizes with no limit to how far you can stretch. You can flatten yourself to slide under a door. You can shrink to a few inches in height or grow to rival skyscrapers. Your stretching powers also grant you super human agility and strength.

In addition to the powerful shape shifting, you are nigh invulnerable, able to withstand corrosives, punctures, and concussions without

sustaining any injury. Your body is resistant to high velocity impacts that would kill an ordinary person, resistant to blasts from energy weapons, and is completely bullet proof. Your body is able to regenerate and assimilate lost or damaged tissue and does not age.

However, you are weak to extreme heat and sudden temperature changes, inducing a change of phase, rendering you completely solid or completely liquid. You will also lose your integrity if exposed to solvents such as acetone.

1 Addon ...

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Clayface (DC Comics)

Cost: 10 SP

Your flesh is no longer flesh. Your bones, blood, and skin have all been replaced with living clay—dense, viscous, and fully under your control. You gain the full metahuman ability set of Clayface, becoming a being of pure morphable matter.

You can twist and contort your body into nearly any form imaginable. You may swell into a monstrous colossus, flatten into a slick pool, stretch into tendrils or blades, or forge limbs into blunt weapons or precision tools. Every part of you can be reshaped in real time, limited only by your creative vision and your ability to control your mass. You can slide through cracks, climb surfaces by molding grip into your hands and feet, or erupt from the ground with sudden force.

You also gain the power to mimic other people with astonishing physical accuracy. With enough

observation, you can replicate someone's body, facial features, and even voice so perfectly that you could fool nearly any eye or ear. However, this transformation is entirely external. You do not form real bones, organs, or internal systems—everything remains clay beneath the surface. A close enough inspection, magical scan, or medical examination would reveal the truth: you are a seamless imitation, not a true copy.

Your clay body grants immense resilience. You are immune to bleeding, bruising, and broken bones—because you no longer possess any. Conventional weapons are almost useless against you: bullets, blades, and blunt force simply pass through or displace your form. You can recover from most physical damage near-instantly, reassembling yourself with a thought. You no longer need to eat, breathe, or sleep. You do not age. Poisons and diseases no longer

apply to you. You are no longer limited by the needs or frailties of biology.

However, your new form comes with vulnerabilities. Water is your greatest natural enemy. Sufficient exposure to water—whether through heavy rain, high-pressure hoses, or submersion—can weaken your cohesion, dilute your mass, and render you unable to maintain complex shapes. In such a state, you may collapse into an inert slurry, needing time and effort to reconstitute yourself. Extreme cold can harden you and make you brittle; extreme heat can soften you into something formless and sluggish. While your body regenerates, losing too much clay can weaken you or limit your transformations until you regain it.

1 Addon ...

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Doctor Phosphorus (DC Comics)

Doctor Phosphorus (DC Comics)

Cost: 15 SP

You have undergone the same atomic catastrophe as Dr. Alex Sartorius—Doctor Phosphorus. Your flesh has transmuted into a translucent shell of burning phosphorus, your skeleton glowing like a walking reactor. You are a living nuclear furnace, eternally ablaze with hellish green fire that cannot be extinguished.

You emit intense heat and radiation capable of igniting steel, melting concrete, and poisoning anything nearby. You can launch nuclear flame, superheat the air into plasma, and incinerate a

tank in seconds. Immune to fire, heat, and radiation, your body no longer requires food, water, or rest—only containment.

Your strength and durability are massively enhanced—enough to crumble walls, punch through concrete, and endure bullets, explosions, and blows from metahumans like Frankenstein or Clayface. Your reflexes are fast enough to react at Mach speeds.

However, due to the transformation your appearance has become inhuman, your visage a haunting reminder of the cost of tampering with atomic forces.

Like the element that remade you, you are unstable, lethal, and unrelenting—a walking meltdown waiting to happen.

1 Addon ...

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Metamorphae (DC Comics)

Cost: 35 SP

You are the newest Metamorphae, a being crafted by the god Ra to battle the serpent Apep. Though your default patchwork form may seem odd, it grants unmatched versatility. Your malleable body can stretch, grow giant, shapeshift into human and animal forms, and produce duplicates.

You possess superhuman strength—enough to fight Kryptonians—and durability that withstands blows from the likes of the Flash and Despero. You can regenerate from nearly any damage, even atomization, by absorbing mass.

Your true strength lies in elemental transformation and control. You can transform into and project various substances—including liquid nitrogen, lava, acid, or knockout gas. You can become a gas for stealth or flight, liquid for evasion, or forge limbs into weapons or tools. With mastery over chemistry, you can transmute objects—even powerful artifacts like the Orb of Ra—into other elements, guided by an intuitive grasp of the periodic table. You can even produce extraterrestrial elements like Kryptonite, but you would need to come in contact with them first to understand their composition.

1 Addon ...

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Wisdom of the Sage (The God of High School)

Cost: 15 SP

You inherited a portion of the King's Power, the innate Divine ability of the Jade Emperor Ohkwang.

This power allows for the manipulation of the Four Fundamental Forces of the Universe. Strong Force, Weak Force, Electromagnetism, and Gravity.

The King himself was able to fling whole planets around the solar system like pinballs, or disintegrate half the bodies of High Gods with a wave of his hand, and his true successor, Han Dae-Wi, will be every bit as mighty.

You however, have only received a portion of this power. You could fly or destroy whole houses with a thought or construct various weapons and items from thin air but the heady heights of power the Kings possessed are years away for

you.

As time passes and you practice your power, you will grow in both the control you have, the range of your ability and the magnitude of what you may effect. This ability turns one of your iris' wholly black, with a golden Omega symbol in place of your pupil, at least when the ability is in use.

More ...

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Reincarnation (The God of High School)

Cost: 60 SP

You once held a position of extraordinary significance. In a previous existence, you were revered as one of the High Gods, an entity of

immense power capable of reshaping the very foundations of this world. However, for reasons unknown, you perished or lost your divine abilities, only to be reborn as a child in your current race. Recently, you have begun to reawaken your dormant powers, as detailed below.

These powers and abilities, as well as any supernatural artifacts associated with them, can be accessed through a transformation into your godly form. Initially, this transformation will be draining, but with time and practice, you will extend its duration until it becomes a permanent state.

Your reincarnation bestows upon you several powers derived from your former self. Select a God, Monster, or other Mythological Figure from legends to serve as the basis of your original

identity. Your powers and items will be modeled after this chosen entity.

Firstly, you inherit the physical prowess and life essence of a celestial being. Your strength allows you to obliterate entire worlds with a single strike, or hoist them above your head with some effort. Your speed surpasses that of light by a magnitude of at least a hundred thousand, and you possess the resilience to endure blows capable of shattering planets, akin to how humans withstand attacks from their fellow beings. Your life energy is so potent that a mere release of your power could submerge an entire world, and your life energy-based abilities are equally cataclysmic, capable of ending worlds as surely as your physical might.

Additionally, you acquire two distinctive and exceptional powers, as well as two unique items

inspired by the legend of your original self. These items are comparable in potency to the fabled tools wielded by the Monkey King, such as Yeoui/Ryu Jingu Bang or Yongpyo. It is also possible to transform powers or remarkable feats associated with your chosen entity into original items, ensuring they remain rooted in their authentic legend.

Embrace your reborn divine nature and wield these newfound powers and artifacts, for you are destined to leave an indelible mark on the world that resonates with the echoes of your legendary past.

More ...

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Mantra Reactor (Asura's Wrath)

Cost: 30 SP

Within your body now resides a Mantra reactor, an extraordinary device that enhances all aspects of your physiology. You possess a transhuman divine form, granting you heightened strength, agility, and resilience. With this newfound power coursing through your veins, you become an unstoppable force, capable of achieving the impossible and surpassing the limitations of mere mortals. With your transhuman divine physiology, you stand as a living embodiment of the divine and a beacon of limitless potential.

In addition, you innately know the various applications of Mantra. This includes deep understanding of Mantra technologies, unlocking the ability to turn humans into Demigods, and construct massive war machines like the Karma Fortress or the Shinkoku Army

Fleet.

2 Addons ...

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I Reject My Humanity (JoJo's Bizarre Adventure)

Cost: 15 SP

You have rejected your humanity and transform into a twisted abomination of life and death. Your sustenance now depends on consuming fresh blood and converting humans into obedient, monstrous slaves.

In this twisted form, you wield unparalleled control over your body, unlocking supernatural feats. Your very blood becomes a weapon, capable of taking the form of bullets or streams that can cut through stone effortlessly. Should

harm befall you, swift regeneration heals substantial wounds and allows you to control severed body parts from a distance. Your body temperature can plummet to freezing levels upon contact, while your extended nervous system acts like tentacles, infiltrating and controlling the nerves of your enemies. Your hair and blood vessels gain the strength of an octopus, granting you formidable abilities to manipulate and control.

Your senses of smell, hearing, touch, and taste are heightened tenfold, granting acute awareness, and a tremor sense that works both on land and underwater, while your vision extends to an owl-like wide cone. Using tentacle-like extensions of your circulatory system, you can pierce flesh and effortlessly paralyze your prey. Your eyes possess a hypnotic quality to mesmerize and control those who meet your

gaze.

Moreover, you have the power to infuse corpses with a small amount of your blood, transforming them into vampiric minions known as Zombies. These Zombies inherit the Blood Vessel Needle ability and retain previous capabilities, including intellect, as long as their circulatory systems remain intact.

You also gain the ability to teleport rapidly between shadows, concealing objects, and even corpses within their depths. By embedding fragments of your flesh into sentient living creatures, aggressive razor-sharp tentacles attack those who attempt to remove the spores.

Unfortunately, this comes with a weakness to the sun and things related to the sun, such as Hamon Breathing or strong directed UV Light.

More ...

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Magic And Muscle (Mashle)

Cost: 25 SP

In a world where magic reigns supreme, physical strength may seem irrelevant, useful only for basic tasks. However, you possess an extraordinary advantage: your physical abilities are enhanced to godlike levels, surpassing human limitations. You can effortlessly shatter steel, lift castles, outrun lightning, and dodge railgun fire. Your durability enables you to withstand stab wounds and powerful spells at close range. Moreover, your physical training results in rapid and explosive growth in power, achieving in hours what would normally take weeks.

Your exceptional strength not only affects the physical realm but also allows you to manipulate and resist the supernatural purely through physical force. You can swat away fireballs and magical blasts, restrain ghosts in chokeholds, and defy mind control and curses. The possibilities are nearly limitless as long as you possess superior physical strength compared to your opponents.

The connection between magic and muscles is inseparable in your case. Your magical strength will always match your physical strength, and vice versa. Additionally, your magical abilities will always succeed against anyone whose magical skill and power are weaker than yours. Your attacks will unfailingly land, and your spells will invariably work. Even magic resistances, immunities, or anti-magic items are rendered

useless against you as long as you maintain superiority.

More ...

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Demon Infernal (Fire Force)

Cost: 10 SP

Infernals are humans who have undergone Spontaneous Human Combustion after merging with their Doppelgänger in an alternate dimension known as Adolla, or Hell. This merge takes place after coming into contact with sparks of an Adolla Burst, an extra pure flame originating in Adolla, in the form of red insects. Usually Infernals only arise when an individual is incompatible with their Doppelgänger, a reflection of them as they are commonly perceived by humanity, which results in their loss

of reason and a new tendency to rampage.

Infernals can vary widely in form, but all tend to take the form of fiery charcoal-like monsters. They have blackened skin that is at least partially enveloped in flames. An Infernal has much more strength and agility than they had as regular humans, and an ability to manipulate the flames produced by their bodies.

You, however, have taken this a step further. You have managed to retain your mental faculties, allowing you to keep your reason and awareness. However, you still have an urge to rampage and cause destruction. Your form is characterized by having horns and much stronger flames than regular Infernals. You are incredibly difficult to kill, due to equally improved defense and strength. You can brush off being shot by traditional weapons and only need to

fear attacks from particularly strong Third Generation pyrokinetics.

More ...

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Monster (Kaiju N°8)

Cost: 15 SP

Through some twist of fate, an alien lifeform has chosen you as its host, fusing with your very being and replacing your heart, in the process transforming you into a humanoid Daikaiju—something akin to Kafka Hibino, also known as Kaiju No. 8. But unlike Kafka, you'll never have to fear losing control; as your parasitic passenger is more than willing to grant you full reign over its immense power.

Just like Kafka, you can freely shift between your human and Daikaiju forms, whether partially or

fully, with your strength increasing in proportion to the extent of your transformation. Even altering a single limb grants you the power to lift and hurl cars effortlessly, while your fully realized Daikaiju form lets you shatter buildings with a single punch. Your resilience matches your might, as most anti-Kaiju weaponry will barely leave a scratch, inflicting nothing more than superficial wounds.

As for now, your full potential remains locked, starting only at a Fortitude level of 8.0—meeting the bare requirements to be called a Daikaiju. But as you continue to resonate and commune with the entity inside, honing your abilities, your power will grow far beyond its initial limits.

At the heart of every Kaiju lies its Uni-Organ—its Core—the source of its monstrous abilities. Now, with your heart replaced by this pulsating

wellspring of power—you've also gained a unique set of abilities. While all Kaiju draw their strength from this organ, no two share the exact same powers. However, you are the exception. You can choose any canon Kaiju from the series, with your Core becoming a perfect replica of theirs, granting you full access to all its devastating abilities.

The look of your humanoid Daikaiju form is ultimately up to you, but it will always bear traits reminiscent of the Kaiju—whose power you wield. If you choose Kaiju No. 4, your Daikaiju form may take on the appearance of a winged humanoid insect. If you embody the might of No. 6, your transformation could resemble a humanoid dragon, etc.

1 Addon ...

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Metamorphae (DC Comics)

Metamorphae (DC Comics)

Cost: 35 SP

You are the newest Metamorphae, a being crafted by the god Ra to battle the serpent Apep. Though your default patchwork form may seem odd, it grants unmatched versatility. Your malleable body can stretch, grow giant, shapeshift into human and animal forms, and produce duplicates.

You possess superhuman strength—enough to fight Kryptonians—and durability that withstands blows from the likes of the Flash and Despero. You can regenerate from nearly any damage, even atomization, by absorbing mass.

Your true strength lies in elemental transformation and control. You can transform into and project various substances—including liquid nitrogen, lava, acid, or knockout gas. You can become a gas for stealth or flight, liquid for evasion, or forge limbs into weapons or tools. With mastery over chemistry, you can transmute objects—even powerful artifacts like the Orb of Ra—into other elements, guided by an intuitive grasp of the periodic table. You can even produce extraterrestrial elements like Kryptonite, but you would need to come in contact with them first to understand their composition.

1 Addon ...

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Jiongu (Naruto)

Cost: 8 SP

This is the forbidden technique wielded by the Akatsuki member, Kakuzu—the Jiongu, or Earth Grudge Fear. The technique turns your body into something akin to a rag doll, stitched together with black threads. You can extrude these threads to attack, defend, and extend the reach of your limbs. You can even use your threads to reattach the severed body parts of others.

The darkest power of the Jiongu, however, is the ability to steal the body parts of another and transplant them into yourself without rejection. This by itself allows you to extend your lifespan indefinitely—so long as you can maintain a supply of parts, at least.

The most valuable body part for this power is the heart. When you steal another being's heart, you also steal the powers that being wielded—

though not their knowledge of how to use them. Through the Jiongu, you can hold up to five hearts—and thus their powers—within your body: your main heart and four spare hearts. Each heart also acts as a form of immortality; until all five hearts are destroyed, you will be nearly impossible to kill. A heart can even be given control of a portion of your threads and can become a semi-autonomous creature under your command.
More ...

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Titan Shifter (Attack on Titan)

Cost: 10 SP

You are a Titan Shifter, and not just any Titan Shifter, but one similar to the original, Ymir Fritz.

Unlike Ymir, all abilities you possess are your own, and under your complete control. Said abilities include all of the original nine Titan's abilities, immense strength, and a regeneration factor that would allow you to regenerate from anything as long as you have the will to live.

As you grow more experienced with your powers you may develop new abilities for your Titans, and even make others into Titan Shifters themselves.

2 Addons ...

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Type Red (SCP Foundation)

Cost: 5 SP

You are a Type Red, or more simply, a

regenerator. Your body possesses the ability to regenerate lost tissue and even entire limbs within seconds. However, this regeneration comes at a steep cost—it draws directly from your stamina, converting your physical energy into the necessary tissue.

Your regeneration is flawless and mutation-free, always restoring you to your original state without mistake. At your current level, minor wounds like cuts and bruises heal with ease, leaving you only slightly winded. Healing

shattered bones or deep cuts would be as tiring as an extreme workout. While regenerating something as complex as a severed limb or damaged brain tissue would leave you utterly exhausted for days.

You have a certain level of control over your regeneration, allowing you to stop it, slow it

down, accelerate it, or direct it to prioritize specific areas. With time and practice, your regeneration will grow, reducing stamina costs and increasing regeneration speed. Additionally, if you have access to a form of supernatural energy, you can use it as a substitute for stamina—though this will always cost more than relying on your physical reserves.

1 Addon ...

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Type Grey (SCP Foundation)

Cost: 5 SP

You are a Type Grey—a reanimated post-mortem body, more commonly known as an undead. Your body no longer follows the natural limits of life. As a result, you are immune to pain, with

enhanced strength and speed that exceeds those of peak humans. Mortal wounds no longer hinder you as they would a living being—only your head and heart remain truly vital. You feel no fatigue, require no sleep, and can continue moving as long as your body holds together.

You maintain and strengthen your undead state by consuming the living. Feeding on living beings allows you to regenerate physical damage and reinforces your form. The more you devour, the stronger and more durable you become—your flesh grows tougher, your reflexes sharper, and over time, you may even develop new traits. Your nature is fundamentally opposed to the living and to life-aligned forces such as healing magic, making them difficult for you to grasp. Death-based abilities, however, come to you with ease.

Despite your strengths, you carry a few weaknesses. You are extremely vulnerable to divine and holy energies, which can disrupt your undeath state and inflict damage that's difficult to recover from.

More ...

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Type Yellow (SCP Foundation)

Cost: 5 SP

You are a Type Yellow, more commonly known as a Polymorph, capable of manipulating your physical form and appearance. You now have control over your body; however, this ability comes with some limitations—you cannot exceed your current mass when changing your physical appearance without drawing the mass from another part of the body, such as non-vital

organs, to create additional body parts.

You can, without flaw, mimic any human or even animal, provided it does not conflict with your limitations; you could even fool the most advanced medical detection systems into believing you are the person you have shapeshifted into. At your current level, you can effortlessly change body parts, such as eye color and vocal cords, even while unconscious. Although you cannot immediately use this power to regenerate, you can gradually regenerate lost limbs.

You have conscious control over your shapeshifting eventually; you could become more attuned to this skill. Eventually, you may evolve into a 'true' polymorph, capable of changing shape regardless of mass differences, with minimal effort. This transformation would

also allow you to take on non-organic forms, like metal, fire, mist, water, etc. Once you evolve into a 'true' polymorph, you will no longer rely on vital organs, namely the brain, heart, or lungs.

More ...

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+++++++ Species and Genetics

Quirk (My Hero Academia)

Cost: 10 SP

Quirks are a supernatural ability that resulted from a biological evolution. All Quirks come with

an underlying Atlas Quirk, which grants Quirk wielders the required secondary superpowers they need in order to function without harming their users—this Atlas Quirk allows for the possibility of superpowered possibilities through training alone. Shōta Aizawa is a grand example of this, fighting on par with other heroes and villains without a quirk that increases his physical capabilities. Quirks are unique to the individual and are presented in one of three ways. You are able to select any single quirk that is not One for All or All for One. This can instead be left up to chance if you wish.

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Half-Ghost (Danny Phantom)

Cost: 15 SP

He could walk through walls, disappear, and fly,
He was much more unique than the other guys.

Your molecules got all rearranged, now you're a halfa from Danny Phantom, half-ghost and half-Human, granting you access to a variety of abilities, prime among them a half-ghost transformation, the design of which is up to you.

Halfa's have access to only a few Ghost powers to begin with, with more developing and becoming available as they grow in power. You will find you can most easily use your powers in ghost form, but with enough effort can use most of them in your human form.

Your abilities initially start out with an enhanced physiology, with increased strength, speed, endurance, agility, durability, reflexes, stamina, and balance. Other common Ghost powers

included are flight, intangibility, invisibility, ecto-blasts, the infamous overshadowing and the famous 'Ghost Sense'.

As you grow in skill and power, you will find yourself developing your abilities in many ways. From your original abilities simply growing stronger, to learning to manipulate ghostly ectoplasm to form a variety of constructs, powerful Cryokinesis, or Pyrokinesis, and the ability to change your ghostly body in variety of ways, many things are possible.

When you reach your full potential as a halfa, you will begin to unlock some of the rarer Ghost abilities, among them the ghostly wail that wreaks havoc on cities, Weather Manipulation, Size Alteration, Sleep Inducement, Shape-Shifting, Probability Manipulation, Emotion Absorption, Ghost Portal Creation, Plant

Manipulation, Technopathy, Wish-granting and more. You'll find these grow stronger and more versatile as time goes on.

4 Addons ...

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Adeptus Astartes (Warhammer: 40k)

Cost: 8 SP

"My faith is my shield, and my Fury is my sword!"

Gene-forged in the hallowed halls of one of the many Fortress Monasteries throughout the Imperium. You have become a Space Marine, transhuman super soldiers produced for the defence of the Imperium and Mankind.

Implanted with twenty-two different organs designed to take you from scrawny youth to seven-foot-tall killing machine. The average

human would stand very little chance against you, even if they were a veteran of a hundred battles, for you can close a distance of ten meters in a heartbeat and smash a skull with your bare fists.

This also gives you abilities beyond the standard superstrength, such as spitting acid to inhuman levels of clotting factor or a fused, bulletproof ribcage. You are also superior to your firstborn brothers, implanted with organs that magnify your already potent capabilities.

A being of your stature shouldn't move at the speeds you do. This causes a phenomenon called Transhuman Dread; the innate wrongness of your movement causes those with lesser mental fortitude to freeze up in fear or even run away at the display of your might. Comparatively, you are, for all intents and

purposes, immune to the effects of fear. No tremors can shake your aim and no indecision can stop you from doing your duty.

You truly are a bulwark against the terror.

You may decide which chapter or legion you belong to, along with the relevant training of a newly promoted battle brother.

Please Note: This does not give you any Wargear.

10 Addons ...

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Demon (Demon Slayer)

Cost: 7 SP

You are cursed with Demon Blood. You have a deep, insatiable craving for human flesh, though

this can be overcome by a sufficiently strong will. Eating people will make you stronger; it will get exponentially harder to grow the closer you get to the level of an Upper Moon. You have infinite stamina and start at the level of a Lower Moon, many times faster than sound and strong enough to destroy a large building, you can also regenerate from all wounds not inflicted by Wisteria or sun-infused/boosted materials albeit not instantly, wounds will close at a visible rate and limbs will regrow within 1 hour of removal if no weakness is used to boost the attack. Your senses can cover about 1 mile, being able to accurately see, smell, and hear within that range if focused. You have absolutely perfect night vision.

You are weak/take extra damage from Wisteria, and it will not allow you to pass through it. The sun will disintegrate you, and sun-infused/

boosted materials will cause you extra damage and will kill you if used to decapitate you. Muzan Kibutsuji holds absolutely no power over you.

You can select any known Blood Demon Art or create your own; it will start at the level of Lower Moon 6, Rui.
1 Addon ...

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Ghoul (Tokyo Ghoul)

Cost: 10 SP

You have turned into a ghoul. As one, your body possesses physical abilities several times greater than the average human, heightening every aspect of your physique to inhuman levels—able to casually toss people like ragdolls,

outrun speeding cars, shrug off small arms fire with minimal damage, and pinpoint footsteps through a crowded street, etc.

Ghouls also have a remarkable regeneration factor, healing minor wounds in seconds and recovering from severe injuries within days, a process accelerated by consuming flesh.

However, a ghoul's arsenal would be incomplete without their trump card—the kagune, a predatory organ comprised entirely of Rc cells.

Once released, a kagune grants a significant boost to your base stats, with its form, function, and point of emergence being determined by Rc type—each carrying its own unique characteristics:

Ukaku: A wing-like kagune released from the

shoulder area. Lightweight and specialized in high-speed attacks.

Koukaku: A heavy, high-density kagune released from below the shoulder blade. It is the sturdiest Rc type, excellent for defense, but its weight and lack of speed make it difficult to wield.

Rinkaku: Scaled tentacles released from the lower back around the waist, known for its brute strength and superior regeneration. Though due to their Rc cells' liquid nature, they're easier to destroy, offering little defense.

Bikaku: A tail-like kagune released from around the tailbone. Balanced and versatile, it lacks any notable strengths or weaknesses but performs well in all areas, making it a reliable all-rounder.

Regardless of type, you'll only begin with one

kagune.

Finally, you cannot eat normal food and require human flesh to survive. You're also altered to a degree, allowing you to change a portion of human flesh you consume into Rc cells, thus allowing you to grow stronger.

More ...

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Angelic Aberration (Neon Genesis Evangelion)

Cost: 10 SP

You are the result of a secret experiment that fused human and angelic DNA, creating a new hybrid species that possesses some of the traits and abilities of both. No longer are you mere human, but a Half Angel, a being that can challenge the mysterious and powerful creatures

that threaten humanity's existence.

As a Half Angel, your body and mind have been enhanced beyond human limits, granting you superhuman strength, speed, durability, intelligence, and perception. You can easily lift several tons of weight, run faster than sound, heal from most wounds in minutes, and process information at incredible rates. You also have enhanced senses that allow you to see in the dark, detect heat signatures, and use echolocation. You are a formidable opponent in any physical or mental challenge.

Furthermore, you now have the ability to generate and control an AT-Field, a powerful force field that is the manifestation of your soul. Your AT-Field is comparable to weaker Angels, such as Matarael or Shamshel, and can withstand conventional weapons and some N2

explosions. You can also shape your AT-Field into various forms, such as blades, spikes, shields, or wings. You can use your AT-Field to fly, levitate, or jump great distances. You can also use your AT-Field to attack enemies by projecting it outward or shaping it into different forms. Some examples of offensive uses of AT-Fields are slicing through objects with razor-sharp edges, crushing targets with immense pressure, or blasting enemies with beams or waves of energy.

Your AT-Field also allows you to adapt to any environment or situation by altering your physical body. For example, you can breathe underwater, survive in space, resist extreme temperatures, or camouflage yourself. You can also learn to mimic some of the abilities of other Angels such as energy blasts, regeneration, or mind probes.

More ...

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King of Monsters (Godzilla Franchise)

Cost: 20 SP

You are the equal of the King of Monsters himself—Godzilla. Now, a towering, saurian-like daikaiju, you stand nearly 120 meters (roughly 400 feet) tall, an unstoppable force of nature. Amphibious by design, you thrive just as easily in the ocean's crushing depths as on the tallest peaks on land.

Your strength is immense—able to lift over a hundred tons with ease. And with a body that's nearly impervious to conventional weaponry, capable of shrugging off even a direct nuclear

explosion. Only another kaiju of a similar size and strength or esoteric weapons designed to bypass durability—such as the Entities' Sting or the Oxygen Destroyer—pose a real threat to you. Even then, you can keep fighting through severe injuries, and your healing factor ensures that you'll quickly recover if given time and have the opportunity to rest.

Beyond sheer physicality, you are a walking nuclear reactor of raw, untamed energy. Radiation flows through you like blood, constantly fueling your immense power. It sustains you, accelerates your healing, and replenishes your strength. When exposed to large amounts in a short period of time, this energy pushes you past your natural limits, making you stronger, tougher—elevating you to greater heights, triggering an evolution that reshapes you into a more powerful form. In the

face of death, a massive influx of radiation could even pull you back from the brink.

You can also weaponize this power, unleashing a devastating atomic breath capable of drilling through the earth or releasing a massive nuclear pulse to vaporize anything in your vicinity.

Despite your radioactive nature, the energy you emit isn't destructive to life. Instead, it promotes growth—plants thrive where you walk, and animals grow stronger in your presence.

If you prefer, you can either retain your human form while still gaining these powers, become a human-sized kaiju, or exist as a hybrid of both. Alternatively, you can treat your kaiju form as a Changer state, allowing you to shift between forms at will. Furthermore, you can choose for your appearance to be like one of the other

versions of Godzilla that exist, even some combination of those, instead of the Monsterverse version. This won't affect your abilities, just your appearance.

1 Addon ...

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The Fire Demon (Godzilla Franchise)

Cost: 18 SP

You have become the Fire Demon himself, Rodan. You are a humongous bio-volcanic pterosaurian daikaiju, standing at 46.9 meters with a wingspan of 265.5 meters.

Your physical capabilities are truly impressive. Despite your size, your speed and maneuverability allow you to reach Mach 2.5 in flight and perform maneuvers like an aileron roll.

As a side-effect, it creates cyclonic drift streams capable of leveling entire cities instantly. Your body's durability grants you extraordinary resistance to extreme heat, allowing you to comfortably hibernate in magma. You are immune to conventional weaponry, making you incredibly difficult for non-alpha kaiju to harm. Even wounds like a gaping hole in your shoulder barely affect you.

Also, your Titan physiology allows you the ability to feed on all forms of radiation and grow stronger from it, while emitting your own form of unique radiation that is beneficial to and promotes life.

Beyond your physical prowess, you are considered bio-volcanic for a reason—your internal magma system. This system is a raging furnace within you, a river of molten rock

reaching 1,200°C that courses through your very being. It leaks out from the ends of your wings, a fiery offense that burns with the intensity of a thousand suns. Furthermore, you possess the unique capacity to trigger volcanic eruptions simply by flying over them. Your presence alone sets the earth ablaze.

If you wish, you may have these capabilities while retaining your human form. You may also choose to be a human-sized daikaiju or some hybrid in between these options. Optionally, you may instead choose to have your Kaiju form act as a Changer state that you transform into.

More ...

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Titanus Ghidorah (Godzilla Franchise)

Cost: 40 SP

You are now a colossal extraterrestrial daikaiju, a three-headed dragon of unmatched proportions.

Standing proudly at a towering height of 160 meters, you are among the largest titans ever recorded. Your wingspan stretches an impressive 400 meters, and your formidable weight registers at a staggering 141 thousand tons, establishing you as the undisputed apex predator wherever you roam. Yet, your extraordinary physiology extends far beyond mere size and unmatched physical strength.

Your consciousness is divided among three heads, affording you the option to control them collectively, sharing thoughts and sensations seamlessly, or to govern each head individually, granting the other heads distinct personalities

where you can instantaneously communicate with them telepathically.

But your evolutionary design is a testament to magnificence, as your abilities are not only numerous but overwhelmingly potent. You wield Meteorokinesis and electrokinesis, and from each of your three mouths, you unleash yellow gravity beams capable of disintegrating even the most resilient of materials. Clad in golden scales and possessing remarkable durability, you could withstand nuclear blasts with minimal harm, while your prodigious regenerative abilities can mend decapitated heads and grievous wounds in mere seconds. You are impervious to the ravages of time, thriving for millions of years without growing frail, and only growing stronger, you also do not require oxygen to survive. You are also able to absorb and consume energy further enhancing your abilities and general

stats.

Your only true vulnerability lies in the simultaneous atomization of all three heads, preventing your consciousness from transferring to another part of your body for regeneration. Each of your heads boasts razor-sharp teeth capable of piercing the sturdiest armor, delivering a paralyzing venom at your command, an agile but powerful prehensile twin tails with retractable spikes on the ends. Your flight speeds can reach approximately Mach 1, propelled by immensely powerful wings capable of generating hurricanes with a single sweep.

if you want, you can choose to simply gain these powers and remain human, or be a human sized kaiju instead, or some hybrid between the two. Optionally, you may instead choose to have your Kaiju form act as a Changer state that you

transform into. Additionally, you can choose for your appearance to be like one of the other versions of Ghidorah that exist, even some combination of those, instead of the Monsterverse version. This won't affect your abilities, just your appearance.

You are an apex predator, an alpha titan whose mere presence and piercing alpha roar commands submission from all who dare oppose your might but prove to be weaker.

More ...

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Divine Bloodline (Castlevania)

Cost: 15 SP

Within you flows the blood of the Belmont clan, a powerful lineage of holy warriors dedicated to

hunting creatures of the night to protect humanity. The Belmont clan is the sworn enemy of the dark lord Dracula.

Each generation of the Belmont clan is stronger than the last. As its latest member, you possess even more potential than Julius Belmont, the strongest Belmont and the greatest vampire hunter ever.

As a Belmont, you have received extensive training to combat creatures of the night. You are a master of weapons, a formidable martial artist, an incredible acrobat, and an unrivaled scholar of all things supernatural. This training lets you identify supernatural threats and determine how to overcome them quickly. Even when encountering something entirely new, you can swiftly analyze the strengths and weaknesses of your foe and devise an effective counter.

Your strength can casually shatter giant golems of stone or steel, and your speed allows you to keep up in combat with Dracula himself. Thanks to the Belnades side of your family tree, you also have incredible potential and talent in the magical arts.

The holy power coursing through your veins grants you incredible resistance against most of the powers wielded by creatures of the night. This enables you to resist effects such as petrification, extreme temperatures, poison and disease, death manipulation, existence erasure, time stop, and more.

2 Addons ...

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Superwarrior (Grant Morrison's 18 Days)

Cost: 35 SP

You're a genetically engineered soldier from an age before this one, when humanity was greater in all respects than it is today. Every single aspect of your being, from your strength to your appearance to your lifespan to your intelligence to your charisma to your personality, is enhanced hundreds or even thousands of times beyond human levels. In any field or profession you would be a giant among men.

As the name implies, however, your truest talent lies in combat. You fight the same way a dog barks, a bird flies, and a shark kills. It's more than a skill you learn, it is the truest expression of your being. As a small child you could cut thick, healthy trees in half with a regular sword like they're silk ribbons and treat an active warzone like a playground. As a more seasoned

warrior you could slay thousands, maybe millions of elite soldiers in less than a day without exhausting yourself, and that's against soldiers from the previous age when the average person was superhuman by today's standards. The feats you could accomplish through pure skill strain credibility; if you specialized in archery you could use a bow to fire so many arrows in rapid succession they form a solid wall, with enough accuracy that you could repeatedly strike a target's bullseye from hundreds of meters away and split each previous arrow perfectly in half with the next, blindfolded.

Even if you don't want to fight, you possess an extreme natural aptitude for any skill that can be learned. You would have to actively pursue not achieving world-wide fame and power to not be recognized as the greatest mind of your time,

arguably all time. Don't make the mistake of thinking you're beyond error, however. Even the legendary superwarrior Yudishthira, considered by many the ideal king, could be swayed by human vices and lost his kingdom for over a decade because of it.

If you are some species other than human then that species will be the baseline you are modified from, and any unique abilities that species has are similarly amplified.

2 Addons ...

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Demon (Sousou no Frieren)

Cost: 10 SP

You are a demon, a member of a species of humanoid horned monsters with great affinity

for magic. Unlike others of your kind, you do not possess their typical sociopathic tendencies, instead retaining a full spectrum of human-like emotions and feelings.

Your body is composed of and sustained entirely by mana, granting you ageless immortality and potent—albeit slow, barely faster than a human's—regeneration, allowing you to regrow limbs and survive wounds lethal to a regular human. However, the heart remains your weakness, and destroying it would lead to your death. You also possess enhanced strength enough to overpower multiple grown men as a child or shatter concrete with your strikes.

Your physiology makes you uniquely predisposed to and talented in magic. You possess an incredible sensitivity to mana, allowing you to effortlessly perceive its flow and

gauge the strength of other mages; only those who have dedicated centuries to the art of mana concealment are able to fool your senses. This incredible talent also allows you to utilise flight magic as easily as humans walk on their two legs.

Usually, demons pick one type of magic unique to them and refine it over the ages, taking it to such heights that even elven mages who have lived for thousands of years cannot truly understand your spells. It would take decades of combined efforts of all human mages to decipher and develop countermeasures to even one of your techniques. However, nothing prevents you from branching out.

2 Addons ...

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Dead Apostle (Type-Moon)

Cost: 10 SP

Dead Apostles are a unique kind of bloodsucker, originally created by the True Ancestors to be used as emergency rations. In exchange for serving this purpose, they're granted extraordinary powers and a form of immortality similar to their creators. You now find yourself among the ranks of these undead beings.

However, you're no ordinary Dead Apostle. Unlike others who struggle and writhe amongst the dirt just to be considered proper vampires, you possess a natural affinity for vampirism, starting as a Rank IV: Nightkin. This 'talent' of yours mirrors that of Satsuki Yumizuka, granting you unparalleled potential to ascend through the ranks of the Dead Apostles.

As a Nightkin, you possess the standard vampiric abilities—inhuman reflexes, heightened senses, and exceptional physicality—enabling you to stand your ground against typical Church Executors or Mage Enforcers, alongside a high magic resistance to modern magecraft and Mystery, bearing the Curse of Restoration as your form of immortality, which allows your body to revert all damage by regressing time. This ability becomes dramatically more potent as the moon waxes. Additionally, over time, you'll be able to discover and unlock an assortment of other vampiric powers, such as flight, mist transformation, familiar creation, etc.

While you've inherited all the advantages of being a bloodsucker, you've also gained their weaknesses—vulnerability to sunlight, holy objects, and Sacraments. However, as you accumulate Mystery, these weaknesses will

gradually fade, eventually becoming little more than a minor nuisance.

Your status as a Dead Apostle also means that your blood is infused with Ether, allowing you to manifest your desires into reality, limited only by the nature of your soul. As you grow in power and rank, you may even develop abilities based on your sire (should you choose to have one) or create entirely new powers of your own.

3 Addons ...

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Tarrasque (D&D/Pathfinder)

Cost: 20 SP

You have gained the fearsome power of a Tarrasque, one of the greatest and most terrifying monsters to ever roam the Prime Material Plane. You can choose to be fully

transformed into a Tarrasque, have a hybrid form between the Tarrasque and your current form or simply wield its power in whatever form you may have. You may also choose to have your Tarrasque form act as a Changer state that you transform into.

As someone with the power of a Tarrasque, you now gain a plethora of powerful abilities and resistances, such as the supernatural strength and durability of a Tarrasque; the ability to move through the earth as if you are swimming through water; project an aura around you that hampers the flight ability of all other creatures in range; instill fear and panic with sight alone; deflect magical projectiles; the ability to eat and digest everything, gaining resistances and immunity to various types of harmful effects (heat, poison, diseases, energy drain, psionic ability, magic resistance, etc.).

But the most impressive ability that you now have is the Tarrasque regenerative capability. Given enough time, no matter what sort of wound or damage you may take, you will always regenerate back to full health. Even the complete disintegration of your body would not be enough to stop your regenerative ability, as you would simply regenerate from nothing.

The only way to stop your regenerative ability would be for someone to kill you and cast powerful magic or warp reality to prevent you from coming back, such as a wish spell. But even then, the moment that the magic or alteration to reality is gone, you can simply return unimpeded.

More ...

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+++++martial arts and technique

The Swordsman

Cost: 10 SP

You're the front-liner of your party—you're either filling in the place as the "hero" of your group or you're effectively someone of equal standing.

With great talent in picking up, creating, and

enhancing all forms of swordplay, you are a true prodigy of the blade. Any flaws in your technique naturally correct themselves over time, and every sword user you observe—whether they realize it or not—becomes an unwitting teacher to you. You instinctively learn what to do and what to avoid, refining your skills with each passing moment.

You can reverse-engineer or recreate any sword-specific technique you witness, provided you have the capability to mimic it. As your mastery in swordplay grows, your body in turn grows as well—becoming stronger and faster, all to keep pace with your growing swordsmanship. If you happen to have any other supernatural powers, or even just mana or some other supernatural energy reserve, you will become better at both utilizing them and making or learning abilities and magics focused on swordplay.

This also grants you the ability to wield any sword safely, regardless of restrictions or drawbacks. It won't allow you to do something absurd like swing around a building-sized sword while only being the size of a human and not having the strength to wield it, or ignore any energy requirements it may need to use its specific attacks. But it will make it so any sword that has drawbacks—such as sucking up your soul, driving you insane, or being restricted to a specific wielder—will be capable of being wielded by you at its maximum performance without any fear of repercussions.

1 Addon ...

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The Ranger

Cost: 10 SP

You are the master of the wilds, the unseen hunter, and the adaptable survivalist who thrives where others falter. Whether tracking prey through dense forests, navigating treacherous mountains, or striking from the shadows, you are the embodiment of precision, agility, and self-sufficiency.

Your physical abilities are twice that of a normal human with similar fitness, granting you exceptional speed, dexterity, and endurance. You can move swiftly and silently through any terrain, adapting to your surroundings with near-supernatural ease.

What sets you apart beyond human limits is your unparalleled tracking and perception. You can follow a trail days after it was made, noticing the subtlest signs of passage. Your senses are

heightened to extraordinary levels—you can hear a whisper from across a clearing, detect scents on the wind like a predator, and see clearly in near-total darkness.

As the Ranger archetype, you are a master of ranged and melee combat, excelling with bows, crossbows, thrown weapons, and light blades. Even without prior training, you can master any ranged or light weapon within a month of self-study. Your shots are unnervingly precise, allowing you to strike moving targets, ricochet projectiles with intent, and even split arrows mid-flight. In close combat, you are swift and relentless, wielding agility and precision over brute strength.

Your survival instincts are second to none. You can find sustenance in even the harshest environments, resist extreme temperatures, and

navigate without aid through unknown lands. Poisons, venoms, and natural hazards have little effect on you, and you can recover from injuries at an accelerated rate when in natural surroundings.

While formidable alone, your potential grows when combined with magic, mana, or supernatural abilities. Simply having a mana pool allows you to enhance your senses further, blend seamlessly with your surroundings, or imbue your attacks with elemental power. Your bond with nature grants you an intuitive understanding of animals, allowing you to tame, command, or befriend creatures that would otherwise be hostile.

To solidify your role as the ultimate Ranger, you are granted a unique companion—an animal bonded to your very soul. You choose its form,

but it is no ordinary beast. This companion is as strong as you, though its abilities may focus on different aspects such as speed, stealth, or durability. It is more intelligent, resilient, and powerful than any natural creature, growing alongside you and gaining unique abilities. It can communicate with you instinctively, aid you in battle, and even share its senses with you. No matter the distance, you are always connected, and should it ever fall, it will return to your side after a time.

1 Addon ...

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The Shielder

Cost: 10 SP

You're the steadfast guardian of the party, the unbreakable wall that stands between your allies

and harm, or the lone warrior who holds the line when all seems lost.

You embody the traits and aspects of the classic fantasy shielder. Your physical abilities are twice that of a normal human with similar fitness, granting you exceptional strength, endurance, and resilience.

What sets you apart beyond human limits is your unparalleled defensive capability. You passively take only two thirds damage from all sources, whether physical, magical, or otherwise. Additionally, you are completely immune to knockback, remaining rooted and unshaken even against overwhelming force. You also have high resistance to all status effects—such as poison, paralysis, curses, and mind-altering conditions.

As the Shielder archetype, you are a master of

shields in all forms—tower shields, bucklers, kite shields, and more. Even without prior training, you can master any shield within a month of self-study. Your expertise extends beyond simple blocking; you can deflect projectiles with precision, absorb the impact of heavy strikes without flinching, and turn your shield into an offensive weapon, using its weight and momentum to crush, bash, and control the battlefield.

Your defensive strength is not limited to yourself. As long as your allies are within close range, you instinctively intercept attacks by physically blocking them. This also comes with a vague sense that helps you notice attacks that will land on your teammates before they do.

While formidable on your own, your potential grows even further when combined with magic,

mana, or other supernatural abilities. Simply having a mana pool allows you to enhance your defensive capabilities, such as reinforcing your shield to withstand greater impacts, be able to take damage in the place of others, or increase your physical resilience even further. Your magic can also be channeled through your shield to create shockwaves or deliver powerful counterattacks without compromising your defensive stance.

To solidify your role as the ultimate Shielder, you are granted a unique shield. You choose its appearance, but it is no ordinary piece of equipment. This heirloom shield is indestructible, can be summoned back to you with a thought, and is perfectly crafted to enhance both your defensive and supportive abilities. It naturally improves your capacity to absorb damage for others and increases your

resilience beyond natural limits. This shield also counts as an OoP.

1 Addon ...

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The Lancer

Cost: 10 SP

You're the rival of the main character, the second-in-command of the adventuring party, or the badass Dragoon who shows up to help slay dragons.

In any case, you embody the traits and aspects of the classic fantasy lancer. Your physical abilities are twice that of a normal human with similar fitness.

One aspect of your abilities that clearly

surpasses human limits is your jumping prowess. You can leap twice your normal height with a minimum jump height of 50 meters. For instance, if you could normally jump 1 meter, you would instead leap 52 meters. This incredible ability also grants you immunity to fall damage. Additionally, you can perform mid-air acrobatics, change direction or momentum, and temporarily pause mid-jump, storing your kinetic energy to unleash devastating force on impact when you land.

As the Lancer archetype, you are an unmatched prodigy with spears, lances, and similar weapons. Even without prior training, you could master these weapons through self-study within a month. You also have the innate talent to learn new techniques by observing others or inventing your own.

While formidable on its own, your potential shines even brighter when paired with magic, mana, or other supernatural abilities. Simply having a mana pool would allow you to create spells tailored to lance combat or further enhance your physical capabilities. This includes amplifying your combat speed, extending your jumping range, and more.

To top it off, you are granted a lance—or a weapon of similar design—that is uniquely yours. While you can choose its appearance, this is no ordinary weapon. It is, in fact, an heirloom: indestructible, capable of being summoned back to you with a mere thought, and expertly crafted to enhance your abilities and magic, helping you solidify your status as the ultimate lancer. This weapon also counts as an OoP.

1 Addon ...

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The Brawler

Cost: 10 SP

You're the scrapper in the fray—the bare-fisted warrior, the unarmed juggernaut, or the wild card who breaks jaws when spells fail and swords fall. Whether as the lone fighter or the frontline brawler of your group, you embody the traits and aspects of the classic hand-to-hand martialist.

Your physical abilities are twice that of a normal human with similar fitness, granting you overwhelming strength, speed, endurance, and explosive striking power. You fight with fists, feet, knees, elbows, and raw instinct—anything and everything is a weapon when you're in motion.

What sets you apart beyond human limits is your adaptive close-quarters combat instinct. You learn as you fight, adjusting on the fly. Any martial artist or close-range combatant you face becomes an unwilling instructor—each punch exchanged sharpens your reflexes, improves your form, and evolves your style. You develop new techniques through combat experience alone, refining your body into a living weapon.

As the Brawler archetype, you are a master of unarmed combat and improvised weapons. Even without formal training, you can master martial styles or street-fighting tactics within a month of self-study—or sooner through direct engagement. You can shatter weapons with your strikes, break through armor with sheer kinetic force, and grapple beings larger than yourself using precision, leverage, and overwhelming

momentum.

While formidable on its own, your potential escalates when paired with magic, mana, or other supernatural powers. Simply having a mana pool allows you to enhance your blows, reinforce your body, or channel elemental energy through your strikes. You can break enchantments with force alone, disrupt magical barriers through contact, and perform physical feats that border on the supernatural.

Your senses sharpen in close combat. You instinctively read tension, movement, and intent—allowing you to slip past guard, counter with brutal timing, or ignore feints and distractions entirely. Your resilience increases the longer a fight goes on, turning drawn-out battles in your favor.

To anchor your role as the ultimate Brawler, you gain a unique artifact: a pair of unarmed focus items such as gauntlets, hand-wraps, bracers, or something else of your choosing. These are indestructible, can be summoned back to you at will, and enhance your striking power and combat flow. They grow with you, evolving alongside your skill and strength, and serve as both weapon and armor in battle. These count as an OoP.

1 Addon ...

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The Barbarian

Cost: 10 SP

You are the juggernaut of the party, the walking tank who demolishes anything that threatens

you and your allies, leaving behind a trail of bloodshed as the only evidence of the massacre inflicted in their name.

Your physical abilities are twice that of a normal human with similar fitness, granting you overwhelming strength, endurance, stamina, senses, and combat prowess. You are a monster on the battlefield, easily able to lay waste to a small army by yourself, and still have enough in the tank for more. Your body is just as durable to match, able to take just as much, or more punishment than you can dish out. Even the gravest of wounds can be shrugged off.

What sets you apart beyond human limits is your unparalleled brute strength and willpower. You simply don't go down and push through all obstacles in your way, driven by your love of combat. You adapt as you fight, adjusting on the

fly to find and exploit every opening that presents itself, using every opportunity to crush your opposition, simply because you can. This leads you to become an unpredictable engine of destruction that won't relent until victory is within your grasp. Even if you do falter, your combat experience culminates into data you subconsciously analyze to improve yourself for your next battle.

Your greatest ability is your Berserk state, where you enter a trance that makes you perform at your absolute best, fueled by will and rage. However, a lack of control in this state can lead to making you erratic and predictable.

As the Barbarian archetype, you are a master of both armed and unarmed combat. Even without formal training, your instincts and aptitude for combat guide you to turn the tide in your favor.

While formidable on its own, your potential escalates when paired with magic, mana, or other supernatural powers.

Simply having a mana pool allows you to enhance your senses, reinforce your body, strengthen your weapon, or channel elemental powers through your strikes. Allowing you to cause earthquakes, or breakthrough magical barriers with raw power alone.

To solidify your role as the ultimate Barbarian, you are granted a unique heavy weapon—from a greatsword, axe, club, mace, or anything similar. It is indestructible, can be summoned back to you at will, grows with you, and enhances your strength even further. It also counts as an OoP.

More ...

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The Rogue

Cost: 10 SP

You are the ever elusive trickster of the party—the cunning thief who uses wits, sleight of hand, and dirty tactics to get what you want, the silent assassin who leaves no evidence of their deeds, or the ninja who became one with darkness itself.

Your physical abilities are twice that of a normal human with similar fitness, granting you exceptional speed, agility, dexterity, senses, and acrobatic ability. You are a master of stealth, espionage, infiltration, and theft in all forms. Moving with such grace and precision that others barely perceive you, and those that do have long lost sight of you.

What sets you apart beyond human limits is your unparalleled speed, dexterity, and agility. Able to move at superhuman speeds, leap hundreds of feet in the air, parkour through any obstacle, dodge or parry most attacks,

and strike with deathly precision. Additionally, you are a master of trickery, able to read and exploit your opponent's weaknesses, plant traps for them, and escape various situations from bindings to a falling building unscathed.

As the Rogue archetype, you are a master of all tools related your profession—daggers, blades, kunai, shuriken, smoke bombs, lockpicks, etc. And have a toolkit of these items soulbound to you. Your expertise is great enough to utilize every one of these tools at their full potential, even when faced with overwhelming odds, allowing you to both control the battlefield and flee it without a trace.

While formidable alone, your potential grows when combined with magic, mana, or supernatural abilities. Simply having a mana pool allows you to become invisible, enhance your speed, stick to surfaces, silence your actions, or imbue your attacks with elemental power.

To solidify your role as the ultimate Rogue, you are granted a unique weapon—either from or outside your toolkit. It is indestructible, can be summoned back to you at will, grows with you, and enhances your strengths even further. It also counts as an OoP.

More ...

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The Dancer

Cost: 10 SP

You are the charmer of the party, with the silver tongue and persuasion skills to keep enemies distracted, form diplomatic relations, extract information, or even tame a raging beast should the need arise.

Your physical abilities are twice that of a normal human with similar fitness, granting you exceptional acrobatics, agility, flexibility, and balance. You are a master in all forms of dance and performance. Moving with such skill and grace that even the most vile of beings will be captivated by your performance.

What sets you apart beyond human limits is your unparalleled charisma and stamina. Able to captivate a large audience and hold their attention nigh-indefinitely, persuade others to do

favours for you, talk your way into getting a discount, and play with the hearts of others as you see fit. Additionally, you have the social skills and presence to achieve this, and an intuitive sense for how to employ them effectively.

As the Dancer archetype, you translate all of your talents into combat flawlessly, moving as formless and fluid as water to turn the battlefield into your stage. Even without formal training, your expertise allows you to waltz through a small army, evade all of their attacks, and easily dismantle them with your unpredictable and alluring style. You work best with allies, able to support and bounce off of them effortlessly, amplifying both of your strengths and mitigating your weaknesses.

While formidable alone, your potential grows

when combined with magic, mana, or supernatural abilities. Simply having a mana pool allows you to cast various support and buff spells for yourself and allies, magic circles for both offense and defense, AOE spells for crowd control and debuffing your enemies, or imbue your attacks with elemental power.

To solidify your role as the ultimate Dancer, you are granted a unique ranged, melee, and/or throwing weapon. It is indestructible, can be summoned back to you at will, grows with you, and enhances your strengths even further. It also counts as an OoP.

More ...

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Knight's Valor

Cost: 10 SP

You are a Knight, a master of combat, strategy, and discipline. Your skill with all melee weapons—swords, axes, polearms, maces—is unmatched, allowing you to cut through steel, shatter shields, and wield impossibly heavy arms with ease. Trained for both solo combat and battlefield command, you can break enemy lines, hold defenses against overwhelming odds, and adapt seamlessly to shifting combat scenarios.

Your body exceeds human limits. You wield massive weapons effortlessly, react faster than the eye can follow, and fight tirelessly for hours. In full armor, you sprint, leap great distances, and strike with enough force to break stone. Your endurance allows you to resist extreme conditions, withstand severe injuries, and recover quickly.

Beyond combat, you are an expert in mounted warfare, commanding your warhorse with precision in the chaos of battle. Your heightened senses detect threats before they emerge, and your reflexes allow you to dodge projectiles and counter attacks instantly. As a leader, you inspire troops, maintain discipline, and outmaneuver enemies with tactical mastery.

You live by a strict code of honor, loyalty, and justice, embodying the ideals of knighthood. Your presence commands respect, and your resolve is unshakable. Skilled in diplomacy and noble customs, you navigate both warfare and courtly life with authority and wisdom.

Your armory includes a vast selection of weapons and armor, each crafted for maximum efficiency. Plate armor provides superior

protection, while lighter gear offers mobility. Both armor and weapons self-repair over time, ensuring they remain in peak condition without maintenance. Shields, survival tools, and battlefield equipment are also at your disposal.

Your warhorse is a powerful, battle-trained steed that scales with you, armored and unyielding in combat. It carries you and your gear effortlessly, charges through enemy lines, and executes complex maneuvers with precision. If slain, it revives in three days, ensuring it always rides by your side.

You are the pinnacle of knighthood—unstoppable in battle, unyielding in duty.

4 Addons ...

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Drunken Fist

Cost: 5 SP

You are a master of the Drunken Fist, a deceptive and fluid martial art rooted in ancient Chinese traditions and perfected through chaos. Though its techniques can be employed with a clear mind, the style reaches its peak when your mental state is altered—typically by alcohol, but other intoxicants or disorienting mental states can also serve as a conduit.

Drunken Fist is a calculated blend of misdirection, rhythm disruption, and unorthodox movement that masks deadly precision beneath the guise of instability. To the untrained eye, you may appear clumsy, off-balance, even vulnerable—but in truth, every stagger and stumble is a feint, every slurred sway hides a strike, every fall is a setup for a fluid counterattack.

Your movements bend the expectations of traditional combat. You roll with strikes instead of blocking them, you strike from prone or inverted positions, and you use your momentum to unleash power from unexpected angles. An opponent trying to read your intentions finds only confusion, facing a combat style that refuses to follow predictable patterns.

While a sober practitioner can mimic the erratic flow of Drunken Fist, true mastery requires surrendering to chaos. Intoxication doesn't impair your combat—it unlocks the raw, instinctive reactions and deep muscle memory your training has burned into you.

As your mind becomes more unmoored, so too does your body transcend natural limits. The more altered your mental state, the more your

strikes distort the laws of human capability—blows that once staggered become enough to crack stone, kicks that once swept legs now send foes flying. At your peak, in a state of complete intoxicated clarity, your fists carry enough force to shatter walls, your movements defy physics, and your presence on the battlefield is a whirlwind of impossible momentum and unstoppable chaos.

1 Addon ...

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Life-Giving Fists of Love

Cost: 15 SP

In roughly 1600 BCE in the land that is today known as south-east Asia, there existed a warrior with a problem. You see this warrior loved combat, he loved risking his life and

growing stronger, he loved overcoming challenges. But he had grown too strong. Every fight he entered, whether against men, animals, gods, spirits, or demons ended far too fast, indeed they ended in a single strike. And like that his passion dried up, not because he finally lost, or was bested. Or even because his love for fighting died. But that none he ever met could really give him what he wanted. A great fight. However, instead of languishing in depression over this fact, he set out to work. He didn't know much about anything other than fighting, he couldn't make alchemical concoctions or use some magic.

So he set out to use what he knew to fix his problem. Martial arts, of which he was a grandmaster 100 times over. If he could not find someone he could not beat in a single hit, then he would either have to weaken his blows and disrespect his opponent's efforts, unacceptable, or find another way.

What he created was his magnum opus, a martial art which inverts the principle of damage. Indeed, instead of causing damage using this technique, it fixes it. Not only that, the damage does happen, but only for a fraction of an instant, before it is fixed. This means that getting hit using this is subtly strengthening, as though you just worked out. The amount of strength gained using this depends on how hard one is hit. For some reason, the body doesn't seem to need to use any resources to fix itself, as the martial art itself provides all one's opponent needs to heal themselves fully.

Having created this technique, which he named after his love of fighting, he once more set out into the world, no to find strong opponents to

share this love with, but instead create them. He never again took a life, as he never needed to, and he never again wanted for opponents for very long. He died old, and happy, surrounded by pupils, and allies, and rivals.

In time this martial art was lost as it was deemed useless in the coming wars which sprung up after the consolidation of human civilization. However, now you are the heir of the long-lost school of the Fist of Love. Wear such a badge with pride, for you carry an ancient legacy of the love of combat.

You start out as a beginner, your attacks being able to heal a bit more than they would damage. However, with time you could progress to much the same level as the founder himself, where even a poke could restore lost limbs and cure illness and sickness. This art can also be taught

to others, indeed two opponents both knowing and using this against one another in combat is among the most effective training regimes in existence.

2 Addons ...

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Ashina Arts (Sekiro)

Cost: 5 SP

Having undergone rigorous training in the Ashina school, you have mastered the art of the sword. In this renowned school, the philosophy ingrained in you is that a clash of blades is not merely a collision but rather akin to the graceful dance of a carp in motion.

Under the tutelage of your mentors, you were taught to emulate the fluid movements of

flowing water, drawing inspiration from the majestic fountains and embodying the spirit of rivers and waves in your swordplay. This unique approach has allowed you to develop a seamless and adaptable style, effortlessly transitioning from offense to defense and counterattack, much like the uninterrupted flow of water. Moreover, your training has extended to archery as well, broadening your skills further.

With your extensive training and relentless dedication, you have reached a level of proficiency comparable to that of Genichiro, a formidable adversary renowned for his martial prowess. Your abilities as a swordsman are highly regarded, and you stand as an equal to him in combat.

3 Addons ...

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Way of the Shinobi (Sekiro)

Cost: 5 SP

Once, a curious shinobi questioned the relevance of swordsmanship when direct confrontations seemed unlikely. Regrettably, that shinobi's fate met a violent end. However, this incident sheds light on the importance of the Way of the Shinobi, a formidable art embraced by ninjas. While it may not possess the sheer potency of the Ashina school, the Way of the Shinobi thrives in situations demanding direct combat.

The foundation of this style revolves around unsettling adversaries and dismantling their defenses. Expertise in parrying and countering allows the practitioner to exploit vulnerabilities,

seeking to unbalance opponents and penetrate their guard. Consequently, the Way of the Shinobi appears to be more defensively inclined, tailored for duels rather than large-scale warfare.

Through arduous training, you have become a master of this unique combat form. Your keen perception allows you to discern weaknesses in your opponent's stance, enabling you to exploit them flawlessly. You create windows of opportunity for precise and decisive "Deathblows," the strikes that spell the end for your adversaries.

As the master of the Way of the Shinobi, you possess the prowess to identify and exploit openings, capitalizing on them with lethal efficiency. Through your calculated movements, you wield the power to deliver the definitive blow that seals the fate of your opponents. This

mastery also encompasses basic proficiency in the other arts of the shinobi i.e silent movement, presence suppression, infiltration, misdirection, and rudimentary knowledge of the shinobi texts.

You start on par with early-game Sekiro.

2 Addons ...

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Rokushiki (One Piece)

Cost: 10 SP

You are now adept at the superhuman martial arts style used by the World Government Marines & Cipher Pol agents—Rokushiki. This doesn't include the Rokuogan, but you do possess the knowledge to be able to master every technique and develop your own variations

of each technique.

Rokushiki consists of six basic techniques—each technique enhances an aspect of the user's body. The Rokushiki, in the hands of an experienced user, make for a formidable opponent.

Geppo is the first technique of the Rokushiki, focusing on the user's jumping ability. It grants the user a form of 'flight' by jumping and kicking off of the air itself.

Tekkai is the second technique of the Rokushiki, focusing on the user's endurance and durability. It lets the user harden their muscles to at least the level of iron, allowing them to withstand the damage of an opponent's attacks.

Rankyaku is the third technique of the Rokushiki,

focusing on the user's kicking strength. This technique allows the user to generate scything blades of wind, typically through the strength of their kicks.

Soru is the fourth technique of the Rokushiki, focusing on the user's speed. Soru allows the user to move at high speeds, allowing them to avoid an enemy's attack. Soru works by the speed of a user's kicks—the faster one can kick, the faster one can travel via Soru.

Shigan is the fifth technique of the Rokushiki, focusing on the user's arm strength. Shigan is used to enhance the user's arms, particularly the fingers. This allows the user to rapidly thrust their arms forward to pierce through their targets with their finger. This results in a wound similar to that caused by a bullet.

Kami-e is the sixth technique of the Rokushiki, focusing on the user's flexibility. Kami-e allows the user to relax their body and make it take on characteristics of paper. This grants the user extraordinary flexibility to avoid attacks. Being in this state allows the user to float on the wind, and bend and contort their body in unusual ways.

1 Addon ...

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Ninja Village Training (One Punch Man)

Cost: 15 SP

You have survived the hellish training of the ninja village and emerged as a superhuman master of ninjutsu.

Not only have you gained immense mastery over

all the weapons a ninja is expected to use and the art of assassination, but you have also become an expert martial artist and swordsman.

Thanks to your grueling training, your body now possesses enhanced senses, immense strength, and durability. Most importantly, you can move with the blinding speed that is the specialty of all ninjas from the village.

You can casually move and attack at hypersonic speeds, easily reaching Mach 50, and react to others moving at similar speeds.

Additionally, as someone with talent comparable to Flashy Flash, you need only a few more years of training to reach his level.

More ...

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Whirlwind Iron Cutting Fist (One Punch Man)

Cost: 10 SP

A martial art created and taught by Bomb, the older brother of Bang and a martial arts master. This style has a focus on manipulating and creating razor-like blades of pressurized air that are fully capable of slicing the user's target apart. The pieces of the target are then pushed with various amounts of force relative to their proximity to the center of the whirlwind. Your mastery of this technique is enough to elicit a pinkish-red aura that trails around your extremities, similar to the aura associated with the Water Stream Rock Smashing Fist. Your initial grasp of the techniques of this martial art is comparable to Garou's, but will eventually grow to be greater than Bomb's

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Water Stream Rock Smashing Fist (One Punch Man)

Cost: 10 SP

Created by the S-Class Hero, Bang, this martial art stands as the ultimate defensive art that perfectly blends offense and defense. This art seeks to recreate the flows of torrential and undulating forces within one's body. Your mastery of this art reveals itself in the blue water-like aura that trails after your hands and other extremities. You have a perfect grasp of deflecting or redirecting an opponent's attack at twice the power. Your ability to redirect incoming attacks allows you to protect yourself from

attacks that are notably more powerful than you are otherwise; however, even this feature of the art has its limits. Your initial mastery is comparable to Garou's and will grow to match and eventually eclipse even Bang's in time.

3 Addons ...

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Master Martial Artist (One Punch Man)

Cost: 10 SP

You possess, within you, a superb talent and skill for the martial arts. You are fully capable of adapting to other people's fighting styles and finding counters to them in the middle of combat. Your ability to learn martial arts is in the realm of the supernatural, allowing you to

quickly ascertain the fundamentals of other martial art styles. A single encounter is enough to make another's martial art one of your own, and even reading a martial arts scroll briefly is enough to pick up a martial art.

You have two notable martial arts in your repertoire:

Exploding Heart Release Fist: a dangerous martial art that relies on subjugating one's target through brute force and destructive power. Tuning your heart rhythm to beat explosively in time with your strikes allows you to flood your body with adrenaline and briefly surpass the limits of your body. The sheer power of your strikes produces shockwaves that can overcome nearly perfect defensive martial arts.

Void Fist: a martial art aiming to maximize the destructive power of one's strikes while

maintaining a high output of attacks. It features many rotating and twisting motions to extend and/or magnify its attack damage.

More ...

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Atomic Samurai (One Punch Man)

Cost: 15 SP

You possess the skills, powers, and abilities of Kamikaze, or more commonly known as the Atomic Samurai, one of the highest-ranked S-Class heroes.

Your speed, strength, stamina and durability are massively enhanced. You can casually move and attack at hypersonic speeds, cut cleanly through solid matter with your sword, and unleash

powerful shockwaves with a single slash, striking enemies just beyond your weapon's reach. You can endure blows that would kill even most superhumans— but your greatest weapon is your unparalleled swordsmanship.

You are a master swordsman. Your iconic move, Atomic Slash, is a rapid storm of ultra-fast strikes concentrated on a single target. In less than a heartbeat, you can land hundreds of perfectly placed cuts, each aimed to weaken armor, sever vital tendons, cut softer targets into perfect cubes or decapitate outright.

However, your swordsmanship has limits — you cannot slice between the gaps of individual cells, but with training and experience, even this and more may become possible.

Additionally, you gain the Sun and Moon blades

and become a master at teaching the art of swordsmanship, capable of raising disciples that could reach the vaunted S-Class, the same as their master.

1 Addon ...

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Renewal Taekwondo (The God of High School)

Cost: 15 SP

A martial art developed by Jin Tae-Jin as a direct counter to Northern ITF Taekwondo, Renewal Taekwondo refines and enhances the strengths of its Northern ITF and traditional ITF counterparts while eliminating their weaknesses. It retains the foundation of strong, linear kicks but elevates them to an entirely new level. At its core, mastery of this style leads to the ultimate principle: Renewal Recoilless—a

technique that applies to all Renewal Taekwondo moves once fully mastered.

The concept of Recoilless itself functions by concentrating all momentum and energy into a single point—thus allowing for all of your techniques to be executed with flawless precision and zero wasted movement. This results in attacks of unparalleled destructive force, capable of leveling mountains, distorting space, and even damaging the Yongpyo—the legendary armor of the Monkey King, said to surpass both the Sage's Robe of the Jade Emperor and the indestructible Barbadium.

However, achieving this level of mastery requires rigorous training. Until you can apply the Recoilless effect to all of your techniques, the full potential of Renewal Taekwondo remains just out of reach. But once mastered, few—if any

—martial arts in this world could stand against it.

You'll begin at the same level Jin Mori was at the start of the series, but with the combined potential of both Jin Tae-Jin and Jin Mori. Additionally, your body will be optimized to perfectly withstand the strains of this martial art.

1 Addon ...

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Venomous Phantom Snake (Metal Gear)

Cost: 8 SP

You now possess a comprehensive set of skills and abilities that easily allow you to become the world's greatest spy. While on the field, you can blend seamlessly into any environment, quickly grasping the lay of the land, understanding local

culture, and staying aware of the current happenings as if you have lived there your whole life.

You've gained a trained eye to memorize small details effortlessly. Whether it's identifying inconsistencies in building floor plans or detecting any changes in a safehouse since your last visit, you possess a keen perception that allows you to spot discrepancies with ease.

No nation can confine you, but languages unlock a world of understanding. With your linguistic prowess, you effortlessly comprehend the nuances of real-world languages, speaking and reading them at a native level. This talent extends to coding languages and ciphers as well, allowing you to learn complex languages and codes in a matter of days or weeks rather than years.

Embracing the art of disguise, you've gained a talent to create disguises so perfect they are nearly undecipherable. Using materials and patterns found both on and off the field, you can even transform yourself into anyone you mimic, flawlessly imitating their appearance and mannerisms. You gain all their memories, knowledge, and skills of anyone you mimic, but not their powers. However, no matter how many people you mimic or memories you gain, you will never lose your sense of self.

Furthermore, you possess an innate understanding of moving stealthily and remaining undetected. You can navigate through any environment without leaving a trace, maintaining a near-perfect sense of how far you can push your presence without alerting even elite guard units. You become a ghost, elusive

and virtually untrackable to your enemies.

More ...

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Niko Style (Kengan Ashura/Omega)

Cost: 5 SP

You are a master of Niko-style martial arts. This is a martial style that places a high focus on adaptability and applicability; many of the techniques are not set patterns, but rather basic principles that can be applied in multiple situations. The style has 4 Kata which are Adamantine, Flame, Redirection, and Water. Each kata has its own principles and specialization.

-The Adamantine Kata involves the tightening of

the muscles (thus hardening one's body) for both defensive and offensive purposes.

-The Flame Kata is centered around movement and positioning, giving the user incredible speed and agility

-The Redirection Kata involves seeing and manipulating the "flow of power", using minimal motions to turn the opponent's attacks against them. As a result, this kata requires incredible kinetic vision and delicate physical control.

-The Water Kata is a grappling-based kata that places emphasis on flexibility and fluidity of motion.

The principle of multiple katas can be used in conjunction with one another to perform techniques best suited for the task. Besides the 4 kata, you are also privy to the knowledge of how to perform the secret technique of the style. You start out equal to Tokita Ohma in both

physical capability and mastery.

More ...

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Mandalorian (Star Wars)

Cost: 10 SP

You have been made Mandalorian in all ways that matter.

First and foremost, you've received a full and comprehensive package of various martial arts. These are mostly dedicated to weapon-based martial arts (both ranged and melee) with side focuses on striking, grappling, and wrestling to take advantage of the fact Mandalorians are usually fully armoured. Many of the techniques

used in this martial art were developed specifically to combat Jedi, making them especially useful for clairvoyant or otherwise supernaturally gifted opponents.

Secondly, you've been given a set of beskar armour. This is an incredibly strong metal, yet still lightweight enough for a Mandalorian to wear near-constantly. This armour also comes equipped with the standard set of Mandalorian accoutrement, such as Jetpacks, magnetised boots, hermetic sealing rated for space combat, heads up displays in the helmet, and the iconic mandalorian vambrace. The Vambrace itself is highly customisable, able to contain many useful but specialised pieces of equipment such as sonic repulsors or hidden blasters.

Finally, you may gain any two Mandalorian weapons of your choice, from the Beskaar sword

to a standard Blaster Carbine. The only exception to this is the Darksaber which must be purchased as an Object of Power.

1 Addon ...

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++++++ Mental

MUSE

Cost: 5 SP

You gain an unprecedented cognitive companion known as MUSE (Mind Utilization and Support

Entity), residing within the depths of your mind. MUSE functions as both a helpful assistant and a cognitive interface, capable of communicating with you through your thoughts or other senses, similar to a heads-up display (HUD). Its primary function is to provide assistance in various tasks, whether immediate or long-term. Initially,

your interaction with MUSE may be conscious or subconscious, as you prompt it with questions or thoughts, and it unfailingly provides accurate responses, drawing from your own knowledge and sensory inputs, enhanced by speculative reasoning.

MUSE serves as a lifelong companion, adapting to your tastes, habits, and preferences over time. It performs a myriad of tasks, such as simple and short-term functions like acting as an alarm clock, note-taking, memory retrieval assistant, display maps to complex and long-term

endeavors such as accountant, search through information, monitoring use of anything/everything, recording images in 2 or 3D (depending on you) and sound of your surrounds and more, like providing therapy, requiring a comprehensive understanding of the task at hand.

Moreover, MUSE possesses the ability to tap into your other powers, unless instructed otherwise, enabling it to derive insights and conclusions that may elude your conscious mind initially, often without the need for explicit instructions due to its intuitive understanding of your needs. MUSE's ability to learn your preferences reduces the need for constant instruction, enhancing your overall efficiency and productivity (Muses generally learn the basics of a new user's preferences in a month or two).

2 Addons ...

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Repentance

Cost: 3 SP

By gripping someone's head, locking eyes, and shouting "Repent," you induce a trance where they experience the suffering they have caused others. Most individuals profoundly reconsider their life choices, while only the most sociopathic remain unaffected by this power.

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Unseen Hands

Cost: 30 SP

You now possess the ability to summon numerous invisible hand-like appendages from your body. These appendages can be

telekinetically moved in any direction you want, bending, twisting, and turning up to a range of 1 kilometer.

Only you, the user, can see and sense these hands, which act as extensions of yourself, with precise innate control and dexterity over each one as if they were your original arms. You also have unlimited multitasking capabilities.

A single hand is strong enough to effortlessly tear apart limbs, bend and break bones, reduce rocks to dust, lift heavy-duty trucks and launch them dozens of meters in the air, etc. To further enhance their strength, you can combine multiple hands to create larger and more powerful variants. Each combined hand doubles their overall strength, enabling you to reach a level where lifting entire islands and crushing them to dust becomes a distinct possibility. Due

to their weightless nature, each hand can achieve extreme hypersonic speeds without sacrificing any of its maneuverability in the process.

The unseen hands are completely impervious to almost all forms of harmful attacks, and can block and negate them all, from physical attacks, to energy attacks, to magical attacks, and even attacks of esoteric nature, etc. Their only weakness is susceptibility to damage from psychic attacks, if they do manage to land. If a hand is damaged, you can retract it into your body for a maximum of 24 hours, depending on the incurred damage, to allow for complete healing.

You can summon up to a thousand hands simultaneously. With enough practice, at their maximum potential, the Unseen Hands and the

force behind each one will be capable of shredding through the strongest metal alloys as if they were a piece of paper.

If you wish, the unseen hands can be retracted completely into your body at any moment, and in case of danger that would cause you bodily harm of which you are not aware, the hands will instantly and automatically react to protect you.

3 Addons

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Telepathy

Cost: 5 SP

Anyone that you've seen in person is added to a list of contacts, of which you can communicate with mentally. Only you can start a conversation,

but once started they can reply back. This communication isn't just limited to words, allowing you to send images, emotions, or even memories. While you can force a telepathic connection, they are allowed to project harmful thoughts or emotions, such as pain. This has multiversal distance.

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Archive

Cost: 5 SP

For every power that you pick up now, you are granted a complete and incredibly extensive mental archive filled with information, techniques, exercises, blueprints, and so on that can considerably speed up your progress with it.

If you focus, you can actually enter an internal world where this archive manifests in a manner of your choice, whether it be a library, a lab, or whatever else you need. If you possess a power that grants you a personal or internal world/domain of your own, your archive can also physically manifest there.

The archive will grow the more of it you learn, seeming to never reach an end.

2 Addons ...

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Lotus Sutra

Cost: 3 SP

The ocean of impediment of all karma
Is produced from one's false imagination.
Let him sit upright and meditate on the true

aspect of reality.

Comprehend the truth

Transcend the Nameless

Reciting this sutra helps calm the mind, body, and spirit. If you're feeling unstable or experiencing mental attacks, it can help mitigate the effects. When combined with meditation, the sutra slightly enhances stamina and energy recovery.

Additionally, meditating while reciting the sutra puts you in a deeply contemplative state. This allows you to better comprehend the truths and energies of the world

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Mushin

Cost: 6 SP

Through meditation and practice, you've entered something akin to a flow state within Zen Buddhism, the serenity of No-Mind (無心 Mushin)—where the tempests of fear, anger, doubt, panic, and ego pass over you without taking root. No longer shall unnecessary thoughts and emotions govern your actions, though you'll remain aware of them.

Finally letting go of attachments and illusions, you transcend earthly perspective, having found your inner Buddha in the process. Able to fully view reality as it is, taking in its vastness undistorted, and act with a purity of intent unburdened by hesitation. Thus opening the heart to boundless compassion for all things. Ego dissolves, yet you do not lose yourself; only discover your place within the great expanse, moving in harmony with the world rather than

resisting it.

And from this, your every action becomes tranquil and unclouded, embodying the essence of whatever you do. Imperfections reveal themselves the instant they occur and are unconsciously corrected, such that you never repeat the same mistake twice. Especially in battle, you become swift like a coursing river with the force of a great typhoon, wholly guided by unhindered intuition.

This shall also grant a state of spiritual perfection that wards you from malevolent forces, leaving no foothold for malice to take hold of your heart, mind, or soul.

More ...

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Inheritance

Cost: 4 SP

Any skill you learn, be it a spell or some martial art, allows you to gain insight into its creator—the first person to have developed and practiced it. As you progress and deepen your understanding, you inherit their legacy, absorbing their knowledge, techniques, and philosophies. This connection expands as you continue your practice, enabling you to gain further insight into others who have mastered the same skill. You will not only inherit the legacies of these practitioners but also assimilate their experiences, innovations, and contributions, enriching your own mastery and creating a continuous lineage of shared expertise and wisdom. If the skill you are currently learning is a derivative of another skill,

then after you master it, you will start gaining insight into the skill it originates from, and from it, the creator of said skill.

Additionally, this process can help you regain lost knowledge or skills related to the discipline, as the accumulated insights from past masters and practitioners reveal forgotten techniques and understandings that enhance your proficiency.

This also gives you a minor boost in learning skills from others, as you gain insight into the skills at a faster rate, allowing you to emulate your teacher to a degree.

3 Addons ...

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Madness of Enlightenment

Cost: 5 SP

You have gained access to profound knowledge, hidden truths, and heightened awareness by embracing an altered state of mind that dances on the edge of sanity. It offers you the ability to comprehend the secrets of the universe, to glimpse the deep patterns that shape reality, but always through a lens that is fractured and ever-changing.

Insights arrive suddenly, as if a bolt of lightning has torn through the darkness, revealing secrets that are usually concealed from ordinary sight—secrets about the universe, the hidden intentions of others, and the connections between seemingly unrelated events. These moments of clarity are vivid and intense, but they do not last long, fading back into a haze where reality begins to blur, twisting into strange shapes and unfamiliar forms.

Your mind becomes a chaotic realm where visions and voices intermingle. Whispers drift through your thoughts, offering cryptic messages that seem to hold answers or warnings, though their meanings are often obscure. These voices are not alone; they are accompanied by hallucinations that reshape the world around you, turning the familiar into something strange and unsettling, showing their true nature. This helps you to understand puzzles and mysteries, unraveling the meaning behind symbols, decipher ancient prophecies, or piece together events that appear unrelated.

Your altered mind also protects you from those who would try to manipulate or read your mind, for your thoughts are like a storm—chaotic, unpredictable, and impossible to navigate. Anyone who tries to delve into your mind finds

themselves overwhelmed by the shifting patterns and contradictions that fill it.

2 Addons

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A Mind Full of Hazards

Cost: 10 SP

Over the realm of fiction, we conjured up some nasty shit throughout our pursuit of the uncanny: cognitohazards that harm your psyche when you perceive or comprehend them, infohazards that are befuddlingly dangerous once you become aware of them. You are keenly aware of the danger and threat they pose for the world if left unchecked, for they are living hotbeds of these anomalies.

Your mental framework houses a dimension physically manifested as part of your brain, that

hosts, spawns, and controls these memetic constructs, their vectors of infection. These anomalies develop and evolve by cannibalizing and incorporating other constructs they encounter in the wild or when converging using similar infectious vectors; these vectors are anything capable of transmitting an idea, data, or information, anything in the modern age is a vector.

Your thoughts and ideas, by that logic, can be utilized to spread your “thoughts” and “memes” with how they interact and evolve around the world. This changes you, not only to a certain degree, but your mind has adapted to be almost alien in its simplicity, your thoughts and ideas standing strong against them, meaning they won’t be destroyed or erased, only damaged. These damaged thoughts and views can develop into new anomalies for further

development. Unfortunately, while you can direct an anomaly's infectious vectors you can truly influence both its spread and the resulting interaction or effects it has between the concepts/information/meme it infects.

You can release these anomalies into the world to expose them to the vast network of information and data the modern world has in store, further developing themselves naturally. While the fine points your anomalies escape you, influencing into them a certain target isn't out of your toolbox. Finally, you can summon these anomalies back into your mind as you're able to interact with its infectious vectors.

More ...

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Dreamland

Cost: 15 SP

By reflecting inward and meditating deeply, you can access a world founded upon thought—a dreamland hosted deep inside the internal landscape of the mind. This realm is expansive and labyrinthine, a spatial reflection of the obscure and intangible nature of thought itself. You normally experience it as a structured yet fluid domain, shaped by your mental processes rather than physical laws.

In this dreamland, your mind exists in a higher world relative to the external world, allowing you to interact with constructs beyond the physical world. These can include, but aren't limited to—providence, souls and thoughts. Meditating within the dreamland facilitates deeper ascent, enabling engagement with increasingly elusive

and invisible elements.

1 Addon ...

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Axis

Cost: 7 SP

You've gained a limited form of Mind Control, that being that you can 'invert' certain parts of a person's personality. When done on the unwilling and prepared, it requires a clash of wills to apply.

The exact effect this has on them depends on what was inverted. 'Morality' would likely cause the selfish to become selfless and the 'evil' to 'good', but more specific aspects can have similarly large effects. Inverting the attitude someone has towards a process or singular

topic, for instance, can alter their wider perspective massively

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Unseen Hands

Cost: 30 SP

You now possess the ability to summon numerous invisible hand-like appendages from your body. These appendages can be telekinetically moved in any direction you want, bending, twisting, and turning up to a range of 1 kilometer.

Only you, the user, can see and sense these hands, which act as extensions of yourself, with precise innate control and dexterity over each one as if they were your original arms. You also have unlimited multitasking capabilities.

A single hand is strong enough to effortlessly tear apart limbs, bend and break bones, reduce rocks to dust, lift heavy-duty trucks and launch them dozens of meters in the air, etc. To further enhance their strength, you can

combine multiple hands to create larger and more powerful variants. Each combined hand doubles their overall strength, enabling you to reach a level where lifting entire islands and crushing them to dust becomes a distinct possibility. Due to their weightless nature, each hand can achieve extreme hypersonic speeds without sacrificing any of its maneuverability in the process.

The unseen hands are completely impervious to almost all forms of harmful attacks, and can block and negate them all, from physical attacks, to energy attacks, to magical attacks, and even attacks of esoteric nature, etc. Their

only weakness is susceptibility to damage from psychic attacks, if they do manage to land. If a hand is damaged, you can retract it into your body for a maximum of 24 hours, depending on the incurred damage, to allow for complete healing.

You can summon up to a thousand hands simultaneously. With enough practice, at their maximum potential, the Unseen Hands and the force behind each one will be capable of shredding through the strongest metal alloys as if they were a piece of paper.

If you wish, the unseen hands can be retracted completely into your body at any moment, and in case of danger that would cause you bodily harm of which you are not aware, the hands will instantly and automatically react to protect you.

3 Addons ..

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Lie Eater

Cost: 10 SP

As the possessor of the Lie Eater ability, you gain an uncanny intuition, allowing you to discern with unerring precision when a person is telling a lie and precisely what the falsehood entails. This innate lie-detection ability becomes an indispensable tool in any social interaction or conflict.

However, the true strength of the Lie Eater lies in its unique capability to weave its own fabrications that are nearly indistinguishable from reality. When you tell a lie, it becomes exceptionally persuasive, causing even the most

skeptical minds to believe the falsehood. This makes you a master manipulator, adept at steering conversations, situations, and even outcomes in your favor.

Furthermore, the power of Lie Eater extends beyond mere words, enabling you to create tactile illusions. When you lie, your words can manifest as convincing illusions, fooling the senses of those who hear the falsehood. These tactile illusions can be employed to create deceptive mirages, simulate sensations, or even conjure lifelike apparitions, making it a potent weapon for both offense and defense.

More ...

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-10

SP

-10

CP

Lt Ouroumov's Worm CYOA V17

Lt Ouroumov's Worm CYOA V17

Two entities spiral through space, past stars and planets alike. Their parts shift between dimensions. Approaching a world, one you recognize as Earth, they shatter into hundreds of millions of pieces into millions of Earths. The shattered pieces, shards of the entities, take root on empty Earths before bonding with humans. Humans at their lowest, would go on to learn through conflict. Through this, they would advance the entity.

Something went wrong with their cycle this time.

A mistake causes the more intelligent of the entities to crash into a planet where it is, not long after, put down. The entity's shards remain, in the hands of those who wish the death of the other entity, but things are not so easy. Even with all the parahumans, those bonded with the entities' shards, working in perfect unison, humanity would stand no chance against the remaining entity in a fight.

However, you may change that.

One day, you went to sleep and ...

Sections

ALL

Meta

Who will be affected by the choices and their knowledge about it?

Difficulty

How many points do you start with and are

granted by Scenarios and Drawbacks? Has no impact otherwise.

Scenario

At what point you will arrive?

Character

Who you will be.

Perks

Things that help you and cost points.

Drawbacks

Things that harm you but give you points.

Powers Origin

What is giving you your powers?

Powers

Choose your powers here.

Skills

Skills that you can have uploaded to your brain like the Matrix.

Items

Costume and Items.

Companions

Companions.

Missions

Those are challenges you can take to make your story more interesting if you want.

Setting

Alternate settings you can be sent to.

Point Conversion

Conversion between SP and CP.

Shardless Powers

ALL

Lesser Powers

Physical Powers

Species and Genetics Powers

Martial Arts and Techniques Powers

Mental and Psychic Powers

Magic and Mystic Powers

Spiritual and Divine Powers
Technology and Artifice Powers
Esoteric and Abstract Powers
Ascension

Required: Shardless, or Patron

Foundation Powers

Keystone Powers

Paragon Powers

Required: Shardless, or Patron

Objects of Power

Fusions & Upgrades

Mental and Psychic Powers

Wifi

Cost: 4 SP

Your brain is now fully connected to a high speed wifi that you can toggle on/off, enabling you to browse the internet and the infinite amount of data it contains as much as you like.

Social media, Google, YouTube,,etc you will be able to access everything in the online cyber space in your mind, and this connection can never be broken even if you are in different universes or dimensions.

Since this connection to the internet is an arbitrary link in your mind, it can never be traced, hacked, or tampered with in any detrimental way.

MUSE

MUSE

Cost: 5 SP

You gain an unprecedented cognitive companion known as MUSE (Mind Utilization and Support Entity), residing within the depths of your mind. MUSE functions as both a helpful assistant and a cognitive interface, capable of communicating with you through your thoughts or other senses, similar to a heads-up display (HUD). Its primary function is to provide assistance in various tasks, whether immediate or long-term. Initially, your interaction with MUSE may be conscious or subconscious, as you prompt it with questions or thoughts, and it unfailingly provides accurate responses, drawing from your own knowledge

and sensory inputs, enhanced by speculative reasoning.

MUSE serves as a lifelong companion, adapting to your tastes, habits, and preferences over time. It performs a myriad of tasks, such as simple and short-term functions like acting as an alarm clock, note-taking, memory retrieval assistant, display maps to complex and long-term endeavors such as accountant, search through information, monitoring use of anything/everything, recording images in 2 or 3D (depending on you) and sound of your surrounds and more, like providing therapy, requiring a comprehensive understanding of the task at hand.

Moreover, MUSE possesses the ability to tap into your other powers, unless instructed otherwise, enabling it to derive insights and conclusions

that may elude your conscious mind initially, often without the need for explicit instructions due to its intuitive understanding of your needs. MUSE's ability to learn your preferences reduces the need for constant instruction, enhancing your overall efficiency and productivity (Muses generally learn the basics of a new user's preferences in a month or two).

2 Addons ...

Repentance

Repentance

Cost: 3 SP

By gripping someone's head, locking eyes, and shouting "Repent," you induce a trance where they experience the suffering they have caused others. Most individuals profoundly reconsider their life choices, while only the most sociopathic remain unaffected by this power.

Believe in The Me Who Believes in You!

Cost: 5 SP

You have the true quality of a leader. You lift those around you, to be better than they are, better than they even think they could be. Your charisma and force of personality make others believe in both themselves and you; To dare reach for their dreams, and see what fortune awaits for them.

You inspire others as easily as you breathe, your ability to do so being outright legendary and you will always touch the hearts and minds of those you talk to if you wish it. People will flock to you for leadership, children will see you as their Hero, and your lovers will always hold you in their hearts. You can appear in your friends, followers, or otherwise close companions' dreams and hallucinations whenever they are in danger or are being controlled by someone other than themselves. You can then guide them out

of it with kind or inspirational words or give them the advice they need to survive or thrive.

Furthermore, whenever someone has lost sight of their goals, or has become consumed by panic, doubt, or despair, you can simply center them with a sudden smack, a shout for them to focus on you, and inspire a new wave of confidence in them through reminding them of their reasons, hopes and dreams they're forgetting at their hard times.

More ...

The Writer

The Writer

Cost: 3 SP

You are not the protagonist, nor the antagonist or even a side character. You are the narrator, the story teller, the Writer.

Your ability to observe people and your

surroundings is above the norm, allowing you to gain [Inspiration]. [Inspiration] can be used to allow you to enter a fugue state where you can construct ideas for stories as well as to write these stories.

Your ability with any mundane written language is at the highest level a normal person can possess. When writing a story, your hand can fill up a page with words in less than 10 minutes, with perfectly understandable handwriting and amazing use of language skills.

Your writing reaches a point where a person may feel like they are experiencing the story firsthand rather than simply reading it.

2 Addons ...

Holmes

Holmes

Cost: 5 SP

This power makes you a genius of deduction and perception. It doesn't make you any better at guessing, and you need sufficient evidence to make a conclusion. However, it is a lot less likely to be wrong than Tattletale's power.

1 Addon ...

The Hand Behind The Curtain

The Hand Behind The Curtain

Cost: 15 SP

In a world entrenched in deception and power struggles, you possess the supernatural skills and unparalleled expertise in planning, orchestrating, and manipulating others, allowing you to navigate the intricate web of influence with unrivaled finesse.

As the Hand Behind The Curtain, you possess an innate understanding of the motives and intentions that drive people's actions. This insight empowers you to craft intricate, long-

term strategies and campaigns that span vast domains, seamlessly accounting for all relevant factors, treasures, resources, and variables involved, orchestrating plans that could span millennia, all while ensuring that your true intentions remain hidden from prying eyes.

With your masterful manipulation skills, you become the unseen puppeteer, orchestrating events and pulling the strings from behind the scenes. Your grand designs encompass vast networks, enabling you to wield unparalleled control and shape the outcomes of pivotal moments. While others remain oblivious to your influence, you steer the development of civilizations and hold the keys to their destiny.

Additionally, your mastery extends to the art of acting, allowing you to assume different personas effortlessly. With this added ability, you

can seamlessly blend into any role, concealing your true intentions as you manipulate those around you.

More ...

Unseen Hands

Unseen Hands

Cost: 30 SP

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only weakness is susceptibility to damage from psychic attacks, if they do manage to land. If a hand is damaged, you can retract it into your body for a maximum of 24 hours, depending on the incurred damage, to allow for complete healing.

You can summon up to a thousand hands simultaneously. With enough practice, at their maximum potential, the Unseen Hands and the force behind each one will be capable of shredding through the strongest metal alloys as if they were a piece of paper.

If you wish, the unseen hands can be retracted completely into your body at any moment, and in case of danger that would cause you bodily harm of which you are not aware, the hands will instantly and automatically react to protect you.

3 Addons ...

I Do Not Judge, I Merely Accept

I Do Not Judge, I Merely Accept

Cost: 10 SP

You possess supernatural charisma, with a perfect instinct for knowing what to say in any situation, and a magnetic aura of comfort. This aura draws in and soothes those with damaged, broken, warped, or alien psyches. Your very presence becomes a brightly shining beacon of solace, attracting individuals from all walks of life.

But your power goes beyond providing comfort. You possess the unique skill to transform these twisted souls into a formidable fighting force. Through your empathic connection, you can lead, command, and guide them, allowing

them to tap into their traumas and vulnerabilities to fuel their strength and determination. United under your leadership, they become a powerful

and highly effective fighting unit, combining their resilience with your strategic guidance to achieve extraordinary feats.

3 Addons ...

Dream Control

Dream Control

Cost: 10 SP

You gain the ability to shape complex dreams and then force them upon others with a touch. The dream will begin the next time they fall asleep, and no matter how long you have decided the dream to last, it will be finished by the time that the person wakes up. The dreams will be completely lucid experiences.

Fighting Instinct

Fighting Instinct

Cost: 5 SP

You have an automatic response system wired into every aspect of your combat ability, allowing you to react with precision and instinctive

efficiency.

In any fight—regardless of the opponent, terrain, or style—you move with natural ease, adapting on the fly to shifting threats and unpredictable situations. Your understanding of battle isn't learned; it's ingrained, guiding your movements with flawless timing and insight.

Offense, defense, evasion, and counterattacks flow together seamlessly, each action chosen in the moment for maximum effect. Even when faced with unfamiliar techniques or overwhelming odds, you intuitively find openings, exploit weaknesses, and adjust your strategy in real time.

2 Addons ...

Path of the Prodigy

Path of the Prodigy

Cost: 8 SP

Your maturity and mentality are impressive enough that you, even as a child, would be one of the best leaders of any country. Your wisdom exceeds that of powerful leaders.

You will do whatever it takes to accomplish your goals or see them accomplished. Even if everything breaks around you, if you so need to continue, you will. You will walk past your friends, as they die, or as you kill them yourself.

You are prodigal in nearly anything you try, able to master skills such as shurikenjutsu within the matter of a week.

And yet, your greatest feature is your knowledge of the human mind. With an illusion power, you can maximize the illusion to cause whatever you want to the target. You are so good at causing or manipulating illusions in people that you can

sometimes even forget reality in favor of the illusion.

Even without those illusion powers, you're good at making it seem as if you truly do have an ability to cause illusions. People's perception is yours to manipulate.

You are envied, you are feared, you are hated.

Thus is the path of the prodigy.

More ...

Kid-At-Heart

Kid-At-Heart

Cost: 20 SP

Prepare to embark on an extraordinary journey with the enchanting power known as Kid-At-Heart. As the bearer of this gift, you gain the astonishing ability to bend reality around you, unleashing the boundless creativity and logic of

a child upon the world. Within your grasp lies a realm of endless possibilities, where the mundane is transformed into the magical, and the ordinary takes flight on wings of wonder.

Picture yourself grinding with unrivaled speed on rails, defying gravity and balance with carefree ease. Your backpack becomes a bottomless treasure trove, producing an array of wondrous items that seemingly defy the very laws of space and matter. And marvel as you ingeniously merge a nerf gun and a super soaker, birthing a mighty water weapon that drenches the world with awe-inspiring power.

But it doesn't stop there. With Kid-At-Heart, even the most ordinary objects turn into vehicles of marvel. An umbrella becomes your personal chariot, propelling you through the air like a fearless adventurer soaring amidst clouds. Don

a simple cape and helmet, and you're instantly bestowed with the exhilarating abilities of a legendary hero.

The true magic of Kid-At-Heart lies in the wellspring of your creativity. Embrace your inner child, and unlock a kaleidoscope of fantastic effects that defy the limits of imagination. Discover the joy of seeing the world through unclouded eyes, where every moment holds the promise of delightful surprises and astonishing adventures.

Yet, as powerful as this gift is, remember that its enchantment is woven only within your immediate surroundings. Your playground of wonder is confined to your proximity, leaving the wider world untouched by your whimsical machinations.

1 Addon ...

Lie Eater

Lie Eater

Cost: 10 SP

As the possessor of the Lie Eater ability, you gain an uncanny intuition, allowing you to discern with unerring precision when a person is telling a lie and precisely what the falsehood entails. This innate lie-detection ability becomes an indispensable tool in any social interaction or conflict.

However, the true strength of the Lie Eater lies in its unique capability to weave its own fabrications that are nearly indistinguishable from reality. When you tell a lie, it becomes exceptionally persuasive, causing even the most skeptical minds to believe the falsehood. This makes you a master manipulator, adept at steering conversations, situations, and even outcomes in your favor.

Furthermore, the power of Lie Eater extends beyond mere words, enabling you to create tactile illusions. When you lie, your words can manifest as convincing illusions, fooling the senses of those who hear the falsehood. These tactile illusions can be employed to create deceptive mirages, simulate sensations, or even conjure lifelike apparitions, making it a potent weapon for both offense and defense.

More ...

Telepathy

Telepathy

Cost: 5 SP

Anyone that you've seen in person is added to a list of contacts, of which you can communicate with mentally. Only you can start a conversation, but once started they can reply back. This communication isn't just limited to words, allowing you to send images, emotions, or even

memories. While you can force a telepathic connection, they are allowed to project harmful thoughts or emotions, such as pain. This has multiversal distance.

Mind's Eye

Mind's Eye

Cost: 3 SP

You gain complete awareness within a 1-meter radius around yourself. At the expense of mental stamina, you can extend your Mind's Eye awareness to function as a form of proto-clairvoyance up to 50 meters away. However, your precision and distance will always be inversely proportional when utilizing your Mind's Eye. At a 1-meter radius, your Mind's Eye can count the number of leaves falling past you. At 50 meters, you'll barely be able to discern people's faces and can only get a vague sense of what you're seeing. You can push your Mind's Eye to see through solid objects, but this will

heavily reduce your sight depending on how much you see through.

With your mind's eye activated, you also gain a heightened perception towards supernatural energies, auras, and you can even vaguely gauge people's strength relative to yourself. Through time and effort, you can enhance the power of your mind's eye through mental exercises. This power synergizes greatly with any other mental powers you have.

1 Addon ...

Heir of Caesar

Heir of Caesar

Cost: 8 SP

War is but a matter of logistics, men, and morale, and you are the master of all three.

You are a general, a warrior, and a leader rolled into one. You know the best strategies to employ

in war and can craft plans that make those of your opponents seem foolish by comparison.

You would be able to gather a ludicrous amount of resources from a barren desert, and then send those supplies through a bandit-infested waste without being molested, and then turn around and convince your mutinous troops to march to certain doom for you.

Your charisma can only be described as a thing of legend. You can inspire men to fight for you to their last breath as though you were their father, or instill fear in them as if you were the devil himself. You can turn even the most spineless of weaklings into hardened warriors who can fight anything the world throws at them. And that's just the beginning—your army grows stronger, both physically and mentally, with each battle they fight for you.

If you wish for it, it will only be a matter of time before you inscribe your name into the annals of history alongside those such as Julius Caesar and Alexander the Great.

More ...

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Marble Emperor

Marble Emperor

Cost: 8 SP

The last Roman Emperor, Konstantinos XI, fell with his empire on May 29, 1453. However, this is not the case. He had not died, but was rescued by an angel and turned into marble- or in this case, reincarnated with his memories suppressed, awaiting a call from God to retake Constantinople and restore his Empire.

You are the reincarnation of Konstantinos, the

last Emperor of an empire that has fallen, and have returned to retake what is rightfully yours.

When it comes to ruling, you find yourself to be hyper-competent, able to maneuver even the most complicated and dangerous politics, manage the economy and put it in an economic boom, spot incompetent and disloyal people, and spot men with talent that don't even recognize their own with ease. You are also extremely charismatic, able to turn revolting men into men who would sacrifice themselves for you.

You are also quite lucky, as opportunities to begin the rise of the Empire are always around the corner, and even more opportunities to expand it.

Awaken, Konstantinos, for God is calling.

More ...
Autobattler
Autobattler
Cost: 10 SP
When entering combat, you can choose to enter autopilot mode. When autopilot mode is activated, your consciousness detaches from your body. It is free to fly around and even pass through walls and other solid structures, giving you a bird's-eye view of the battlefield. An emotionless and purely logical personality begins to take over your body and act on its own, utilising everything it currently has available with optimized efficiency and machine-like precision to follow the order given to it and neutralize your enemies. Your view would also be shared with this second personality.

Be warned that when in autopilot mode, your well-being and safety are prioritized, meaning

collateral damage and civilian casualties are often ignored, and lethal force is always the first option chosen. This second personality will even ignore the order you give if its calculation determines that the risk to your well-being is too great to be acceptable. Thankfully, you can enter and exit autopilot at will, whenever you please.

More ...
Archive
Archive
Cost: 5 SP
For every power that you pick up now, you are granted a complete and incredibly extensive mental archive filled with information, techniques, exercises, blueprints, and so on that can considerably speed up your progress with it.

If you focus, you can actually enter an internal world where this archive manifests in a manner of your choice, whether it be a library, a lab, or

whatever else you need. If you possess a power that grants you a personal or internal world/domain of your own, your archive can also physically manifest there.

The archive will grow the more of it you learn, seeming to never reach an end.

2 Addons ...

Lotus Sutra

Lotus Sutra

Cost: 3 SP

The ocean of impediment of all karma

Is produced from one's false imagination.

Let him sit upright and meditate on the true aspect of reality.

Comprehend the truth

Transcend the Nameless

Reciting this sutra helps calm the mind, body, and spirit. If you're feeling unstable or

experiencing mental attacks, it can help mitigate the effects. When combined with meditation, the sutra slightly enhances stamina and energy recovery.

Additionally, meditating while reciting the sutra puts you in a deeply contemplative state. This allows you to better comprehend the truths and energies of the world.

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Mushin
Cost: 6 SP
Through meditation and practice, you've entered something akin to a flow state within Zen Buddhism, the serenity of No-Mind (無心 Mushin)—where the tempests of fear, anger, doubt,

panic, and ego pass over you without taking root. No longer shall unnecessary thoughts and emotions govern your actions, though you'll remain aware of them.

Finally letting go of attachments and illusions, you transcend earthly perspective, having found your inner Buddha in the process. Able to fully view reality as it is, taking in its vastness undistorted, and act with a purity of intent unburdened by hesitation. Thus opening the heart to boundless compassion for all things. Ego dissolves, yet you do not lose yourself; only discover your place within the great expanse, moving in harmony with the world rather than resisting it.

And from this, your every action becomes tranquil and unclouded, embodying the essence of whatever you do. Imperfections reveal

themselves the instant they occur and are unconsciously corrected, such that you never repeat the same mistake twice. Especially in battle, you become swift like a coursing river with the force of a great typhoon, wholly guided by unhindered intuition.

This shall also grant a state of spiritual perfection that wards you from malevolent forces, leaving no foothold for malice to take hold of your heart, mind, or soul.

More ...

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Mind Beyond Matter

Cost: 7 SP

You have become living proof of the concept of Mind–Body Dualism, the philosophy that the

mind is separate from that of the body.

This power grants you a type of immortality in that your consciousness can continue to exist without your physical form. You can have your mind leave and re-enter your physical form at any point. Outside your body, you are a completely invisible, intangible entity consisting of pure psychic energy.

Alternatively, you can choose to have your disembodied mind adopt a form that incorporates your other powers. Your mind could be in another dimension, exist purely as electromagnetic waves or be digitally data-based, all so long as you have a power that would facilitate it.

While your mind is free, you retain the thought speed, intelligence, awareness and perception

you had in your original form, but you also lose access to any powers or abilities that rely on you having a physical body. Beware the fact that you can potentially be trapped as an incorporeal mind forever if your body is killed or destroyed, unless you possess some way of regaining your physical existence.

As your consciousness is completely independent, you can make your mind selectively immune to physical influences such as drugs, toxins or even brain damage (although your bodily functions are still impacted).

1 Addon ...

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Mind Master

Cost: 15 SP

You have the ability to control the minds of others, tailoring the extent of your influence to your will. Whether you wish to gently guide a person's emotions, subtly alter their behavior, or completely dominate their thoughts, your power grants you full control over their mental processes.

At its simplest, you can make them feel any emotions you want—happiness, fear, or anger—or adjust their perception of reality, making them more agreeable or obedient to your presence.

You can direct their actions to align with your desires, pushing them to make decisions that you guide them toward without them realizing it.

At its most intense, you can seize control of their entire consciousness, turning them into a puppet

of your design. Every action, thought, or word can be dictated by you, rendering the target an instrument of your will.

The more powerful the control, the greater the strain on their mind, and the more resistance you may face, but with enough concentration, you can maintain control for as long as you desire.

Your mastery allows you to manipulate minds with ease. It doesn't matter if it's subtly influencing decisions in the background or completely overriding their sense of self.

The only limit is the willpower of your target relative to yours, so you've got to win the battle of wills before you can control them. But once you do, it's up to you.

More ...

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Shudders Beneath the Land

Cost: 5 SP

You have an ear to the streets, to the wind, to the sound of machinery, the bustling people within the land they inhabit. Never knowing it breathes, it feels... it knows. By reaching this revelation, you gain a psychic attunement to the world, more so the lands humanity breathed life into, namely, cities or villages.

Their awareness varies depending on their longevity and how colorful their history is, as this history defines their identity. At first, it manifests a preternatural intuition on the goings-on of everything around you, albeit most of it is useless at first, mostly random facts or events that occurred in said place or the general

temperature or mood of a street. As this awareness deepens the more you listen and appreciate the world around you, it grows in detail and scale, vaguely witnessing events in history coupled with a faint understand of how this can be to be, the city laying their body bare for all of you to see.

Becoming fully tuned to the city's frequency results in fully reaching out to the city's genius loci, the spirit of the city, allowing you to witness the past, the present, and the future of a place at once if you so wish. This isn't a one-way street, however, as the city will ask some things from you as favors while pledging their fondness for being a part of their being.

1 Addon ...

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Generic Psychic

Cost: 10 SP

You are now a Psychic. You possess a reservoir of psionic energy located within your brain, which you can project outward to affect the physical and mental world. Replenishing this energy is mentally draining, and while it recovers slowly over time while you are awake and resting, the fastest method is through sleep.

At first, your control is crude and your power expresses itself as raw telekinetic force, shooting out invisible blasts that can crush a civilian car with a single hit. You have no finesse at this stage, unable to lift an object without destroying it. With practice and time, however, you can refine your control dramatically. You learn to shape your energy with precision, allowing you to manipulate individual objects

from a distance with the delicacy of your own hands. By focusing on perceiving the world around you through your power, you can grow to sense objects and people without sight, read the history imprinted on physical items, and perceive the biological state of living beings. You can also alternatively focus on perceiving the minds of others, reading their surface thoughts, diving into their memories, and even planting suggestions or commands within their consciousness.

If you possess any other psychic powers, this ability integrates with them, allowing you to improve and refine them through the same practice and efficiency you apply to your own growth. You begin with enough energy in your reservoir to unleash approximately a dozen raw telekinetic blasts, and a focused half-hour of sleep is sufficient to fully replenish your reserves.

More ...

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Mind Trick

Cost: 3 SP

You can project a focused mental suggestion into another person's mind, nudging them toward a simple action, response, or decision. If it takes hold, the target interprets the thought as their own and usually acts as though it was a reasonable choice they made themselves.

This works best on small, immediate actions. Asking someone to hand over an item, look the other way, ignore a minor detail, answer a simple question, or allow brief passage are all typical uses. The suggestion is strongest when it aligns with what the target might plausibly do anyway.

It does not function as absolute mind control. It cannot force people to act against deeply held beliefs, strong loyalty, intense fear, or firm personal convictions. A tired guard who is distracted, underpaid, or only half-invested may let you pass. A disciplined zealot, a highly alert professional, or someone strongly committed to stopping you will resist or ignore the suggestion.

The effect is generally limited to single actions or short decisions, not long-term behavioural change. Once the moment passes, the influence fades. Affected targets will simply rationalize their actions afterwards rather than realizing outside influence was involved.

Clear phrasing, timing, confidence, and reading the target's mental state all improve reliability. The better you understand what the target is

already inclined to accept, the more naturally the suggestion takes hold.

This works best when done verbally to targets that are within arm's reach, while non-verbal suggestions are possible, they are much less likely to succeed.

More ..

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Geass of Absolute Obedience (Code Geass)

Cost: 5 SP

With this power of kings, you have one chance to give an absolute order to any individual that you make eye contact with. The maximum range for this ability is about 270 meters, with reflective surfaces 'counting' as eye contact, but recordings and broadcasts not 'counting'. The

commands must be issued by the user verbally, while the target is able to still make eye contact with the user.

This power only works ONCE on any being you use it on, but during that one instance, any number of commands may be made. The target will strive to fulfill those commands to the best of their ability, but this power cannot make them do something they are not theoretically, physically, and mentally capable of already doing. Whether the target remembers what happens under these commands is up to you, being capable of being toggled to suit your needs.

As the holder of this ability, you and only you can see a glowing red outline in the victim's eyes, thus showing those who've already been targeted by this power. Optionally, you can also

have the effect of the glowing red sigil of the Geass appear in your eyes while you use this power.

1 Addon ...

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Sha Naqba Imuru (Type-Moon)

Cost: 35 SP

This ability, the embodiment of Gilgamesh's mentality sublimated into a Noble Phantasm, grants you an insight so profound it is said to have "spread across all corners of the world as if the brilliance of the stars, seeing through all creation."

Your perception transcends mortal limits, stepping into the territory of gods. An ever-present awareness that requires no invocation, it

constantly feeds you information, unveiling the truth of all things with near-omniscient clarity. Whether seen or unseen, nothing escapes your gaze. Like a star illuminating the vast cosmos, your sight extends across all existence, piercing through deception, obscurity, and even the flow of time itself.

However, should you invoke its True Name, it transforms into something greater: a guiding force, revealing the most optimal strategies and actions, providing "instructions" to achieve your desired outcome.

Against you, strategy is rendered meaningless. In a game of chess, even the most skilled opponent—one who sees countless moves ahead—has already lost. You do not predict the board; you oversee it, with the correct move always laid bare before you. Even in games of

chance, where luck is paramount, the only way to stand against you would be to draw the perfect hand every time.

Should you choose, your vision can extend into the infinite branches of possibility across parallel worlds. Your foresight is absolute, stretching even to the very death of the universe. And yet, if you desire, you can suppress this overwhelming perception, allowing yourself the illusion of ignorance—if only for a time.

More ...

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Gaze of The Flower Magus (Type-Moon)

Cost: 25 SP

The Eyes That See Through the World—a clairvoyant ability possessed by Merlin, the court

mage of Camelot. With these eyes, nothing is hidden; all things in the present, be it across realities, worldlines, or even something at the edges of the universe, are laid bare before his sight. This gift, an inheritance of Merlin's nature as a failed anti-Christ and Beast candidate—grants him a form of near-omniscience, ensuring that no situation can escape his awareness.

Now, this power has been passed on to you. Like the Magus of Flowers before you, you can perceive everything, everywhere, all at once that's in the present. Yet, despite the overwhelming nature of such vast perception, you instinctively manage this influx of information with ease. You can even narrow your focus, directing your gaze toward specific events or locations at will, refining your awareness as needed.

Furthermore, alongside your observational ability, you inherit Merlin's knack for analyzing the present to predict the future with uncanny accuracy. With the knowledge you gather, you can foresee the general course of events months or even years in advance, with only a small margin of error. While the finer details may remain uncertain, the overarching flow of fate is laid bare before you.

More ...

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Esper (Raildex)

Cost: 10 SP

You have become an esper: an individual who draws power from their Personal Reality, resulting in a single ability, unique to each esper. As a side effect, you now also emit a faint

energy field called the AIM Diffusion Field, bearing the subtle, yet unique hallmark of your power. For example, an electrokinetic may produce a weak electromagnetic field around themselves.

An esper's power is controlled by performing complex mental calculations and is directly tied to the computational power of your brain. This, in turn, gives you near-perfect understanding of your current limits. A hydrokinetic, for instance, would know how much water they can control down to the milligram.

Alternatively, you may choose to become a Gemstone. Gemstone espers gain their powers naturally and don't rely on the complex calculations standard espers use. Their powers are usually more esoteric, like being a living plant, with growth and limitations unique to each

Gemstone.

You start as a Level 3 esper, possessing a strong and versatile power. You can let it form naturally to fit your personality, choose a known esper ability, or even a completely original one. Some notable examples include paper manipulation, which allowed its user to decimate squads of armed soldiers, or buoyancy manipulation, which allowed its user to walk on water and toss around pieces of buildings weighing hundreds of kilograms.

With training, you are guaranteed to progress all the way to Level 5, the strongest of which are capable of winning against all the world's militaries and the rest of the esper population without so much as a scratch, but you lack the capability to reach the fabled Level 6.

2 Addons ...

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Psychokinesis (DanDaDan)

Cost: 10 SP

Either through spiritual awakening, alien experimentation, or both, you have opened your third eye, allowing you to perceive the world through new faculties, and act on those faculties with your newfound psychic power.

This takes the form of the psychic powers expressed by Momo Ayase, primarily through translucent "hands" that reach out and can manipulate, act on, or alter the world, usually by interacting with the Auras of objects or living beings. This is paired with a psychic "sense" that allows one to see things like spirits and Auras, as well as perceive things purely through psychic means which your human senses alone could

not detect, like determining what was happening in a faraway soundproofed room with a closed door.

Examples of this in practice include latching on to a moving train by grabbing on to it with the "hands", tearing an evil spirit out of someone by grabbing their Aura and ripping the spirit's Aura out of them, reading the minds of those you grab the Aura of, whipping around heavy objects (like large trucks) as if they were made of paper maché, disrupting the use of other powers like a form of supernatural ECM jamming, causing simple psychic blasts, creating shields or makeshift cestuses, swinging from the extended hands like Spider-Man, and any other uses your creativity can come up with.

This may be just the beginning of your psychic abilities; it has been said that there is very little

impossible to a fully awakened esper, but you will have to discover this for yourself.

1 Addon ...

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Esper (Mob Psycho 100)

Cost: 15 SP

Upon awakening, most espers possess the natural abilities to utilize psychokinesis, allowing them to manipulate things with their mind. They all have the basic ability to see Spirits, sense others with psychic power and also create a protective barrier around themselves. Almost no esper can perform two actions simultaneously, such as raising a defensive barrier and attacking, however, with enough skill and effort,

it is possible to do so.

While simple telekinesis seems to be the default ability many espers are born with, some espers have their own unique abilities. They developed and specialized the way they utilize their powers, meaning most possess applied abilities and techniques unique to themselves (at the cost of only being able to perform said applied ability/technique). However, skilled espers are able to learn, copy and perform a multitude of psychic abilities and techniques

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The Principle Of All Things (Jigokuraku)

Cost: 8 SP

You possess an extraordinary gift, a remarkable ability to perceive the intricate dance of motion

in everything you encounter. With a single glance, you unravel the secrets of movement, effortlessly calculating the impact of gravity, wind, and all other factors on an object or organism. A falling cherry blossom petal reveals its final destination, while a living being unveils its vulnerable points, guiding your hand to strike with lethal precision.

Such a power grants you the ability to achieve the impossible. Armed with a sword crafted from humble bamboo, you slice through flesh as effortlessly as if it were forged from the finest steel. Imagine a scenario where a group of highly-trained shinobi surrounds you, hurling kunai in a synchronized assault. Yet, with an elegant swing, you deflect each projectile flawlessly, harnessing their momentum to send them hurtling back at their unsuspecting masters, targeting their very throats.

But your intuition transcends mere objects; it penetrates the essence of living beings. Their movements are an open book to you, their intentions laid bare. You anticipate their every action, reading their intentions several moments before they even manifest. Picture a colossal monster with vines strong enough to shatter stone, yet you defy its attacks effortlessly. With each step, you gracefully evade its onslaught, closing in on its vulnerable core, until a single swift strike obliterates its existence.

Your abilities are nothing short of mesmerizing, as you embody the harmony between perception and action, transforming the impossible into a tangible reality.

1 Addon ...

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Disastrous Life (The Disastrous Life of Saiki K)

Cost: 60 SP

Why would you want this? Even the character this is based on would rather not have his powers.

You have been cursed with the gift of psychic powers; you are what psychics are to normal humans. While the normal psychic is limited to only one manifestation of mental abilities, you are more advanced than the average psychic. Similar to Saiki Kusuo, you have a vast array of psychic abilities that grow with you as you gain more abilities the longer that you exist. The might of your psychic powers grows in a similar fashion to Saiki's, growing with no upper limit at a rapid pace.

Your list of powers includes but is not limited to teleportation around the world, so long as you know the location that you have seen before. This would allow you to teleport to a location if you looked at a photograph, astral projection, leaving behind your mortal vessel. Possession into the body of someone else, pulling objects of equal value, transferring them between locations, The ability to duplicate yourself into multiple bodies, but the more you do so, the less the clones start to look similar to yourself and grow weaker with each additional copy, as well as sharing the pain between all versions of yourself; the ability of clairvoyance; cryokinesis; the ability to curse others with misfortune or death; electrokinesis; flight; hydrokinesis; hypnosis; invisibility; memory alteration; mind control on a planetary scale; the ability to turn others into stone by looking them in the eye; precognition; However, this brings debilitating

headaches, telepathy, x-ray vision, and more abilities the longer that you continue to use them. With enough time, you could learn to copy the abilities of others through psychic might.

You also gain a pair of limiters that allow you to turn off your powers.

More ...

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Empathic Mimicry (Heroes)

Cost: 25 SP

You now possess the ability of Empathic Mimicry, the power of replicating and acquiring the powers simply by being near someone. You are not required to see the ability to reproduce it; however, they still need to be in range for you to begin copying the ability. Your body adapts to

the power in question, even changing you down to your DNA should it be required for the ability to function, growing the requisite organs, or even other such necessary components.

The range at which you can copy powers is determined by how strong the ability is, such as being able to copy the power of invisibility from a block away or regenerative powers from someone in the same building. If you know how an ability functions, copying the power becomes faster. This could even copy things not typically considered powers, such as Tsubame Gaeshi or enhanced intelligence.

This is not without limits, as you must first spend some length of time near someone to copy the power they have, as well as concentrate your thoughts on the person whose ability you are copying. You also do not start

with the same level of proficiency as the wielder and must train to grow to that level, eventually surpassing them should you spend enough time learning the ability. Another limitation of this ability is that you can only use one ability at a time; trying to use more will result in your other ability fading, but with time you will be able to use multiple powers at the same time.

More ...

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Bader-Ramjin Infomorphic Entity (SCP Foundation)

Cost: 5 SP

Congratulations, or condolences, you have officially died, to be precise, you lost your body and have become a Type VI Volitional Spiritual Apparition or a "ghostie".

Your body is now a memetic structure in itself, composed out of numerous meme-agents, basic informational blocks of any societal structure, existing in Noosphere, an informational plane of human ideas. You can no longer affect physical reality in normal ways, but with enough concentration of memories, feelings and thought, you can, for a short time, create an appearance in the physical universe - a phenomenon known as "poltergeist". The way these phenomenon change depends on a multitude of parameters, which in turn differ depending on what you have used to affect reality, such as using memories of a teacher writing on a whiteboard would lead to your message appearing as if written by a chalk.

All of Noosphere can be described as an endless knot of Memory Strings, thin structures, which

connect a mind of human and objects, that it remembers. Through Memory Strings you can track human presence and obtain the necessary information, but with some limitations. Because of this, ghosts can traverse the Noosphere to collect data, although they still need a significant amount of time to find specific people. By forging connection with different humans, and therefore connecting your being to their via Memory Strings, you can strengthen your "grip" on reality, gaining greater control over your limited reality manipulation. These connections can also be forged between different Noosphere beings, but are usually much weaker and lead to lesser gain. With enough control and power, you can turn other beings into "ghosties", like yourself.

Be wary, for as much as you control these Memory Strings, they can also control you. After

all, you're made of "human thoughts", and they can influence you as much, as you can influence them.

1 Addon ...

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Antimeme (SCP Foundation)

Cost: 5 SP

An antimeme is an idea that censors itself—by its very nature, it resists being spread or remembered. You are an antimeme, an existence that warps information simply by being. Your antimemetic properties manifest in two ways: affecting yourself or influencing external concepts.

When turned inward, your ability distorts or erases any information related to you, making it difficult for others to recall or describe you

accurately. Even if someone stared at you for hours, your features would never fully register in their mind. If captured on camera, all they would see is a vague blur. Your presence falling to the wayside in most memories. However, your powers are still weak—while you can distort information about yourself, true invisibility or complete information erasure remains impossible. You do, however, have control over the degree to which your ability affects information.

Your antimemetic influence extends outward as well, though with greater limits. You might erase the texts of a page, rendering it unreadable, or make someone forget their password with a touch. But these effects are temporary—unlike your ability to affect yourself, external antimemes have weaker range and impact.

Despite its strength, your ability is not foolproof. Logical reasoning, alien mindsets, or psychic failsafes may allow determined minds to retain or reconstruct lost information. However, with time and effort, your power will grow, breaking through these limits. With a decade of practice, you could erase all memory of a person's existence. While at its true peak, your influence could strip entire concepts from humanity's collective consciousness.

1 Addon ...

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Type Ochre (SCP Foundation)

Cost: 5 SP

You are a Type Ochre—a narrative manipulator, with pataphysical awareness. While others experience the world directly, you perceive its underlying structure: the story. Whether this

means you're truly seeing the truth—that reality is a story—or merely experiencing the delusion of a mind that peered too deeply remains up for debate.

At its core, your ability grants you narrative sight: a heightened intuition and story-sense. You can observe people and events, contextualizing them within narrative archetypes—the hero on a journey, the traitor biding their time, the doomed mentor. This lets you make uncanny judgments about character, motive, and likely outcomes.

You can even catch glimpses of the future, predicting how plots may unfold. But your foresight is far from perfect. Stories are fluid, nonlinear, and prone to misdirection. You may misread a trope or fall for a red herring. Currently, you can see roughly a couple hours ahead with limited clarity; while longer-range

visions are possible, interpreting them is nearly impossible.

You also gain minor narrative manipulation. At this stage, it manifests as deep trope awareness. You instinctively know how to lean into clichés or subvert them at key moments—saying just the right thing to trigger a dramatic monologue, arriving on cue, or nudging someone into a role: hero, villain, or fool. This is not absolute control; you aren't rewriting reality like a god, simply influencing it along narrative lines.

With time, understanding, and mastery, your influence could grow. At your peak, you might rewrite fate, summon fiction into reality, or foresee a story's end with a glance. But the path to that level is long. Mastery may take centuries—perhaps millennia.

More ...

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Verse-Jumping (Everything, Everywhere, All at Once)

Cost: 20 SP

You gain the innate power to tap into the skills, knowledge, and experiences of your alternate selves across the Multiverse. Like most of the time in a setting, these alternate selves exist in parallel universes where different life choices or random events have led to entirely different outcomes, creating versions of oneself that might be a chef, a martial artist, a movie star, or anything else imaginable. By “jumping” into these realities, you can temporarily channel the abilities or characteristics of another version of yourself, effectively becoming superhuman in

your universe.

Beginning a “verse-jump” is inherently absurd, needing to act or perform a wild, surreal action—giving yourself paper cuts, eating lip balm, or declaring your love to a stranger. This creates a “friction” against your personal reality’s natural flow of events, allowing you to momentarily align with the appropriate alternate self where events unfolded differently. Once you establish a connection, you can download and permanently retain the skills of your counterparts, as long as you keep your connection.

1 Addon ...

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+++++Magic

Mystic Eyes of Fantasy

Cost: 30 SP

You possess a pair of unique mystic eyes that can alter reality, turning falsehoods into truths and fiction into fact, rejecting reality and substituting your own. These eyes allow you to deceive the fabric and tapestry of the [world] itself, forcing it to have no choice but to accept your reality as its own.

Each of your eyes holds a distinct ability within, working in unison to bring your illusions to life.

The right eye wields the power of the Lie, the act of lying to the face of the universe, transforming rumors and falsehoods into truths. The more believable and widespread the lie, the easier it is to manifest and the longer it can persist in reality, softening the impact on yourself. If a lie is sustained for long enough, that lie will eventually become a permanent Truth, turning fleeting illusions into fact.

The left eye embodies Rejection, the act of denial against reality, capable of negating a singular Truth of the world at a time, altering how reality is perceived. However, the more fundamental or universally accepted the fact

you're rejecting is, the harder it becomes to erase it from both your mind and the world around you. The strain to maintain this illusion intensifies with the magnitude of the truth you're defying—Greater Truths will have the potential to overwhelm or even kill you if you're not careful.

As you wield these eyes, you will find your abilities blossoming with time, gradually expanding their reach while the burden they place upon you begins to ease. Though the weaknesses inherent to their power can never truly be cast aside, they will become far more manageable, growing far more tolerable as your mastery deepens. With each step forward, the strain becomes a distant dream, and the weight of their gift will rest lighter upon your soul.
More ...

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Spin the Gacha

Cost: 30 SP

You can summon random base-level Servants from the Throne of Heroes by using Saint Quartz. You gain one Saint Quartz per day and can obtain more by defeating enemies, defeating a baseline humans gives one Quartz Shard (you need 10 Shards to make a full Quartz) while defeating a Parahuman gives Quartz depending on their strength (5 Shards for a street-level parahuman, one Quartz for a mid-tier parahuman, three Quartz for a high tier parahuman, five Quartz for a top tier parahuman, and three hundred Quartz for an Endbringer).

Defeating an Entity gives you ten free pulls per day for ten years.

If you obtain duplicates, they are turned into Wisdom Essence that can be used to improve your existing Servants by increasing their level or skills, as well as crafting equipment.

(You can substitute the catalog for another franchise like Arknights, Azur Lane, Girls Frontline, etc. when picking the power.)

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Libriomancy

Cost: 30 SP

Harness the extraordinary power of Libriomancy and become a master of manipulating the enchantment contained within the written word. As a Libriomancer, you possess an understanding of the magical potential hidden within books, granting you the ability to draw forth their contents and bring them to life in the real world.

The strength of your Libriomancy is influenced by the popularity and significance of the book or story you draw from. The more widely known and beloved the work, the easier it is for you to access its magic and wield its creations. Famous literary classics, beloved bestsellers, and iconic stories hold immense power within their pages, serving as a wellspring for your abilities.

However, the magic of Libriomancy has its limitations. Each book possesses a finite amount of magical energy that can be tapped into before it needs time to recharge. You can only use Libriomancy on a specific book a limited number of times before it requires a period of rest and rejuvenation. This restriction encourages you to explore a vast array of literature and discover new sources within different books.

Your mastery of Libriomancy extends beyond traditional printed books, allowing you to tap into the enchantment of other literary forms. Comics and manga come alive as vibrant illustrations leap from the pages, while digital e-books unravel their mystical potential, blurring the boundaries between the physical and virtual realms.

Your connection to the written word unlocks endless possibilities, enabling you to summon weapons, creatures, and objects to aid you on your quests. However, remember the delicate balance between fiction and reality, and exercise caution when altering the fabric of stories, as the consequences can be unpredictable.

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Spiritual Magician

Cost: 15 SP

You are a magician of the Soul. You have the necessary knowledge to detect, manipulate and destroy souls, summon and bind spiritual creatures, summon souls that were long dead, and call upon the spirits of nature for help.

With sufficient time, you can create souls ex nihilo; awaken souls inside non-spiritual and alien beings, granting them human thoughts; create elemental spirits by infusing a soul in various natural and conceptual elements; remove the concept of death from your soul, making it immortal; and much more.

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Necromancy

Cost: 15 SP

Necromancy, undeath or death magic to some, is the darkest of all magic. Most of the magic in this field of the arcane focuses on the manipulation of the dead and the souls of the living. You wield the darkest of all black magic. Harvesting the leftover parts of the world to reanimate the dead requires three resources that are essential for necromancy: vitae (the life force of humans), the remains of the dead, and entropy. Wielding all three, you cast spells that change the world around you to come closer to death or reanimate those close to death.

You start with beginner-level spells in the three main branches of necromancy; however, you are not limited to these branches.

Undead manipulation: What most people assume necromancy is all about is being able to raise the dead, whether they be skeletons, zombies, spirits, or just about any other type of undead creature. There is no limit to what you can raise to become part of your undead legion. You may have any number of undead servants at a time, taking no Vitae for them to linger but only what it costs to resurrect them. You gain a mental link with every undead that you create, which allows you to assume direct control over them as the overlord of a hivemind of undead minions. So long as they fit within the theme of being undead, you can bring someone back into various forms, such as mummies or vampires that possess abilities similar to their fantasy counterparts, such as a lich being able to resurrect the dead as a general or possessing a

phylactery.

Curse manipulation: You are proficient in curses, being able to use many curses that slow, weaken, cause misfortune, Blindness, petrification, Drain energy, and even cause damage to those you curse. All curses you cast are permanent unless the one you cast them on is stronger than you. This magic uses entropy in a more focused fashion than any other branch of necromancy. You start with basic spells such as slow, blinding, and corpse explode.

Soul manipulation: You can manipulate souls and the life force of others. Creating and shaping the souls in any way you wish is possible so long as you possess souls, both the ones you are manipulating and the ones you use to feed your energy. To start down the path, you

must possess an understanding of your own soul. The more you grow this branch of necromancy, the more you can shape the world around you or absorb the souls of others, creating monsters, converting souls to energy, absorbing them to gain power the person once possessed, creating souls from nothing, even forging souls into armor, and so much more.

At later stages of necromancy, you can even start manipulating those who are not dead, shaping flesh, and creating new species from magic alone, creating abominations from those still alive or dead that are loyal only to you. At mastery, you can even reverse the flow of entropy and instead focus it into your undead creations, evolving them to no longer be dead but instead a half-step between death and life, allowing them to grow past what they once were.

More ...

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Radiant Painter

Cost: 20 SP

You are a radiant painter. By infusing both your materials and yourself with magical energies, you can create magical and mystical creations of Art. At first, you will only be able to apply a small amount of magic through your works, creating minor effects like illusions or emotional stimulation in those who are near the work of Art. But with time, special material and with

mystical preparations, you can imbue an incredible amount of magic into your works, which would put a whole city into a dreamscape, or turn a small backyard garden into a backyard jungle that slowly consumes the town.

You can create a wide variety of artistic medium, gaining the knowledge of how to create any kind of mundane artistic medium. The infusion of materials can take many forms based on your personal style of magic, but compounding infused materials with other infused materials increases the infused magic amount multiplicatively.

You can create a wide variety of handcrafted artistic works that create magical effects based on the intent and design of the work of Art. With enough practice and experimentation, you could

achieve a wide range of effects as long as they are all centered on the work of art itself. Its strengths lie in area effects and require a skilled artist to create complex functions or conditions within the works of art, working at its peak when indiscriminate in effect. As the painter, you can choose to be completely immune to the effects of your creations.

More ...

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Illusion Magic

Cost: 20 SP

You are a master of the school of illusion, which ranges from minor tricks and misdirections, all the way to fooling the perception of reality itself.

You focus on the magic of perception itself, creating lies so good they might as well be truth, hiding in plain sight the fantastical, or fooling the senses to perceive the impossible in the mundane, But not only is the mental aspect of this magic open to you, the physical is as well—craft puppets made of light and shadow, overlay a differing reality upon this one, or even fool memories, creating lifetimes, experiences and sensations in people, making them question the very fabric of the world around them.

The grand art of this school of magic is the lie so great it fools all the world, turning lie and fiction into truth, and overwriting reality. This is far beyond you as of right now, but with time and effort, you may be able to accomplish this. Just

remember, if you hit the universe, the universe tends to try and hit back, so trying to turn your thought to reality incurs an enormous cost, whether that be by magical energies, or if you are unable to pay with that, physical ones, even including lifespan.

More ...

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Biomancy

Cost: 15 SP

You have awakened a trace, a fragment, of magical power; your biological makeup has changed to withstand the nature of magic. All magus who practice the thaumaturgical nature

of biomancy possess an organic flesh sack inside their bodies that helps with the gathering of the vestiges of the lifeblood of the universe. Those who practice possess a more evolved body as a result of the mutations that they gain from casting spells or the backlash from spells that have forever scarred their body.

You start with a beginner-level understanding of the main branches of biomancy; however, through experimentation and research, you can branch outside the current understanding of biomancy.

Shaping: When most people picture those who work with flesh, you are the first thing their mind goes to. This is the school of manipulating the flesh of beings who are still alive and even those who are dead to change the bodies of the living

into something else, using magic to influence the evolution and creation of flesh into something that it was not before. You can cast magic and change the biology of others and yourself, augmenting the already existing biology. Others are often able to tell those who practice this type of magic based on how they look, as those who delve into shaping often leave differently than how they came in, grafting additional arms, eyes, or even growing tentacles to attack offensively. Most people do not wish to get into a fight with Shapers, as they will turn them into biomass that they will then use to further augment themselves.

Monster Manipulation: This is the school of magic relating to the creation of new life and a subsection of Shaping. Those who practice this magic are fond of creating monsters instead of

augmenting themselves, distancing themselves from combat, not wanting to dirty themselves with the blood of their enemies, and creating elaborate monsters to do the job for them, such as bears that can breathe fire, dragons that can turn invincible, snakes with the upper body of a man that can poison their enemies, and so much more. The more imaginative the one who created the monster, the more features that could be hidden in the monster that they created. They are not bound by the biological laws of the universe, being able to fit more into their creations the more they have spent researching this branch of magic, even creating all-new forms of beings that have abilities beyond what normal biology should allow.

Blight Craft: The first plague that was ever discovered was the result of a biomancer who

did not properly seal the container that they kept their research in. This field of study is that of transmuting flesh into diseases and plagues, able to create plagues that even the most deadly of creatures could fall into. Creating parasites and diseases comes as second nature; you can create diseases that shouldn't exist with enough research and study, corrupting others into misshapen blobs of flesh, turning their eyes into bees, creating boils, and so much more.

As you progress into biomancy, you can start to create biological monsters with magic alone instead of relying on already existing biomass, creating abominations that evolve the more magic that you put into them. At mastery, you could even start to shape the world around you as you reach beyond the limits of mortal biology.

More ...

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Enchanting Mastery

Cost: 15 SP

Enchanting Mastery grants you the ability to infuse everyday objects with magical properties, enhance their existing qualities, and craft reagents from mundane items through specialized rituals. With this power, you can

create items that would boggle the mind by focusing your intent to imbue items. Through the art of inscribing intricate magical runes or symbols, you can enhance an item's durability, amplify its damage, grant it protection against specific elements, and achieve many other effects.

As a master of enchanting, your expertise extends to the crafting of mystical reagents. Utilizing specialized rituals, you can transform commonplace materials into potent magical substances, further expanding the possibilities of your enchanting abilities. You can also incorporate crystals or gemstones into your rituals to augment the potency of your creations.

The result is an item imbued with unique, fantastical abilities. Whether it's a cloak that grants the wearer temporary invisibility while worn or a ring that eliminates the need for sleep, your enchanted creations are limited only by your imagination and materials. One unique feature of this ability is the ability to establish activation mechanisms for the enchantment and/or item. For example, only a specific person

may use the item, or it can only be activated during the day.

1 Addon ...

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Street Druid

Cost: 8 SP

Plants! Fur Babies! Smoking the Devil's Lettuce and having a completely chill vibe! Congratulations, pal. You've become a tree-hugger with superpowers. You've got a collection of abilities that make those eco-fighters look like chumps.

First off, your body has been changed; your

physical condition is now four times better than it was initially without powers. Your stamina is also enhanced even more so that you can walk for several days straight and only feel slightly tired on the third day. You are tougher too, capable of walking on sharpened glass with no cuts or scratches.

Secondly, you can commune with nature on a deep level. Hear the plants' whispers, understand the animals' language, and the weather's feelings. With this connection, you can accomplish a couple of things: convince plants to move a short way or get them to grow in a specific way, get animals to do small tasks for you (like sitting, attacking, guarding), get angry ones to calm down, and even predict the weather with very high accuracy. Later on, you could do much more with this connection, but

you must subsume yourself to Earth for it to grow.

Thirdly, you have access to the Natural Arts, a technique-based version of the manipulation power. You can create Cantrips (basically spells) through the use of Natural Energy, which you now have a decent pool of within you. Design spells to alter/create plants, summon/strengthen animals, cast elemental powers, and heal others/yourself. But to create these spells, you must perform communion with nature. To make a spell that affects flowers, you must commune with flowers. To create a spell to make rain fall in a small area, you must commune with rainstorms themselves. To cast a fireball, you must understand fire.

Finally, you are skilled in potion-making,

woodworking, and botany.

1 Addon ...

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Tattoo Genesis

Cost: 15 SP

You possess a unique form of magic that harnesses the power of tattoos, allowing you to create and draw strength from them. Your magical reservoir can be channeled to either craft new tattoos or activate existing ones. The complexity and size of a tattoo directly correlate with the energy required for its creation or activation.

For instance, a simple snake tattoo on your arm

might grant you the ability to summon a serpent, while a full-body dragon tattoo could potentially enable you to transform into a dragon. The type of power you gain from the tattoo is dependent on your understanding of what the tattoo symbolizes; for example, you may gain the power to control fire from a fire tattoo, while others may gain the power to summon fire spirits.

If your energy reserves are insufficient, the magic will draw from other sources, including your life force if necessary. Additionally, you have the ability to bestow tattoos upon others, sharing your powers with them.

If you have other powers, you can imbue them into your tattoos.

2 Addons ...

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Curse Eater

Cost: 10 SP

You can literally eat curses for breakfast. Whenever you get targeted by a curse, you can eat the energies that compose that curse with your own magical energy, negating any effect the curse had and giving you a boost of energy from magically digesting that curse.

At first, this only serves as a way for you to recover your strength and gain a temporary power boost equal to the energy of the curse. But you will notice that as you eat more curses,

your own personal magical energy reserves will start slowly growing stronger from the absorbed energy, training your reserves.

If you don't have some other power that gives you access to magical energy, this power will give you a minor reserve of a generic magical energy connected to your soul. This energy slowly regenerates when expended at a rate of one percent every ten seconds. Though you'll have to figure out how to manipulate that energy yourself.

While this power doesn't give you any sort of generalized magic control, intuition, or knowledge, when it comes to curses, you are a prodigy. Just by thinking of a concept for a curse, you'll be able to intuitively mentally construct a basic curse fitting that concept.

Though those curses will not start particularly powerful or energy efficient, they are an excellent jumping-off point for further curse development.

For example, starting with a curse of stepping on LEGOs might eventually lead to developing curses for various degrees of misfortune manipulation.

As you further develop this ability, you will be able to learn from curses you eat, allowing you to cast spells based on them for your personal use. Say, for example, you go to Jusenkyo in the Ranma verse, you could learn to transform yourself, or curse anyone else using what you learned.

It is possible to expand the radius of your curse eating beyond your body, though with just the reserves this power provides, you'll run out of magic to fuel the effect within 15 seconds with the radius expanded just a foot in any direction.

You are only able to eat curses that are equal to or weaker than your personal magic reserves. Though you are resistant to curses in a general manner, directly proportional to the strength of your magical energy compared to the curse.

More ...

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The Bard's Dream

Cost: 15 SP

There once was a bard who sang of worlds beyond his own—of heroes and villains from distant realms, of lands unseen by any who walked his soil. Some called him mad, others thought him a visionary, but the bard cared little for their judgments. Day after day, he wove tales of legendary deeds and otherworldly mysteries, stories brimming with power and wonder.

You can summon Crystallised Legends —living constructs drawn from the stories you've personally witnessed and recorded. These constructs are not exact replicas of events but are shaped by the myth and grandeur that the story gains over time. Each summon represents

an idealized version of a hero, monster, or moment. The more dramatic the tale, the stronger the entity. However, to create a Crystallized Legend, you must be present for the event, as secondhand stories lack the energy needed. The stronger the Legend, the more energy it requires to summon. If you lack mana, you can draw from your stamina instead.

Your second ability makes it so that when you sleep, your "Astral Self" travels to other worlds and times, drawn to significant events or places of power. In this dream-state, you can observe—though not interfere with—these events, recording them for your first ability. However, you have no control over where or when you'll be drawn, and witnessing dangerous events may leave lasting mental scars.

1 Addon ...

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Divination

Cost: 10 SP

You are now a master of divination magic and have a talent in all its aspects, which ranges from the simplest of detection spells all the way to viewing the future with clarity. The main way of casting divination magic is through the use of ritualistic magic, which typically has long incantations and requires certain preparations. Some basic forms of divination magic can require little to no incantations or rituals, but rituals and incantations can make them more accurate. Divination magic is divided into three main categories: past, present, and future.

Beings who have strong supernatural senses can sense when someone is divining them (directly or indirectly), and if they are significantly stronger or more skilled than you, even block it.

Past-based divination isn't as widely known or used, but it typically involves divining an area and seeing what recently happened. The farther into the past you want to look, the cloudier and harder it gets.

Present-based divination is by far the most common and widely used. This type of divination is mainly used to detect someone in an area, improve your senses, find something, and scry another area. This category of divination is usually less strict and requires fewer incantations or preparation.

Future-based divination is by far the most well-known and hardest type of divination. This divination gives some type of information about the future. The accuracy of your findings using future divination is based on multiple things, which include the importance of the event, your magical power, your skill, and, most importantly, how far

into the future you wish to know about. The less important the information and the farther in the future you wish to know, the less accurate your information is. Even the most accurate future divination magic is vague.

Lastly, you will also learn spells and how to defend against divination-based magic.

2 Addons ...

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Golemancy

Cost: 15 SP

This is the art of infusing inanimate objects with a semblance of life and magic.

There are various applications to this, like making disposable minions capable of simple tasks out of all sorts of materials like dirt, fire, water, and air. But you'll also be able to create what can be described as truly intelligent AI whose programming is made of magic at higher levels.

The bodies of your golems do not need to be mechanically flexible or capable of functioning;

a pure metal statue, for example, would flex and move like flesh under the direction of your golem magic. This is important because this power comes with no mechanical or engineering knowledge. Though if you do have any abilities that grant you such technological knowledge, you'll find that if your golems don't need to use magic to move their bodies, they'll be able to use that extra magic for other things like powering enchantments built into their body or spellcasting.

This power comes paired with a minor regenerating reserve of magic, along with some minor talent for spell crafting and enchanting in general, intended to help you advance the capabilities of your golems.

This talent for spell crafting is genuinely minor,

meaning you'll struggle to figure out how to cast a single standard fireball, but can easily and rapidly build over a dozen average golems, which you'll be able to sustain with your reserve of magical energy.

Your ability to enchant your golems is also quite exceptional. Even just starting, you'll be able to give your average golem up to three enchantments that give abilities equivalent to 5 SP powers. Though either you or the golem in question will have to power those enchantments one way or another.

Intelligent golems you make can cast spells that you either pre-programmed them to know or they learned after creation.

Two qualities determine the strength of a golem and how much magic it can hold. One is the material its body is made of; dirt, for example, will barely be able to handle 1 or 2 SP enchantments; meanwhile, pure gold makes an excellent golem body able to handle multiple high-level enchantments. The second factor is the quality and efficiency of the magical programming of the golem in question.

If a golem's programming is awful, it won't matter if it's body is made out of the best material possible; it will be entirely dependent on you for direction, being only capable of simple tasks, but as you advance your craft, you'll be able to make increasingly complex and independent golems who are even able to generate their own magical energy and think for themselves even if they're made of dirt.

Sufficiently advanced magic programming is also able to slowly start surpassing the limitations imposed by a golem's material quality, though it'll be months or even years of effort before you'll be able to start giving a dirt golem enchantments comparable to higher quality materials.

Those qualities are only considering your starting capabilities with this magic. You can modify the magic programming and body of a golem after its creation.

There are ways around having to personally supply basic golems with energy at every moment; for example, you can make them with a magic battery as part of their enchantments. You can also make stations dedicated to passively gathering or generating magical

energy that golems with magic batteries can be programmed to go to recharge when low on power.
More ...

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Eldritch Magic

Cost: 8 SP

You unlock magic made to transcend the boundaries of your reality and draw upon unfathomable, otherworldly powers. With this magic, you can unleash devastating blasts of incomprehensible energy, summon horrifying Eldritch Beasts, and manipulate the fabric of existence in ways that defy human

understanding. The extent of these abilities is limited only by your skill and the resilience of your own mind.

One of the most fearsome aspects of this magic is the ability to create intricate rituals to call upon the Outer Gods themselves. By forging a pact with one of these beings, you may gain its favor and power, effectively making it your patron. However, such rituals are extremely risky. The presence of an Outer God is a catastrophic force in and of itself, and without proper safeguards, you risk annihilation—body, mind, and soul—or worse, becoming a vessel for its inscrutable will.

The further you immerse yourself in these magics, the more perilous it becomes. The very act of wielding such powers strains the mind

and body, and the knowledge itself grows increasingly dangerous as it advances. At higher levels, these eldritch revelations can become memetic in nature, spreading like a virus to others and corrupting them with the same mind-breaking truths. Those who tread this path must do so with caution, for the line between wielding power and succumbing to madness is perilously thin.

2 Addons ...

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Gun Magic

Cost: 10 SP

Unlike other magic users that choose a staff or a wand as a spell focus, you have instead chosen the modern option: a gun.

To begin with, you possess the knowledge to convert any modern or past firearms into a spell focus, with futuristic and magitech firearms requiring some research before you can perform the conversion. Along with your new method of spell focus, you have gained knowledge of the versatile spell Mana Bullet and the beginnings of how to further manipulate its properties.

Initially, Mana Bullet will be a spell that fires a bullet made of magical energy whose size and power scale based on the magical energy utilized and the caliber of your gun. Once you begin research, however, it will show its true versatility, by being able to mix and match properties from other spells, materials, items, creatures, and more, such as by studying a sword with the dragon-slayer trait, you could

make dragon-slayer mana bullets or by studying a healing potion to make a mana bullet that heals its target.

On top of the abilities mentioned beforehand, you gain the knowledge of how to create Spell Shells and Mana Shells to give a preparatory edge. Firstly, Spell Shells are made by infusing a bullet matching your firearm's caliber with a preset spell and enough magical energy to achieve said spell. Essentially, this allows you to have spells

ready even when out of magical energy. Next, Mana Shells are made by infusing a bullet matching your firearm's caliber with as much magical energy as it could handle to amplify your spell casting, notably the amount able to be stored scales with the bullet caliber and your own skill.

1 Addon ...

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White Mage

Cost: 10 SP

You are the healer—the White Mage of a hero's party, the priest(ess) of some fantasy religion, or another support character who specializes exclusively in healing and supportive magic. By default, you are at your strongest when healing a specific individual within a foot of you. However, your effective range extends up to 100 meters in all directions, with the strength of your healing and supportive spells increasing in intensity as the target gets closer to you.

Your repertoire includes spells to mend lacerations, restore lost body parts (even without the original part), repair soul damage, cure

ailments and negative effects, undo transmutation, and even resurrect the recently deceased. The speed of these spells varies: at your maximum range, they may take hours to complete, while for someone nearby, they can work in mere seconds.

Beyond healing, you also have supportive spells. You can temporarily accelerate a target's speed by manipulating time, create shields that halve all physical or magical damage, cast wards to render them immune to specific elements temporarily, and imbue them with enhanced strength or other buffs.

While this makes you the ultimate healer and support member for any aspiring hero, your powers are more of an affinity than a magic system. If you were to obtain a magical system

or simply possess a pool of magical energy, your abilities and potential range would be significantly amplified. For instance, your resurrection spells would no longer be constrained by how long someone has been deceased. Furthermore, you would enhance any healing or support spells from other systems beyond their normal limits or create new ones, provided they focus on healing and buffing rather than combat or debilitation.

A side effect of this affinity is that you're one of, if not the best, user for holy items, divine blessings and are generally well-liked by holy or divine beings.

1 Addon ...

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Red Mage

Cost: 10 SP

Why dedicate yourself solely to being a healer or damage dealer? Why even focus solely on just being a squishy mage when you can get up close and personally beat down any meathead warrior stupid enough to think rushing the "mage" before they cast their spell is the way to go?

You've begun the path of the Red Mage—jack-of-all-trades and master-of-none. You're not the best at buffing or healing allies, weakening foes,

slinging fireballs, or even necessarily the strongest physically. But you make up for it in sheer variety. You know enough healing spells to deal with minor and even somewhat pressing wounds and sicknesses—not to the point of regenerating limbs or raising the dead, but healing a broken arm or torn muscles is possible. You know multiple elemental spells up to the level of an average magician in casting them; you may not be dropping meteors or blowing up houses with fireballs, but you can definitely light someone on fire.

With your knowledge of buffing yourself with spells, enhancing your body with magic, and weakening your foes, you're capable of performing enough superhuman feats to outrun cars, lift a couple of hundred pounds, and create barriers capable of stopping force up to that of a

cannonball. All of this runs on your mana, which starts big enough to cast a couple of dozen spells before needing a few hours of rest—this grows with use and over time.

But that's not all. You being the Red Mage means that any other powers or magics you may have will allow you to easily learn or make new abilities that are the equivalent of the average of that power. It is possible, if you're talented beyond being a Red Mage, to actually become jack-of-all-trades and master of many, if not all.

1 Addon ...

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Blue Mage

Cost: 10 SP

"Know thy enemy and know yourself; in a hundred battles, you will never be defeated."

— Sun Tzu

You took this philosophy to heart. Starting with a moderate amount of mana and a dream of being the very best, you've taken on the path of the Blue Mage. Instead of just sitting in a library learning spells from books, you have the ability to learn the spells, abilities, skills, and powers of monsters.

By defeating a monster, there is a small chance that you will learn an ability. If you instead allow

them to use an ability on you, there is an even higher chance you will learn it. That chance further increases based on how dangerous the monster is relative to the world it exists in. There is no actual limit on what you can learn from monsters, but it is both random whether you learn something and whether it is the correct ability you want. You can only learn one ability from a monster; this doesn't stop you from fighting another monster of the same species to learn more.

As a bonus, you start out knowing the Water Cannon spell. Not the strongest, but it will help you get started on your path toward greatness.

1 Addon ...

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Black Mage

Cost: 10 SP

Instead of most mages who focus on providing support, or specific niches, you prefer to take the frontlines, and have chosen to become a Black Mage. This path has led to you dabbling into the ancient and darker aspects of magic, but the results speak for themselves.

You can cast a wide array of offensive and destruction based spells to overwhelm your enemies with tremendous force, and self buffs that amplify both physical and magical might. Some examples are fireballs that explode on impact, lightning that takes the shape of a dragon, gusts of wind that cuts the air itself, or

condensing raw magic and releasing it to create a miniature explosion. At your peak, you'd be capable of raining meteors from the heavens, causing local earthquakes, raising an army of undead, manipulating the soul, and much more.

You can easily overpower an average mage with just the raw strength of your magic alone, and will only grow more powerful with time and training. However, true growth comes from fully embracing the dark side of magic and the risks that come with it. As of now, you can comfortably perform most feats of black magic without worry.

Due to your familiarity with Black Magic, you are a prodigy in all things related to it—Necromancy, Summoning Demons, Curses, Voodoo, etc—and can mitigate or avoid most harmful effects that

would befall lesser mages. As such, you know how to handle cursed artifacts, or anything similar, and even turn them into weapons of unimaginable terror.

3 Addons ...

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Lich

Cost: 10 SP

You are now a lich—one of the mightiest undead. Your soul has been severed from your physical body and placed into a phylactery. Your body is no longer your true self, merely an extension of your will.

Your body is now undead. It can endure physical harm without issue—blunt trauma, severed limbs, and mortal poisons mean nothing to you. Pain, hunger, and sleep no longer burden you, though you may still choose to experience them. Your form will only cease to function if it suffers severe damage, is affected by certain esoteric effects, or if you willingly allow it.

The greatest power granted by lichdom is your immortality. Even if your physical body is destroyed, you will revive at your phylactery. The time this takes depends on the severity and nature of your death—reviving from a shattered skull might take an hour, recovering from a fireball that turned half your body into ash might take a day, while total disintegration by holy magic could take weeks. Regardless of how you died, as long as your phylactery remains intact,

you will always revive at its location, fully restored.

Liches are also renowned for their magical prowess—and you are no exception. You possess above-average talent in every magical art you encounter, with a strong affinity for death and darkness. While you are spared most of the weaknesses of lesser undead, you remain vulnerable to divine or holy effects.

Finally, you may choose the appearance of your body and phylactery—but only once. You might take the form of your living self, a gilded skeleton, or anything in between. Likewise, your phylactery can take any shape: a book, an amulet, a ring, or something more obscure. These choices are purely cosmetic—both will start at the same level of strength, regardless of

their form.

More ...

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Painted Portal

Cost: 25 SP

You now possess a magical ability to “awaken” any painting you encounter. This renders the artwork almost photo-realistic and dynamic, with subjects moving as if truly alive.

You can enter and exit any awoken painting at will, and you have the power to teach others to do the same. While inside, the contents of the painting become real—living, breathing, and fully interactive—with a depiction of the world you left

behind serving as your exit point.

You may remove or add items and subjects within a painting, causing it to adapt and change accordingly. With a bit enough effort, you can turn the surface of the canvas into a portal, allowing seamless travel between the real world and the painted realm. You can choose to trap real people within the painting, though they will remain there as an active, living entity—unable to leave.

One final note: while inside a painting, you are free from all human needs—no hunger, sleep, or other physical requirements are necessary.

More ...

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Geode Magic

Cost: 12 SP

You have an affinity for Geode magic, a combination of earth, metal, and crystal magic. Giving you control over various forms of rock, crystal, and metals. You can use this to control existing material or generate it with the consumption of magical energy. At your current level, you can barely move 100 kg slabs or rock, propel bullet-sized chunks of rock at speeds just above the sound barrier, bend a cast-iron skillet into a breastplate, or create crystalline glass planes. However, with time, research, and practice, your magic can grow to the extent of summoning massive meteors and creating new volcanoes or mountains.

You can sense earth, metals, and crystals within a 50-meter radius, which allows you to determine the earth's composition and detect the enemies' location through vibrations in the ground or through sensing the iron in their blood.

Your body is moderately enhanced, with your flesh having the strength and durability of granite and your bones akin to mythril. You can expend mana to refine your body and give it the properties of the materials you can create. The stronger your body gets, the more mana it takes to refine it further.

Furthermore, you can create magical metals or other magical materials through your magic, which consumes much more mana than

mundane materials. You begin with the knowledge of how to create Enchanted Granite, Mythril, and Arcane Quartz.

Enchanted Granite is sixteen times more durable than mundane granite and boasts an incredible magic resistance, making it suitable for construction. Mythril is three times as strong as steel and one-third the weight, and is very receptive to enchantment magic. Arcane Quartz is capable of storing vast amounts of magical energies for prolonged periods of time and is also a decent neutral magic focus.

You can learn to create other mystical materials by encountering them or through independent study, though learning from existing materials is easier than coming up with your own.

At its core, this is an elemental affinity rather than a comprehensive magic system. Thus, it is far more powerful when expressed through another magic system.

2 Addons ...

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Aspect Summoning

Cost: 7 SP

You can summon a diminutive elemental creature known as an Aspect anywhere within 13 meters of you.

A neutral Aspect is akin to a gremlin; small, smart and profoundly annoying to deal with when properly motivated. Similarly, the fact that they can just be re-summoned has led them to have fascinatingly low self-preservation skills.

Notably, as elementals first and foremost, Aspects are informed by their environment. To this end, the surface they are summoned on informs their characteristics. An Aspect summoned on ice, for instance, may be able to fire off superheated spouts of steam, one on earth may throw oil and ooze tar through its claws, or one summoned on a blood pool could manifest swarms of mosquitoes to harry enemies.

Though you can only summon a single Aspect at

a time, as you grow in skill, your single Aspects will become hulking monsters and champions on the battlefield, only made more deadly and effective by the variances given by their environs.

More ...

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Am I Supposed To Be Impressed?

Cost: 20 SP

You are now totally immune against harmful magical influences. Adversarial spells, no matter how potent, are rendered utterly ineffective against you, this also includes magical potions or anything concocted using magic with the intent to harm you.

This doesn't affect your ability to use magic, nor does it hinder your ability to harness and derive benefits from benevolent magical forces.

000000000009

Space Magic

Cost: 15 SP

You are a magician that specialises in dimensional manipulation. You know spells that allow you to teleport across the world, create portals, conjure small pocket dimensions, and even construct artefacts to serve as a portkey or an inventory-like space to them.

You start with a dozen spells for almost any occasion, and with practice, you will be able to create almost any spell related to the manipulation of space, from traversing the multiverse to creating barriers that put infinite distance between any harm and you; nothing is beyond your grasp.

Your senses have also sharpened; you can feel when the space is being manipulated and perceive dimensional distortions. This allows you to effectively evade or protect yourself from hostile dimension manipulations should someone, for example, attempt to teleport a weapon inside you.

Lastly, you possess an incredible affinity for any

dimensional magic. Creating a new spell or understanding and replicating an existing one of the same affinity will take orders of magnitude less effort than it would take other magicians, and any space-aligned entities will view you much more favourably.

More ...

Magician (Raildex)

Cost: 15 SP

Magic is the science and art of causing change to occur in conformity with Will.

- Aleister Crowley,

Magic in theory and practice

You have gained the ability to perform magic based on the concept of Idol Theory. This theory states that it is possible to draw out a small portion of the power of a great source of magic by performing the actions or using special items that bear enough of a symbolic resemblance to the source in question. The closer the resemblance, the more power can be drawn out.

In practice, this has mainly led to the creation of spells and spiritual items. They are an end product of exhaustive attempts, through much trial and error, to imitate some grand event or phenomenon, when everything irrelevant and insignificant has been pruned. In case of the spells, only a gesture or a few words needed for activation of the effect are left, and in case of spiritual items, only a close enough shape and

material, followed by complex rituals to infuse the object with your mana. Of course, this still requires a deep understanding of the intended effect as well as the nature of what is being imitated for spells and spiritual items to have any effect.

The inverse is also possible, with changes enforced upon the representation, copy, or a part, sometimes affecting the greater whole. Like curses that can be transmitted through a severed body part or a voodoo doll; creating a ritualistic representation of the room atop a table, then flipping the table, with the gravity in the room following suit as if the room itself was flipped; drawing a number of portals on an incredibly accurate map of a country, and then such portals will appearing in the real world.

Idol Theory functions without regard for intent, so even someone with no knowledge of magic can, for example, accidentally arrange various objects in correct formation and trigger a spell, albeit the probability of such a case is so low that it might as well be nonexistent.

Now, pick one ideological premise, preferably one that is close to you mentally, spiritually, or culturally. It can be anything — a religion, a fairy tale, etc. All these beliefs form Phases, dimensions and universes in their own right that act as a sort of filter that overlap the real world and change how we perceive it. They also serve as the most common source of power for magicians. You will gain knowledge of a dozen spells, based on your theme, as well as enhanced aptitude towards creating new ones that are rooted in the same ideology.

You are not limited to one theme; just as there are an immeasurable number of Phases, with enough research, you can access any of them and create spells that can shatter even the most fundamental aspects of reality under the influence of these alien laws. But the grander the spell, the more potent the effect — the more effort it takes to create it. With the most powerful ones, ones that can be considered your magnum opus, easily take decades of extensive research. But with enough study and dedication, nothing is beyond your grasp.

Initially, you have an average amount of mana, but you can increase your reserves with practice and specific techniques, such as purifying and converting the energy of your soul. You can also use mana from neutral outside sources, such as

Ley lines or even specific energies of other Phases, although the latter will take a great amount of preparation, generally far beyond the grasp of novice magicians such as you are now, and in most cases carries with it a great deal of drawbacks.

1 Addon ...

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Bardic Magic (D&D/Pathfinder)

Cost: 10 SP

Whether through the power of words or music, you weave magic to inspire your allies and demoralize your enemies. You have proficiency in Bardic Magic, utilizing your force of personality and performance to influence magic and guide it to create spells.

You start with the abilities of a beginner bard as you can give bardic inspiration to people of your choice and cast 1st-level bardic spells through your performance. You also have the ability to create and perform bardic masterpieces to accomplish powerful magical effects, though doing so is far easier said than done. You can gain more feats and abilities as you improve and gain more experience in using your abilities.

This power can behave as any bardic class or archetype available such as, archeologists, Thunder Callers, or Flame Dancers. The classes and archetypes are merely guidelines for one to follow—you need not be locked into any particular one—and thus, can develop powers and abilities from any path with time and effort.

Outside the Forgotten Realms or Golarion, you are able to cast spells of 10th-level and higher, as the gods cannot reach you there.

3 Addons ...

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Arcane Magic (D&D/Pathfinder)

Cost: 10 SP

You are proficient in using Arcane magic. You begin as a novice, capable of casting 1st level spells, you will gradually gain more spells and unlock higher levels of magic as your mastery of arcane energy improves.

This power can behave like any of the arcane magic based classes available such as Wizard, Sorcerer, Arcanist, and even hybrid classes like Magus. The classes are merely guidelines for the unexperienced to follow, you are not locked into any particular one, and can instead develop any class features available to them.

Outside of the Forgotten Realms or Golarion you are able to cast spells of the 10th level and higher as the gods cannot reach you there.

3 Addons ...

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Divine Magic (D&D/Pathfinder)

Cost: 10 SP

You are proficient in using divine magic and have discovered how to tap into divine sources of power. You begin as a novice, capable of casting 1st level spells. Regardless of whether your power comes from worshiping a deity or other sources like abstract ideas, personal beliefs, or universal forces, you will gradually gain more spells and unlock higher levels of magic as your mastery of divine energy improves.

This power can behave like any of the divine magic based classes available such as cleric, druid, oracle, and even hybrid classes like Paladin. The classes are merely guidelines for the unexperienced to follow, you are not locked into any particular one, and can instead develop any class features available to them.

Outside of the Forgotten Realms or Golarion you are able to cast spells of the 10th level and higher as the gods cannot reach you there.

2 Addons ...

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Primal Magic (Pathfinder)

Cost: 10 SP

You are proficient in the use of Primal Magic. You start off at the level of a novice (1st level spells). Through research and rigorous training you can increase the number of spells you can memorize as well as the level of spells you can cast.

This power can behave like any of the primal classes available such as the Druid. The classes

are merely guidelines for the unexperienced to follow, you are not locked into any single class, and can instead can develop any class features available to the various Primal Magic classes.

Outside of Golarion you are able to cast spells of the 10th level and higher as the gods cannot reach you there.

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The Celestial Bestiary (D&D)

Cost: 15 SP

You wield the power to summon any beast, being or monstrosity ever chronicled in the realm's grand bestiaries, calling them forth from every domain to serve your will.

This power draws on an internal 'cycle' of conjuration magic; as it endlessly turns, the cycle amasses more energy. This can be spent to summon any creature, being or monster featured in an official D&D 5th Edition bestiary sourcebook or supplement (such as the Monster Manual, Volo's Guide to Monsters, Mordenkainen's Tome of Foes etc).

The magical cost of a creature is determined by its Challenge Rating (CR), with a CR of 0 requiring half a day's rotation. The cost initially doubles per fractional CR: 1 full day for CR $\frac{1}{8}$, 2 days for CR $\frac{1}{4}$, 4 for CR $\frac{1}{2}$ until reaching CR 1 at day 8. After CR 1, the cost increases at a flat 2 days per Rating (e.g. CR 2 is 10 days, CR 3 is 12 days etc), culminating in the infamous Tarrasque at CR 30.

Optionally, instead of a specific creature, you may perform a random summon for a given Challenge Rating and spend only half the usual cost of conjuration. This choice, however, is only possible for creatures with CR 10 and below. For CR 11 and higher, this option is unavailable due to the rarity and power of these fantastical beings.

Your summoned creatures are fully loyal to you, able to act autonomously, or you can exert direct control over them. You can perceive via their senses and mentally direct their actions as intuitively as your own limbs, your multitasking scaling as required to seamlessly coordinate any number of beings simultaneously.

You are immune to any harmful effects caused

by your summoned creatures. Any being you purchase can be freely summoned or dismissed, returning them to nothingness to recall when needed.

More ...

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Alchemy (Fullmetal Alchemist)

Cost: 8 SP

You have Fullmetal Alchemist's Alchemy, specifically Circle Alchemy. You didn't even need to lose a limb! As long as you understand the structure of something, you can, with experimentation, create an alchemical circle to transmute it into something else, as long as you understand that too. All transmutations must obey the law of Equivalent Exchange.

2 Addons ...

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structure of something, you can, with experimentation, create an alchemical circle to transmute it into something else, as long as you understand that too. All transmutations must obey the law of Equivalent Exchange.

2 Addons ...

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Magecraft (Type-Moon)

Cost: 10 SP

You have gained the ability to perform Magecraft—the reenactment of Mysteries/Miracles, using magical energy as a shortcut to achieve what science could accomplish, bypassing typical constraints through supernatural means.

Magecraft then operates on the principle of equivalent exchange, transforming magical energy from the user or the environment to manifest predetermined phenomena, analogous to executing a Program (Spell) through Commands aligned with your System (Foundation).

However, Magecraft has limitations. It cannot create something from nothing, nor can it cross into the territory of True Magic and generate new Mysteries. Instead, it acts within the bounds of what is theoretically possible, only enhancing this potential through the expenditure of magical energy.

You have an innate grasp of a school of Magecraft of your choice—far surpassing the average magus. Its principles come naturally,

and its complexities are absorbed with ease, placing you on par with a genius like Luvia Edelfelt. While you're free to study other schools or systems of thaumaturgy, none will match your intuitive brilliance in your chosen field.

To complement this talent, you begin with standard Magic Circuits capable of comfortably generating and storing up to 500 units of magical energy. In times of need, this capacity can be temporarily pushed to match your maximum output of 1,000 units.

Additionally, while the exact number and quality of your Magic Circuits are up to you, your overall magical energy is equivalent to that of Rin Tohsaka—whose 40 high-quality circuits, roughly in the B to A rank ranges (excluding her crest), provide a comparable output and capacity.

Lastly, depending on the world you've found yourself in, the potency and properties of Magecraft may vary. The Mysteries at work could be stronger or weaker compared to those in the Type-Moon setting, influenced by the world's inherent magical structure.

10 Addons ...

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Old Magic (Type-Moon)

Cost: 25 SP

You are capable of Old Magic from the Age of

the Gods that is equal in strength to the True Magics. Along with being capable of this, you are capable of any form of magic used in any universe you travel to, as long as over 1% of the population has the potential to use it. To power your abilities, you have a truly massive (though not nearly infinite) reservoir of mana inside you that will self-generate through ancient breathing techniques from a time long since past. On top of this, you gain the ability to use modern magecraft and learn more about Magic and Magecraft just from using what you do know through practice and combat, though this process is slow.

You are also a beginner in one of these three magics:

Divine Words: This is magic from the Age of the Gods. Unlike modern magi who need

incantations to cast their spells, you're always surrounded by divine mysteries of ancient lore, so magic is just something you can command like ordering a guard dog to attack. This is done through using an ancient language that modern humans can no longer pronounce to utilize a fraction of a god's authority. Such words include things like Αερο (Aero), which causes a plague wind that will easily mince your target as if they were sent through an enormous fan, to others like Μαρδοξ (Argos), which makes a protective spell by borrowing the concept of the Argos.

Fairy Patterns: These are a unique type of magical circuits that usually only fairies have. Just like fairies, you do not need incantations, Thaumaturgical Foundations, Mystic Codes or Formulas on what you want to do. Simply using the necessary amount of mana and having the

imagination of what magic you want to cast will allow you to manipulate the world to cast such magic. The strength of your spells or creations using Fairy Patterns depends greatly on how much magical energy you expend and how great your imagination is. More complex actions, such as mass healing multiple people with grievous wounds, will take a lot more magical energy compared to something as simple as shooting a ball of fire. You also have a rudimentary knowledge of Fairy Letters, a language used to inscribe onto items crafted by the Fae to show it was not crafted by human hands.

Primordial Runes: These Runes hail from Scandinavia and could even be considered Scandinavian crests. Different from more modern Runes, these are from the Age of the Gods. By either writing the necessary runic

combination on something or simply tracing them in the air you can do things such as create massive tornados of fire with a gesture, creating a magical map of the continent you're on, healing lethal wounds, inflicting divine curses on your enemies, or even inscribe the primordial rune of death on a target to bring inescapable death upon them.

Even outside of a world from the Type-Moon series, this power will generate Mystery equivalent to the modern world of Fate/Stay Night at the bare minimum.

1 Addon ...

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True Magic (Type-Moon)

Cost: 25 SP

As a beginner Magician wielding one of the True Magics, you possess the potential to manifest true Miracles—wondrous feats that lie beyond modern Magecraft and are unattainable even with centuries of accumulated magical knowledge. Your power operates on a level of Mystery so profound that it could only be unraveled by a turn in the very age of humanity, akin to Tesla's demystification of Lightning in the modern era. However, True Magic remains far beyond such an understanding, existing in a realm that defies complete comprehension, where even the most advanced Magecraft falters.

You can choose to have either one of the five known True Magics or create your own, as long as it fits the criteria.

You have also gained proficiency with all forms of Magecraft. With this power, you can perform modern Magecraft without magic circuits through ancient breathing techniques, seamlessly connecting to the flow of magical energy as you actualize Mysteries through your entire body.

This talent makes you an exceptional practitioner, able to wield spells and skills without the reliance typical of most magi. Through combat and practice, your knowledge of True Magic and Magecraft grows, the experience itself guiding you in understanding spells and principles. Although this learning process is slow, it adds a unique adaptability to your practice of True Magic, honing your instincts alongside formal knowledge.

The scope of your ability is vast, though equally restrained by your status as a novice. But at your current level, only brief flashes of your full potential are within reach, though this will change as you grow in skill. However, caution is paramount; even small applications of your power can have far-reaching consequences for the world—and perhaps the universe itself—if wielded recklessly. (See Aoko)

Even if you find yourself outside the reach of the Type-Moon cosmology or worlds, you can still freely tap into the magical Foundations of other worlds as if they were your own. And if none exist—or prove unsuited to your needs—you can act as your own Thaumaturgical Foundation, ensuring nominal operations of your spell casting.

While in worlds utterly devoid of either magic or Mysteries, you have nothing to fear—as the font of Mystery that is your True Magic will be able to sustain you in such events, keeping your power intact even where all lesser sorceries would unravel.

3 Addons ...

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Mystic Eyes (Type-Moon)

Cost: 15 SP

It is through the eyes that the soul's power is made manifest, and some eyes show that power a lot more strongly than others. You possess a pair of very high-class Mystic Eyes that are capable of an incredibly powerful magical effect

transmitted through sight. It can be forcibly bending to your will anyone who looks into your eyes to as advanced as granting you powerful sight-based telekinesis. Whatever you choose, it is extremely difficult for others to resist the effects, and even those with potent magical resistance are still likely to feel a reduced effect instead of nothing. Given the magical nature, you can also choose what your eyes look like.

(You can't choose the Mystic Eyes of Death Perception and the Mystic Eyes of Petrification with this.)

1 Addon ...

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Mystic Eyes of Death Perception (Type-Moon)

Cost: 20 SP

All things die eventually. No matter how clever you are or what paradox you invoke to escape it, all that is born 'alive' into this world will eventually leave it. You can see the conceptual manifestation of death up close with your eyes. You're able to perceive 'death' itself on living beings and physical objects, appearing as thin red lines. When you touch or cut along these lines, the object or being in question is immediately cut deeply and entirely, regardless of their durability, and attempts at healing or regeneration are completely stunted, though the lines can become thinner and more difficult to target the tougher the being or object is.

At first, these lines are all you can perceive and

influence, but after some time passes, they will become clearer to your eyes, and you will eventually see circular 'points' on their body that the lines all trace back to. Cutting or stabbing this point of death directly will

immediately kill the target in question; no form of reincarnation, resurrection, or regeneration will save them from the bitter taste of death. This is what it means to kill something.

You may eventually be able to understand and perceive the concept of death in less tangible things, such as the spells of Magecraft or the empty space between you and an object, though some things can only be 'cut', not 'killed', for they have no point of death. However, perceiving how fragile the world and existence as a whole is something no human mind can truly bear witnessing. This would not be the case for you.

When your eyes are active, the perception of death will have no strain on your mind and will cause no negative or unwanted impact or side effects on your brain, body, or mental health from continued use. You are also able to activate and use these eyes for as long as you wish to, and you have equal potential for perceiving and understanding death as Shiki's eyes.

The 'points' of death may never appear for certain beings, beings that were never 'born' or are free of the concept of death entirely, such as a True Ancestor at the peak of their power during the night of a full moon. You would have to remove the source of their immortality or introduce them to the possibility of mortality in a different way, though hard to achieve, but not impossible for your eyes.

More ...

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Gates of Babylon (Type-Moon)

Cost: 40 SP

You own and control a pocket dimension containing the original version of every single treasure that humanity knows of, and more. Every invention, every making, every forging, every last creation, every natural resource, every divine artifact, every last treasure that mankind has found, created, knows of, or has appeared in the world, past, present, or future, is found within this endless vault of space. The volume of your treasury has by far exceeded your knowledge, so

you do not know what every single item you own does or how it looks. The treasure within your Gates of Babylon continues to grow, contributing to the immense wealth of items already found within it. With each new world, new treasures from the past, present, and future are incorporated into your Gates of Babylon.

You can expel any items in your pocket dimension by opening a portal between dimensions that allows for the contents to pass through upon your command. You can summon items directly into your hand, pull out weapons from directly behind you, or prepare numerous weapons midair, loaded like bullets, to be expelled at hypersonic speeds. Anything you throw out can be retrieved back into your treasury with a thought.

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Summoner (Type-Moon)

Cost: 30 SP

You possess the knowledge and skill to perform a ritual that summons a Heroic Spirit from the Throne of Heroes in the form of a Servant. Normally, the mechanics of the Grail War are responsible for the lion's share of sustaining this new ally; however, your Servant seems to be almost entirely self-supported.

When you perform the ritual, you gain the opportunity to summon the Servant you desire. You will always summon one of the infinite variants of your desired Heroic Spirit, compatible

with your personality, goals, and desires. Each successful summoning grants you three Command Seals, with each Seal capable of issuing a near-absolute command to the Servant it's connected to, thereby linking the Servant to their Master.

If you exhaust all of your Command Seals or if your Servant is slain, you can perform this ritual again to summon another Servant to replace them.

Note: If you attempt to perform the ritual while you currently have a Servant, any newly summoned Servant will not be supported by this power, nor will they be guaranteed to be compatible with you.

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System Keraunos (Type-Moon)

Cost: 10 SP

Legend of Mankind, Advent of Lightning

This is the Noble Phantasm of Nikola Tesla, the embodiment of his contributions to the modern AC electric supply systems.

This power allows the user to manipulate electromagnetism on a wide scale through the use of magical power. The uses range from the basics, such as generating and manipulating electricity & magnetism, to more advanced uses, such as atomic and molecular manipulation.

As powerful as the potential here is, it suffers a significant weakness in that it is an intense drain on your magical reserves to use.

Note: This power starts you off with the bare basics, and you will need time—around a decade on average—and practice to eventually achieve the potential explained here, with higher limits being theoretically possible.

1 Addon ...

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Rho Aias (Type-Moon)

Cost: 10 SP

You now wield the Noble Phantasm Rho Aias: The Seven Rings that Cover the Burning Heavens, a legendary seven-layered Bounded Field that manifests as luminous flower petals. This barrier, fueled by magical or supernatural energy, embodies unparalleled defense. Each petal carries the strength of an entire fortress wall and possesses a unique conceptual advantage against projectiles, nullifying their power upon impact.

Unlike Shirou Emiya's imitation, your access to the true Rho Aias grants you a far more powerful and stable manifestation. This version eliminates any risk of backlash from the broken

petals and even enhances its overall potency. At full power, with all seven petals intact, Rho Aias can halt any projectile—regardless of its nature or power—dead in its tracks. The shield's defense mirrors the legend of Ajax (Aias), who stopped Hector's legendary javelin throw with his seven-layered shield, halting its march at the seventh and final layer.

With mastery, you can transcend the need for incantation, summoning Rho Aias through sheer willpower. Its defensive capabilities are infinitely scalable—channeling greater amounts of energy strengthens its resilience, while conserving energy allows you to summon fewer petals for situational use.

Note: Once the seventh and final petal absorbs an attack, the shield will shatter and become

unusable until reformed. While Rho Aias blocks direct attacks, it does not mitigate environmental side effects or collateral damage resulting from the attack's impact, which might lead to injury or death if you're not careful.

More ...

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Sword of Forever Distant Victory (Type-Moon)

Cost: 10 SP

You possess an ability gained from one of the legends of Richard the Lionheart, a former King of England. This Noble Phantasm originates from Richard's tendency to call any sword he wielded "Excalibur" and manifests as the power to turn anything within his grip into an echo of the strongest Holy Sword, at least temporarily.

While this power can allow the user to reach towards the might of the strongest holy sword, it can never fully match it. The echo of Excalibur manifested can call forth lesser versions of the infamous "Excali-blasts", and due to their weaker nature, they can be controlled with great precision.

The greatest weakness of this ability lies in the requirement for an object to form a foundation for Excalibur's "echo" to inhabit, with stronger or better foundations allowing more power. Most foundations will fracture and eventually shatter under the overwhelming force being channeled through them. A stick is likely to barely last a single attack, while a well-made sword might survive several uses. Even another Noble Phantasm will begin to break down

eventually if this ability is used on it too often.

More ...

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Uomo Universale: The Universal Man (Type-Moon)

Cost: 20 SP

"Three Wise Men of the East. The Great God of the Norse. The Fruit of Wisdom. My intellect, my omnipotence, surpasses all forms of wisdom!"

This Noble Phantasm is personification of the era defining omnipotence that was Leonardo Da Vinci. When it's true name is called, your attacks will automatically adjust themselves to best defeat the individual that you have selected. Though it will take immense calculation ability, with even "basic" attacks needing a magi-tech supercomputer's worth of output, things like time and space, magical barriers and

regeneration will not hinder your attack power.

Additionally, even if an enemy has an innate resistance to an elemental attack, then that attack will also adjust itself. For example, if your opponent has an innate lightning resistance then your Thunder spells will change into water that behaves like lightning, negating it.

Eventually, you may be able to use this noble phantasm to reflect back any phenomena upon your foes.

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King's Order: Twelve Glories (Type-Moon)

Cost: 10 SP

The Noble Phantasm of Alcides that crushes the conventions of the Holy Grail itself. King's Order is made up of the various Mystic Codes and phantasmal beasts that Alcides encountered in

his penance of twelve labours.

These include the pelt of the Nemean Lion, Chiron's Immortality, the sash of Hippolyta and creatures such as the Stympalian Birds, Cerberus and the Mares of Diomedes.

As the Noble Phantasm is essentially twelve Noble Phantasms in one, trying to manifest more than one of the labours at one time will see the Noble Phantasm's magical energy consumption multiply.

When these summons are killed, they may not return unless you manage to use a resurrection power on them.
2 Addons ...

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Throne of Self (Type-Moon)

Cost: 35 SP

The Throne of Heroes—a dimension outside the

World and the time axis where Heroic Spirits reside. Beings who left their mark on history through great deeds, myths, or legends, ranging from a grand warrior king to a savage assassin, can be recorded within its halls.

You are connected to your own personal Throne, granting you the ability to store and summon your own Heroic Spirits.

You can replicate or create a Heroic Spirit from any being you observe and connect with—from figures of myth to characters found in mere stories. This allows you to manifest them as “classless” Servants, provided they are “heroes who achieved great fame in the world” and you possess the necessary magical energy. If they are still alive, you can synchronize the Heroic Spirit with their living counterpart, instantly projecting their soul into your Throne. This transforms their physical body and soul on the planet into an extension of the existence nested within your Throne.

These Heroic Spirits possess all the memories, skills, abilities, and blessings they held in life, alongside their various weapons and artifacts as you understand them to have, further augmented by any mythos attributed to their name. This grants them a conceptual weight that allows them to transcend their previous limits. Unlike true Heroic Spirits, these entities can continue to grow and evolve with every new legend you discover.

As your understanding of these beings deepens, you will eventually gain the ability to forge perfect replicas. Much like a standard Servant, you can summon them into specific "classes." However, because you are shaping the spirit to fit a Class rather than filling an existing class container, they will only be as powerful as that specific class allows, receiving no additional parameters or benefits from the container itself.

Currently, your Throne lies empty, newly forged and waiting.

More

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Dragon Slayer Magic (Fairy Tail)

Cost: 15 SP

Despite its name, Dragon Slayer Magic is not magic created to slay dragons; it is the magic of dragons. Choose one element (fire, water, ice, lightning, etc.) to become your element, and you gain immense resistance to it to the point where only a superior wielder of your element can harm you.

For instance, a Fire Dragon Slayer can swim in lava with no issue. You can consume your element to regain your reserves and give yourself a temporary boost in power, but this power is not without costs. You will slowly but surely transform into a dragon and slowly but surely lose contact with your humanity. Even if you possess the ability to transform into a humanoid form, you will not be able to enjoy the pleasures you enjoyed as a human.

3 Addons

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God Slayer Magic (Fairy Tail)

Cost: 15 SP

You have attained the elemental abilities of a god. Choose one element (fire, water, ice, lightning, etc.) to become your element. Your element will become darker, either becoming black or merely being tinted black. You can consume your element to regain your reserves and boost yourself.

If you are a Sky God Slayer, you can heal yourself by consuming air. You can also consume your element from a Dragon Slayer of the same element, but a Dragon Slayer cannot consume your element unless they completely empty themselves

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Take Over Magic (Fairy Tail)

Cost: 8 SP

You learn the basics of the Take Over caster magic; this will also unlock your Ethernano container, which allows you to generate and store magic power regardless of your current location. This magic allows the user to, essentially, "take over" the power of another entity and then transform themselves into the embodiment of said entity. Your transformation can be partial, like only transforming your limbs, or a complete transformation, but in most cases, it will result in an anthropomorphic form, which is a mix between your own body and whatever you used your magic with.

Most mages only focus on a single type of Take Over Magic, like Beast Soul, which focuses on beasts; Satan Soul, which focuses on demons; or Machina Soul, which focuses on machines.

You will also start as a beginner in a single type you can freely choose, which can be a non-canon type, but it must target a single type of entity, and eventually, you will be able to branch out and master multiple types of Take Overs if you wish to do so. To learn how to use your magic on new types of entities within your category, you must defeat and/or analyse them to a sufficient degree and touch them to record them into your magic.

Your magic will consume your own magic power based on the power level of the entity you used Take Over with, so forms massively more powerful than your base capabilities will drain your reserves quickly, but it is also possible to keep weak forms up for an extended period.

2 Addons ...

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Arc of Embodiment Magic (Fairy Tail)

Cost: 15 SP

Arc of Embodiment Magic is a Lost Magic that utilizes your own imagination, allowing you to materialize anything you can imagine, so long as you have sufficient magical energy to create them. The more powerful the item or the potential it has, the more energy is required to make it. From objects to weapons, and to an extent, even creatures or people. A magic like this, of course, has a few limits to its usage. Along with this Lost Magic, you have unlocked your Ethernano container, which allows you to generate and store magic power regardless of your location.

Firstly, while you can conjure beasts, creatures, and people, you are unable to conjure anything that can truly be considered as alive. For example, you can create a dragon that can use a type of magic, but for all intents and purposes, it is closer to an object than a living being. It is unable to truly speak for itself and follows your orders to the letter. It is without a soul, no matter how close to life-like you make it. If someone has the power to possess objects, then they can

possess anything you make using this magic.

Secondly, you are unable to create a 1:1 replica of a specific person or creature that is still alive. You can make a generic person, or even a creature you dreamt up that has a name, but you are unable to make a replica of your friend, or your cat specifically. If your friend or cat is dead, then it's fair game, but the first limit still applies.

Finally, while you can make something that stores or boosts your magic power, you are unable to make anything that can manipulate, erase, or otherwise mess with a person's type of magic or power(s). For example, you could make an item that can disable people's usage of magic for a limited time, but you are unable to make a power that outright erases them or changes the way those magics work or express themselves.

If you do not have enough magical power to materialize something, you can bargain with your magic to get the energy to make it, but in

exchange for losing something for a set time. You can exchange many things, such as your ability to use your magic, your physical strength, your sight, your hearing, your intelligence, etc. You can even exchange esoteric or intangible things, such as your luck or some of your memories.

Note, however, that exchanging just one thing may not be enough to pay the price. You may have to exchange more than one of these if you wish to create a truly powerful object, if you do not have the magical power to materialize it yourself. The more magical energy you do not have to materialize the thing you wish, the more you will have to give up to do so.

2 Addons ...

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Command T Magic (Fairy Tail)

Cost: 15 SP

You learn the basics of the Command T caster

magic; this will also unlock your Ethernano container, which allows you to generate and store magic power regardless of your current location. This magic allows you to temporarily increase or reduce the size of anything while also affecting its mass. With practice, this can affect parts of an object or being separately, so you could only reduce the size of a wound, increase the size of their head, or even collapse an entire island by changing the size and mass of its parts. This magic can also be surprisingly lethal, as it could easily rupture organs by simply expanding their size.

In its basic form, magic is only used for "reduction" or "expansion," but it also has a third technique called quality of magic power, which allows you to combine it with other magics to reduce and/or expand their effects and capabilities, which would allow you to transform a simple fireball into a city-sized ball of inferno.

This magic has limitations on its duration, only working for about 3 minutes after application,

but this can be increased via training.

1 Addon ...

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Archive Magic (Fairy Tail)

Cost: 10 SP

Archive Magic is a rare and advanced form of data-based magic that allows the user to convert information into magical data for storage, retrieval, and transmission. With this ability, the user can access vast amounts of

information, even including historical records and personal profiles that may not be commonly known. This magic is relatively new, making it rare among mages.

At its core, Archive Magic enables the user to create and manipulate holographic magic screens, which serve as both an interface for information processing and a medium for magical attacks and defenses. More advanced users, such as Hibiki Lates, can use Archive

Magic for telepathic communication, data transfer, and real-time tactical support. However, overloading an individual with too much information at once can cause severe mental strain.

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Memory-Make Magic (Fairy Tail)

Cost: 10 SP

An ancient and rare form of Molding Magic, Memory-Make grants you control over a unique "element": memory itself. With this power, you can memorize any magic you witness and reproduce it as your own, much like Mimic magic—but with a critical difference: you can combine memorized spells into entirely new creations, blending their effects in innovative and devastating ways.

You also gain an exceptional memory capacity, allowing you to track enemy heartbeats,

footsteps, and magic signatures with ease. This ability extends to combat, where you can create afterimages of yourself—illusory projections based on memories used to confuse or distract enemies.

Memory-Make also enables you to "forget" enemy spells that you've memorized, rendering yourself immune to them. If you've seen it once, it will never work on you again.

While wielding this power, you adopt a signature stance—fingers pointed to your temples—calling forth spiraling memory glyphs that swirl around you like echoes of thought. However, the magic's only true limitation lies in speed: if an opponent's spell is cast too quickly, you may not be able to capture and memorize it in time.

A favorite of skilled tacticians, Memory-Make is a terrifyingly adaptive magic that rewards quick thinking and deep focus.

1 Addon ...

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The Practice (Otherverse)

Cost: 12 SP

You are now a Practitioner, someone who has made their word inviolable through a pact made with the spirits of the world in return for magic. At the start, you have the Sight, which lets you trace connections and affect them in some small level. You will need to summon Others, supernatural beings so you can bargain with them for power so you can use larger types of magic. You will start off with knowledge on the basics and will intuitively figure out more. You can choose a type of Practice to begin skilled at, such as Dragonslaying or Diabolism.

2 Addons ...

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Ether Gear (Edens Zero)

Cost: 15 SP

You have the power of a Ether Gear, which is a

kind of mechanical wizard. Your Ether flow has been altered inside your body to resemble a machine. This gives you the ability to control certain elements or even reshape machines. You can choose any kind of Ether Gear you like, from Machina Maker to Satan Gravity. Using an Ether Gear requires a lot of practice and is vulnerable to electromagnetic pulses.

Ether Gears are not easy to master. Most people need several years of training, but some are gifted enough to do it in just one month. Once they are activated, Ether Gears can evolve and unlock more abilities. Skilled users can reach Overdrive, an Ether Gearist can acquire a massive boost to their capabilities as well as being able to achieve feats with their Ether Gear they normally wouldn't have been able to. Along with this increase in power, the Ether Gearist also takes on a new appearance similar to that of a machine's; having three-dimensional lines of Ether surrounding their body and covering their skin. Overdrive can only be achieved when the user pushes their Ether to its critical point and is

considered the ultimate power of an Ether Gear.

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Color Mage (Re:Zero)

Cost: 10 SP

You have gained a gate, an invisible portal-like apparatus that exists in every living thing. This allows mana to pass through the body and be stored in the Od, the life energy that dwells inside of all living beings which is synonymous with the soul. Unlike others of the world your gate will never break and your Od's capacity to store mana will continuously grow with use. Do note, you do not passively generate your own mana. Instead, you unconsciously gather mana from the environment. If there is no mana available, you can burn up your own Od as a last resort. Doing so is permanent and can reduce your lifespan. Overusing this method can completely burn through your soul. You won't

die, but you will stop being "you" and become sick and weak.

Magic of the world of Re:Zero is separated into six elements, Fire, Earth, Wind, Water, Yang and Yin. Each element covers an array of effects, both the straight manipulation of their elements, Yin covering light while Yang controls darkness, and also more esoteric or symbolic effects associated with those natures, such as fire covering temperature, Water covering life and healing, Wind functioning outside of the bodies of living things, and Earth functioning inside of the bodies of living things. There is also some overlap between elements, with both Water and Fire magic being capable of involving the usage of Ice.

You possess a powerful affinity for one of these six elements, enough to be considered a Color Mage, the strongest mage of an element in the country. While a normal Water Affinity magician could heal most wounds of others, a Blue Color Mage could resurrect themselves from death

once or twice a day at the same time as they heal several crews of badly wounded soldiers back to their optimal condition. Another example of high level magic would be a Black Color Mage using Yin magic to conjure black holes or banish people to other dimensions.

Magic is usually accompanied by incantations, usually two word phrases which dictate the strength and the spell in question. The basic incantations for each element are as follows; Goa for fire, Huma for water, Fura for wind, Dona for earth, Shamak for Yin, and Jiwald for Yang. The effects of Spells can be increased or altered by adding El, Ul, or Al, scaling in strength in that order. However, incantations aren't a definitive mark of strength, as even a simple Goa can burn down entire cities with enough power.

A side benefit of this magic is that practitioners unconsciously flow their mana through their body, which provides them noticeably superhuman physical capabilities.

5 Addons ...

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Witch of Sin (Re:Zero)

Cost: 20 SP

You have come into contact with the mysterious Witch Factor turning you into one of the Witches of Sin. Witch Factors are the antithesis of Od Laguna and you have gained an Authority from by coming in contact with it. This Authority grants you the right to interfere with the World and gives you a power based on your desire; however, you have no control over what kind of ability is born out of your "sin". An Authority user also has the ability to share their Witch Factor with other individuals, and those who receive them become known as an Apostle. However, this comes at the cost of weakening of your own Authority's effectiveness until all your shared Witch Factor is returned.

You can choose one of the following sins: Sloth, Greed, Gluttony, Wrath, Lust, Pride, Envy,

Vainglory and Melancholy.

2 Addons ...

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The Ruler (The Seven Deadly Sins)

Cost: 23 SP

You have inherited the Demon King's strongest technique, The Ruler. This technique allows you to "invert" all attacks and effects of powers used against you. Any attack against you will no longer harm you, instead it will heal you, while any attack meant to weaken you will instead strengthen you. However, as it works on the concept of magic inversion, it is not without it's own drawback, as any magic meant to strengthen you or increase your power will instead weaken you, while any magic meant to heal you will damage you instead. You can easily overcome this weaknesses by deactivating your power.

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Magic Power (The Seven Deadly Sins)

Cost: 12 SP

Magical Powers are mysterious and supernatural abilities unique to their wielder, allowing them to perform extraordinary techniques. These powers are often categorized into offensive, defensive, and support abilities, each playing a role in combat or various aspects of life.

A person's magical power can be quantified using specialized tools, such as Balor's Magical Eye, which measures their overall strength. The total Power Level of an individual is determined by combining their magical power, physical strength, and willpower. This aura, or magical presence, can be sensed by others. Some individuals are born with inherent magical powers, while others may awaken them later in life through significant events or trials. Magic is not static; it grows and evolves with training,

time, and personal development.

The source of magical power lies within an individual's will, beliefs, and experiences, often manifesting in ways that reflect their character. In rare instances, magical power can be inherited and passed down through generations, sometimes re-manifesting in descendants after a predecessor's death. The nature of magical power typically shapes the wielder's strengths and weaknesses.

Magical powers can also come from external sources such as research, experimentation, or through inheritance from specific races that possess shared abilities. For example, the Giant Clan's Creation, the Goddess Clan's Ark,

and the Demon Clan's Power of Darkness are abilities tied to their entire races, yet individuals from these clans may still develop their own unique powers.

As a wielder of Magical Power, you can either choose your unique ability or select from the

setting's pre-existing powers, such as Ban's Snatch, King's Disaster, or Gowther's Invasion. However, you cannot select powers that are already in the CYOA. You start with a Power Level of over 1,000, and through rigorous training and experience, you can ascend to new heights, unlocking the full potential of your magical prowess. More ...

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State Approved Magic (Youjo Senki)

Cost: 10 SP

Congratulations! You have ascended to become a mage, but be wary of the inevitable recruitment into the army.

As a mage, you've undergone rigorous training to harness Magic, a phenomenon where mages channel their mana to manipulate the world around them. To achieve extraordinary magical feats, magitech devices like the computation orb

play a crucial role. With this, you also gain the ability to create magitech wonders, including Computational Orbs, Formula Rifles, and Flight Gear. Furthermore, your magical capacity possesses boundless potential, surpassing even the most accomplished mages.

But there's more; due to your unique circumstances, you've been bestowed with a blessing from a higher entity, endowing you with magical capacity akin to that of a Mary Sue. This immense power allows you to cast advanced-level spells tirelessly for hours without fatigue. Additionally, by praying to a deity or an unspecified higher being, you can temporarily amplify your magical might over tenfold, making you a force capable of obliterating entire armies single-handedly.

However, what truly sets you apart from others is your unparalleled grasp of computational orb theory, magical formulas, and magitech crafting. Your mind serves as a crucible of invention, effortlessly devising tools, technologies, and

new magical formulas to bolster your abilities.

Moreover, you are now a master of various magical formulas. From Flight Formulas that bestows upon you the grace of soaring through the heavens, to Defensive Formulas envelop you in an impenetrable shield of protection. Use the intricacies of Offensive Formulas to unleash devastation upon your foes, or harness Combustion Formulas to engulf the world in awe-inspiring explosions.

More ...

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Logomancy (DC Comics)

Cost: 15 SP

Logomancy, also known as "backwards magic", is a type of Order Magic that allows the user to create supernatural effects by speaking backwards.

You can do almost anything with Logomancy

like manipulating the weather, traveling through dimensions, flying, or healing and even resurrecting people or animals.

As an Order Magic, Logomancy takes a toll on the user. The more complicate and powerful the effect, the higher the cost, going from a negligible cost to an insufferable pain that can kill you. With more practice and experience you can reduce the cost of the spells.

1 Addon ...

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Atlantean Magic (DC Comics)

Cost: 10 SP

Atlantean Magic is a mystical art practiced by the inhabitants of Atlantis, typically fueled by belief, will, and faith within the city itself, making it a unique form of magic deeply tied to Atlantis' history and culture. Its origins are ambiguous, with several myths surrounding its creation, such as Darkworld, the wellspring for the Gods of Atlantis, and the Rock of Eternity.

Practitioners of Atlantean Magic can control water in numerous ways by mentally "speaking" to it. This includes abilities like diverting water, walking on water, manipulating water molecules from the air, creating water constructs, boiling or freezing water, manipulating ice, and even controlling the blood inside creatures. However, the secret to using hydrokinesis is exclusively reserved for Xebelian royalty.

Atlantean Magic also encompasses a wide range of spells, such as energy blasts, force fields, and complex large-scale incantations. Examples of this magic include coral manipulation, typically used by the Artisans Guild, the Silent Craft of the Silent School of Atlantis, and the Crown of Thorns, a barrier that protects Atlantis from invaders.

As a beginner in Atlantean Magic, you possess knowledge of the basics but have the potential to surpass powerful figures like Mera. With practice, you may one day master the ability to create tidal waves or even summon a tsunami,

with the possibility of becoming the strongest Atlantean sorcerer.

More ...

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Elemental Realm Connection (DC Comics)

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Cost: 20 SP

Some say forces pervade and reach throughout the world and beyond, encompassing our life: the flora, the fauna, bacterial culture, so is their passing in their decomposition; having said that, not only do they comprehend facets of life so the world at large: the air we breathe, the fire we stoke, the stones we use and built, the tides sweeping you away across the sea, lastly the gears and systems we put into place.

These are Elemental Realms, the powers that be in charge of particular elements of the universe and source of Elementals across the DC

Universe, and you had been picked for a connection to an Elemental Realm of your choosing. Each dwelling contains a Parliament constituted of previous Avatars and Elementals of their respective Realm.

Your options are as follows:

The Green: It is a force inherent, linked to all forms of flora, a natural force that animates and embodies all plant life in existence. Those connected with The Green usually exhibit varying levels of Plant Manipulation and physiological changes relating to flora, some demonstrate other specialized or advanced abilities such as Poison Manipulation, Nature Manipulation, and controlling ecosystems, a full connection to Nature and all flora allowing for understanding and communion with it, a Cosmic Awareness by sensing disturbances in the Green, among

others. The Green can also bolster your physical abilities to a supernatural level, while also directly tapping into it as energy for both offensive, defensive, and supportive purposes.

The Red: Also known as the Morphogenetic Field to some, it is the natural force permeating and connecting to any fauna in existence, which in itself is a systematic field of information imprinting the forms of living organisms, giving form to them. That's to say, it archives and collects the essence of all fauna in existence for you to access. It extends to all species, both sapient and non-sapient, natural and supernatural, terrestrial and extraterrestrial. Those connected with The Red usually exhibit Therianthropy, Animal Mimicry, Empathy, and/or Manipulation in varying levels, some demonstrate specialized or advanced abilities such as Biological Manipulation of all fauna and yourself, tapping into multiple biological templates simultaneously, directly channeling their energy for blasts, being connected to all fauna, among others.

The Black: More commonly known as the Rot, the force permeating where decay and death are most present, characteristically in opposition to

both the Green and Red in the natural cycle of life. Those connected with The Rot usually exhibit Rot Manipulation in varying levels and physiological changes relating to decay and rot; this is one of the Realms where their specialized and advanced abilities are more along the lines of specifically furthering decay and rot on certain parts of existence, like pestilence, necrosis, or outright necromantic powers.

The Blue: Being the force pervading all aquatic life, also known as The Clear, it acts as the universal consciousness of all sea life, just as the Green and Red do. Those connected to the Clear usually exhibit varying levels of Water Manipulation, aquatic adaptations allowing both breathing and traversal in aquatic environs, and a connection with all marine life bordering on near-authority with nearby aquatic life, some demonstrating specialized and/or heightened abilities from the aforementioned powers and more.

The Melt: The elemental force for all forms of

rock and metal in existence, this force is simplistic as it is everpresent. Those connected to the Melt usually exhibit varying levels of Earth, Mineral, or Lava Manipulation and physiological changes related to the Melt, while some demonstrate specialized and/or heightened abilities that are either advanced applications from the previous abilities, connection with the geosphere, among others.

The White: Is the force representing air, wind, gas, and the atmosphere across existence. Those connected to the White usually exhibit varying levels of Air, Gas, or Weather Manipulation and physiological changes related to The White, while some demonstrate specialized and/or heightened applications from the previous abilities, and connection with the atmosphere, among others.

The Grey: The force with the unassailable drive to consume and spread, is one pervading and representing all fungal life in existence. Those connected with The Grey often exhibit varying

levels of Fungal Manipulation and physiological changes related to The Grey, while some demonstrate specialized and heightened applications such as Mind Control through the weaponization of ophiocordyceps modified by The Grey.

The Metal: A relatively contemporaneous force manifesting in the 21st Century, it is the one pervading and representing all metal, technology, and machinery throughout existence. Those connected to the Metal often exhibit varying levels of Metal, Technology, and technological changes transforming their body to that of a cybernetic lifeform, with some demonstrating advanced and/or specialized abilities from previously mentioned boons. Being a fledging force it will continue to grow as long as technological progress persists.

The Divided: The seldom known force encompassing bacterial life or prokaryotic organisms, living in peace while its influence unbeknownst was spreading death and illness;

to other forces, it was chalked up as the whims of nature, until humanity researched into it and started fighting its proliferation, giving The Divided the first taste in war. Those connected to The Divided often exhibit varying levels of Bacterial Manipulation, communing and establishing a connection with microbes on your vicinity, among other abilities.

The Shine: Another scarcely known force pervading the element of fire, yet unknowingly the atom. It is mysteriously connected to the Firestorm Matrix, although its veracity is never confirmed. Regardless of it, those connected to The Shine usually exhibit Fire, Plasma, or Ionic Manipulation or varying levels, miscellaneous abilities related to the Firestorm Matrix, and more.

The potency and depth of your abilities depend on your connection's affinity: a low affinity to your chosen elemental force procures low-level abilities and uses, while a higher affinity and

closeness to their metaphysical roots procured to nearly the full extend of possible powers. While formidable at high affinity, you'll never grow to the level of an Avatar of your chosen force.

More ...

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Occultism (DC Comics)

Cost: 15 SP

Magic is a natural, primal force capable of influencing events and beings without reliance on the physical world. It is the art of reshaping creation itself; however, to practice it, one must first become aware of its existence and understand how it can be shaped through will. This awareness—often called magical sensitivity—varies greatly among individuals and is notoriously subjective, even among experienced sorcerers. It is not merely a matter of knowledge, but an intuitive grasp of the unseen forces that govern reality. Without this

sensitivity, the understanding and application of magic remain beyond reach. Magic also always comes at a cost for those who use it, though the specific cost depends on the type of magic performed and the spell being cast.

The practice of magic relies on two key components: the external and the internal. The external component involves incantations, runes, or a combination of both, functioning as formulas that bind prior knowledge or established spells into a desired outcome. This aspect is considered more accessible, as it depends on research, study, and structured learning. The internal component, however, is far more demanding, as it represents the caster's intent and the will to rewrite reality itself. It requires unwavering belief in one's capacity to alter the world, making it the most challenging and defining element of true magical mastery.

Occultism is the practice of understanding and harnessing the hidden workings of magic. Unlike those naturally gifted with magic—such as the

Homo Magi—occultists pursue esoteric knowledge to access mystical power, often through rituals, invocations, and ancient texts. You have acquired a profound understanding of magic and its applications, allowing you to perform a wide range of mystical feats. These include astral projection, casting offensive spells such as mystical bolts, creating defensive wards to protect yourself or others, manipulating the elements, exorcising and banishing entities, sensing magical energies, perceiving supernatural beings such as ghosts, and opening portals to other dimensions.

Additionally, you possess an encyclopedic understanding of magical creatures, granting you not only the knowledge to confront them, but also the means to negotiate with them. While this expertise encompasses only what is necessary to qualify you as a competent practitioner of the occult, you may grow stronger through the acquisition of deeper esoteric knowledge, the forging of deals with supernatural entities, and the acquisition and

harnessing of power from magical artifacts.

1 Addon ...

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First Class Mage (Sousou no Frieren)

Cost: 8 SP

You are a first class mage, someone who is endowed with the ability to wield magic through usage of your own mana. In order to successfully cast a spell, a mage must have knowledge of the spell via a grimoire or teacher, a strong image in mind of the spell's effect and outcome, and enough mana to cast it. Spells are generally cast through a staff, though some spells do not require it.

As a first class mage, you stand as a cut above the rest. You know a number of general and basic spells, as well as a personalized type of magic that you specialize in. Your mana capacity and skill in magic sits around the level of Fern, as well as a magic staff customized to your

liking.

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Type Blue (SCP Foundation)

Cost: 5 SP

You are a Type Blue, a thaumaturge—a practitioner of magic. You've gained a foundational understanding of Thaumatology, the study and application of magic as a science governed by its own laws. It follows three core principles: "Like Produces Like," "The Part Affects the Whole," and "Observation Changes Reality."

Thaumaturgy relies on EVE—Elan-Vital Energy—emitted by all living things, with higher sentience generating greater amounts. EVE acts as the bridge between mind and matter, allowing conscious beings to manipulate reality. When concentrated, it forms Aspect Radiation (ARad), a potent energy capable of bending reality. ARad

has four qualities: Intensity (power), Hue (visibility), Pitch (creative or destructive nature), and Weave (integration with reality). Understanding these traits allows thaumaturges to predict and control ARad's behavior.

Thaumatomologists channel EVE and ARad through rituals, symbols, and tools to achieve effects such as scrying, teleportation, curses, summoning, and elementalism. However, magic resists control and often "pushes back" through backlash. Poorly managed ARad can distort its traits, turning a protective spell destructive—like a failed fire ward summoning flames instead. Skilled thaumaturges learn to redirect or neutralize backlash, sometimes even twisting it to their advantage.

Your knowledge of Thaumatology is comparable to that of a GOC trainee. You understand basic spells and the path to more advanced techniques, but your potential isn't confined to thaumaturgy alone. Given enough time and experimentation, you may harness or even

create other forms of magic found in the SCP universe. However, developing new magic from scratch is an immense undertaking, requiring decades or even centuries of research and practice.

3 Addons ...

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Devil Forgemaster (Castlevania)

Cost: 15 SP

You are now a Devil Forgemaster, a rare human marked by the forbidden gift of giving life where only death remains. This power is not mere necromancy, for it does not restore a body to its former state—it creates a new existence from death itself. With every forging, you infuse a corpse with a soul torn from Hell, shaping the body

into a vessel through which that damned essence may manifest in the world. From this act are born the Night Creatures, beings whose very existence defies the laws of creation.

The forging process differs from one

Forgemaster to another: some work with patience and crafted tools, carefully reconstructing remains to grant them a new purpose; others prefer more direct methods, invoking with their own magic and channeling souls without elaborate preparation. Yet what truly distinguishes one Forgemaster from another is not the technique, but the essence within them—reflected outward in a unique glow that mirrors the Forgemaster's own nature.

Your Night Creatures may take on terrifying and varied forms: winged horrors, fanged beasts, abominations with countless eyes, grotesque amalgamations of flesh and bone, or towering monstrosities meant to crush armies. All share strength, speed, and resilience far beyond that of humans, and many are born with the instinct to wield weapons like seasoned warriors. Still, while their natural urge is to kill, devour, and destroy, it is your will that shapes their purpose. You may unleash them as an unstoppable legion of annihilation—or, should you choose, direct them toward impossible labors, burying the

dead, raising walls, and rebuilding ruins.

But this power demands a singular price: to be a Devil Forgemaster, one must preserve their humanity. It is that spark which binds you to the damned souls and grants absolute command over them. Without it, the creatures would spiral into chaos, and the Forgemaster would be consumed by the very darkness they wield. Within you coexists compassion and damnation, creation and destruction, humanity and Hell.

You have received this power, and with it the paradox of being both creator and destroyer. For as a Devil Forgemaster, death itself becomes your workshop—and your will is the law that guides the beasts of the abyss.
1 Addon ...

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Glyphs (Castlevania)

Cost: 10 SP

You have the knowledge of Glyphs from the Castlevania Series. Created by the Order of Ecclesia, they are magical symbols that contain abstract representations of power infused with magical energy which can be released when the user channels mana through the glyph.

Glyphs have many uses, they can project weapons, create defensive shields, call down elemental attacks, summon familiars, enhance the user, manipulate gravity or magnetism, and more. When casting two or more glyphs at the same time, you can perform a Glyph Union, such as the creation of a fire sword by combining the Ignis and Secare glyphs. You can create any of the glyphs seen in the series, including the three fragments of Dominus, and even develop your own designs.

You can assign glyphs to several parts on your body, each arm can have three projection glyphs,

your back can have five support or enhancement glyphs, and one projection or enhancement glyph on each leg. To use those glyphs, you also gain a small pool of mana, enough to cast glyphs two dozen time (or channel a glyph for 30 seconds). It takes 5 minutes to fully recharge from empty. This mana pool will grow over time.

You can also awaken other people with a ritual glyph (that you will need to discover), this will grant them a mana pool similar to your own and allow them to use glyphs, but they remain dependent on your to create and implant those glyphs on their body. They are also limited to a single glyph on each arm and back.

More ...

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Structured Magic (Mother Of Learning)

Cost: 8 SP

Structured magic is the process of manipulating or 'shaping' mana to achieve a desired result through spell elements bound to proxies. Mana

comes in two forms. Mana that is created by living beings, their own personal 'well'. Ambient mana that spews forth from the Dungeon, otherwise known as Mana Wells. Use of ambient mana can be poisonous to the body and mind if used more quickly than it can be assimilated by the body. You possess a high personal magnitude on par with Zach Noveda, which means you possess a high amount of inner magical reserves. You have a decent level of control over your personal mana and are skilled in taking in any ambient mana to replenish your own reserves. Additionally, you know basic shaping exercises to improve your control over your personal mana.

You know Structured Magic, which uses Spell Elements and Mana to cast spells, and you are highly skilled with Projection Magic specifically. This field focuses on spells that produce light, sound, heat, physical force, electricity, and other forms of energy. A staple of the modern mage due to its extreme utility, ease of use, and how it is required for many other magical disciplines.

Spell Elements are instructions to your soul on what you want and how you want to achieve it. By stringing spell elements, you have the ability to cast spells and achieve magical effects. Since Spell Elements are not naturally usable by humans, they have been magically bound to proxies. Proxies are components used to invoke Spell Elements, typically verbal or somatic, though diagrams and symbols also apply. Typically, mages use both somatic and verbal components to speed up casting speed by letting them use 2 proxies at once. Currently, you know the Old Ikosian magical conventions. Due to their interaction with your soul, you will instantly know if you perform a proxy correctly. You also know how to bind Spell Components to another proxy, though fully translating them to a new source would take centuries of hard work.

While significantly faster to learn than Unstructured Magic, Structured Magic still takes practice and shaping to successfully cast, even if you know the proxies perfectly, because your

soul may try to follow the commands but be unsuccessful due to low shaping skill, not enough magical energy, or weak visualization. There are 2 main downsides to using structured magic: it's currently impossible for mortals to create more, and it grants less control over the spell after casting. This is enough to undo a spell or to move it with enough shaping skill, but not to change its properties after casting it. After casting a spell for years, it can become more of a reflex, allowing you to cast it faster and shave off proxies. With time and effort, you can turn these reflexes into partial Unstructured Magic, granting you more control over the spell and its effects.

More ...

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Witch (Witch Hat Atelier)

Cost: 10 SP

You know the secret of witches, kept hidden from the greater world since the Day of

Conspiracy: magic only needs three things, a pen, ink, and knowledge.

Spells are not cast but drawn with special magic ink; simple spells are composed of three elements, the rune in the center determines the type of the spell (fire, wind, water, light, etc.), the keystones that modify or augment the rune, and a circle around the whole. These elements can be combined and nested to create more complex effects. As soon as all the circles are closed, the spell is cast. Witches make use of this by drawing partial circles or building them into object, then closing them later.

The scope and breadth of effects you can create, provided you have the knowledge and skill, can range from minor cantrips and one-off effects, to permanent teleportation gates, flying carriages, large-scale barriers over entire cities, and many more. However, magic is dangerous, your spells can (and will) behave in unintended ways or backfire; a careless witch can end their life with just the stroke of a pen just as easily as

they can make a flame.

Magic that affects the body, including healing, and spells that can be used to hurt others are considered forbidden magic; use them at your own risk.

You start out with the knowledge of a freshly graduated witch, which includes the ability to draw runes, keystones, and circles freehand; basic equipment: multiple wands (pens and brushes), an endless phial of magic sap which needs to be processed to produce magic ink, some notebooks, a small collection of reference material, and a copy of the magic picture book Coco received from the brimmed hat witch.

You can teach this power to others, and so can they once they have learned the secret.

More ...

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++++++Spiritual and Divine Power

Type Black (SCP Foundation)

Cost: 5 SP

You are a Type Black—a demi-deity, a theurgist, a fallen god. Whatever your origin, you have touched the divine, granting you the ability to wield belief as a source of power. This energy, known as Akiva Radiation, is generated by sapient beings when they perceive something as undeniably real. Mere awareness of mythology or acknowledgment of existence is not enough—only genuine conviction produces Akiva. Religious worship, veneration of saints, and even

ideological devotion to concepts like justice or the nation can contribute to its formation.

As a Type Black, you can harness Akiva by drawing from belief in yourself. If people see you as a god, a sage, or a monster, their faith shapes your abilities. The strength of your legend, the depth of devotion, and the number of believers define both the strength and the limits of powers you can manifest. A handful of worshippers might allow a storm god to control clouds or summon a light rain, while reverence from millions could let a saint revive a battlefield of dead.

But faith is not without consequence. If people revere you as a hero, you may find yourself compelled to act like one—even against your will. Over time, the weight of faith can erode your identity, altering your mind, body, and spirit. It may elevate you, but it can just as easily consume you. You may sever your connection to Akiva at any time, reclaiming your true self—but doing so strips you of all power derived from it

until you revert.

To begin, you can perform a single minor “miracle,” usable even without followers—no stronger than street level, like turning water to wine, conjuring light, or mending small wounds.

3 Addons ...

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Type Purple (SCP Foundation)

Cost: 5 SP

You are a Type Purple—a soul manifester. Where others are blind to the soul’s presence, you can see it, touch it, and shape it. With your hands, you mold souls, forging their essence into form.

You can interact with the souls of the dead, reaching into what remains of their memory, emotion, and will. Most souls degrade after death, passing on or fading—leaving only fragments: echoes of thought and feeling. Yet

even these remnants hold power. You can gather and weave them into spirit constructs—wrathful knights wielding blades of hate, spectral beasts cloaked in despair, or guardian spirits radiating peaceful light.

The strength and abilities of your constructs depend on the nature of the souls used. Every fragment is a foundation, but your will gives them shape. Stronger or greater quantities of souls produce stronger spirits. While you can mold a spirit’s form, you cannot create from nothing—you must work with what the soul provides.

With greater effort, you can summon complete souls—true ghosts. But this is dangerous. Not all spirits are willing, and some cannot be controlled. Calling powerful or hostile souls may cause dire consequences.

You cannot mold the souls of the living. Their spirits are bound too tightly to their bodies—beyond your current skill. The only exception is

your own.

You can manifest your soul into a symbolic form—an owl with spectral wings, a mirrored double to take blows, or tendrils that bind. Its shape and powers are yours to define. But manifestation is draining. For now, you can only manifest your soul in short bursts, with its power and form limited to street level.

1 Addon ...

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Sarka (SCP Foundation)

Cost: 5 SP

Sarkicism is collective name for the numerous practices, teachings, doctrines and more, that are based on the alteration and manipulation of flesh, bone and organic matter in all of its forms; owing to the history, dozens, if not hundreds, of paths have emerged, tracing its origins to Grand Karcist Ion, a Daevite slave-turned-heresiarch who mastered organic manipulation and led an

ancient revolt that forged living temples and biotic wonders across Eurasia.

Through means unknown, you gain access to one of many traditions, each born from millennia of innovation, change, and growth. Whether it’s the Church of the Red Harvest, from Siberia, renowned for its “harvest” regeneration ritual, in which the recently deceased are reborn as infants; Vātula, celebrated for its unparalleled mastery over viruses and plagues; or the neo-Sarkic Esoteric Order of the White Worm, whose flesh-warping rites are steeped in magical practices; make your first step into a lineage shaped by endless transformation.

2 Addons ...

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Soulbond

Cost: 5 SP

You have the ability to bind a single item to your

soul, turning it into what is effectively an extension of yourself. This selection is not permanent, as you are able to retract the bond from your item at any time. The item bound to you can be stored within your soul and recalled at will.

Your bound item benefits from any perks you have and a fraction of your passive powers, including attribute enhancements, regeneration, and similar effects. You can also sense its location from anywhere, unless it is somehow protected from you.

Your bound item is indestructible unless you will it otherwise. Consumable and perishable items, such as food, drink, or medicine, will restore or refill themselves over time, with more valuable or potent items taking longer. They are also immune to spoilage or degradation.

In addition to ordinary items, you may also bind supernatural ones, such as weapons infused with magical, psionic, or divine power. Such

items not only share the same benefits as normal ones but also receive a fraction of any self-power-augmenting powers you have, as well as any abilities that share their source. For example, magic-infused items benefit from your magical powers, further amplifying their own capabilities.

You may not bind living creatures to you.

1 Addon ...

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Eternal Flame

Cost: 40 SP

Your Immortal soul burns brightly, like few others, leaving your existence eternal and nearly inviolable. Over time, you can recover from anything, even things like true death or reality erasure, reforming at a safe location. You will always return to peak condition in body, mind, and soul. You will not age past your prime,

remaining at your peak fitness and attractiveness eternally. These protections are conceptual, allowing you to somehow heal even from things like imprisonment, misfortune or timeline alteration. This power works slowly, but is completely loophole-free. You are an Omniversal constant.

This power cannot be lost, stolen, drained, suppressed, copied, or otherwise negatively affected, and it will restore your other powers and abilities just as it restores you.

7 Addons ...

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Aspect of Archery

Cost: 15 SP

Bowmanship is an unappreciated art in these modern times, and you can put the Heroes of Old and even the Gods to shame. Your skill with a bow has transcended its human limits and

breached into the realm of the supernatural. You can transmute any loose physical matter into the shape of an effective and usable bow and/or arrows. Using the magical energy within you, you can replace the need for physical arrows, creating magical arrows that are incredibly efficient, shattering boulders with minimal amounts of energy. There is no limit to the number of arrows you can cast at once; you are only limited by the number of

physical arrows you can hold or the magical energy to create arrows. Creating arrows of various elements is not beyond you, although more esoteric elements are exceedingly difficult. You can use the magical energy inside of you to strengthen your body to withstand the amount of strain it would take to put down Gods. As a master of bowmanship is not useless without their bow, you can blend archery and physical combat into a fluid style. You will be able to create magical arrows that hold nigh-infinite amounts of magical energy.

1 Addon ...

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Kitsune

Cost: 20 SP

You have acquired the physiology of a Kitsune, commonly referred to as a Fox Spirits. You start with a single tail, which grants you the fundamental abilities all Kitsune share. These abilities include but are not limited to, the power to change your form by altering your shape. Your Kitsune heritage also provides access to magic. This magic can be utilized for various purposes limited only by your imagination; dark magic, nature manipulation, and cursing enemies are among the more straightforward applications, including the ability to fly.

Additionally, your Kitsune lineage endows you with powers over illusion and insanity inducement. You possess the ability to absorb and manipulate life force, enabling you to give and take life energy for your purposes and

accelerate the process of gaining new tails. Other abilities include possession and inducing sleep, along with the capacity to manipulate the dreams of others. Furthermore, you po

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Type Cyan (SCP Foundation)

Cost: 5 SP

You are a Type Cyan—a spectral entity, more commonly known as a ghost. Your physical body is gone, leaving only your soul, now free to roam the world. As a ghost, you are fully intangible to mundane matter and invisible to the naked eye. You can float, pass through solid objects, and move freely in any direction. Your soul also emits a faint chill—one you can control at will.

Your spiritual form grants you the ability to possess both living beings and inanimate objects. You may inhabit a living body if your will and strength exceed theirs, or if the host allows it. While inside, you can influence—or even override—their movements. Possessing objects

grants limited telekinetic control: slamming doors, flickering lights, or levitating items.

However, these abilities come at a cost. Using your powers steadily drains your soul, and the more extreme the act—like flying at jet speeds or phasing through massive structures—the greater the strain. Overextending yourself risks slumber or even true death. Basic use at street level drains little, but pushing further—such as possessing an entire building or freezing a lake—requires a long recovery. Your powers are limited only by the strength of your soul.

As a ghost, you're vulnerable to holy magic, exorcisms, and purification, though their effects weaken when you possess a physical form.

Any physical powers you have may carry over into your ghost form, adapting to suit your new state.
More ...

Dreams of The Golden Valley

Cost: 25 SP

"You reap what you sow. This is the simplest truth there is—all consequences stem from their cause. Yet sages fear the cause, while fools fear the consequence. It is just as you would tend to a crop. Neglect to water and fertilize, and you ought be well aware that the harvest will be a hard one. So why wait until you see the reality occur before your eyes to regret your inaction? Causality is not something imperceivable, they merely pretend not to see it."

Through enlightenment from your study of The Way, following the example of Shennong, you gain eyes free of the Fog. You 'see' and 'view' through Oneness with the world, grasping the field of possibilities that opens before you. You see not the hidden, but only what was always there. Causality unravels, letting you peer into the tapestry of creation. This new 'sight' grants

you nigh omniscience anywhere you set your gaze, knowing the future with such certainty and clarity that what 'can' is what 'will' happen.

This 'sight' of yours is achieved through a transformed mind, following the philosophy of the Divine Farmer himself. You align your mind with his and view the world through his eyes. Since this ability comes from aligning one's heart and mind with Shennong's, the more you are opposed to this frame of mind and viewpoint, the less you may know and see. Those with minds only caring for death and destruction may even find that they would lose this power over time.

The Way directs, and The Way nurtures. So too, will your power wax when it directs and nurtures those under you, able to know and view more of that twisting tapestry of causality than you would alone, help them fully blossom.

1 Addon ...

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Dào Zhī Lù

Cost: 25 SP

The Dao does nothing, yet nothing is left undone. Walk the path, and all will follow as it should.

The Dao that can be told is not the eternal Dao. The name that can be named is not the eternal name. The nameless is the beginning of heaven and earth. The named is the mother of the ten thousand things.

You embark on the Path of the Daoist master, a journey of harmony and enlightenment that aligns you with the natural flow of existence. At the beginning, your connection is subtle yet profound. You sense the rhythm of the world, intuitively discerning the path of least resistance. Challenges and conflicts become

opportunities for effortless action as you move through life like water flowing around rocks. Reflexes sharpen, balance becomes instinctive, and tasks feel effortless as you embody the principle of "wu wei" (effortless action). In time, your very presence radiates tranquility, calming those around you and fostering a sense of peace.

As your bond with the Dao deepens, your body and mind harmonize with the natural world. Your energy, or Qi, flows freely, granting you resilience against the extremes of life—heat, cold, toxins, and even exhaustion seem to have little hold on you. This vitality extends outward, allowing you to subtly influence the flow of Qi in your surroundings. Tensions dissipate in your presence, plants thrive under your touch, and chaotic situations naturally

resolve themselves as you gently guide the energy of the world toward balance. Health, harmony, and vitality become second nature, both for yourself and those within your sphere of influence.

Eventually, you move beyond sensing and influencing the flow of the Dao—you begin to shape it. Your mastery of Qi allows you to mend what is broken, whether it be physical wounds, damaged tools, or fractured spirits. With focus, you can imbue objects, environments, or even people with the essence of the Dao, making them unyielding like stone, flexible like water, or serene like the stillness of a quiet forest. Attacks against you falter and dissolve, disrupted by your seamless alignment with the Dao's flow. As your understanding of duality deepens, you become a bridge between opposites, effortlessly balancing yin and yang to bring harmony where there was once discord.

At the pinnacle of your journey, you transcend the ordinary boundaries of existence, becoming a living embodiment of the Dao itself. Your mastery allows you to harmonize entire environments with a thought, calming storms, dispelling chaos, and bringing clarity to confusion. You dissolve your physical form into pure Qi, traversing space as an ethereal

presence before reconstituting wherever the Dao guides you. Time and space feel pliable in your hands, no longer barriers but companions on your journey. Your presence alone inspires enlightenment and tranquility, awakening in others the potential to find their own path within the Dao. You act with the effortless grace of one who understands that the Dao flows everywhere, sustaining all things without striving.

Yet with great power comes great responsibility. The Dao's nature must be respected, for it abhors force or imbalance. Should you misuse your abilities to impose your will unnaturally, your connection to the Dao will be weakened. To walk the Dao Zhi Lu is to surrender ego, embrace humility, and trust in the infinite flow of the universe. By aligning with this eternal cycle, you achieve a state where nothing is done, yet nothing is left undone, becoming a guide, a guardian, and a manifestation of the Dao.

3 Addons ...

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Heavenly Demon Sutra

Cost: 20 SP

Within these sacred yet accursed scriptures lies the doctrine of a sect unlike any other—one that embraces the inescapable truth that all life is born into suffering. Across the Three Realms, from emperor to beggar, all are bound by karma to the ceaseless wheel of samsara. Desire begets pain, and pain chains the soul to endless rebirth. Yet from this ocean of sorrow emerges a singular path of twisted grace: the way of the Heavenly Demon—a paradoxical figure who incarnates all suffering not to rule, but to redeem.

Neither god nor devil, the Heavenly Demon is a vessel forged in sin and burdened with karma, devouring the wicked not out of wrath, but to purify them. They shoulder what others cannot, capable of transmuting poison into medicine, and walk the world not to escape it—but to descend, so that others may rise.

To tread this path is to enter the flames willingly. It is a cultivation of six trials, each one a shedding of humanity and an immersion into defilement. Until even the stars bear witness to your fall and ascent. The soul of the practitioner becomes a black lotus blooming in the abyss—feeding on suffering, refining transgression, and transmuting it into boundless might. As sins are devoured and karma consumed, the body is reforged, the spirit tempered, and the will awakened.

This journey begins with the transformation of flesh, Stage One – The Red Body: A Bronze body surpassing mortal limits, tireless, with strength vast enough to rival a hundred men, and unbreakable bones. Blood runs vibrant crimson dense with vitality, and from the hands blaze the purifying fires of Naraka—not to destroy, but to cleanse. With every soul consumed, the practitioner sinks deeper into the inferno, taking in others' suffering so that they may return to the cycle of rebirth unburdened.

As one continues, each tribulation reforges the body and soul further—Stage Two – The Thousand Agonies: Eyes awaken to the threads of karma as illusions shatter. The body heals without rest, yet never without suffering as though being seared alive. Muscles swell with the strength of a thousand as flesh hardens like Iron, and the flames that once only cleansed the spirit now also mend the body, and with each wound healed, they take upon another's wounds and pain as the flames burn away at their body. Every burden taken deepens the descent, where holiness and defilement become one.

Eventually, coming to Stage Three – Judgment Manifestation: The flesh becomes divine Steel, blood turns to sacred nectar, and heaven's judgment answers your call. Lightning cleaves the sky in retribution; storms rend the earth not from anger but from karmic balance, striking down sinners with unyielding might. The practitioner becomes both storm and stillness, fury and compassion.

Later, all impurities are expelled, coming to Stage Four – The Inner World: The body becomes ageless and perfected, now of celestial Gold. An inner realm awakens—an embryonic world of Dharma and intent—able to impress its will onto reality at great cost. Strength swells to mythic heights, holding the might of a million men, not for conquest, but to carry the weight of countless sins.

In the penultimate phase, worldly limits are cast aside of Stage Five – Void Ascendancy: Mountains shatter, stars tremble, and chaos itself flows through the practitioner's veins. Their inner world now consumes the outer, bending reality within its bounds to their law. What was once the self becomes the cosmos.

Finally, onto the last step, the self dissolves, arriving at Stage Six – True Samsara: Desire vanishes—save the burdens inherited from all sentient beings. With one thought, they can reshape existence. With one breath, rewrite samsara. Yet to become the Heavenly Demon is

not to transcend, but to remain. To become the final chain at the base of the wheel—its last, willing link.

This is the final truth of the Heavenly Demon—a willing sacrifice who turns back at the gates of ascension, bearing the world's karma so others may rise. Neither god nor devil, but the last anchor chained in lotus flame, walking the night so others may see the dawn.

More ...

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Demonic Cultivator

Cost: 15 SP

You have abandoned the righteous path, turning your back on balance, order, and enlightenment. Where others draw Qi from the air and rise through meditation and harmony, you have chosen the forbidden. You cultivate by consuming—devouring life, stealing potential, and reforging it into something twisted,

something stronger. Your power is not earned through peace or introspection, but through bloodshed and desecration.

Unlike orthodox cultivation, which advances through spiritual refinement and Qi absorption, demonic cultivation thrives on devouring others. In the beginning, this process is physical and brutal: you must consume the actual flesh, blood, and organs of other living beings to grow your Blood Qi. The stronger the victim, the greater the benefit—especially if they are cultivators, monsters, or other beings with refined energy.

As your cultivation increases, you gain the ability to extract and absorb more refined forms of power—spiritual energy, Qi directly, or even intangible aspects such as memories, emotions, and souls. However, even at these higher levels, using the physical body as a medium remains the easiest and most efficient method. The body serves as a natural vessel, trapping and concentrating these aspects in one place,

allowing you to devour them all at once. Purely spiritual consumption is possible, but more difficult and far less reliable—there is always something left behind unless you reduce the target to nothing.

Where others master stages like Qi Condensation, Foundation Establishment, Core Formation, Nascent Soul, and beyond through careful study and spiritual harmony, you mirror those stages through blood-soaked equivalents: bathing in gore, hardening your body through devoured marrow, condensing your own Blood Core from stolen lives. As your cultivation deepens, you brand your soul with the remnants of those you've slain, turning inner demons into weapons, and ultimately ascend by drowning yourself in suffering until you rise above it.

As your Blood Qi deepens, it transforms into demonic Qi—a volatile and chaotic force that grants immense power but corrodes both mind and soul. The more you feed it, the stronger you become, but the further you drift from what you

once were. There comes a point where you are no longer merely walking a darker path—you have become something else entirely.

8 Addons ...

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Azure Dragon of the East

Cost: 20 SP

You are the most recent to succeed to the throne of Qinglong, the Azure Dragon of the Eastern Heavens, Lord of Mù, holding dominion over Dawn, Spring, Water, Wind, and Dragons.

As the Lord of Dragons, you can change your form between that of a 'normal' human and your full divine form as an Eastern Dragon—with any mix in between available. Lesser dragons will instinctively follow your commands.

The Wu Xing element of Mù, also known as Wood—or Tree—is yours to command, with a

variety of abilities to discover. Manipulate ink and paper, acid or poison, size, or elasticity. These are but a small handful of the potential abilities available to someone who can manipulate Mù.

You also have the ability to command the element of Air, allowing you to create gusts of wind or scything blades of air. With time, you could generate powerful hurricanes and windstorms to devastate your targets.

Finally, there are the domains of Spring and Dawn. You are the embodiment of new growth and new beginnings. Flowers bloom in your presence, snow melts, and warm, gentle breezes seed the world with new life. You can command plants to grow, rain to fall, and replenish the life force of the old, sick, and weary. During the hours of dawn and the season of Spring, you will find your powers enhanced, gaining greater strength and control.

Your abilities start off capable of leveling city

blocks with effort and will only grow with time and experience.

More ...

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Vermillion Bird of the South

Cost: 20 SP

You are now the most recent to ascend to the throne of Zhūquè, as the Vermillion Bird of the Southern Heavens, Lord of huǒ, with dominion over Summer, Noon, Light, and Birds.

As the Lord of Birds, you are able to freely transform between a 'normal' human form and that of a full Divine Bird—and all stages in between. You can freely communicate with and command avians of all forms, and they will eagerly await your word.

The Wu Xing element of huǒ—or fire—is yours to command, granting you many abilities. Heat, fire, magma, and smoke are among the many things you will discover within huǒ's power, with more to be discovered with time and patience.

You also have the ability to command light, generating and gathering it to form a variety of techniques and constructs. Becoming invisible or creating visual illusions will be easily within your power with time.

Finally, there are the more esoteric domains of Summer and Noon. You are the very embodiment of abundance and growth. Crops flourish in your presence, fruit ripens on the vine, and the heat of the day blazes as the sun sits high in the sky. With effort, you can scorch the earth itself with this power.

Your abilities start off capable of leveling city blocks with effort and will only grow with time and experience. More ...

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White Tiger of the West

Cost: 20 SP

You are now the most recent successor to the throne of Báihǔ, the White Tiger of the Western Heavens, Lord of jīn, with dominion over Autumn, Dusk, Air, Electricity, and Tigers.

As the Lord of Tigers, you will be able to freely transform between a 'normal' human form and a full Divine Tiger form—and everything in between. You will also be able to communicate freely with felines of all kinds, and tigers of all forms will follow your commands.

The Wu Xing element of Jīn, or Metal, is yours to command, granting you many abilities, from the manipulation of crystals and metals to control over ductility and conductivity. These are just a

fraction of the potential of the element of metal, with more uses waiting to be discovered.

You have the ability to command the elements of Air and Electricity. The power to create gusts of wind or bolts of lightning is child's play for you. With time, even the command and creation of hurricanes and other such storms will be within your power.

Finally, there are the domains of Autumn and Dusk. While these provide less immediate benefits, they still have their uses. During the hours of dusk and the season of autumn, you will find your powers enhanced, gaining greater strength and control over your abilities.

Your abilities start off capable of levelling city blocks with effort, and will only grow with time and experience. More ...

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Black Tortoise of the North

Cost: 20 SP

You are now the most recent to be enthroned as Xuanwu, the Black Tortoise of the Northern Heavens, Lord of shuǐ, with dominion over Winter, Midnight, Darkness, Tortoises, and Snakes.

As the Lord of Tortoises and Snakes, you possess the ability to freely transform between a 'normal' human form and your full divine form—that of a Tortoise entwined with a Snake—and all intermediary stages. You can communicate with and command Tortoises and Serpents of all kinds, who are eager to follow your every command.

The power of the Wu Xing element of shuǐ—or water—is at your beck and call. You can control all forms of water, from Snow to Steam; even the weather itself bends to your will.

In addition, you wield the power to manipulate Darkness—generating shadows and shaping them into a variety of techniques and constructs. You can travel through shadows and influence others via their shadows. With time, you could even rip shadows away from your targets, creating shadow servants to serve your every whim.

Finally, there are the more esoteric domains of Winter and Midnight. You embody the inevitability of the end, but also the promise of renewal. Plants wither and die in your presence, only to nourish the rebirth of the next season. Animals become skittish and frightened by your aura. You bring the Cold of Winter's snow, blanketing the earth in endless white. With enough effort, you could even summon a short-lived ice age—if you so desire.

More ...

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Reconstruction

Cost: 12 SP

You have a very peculiar form of immortality. No matter in what way you die, or the circumstances, you will be eventually reborn, rebuilt or returned somehow. You're very unlikely to remain unchanged from this, the new you may be a completely different species, robotic, magically inclined, even a true reincarnation, but it will always be you with a continuity of existence.

You will retain access to any ability gained through this CYOA or that is endemic to your 'being', or soul to keep its continued consistency.

Unfortunately, you do not have control over the method or particulars of your return unless you actively went out of your way to orchestrate it as if this power did not exist, in which case it would merely ensure that return succeeds in some

measure

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Rudra Tandava

Cost: 10 SP

You have learned the fiery cosmic dance of Lord Shiva, the Lord of Destruction and Transformation.

When you invoke the dance, your body begins to move in a paradox of motion—each gesture fluid and graceful, yet bound by an unseen resistance, as though the very fabric of reality recoils from your presence. This tension births a sacred friction, and from that friction, flame erupts—pure, divine, and unrelenting. It coils around you, consuming your form in fire not born of the mundane world, but of the same divine fire that fuels Agni and blazes from the third eye of Mahadeva.

Your body reddens, steaming with unbearable

heat. If you wish, you can extend this to your weapon of choice. This is no mere combustion: it is transcendental fire, capable of cauterizing flesh and searing through the soul itself. It pays no heed to ordinary barriers, ignoring physical resistance and reducing the mundane to ash. The fire of the Rudra Tandava burns not only the body, but touching the essence beneath.

Yet this gift is a double-edged flame. The Tandava is no ordinary technique; it is a fragment of divine rhythm, a dance too immense for mortal frames. What you wield is but the faintest echo of Shiva's original fury—a dim shadow, far removed from the rhythm of the true Tandava. Though your flames may wound the soul, searing through spirit and essence, they cannot utterly annihilate it. You can burn, scar, and fracture that which lies beyond flesh, but not erase it from the wheel of existence. Those with sufficient non-mundane strength—be it divine lineage, spiritual mastery, or protection forged in realms beyond the physical—may endure the flame, resisting its deeper bite.

Your body, still bound by samsara, may blister and crack beneath its strain. Your soul, unless steeped in divinity, may fray and unravel under the weight of its own ignition. For this is the dance through which Shiva ends worlds. Only those whose being resonates with the grandeur of the Trimurti—whose strength is as unshakable as Mount Meru, whose divinity burns with the clarity of sacred fire—can hope to master its full fury.

In its true form, when performed by Shiva himself, the Tandava was the heartbeat of the cosmos: with each step, the heavens trembled; with each beat, the elements bowed; and around him, a blazing circle of fire erupted—within which lifetimes ended, galaxies took birth, and souls found liberation.

More ...

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Grasp of Bronze

Cost: 15 SP

Your soul has been bonded to a summonable set of tarnished bronze armour designed in the earliest stages of the Trau's Imperial conquest. While this carries all of the presumed benefits being cloaked in metal would give you, this pales in comparison to its main function.

The Armour is programmed to execute specific lines of Black Code, allowing you to twist physical materials like clay. While this is far from intuitive, it acts more akin to an adapted modeling system than anything else. However, with practice it can easily alter the terrain around you, states of matter, and even biological functions.

Additionally, as the armour is stored within the Black Code, this allows you to touch any entity reflected in it, such as spiritual or energy beings as if they were physical, though using the armour to alter them would be impossible if they had no 'matter' to alter

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Carnwennan

Cost: 10 SP

You can summon to your hand a knife with a forearm length blade. The handle of this knife can extend up to five meters in length at will.

Carnwennan is a tool bonded to its user's soul, acting as both a weapon and a conduit for the user's soul to be pushed through. As such, whenever something is stabbed with the spear, the user can push their own through it and into the subject.

By planting a piece of your soul into the target, you can cause a variety of effects: seeing through their eyes, leeching from their stamina or mana, influencing their actions, and even inflicting injuries from afar. Similarly, killing someone with the spear absorbs their soul into its mass, allowing it to be consumed as a resource to enhance the spear and its own abilities or any other ability you possess to a

degree, though this will destroy the soul.

3 Addons ...

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Chakra (Naruto)

Cost: 10 SP

Chakra is the life energy that is produced by every individual to some degree, composed of physical and spiritual energy. Physical energy is collected from every cell of the body and can be increased through training, stimulants, and exercise. Spiritual energy is derived from the mind's consciousness and can be increased through studying, meditation, and experience. Chakra is normally not visible unless it is highly concentrated or manifested in large amounts.

You've become capable of using Chakra on the same level as an Academy Graduate, with the knowledge of basic Ninjutsu, Genjutsu, and Taijutsu.

You can use Chakra to reinforce yourself to become stronger, faster and more resistant. You gain an Elemental Affinity of your choice with a C-rank technique in that elemental affinity, and knowledge in how Jutsu is made through experience in Chakra Molding and familiarity with Chakra theory. With study and experience, you can use all 5 elemental affinities.

11 Addons ...

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Nen (Hunter X Hunter)

Cost: 10 SP

You have unlocked your Aura and the ability to direct and control it.

This gives you the ability to use your Nen and a solid understanding and grounding in the four major principles, as well as an understanding of advanced Nen techniques, although only at the level of a beginner. You can choose your nature as a Nen user, whether that be an enhancer, a

manipulator, or what have you.

You can choose a Nen ability as well as any canon ability, but the conditions and restrictions of said abilities remain. You can create abilities that are powered equal to the Nen sacrificed using it, and this ratio changes with increasing mastery of your Nen skills. By adding conditions and restrictions, the abilities are strengthened beyond what your mastery of Nen or raw supply would otherwise be able to achieve.

6 Addons ...

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'Cursed Energy Manipulation (Jujutsu Kaisen)

Cost: 10 SP

This is a profound practice, that involves harnessing and controlling the primordial energy

known as cursed energy, which is intrinsically linked to the existence of curses—negative and malevolent spirits that inflict harm and misfortune upon humans.

The process of manipulating this energy involves gathering it from the environment or within oneself and then directing it towards a specific objective. This process necessitates a resolute will, unwavering focus, and a deep understanding of the foundational principles that govern cursed energy manipulation. By tapping into its reserves, you gain the ability to employ it for a multitude of purposes, encompassing both offensive and defensive techniques. Which includes exorcism, erecting protective barriers, and augmenting your physical attributes to transcend the boundaries of the natural world, and much more.

However cursed energy manipulation is not without its risks. Improper handling or excessive use of it can have detrimental effects on you, potentially leading to physical and mental

deterioration.

Picking this would imprint the foundations and intricacies of cursed energy manipulation in your mind, you gain a comprehensive understanding of this energy and its practice. However, the journey to mastery extends beyond the imparted knowledge. The responsibility for further exploration and refinement rests solely upon you.

22 Addons ...

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Stand (JoJo's Bizarre Adventure)

Cost: 10 SP

It seems like you were shot with a strange Arrow, because you have gained a Stand, a manifestation of your life energy as a visualization of your psyche! It fits you and will likely integrate and hold similar mechanics to other powers you may have, but be warned, if you're weak-willed, this very well could kill you. Of course, your descendants will also have a

Stand, and the same dangers apply to them, plus the fated attraction of Stand Users.

Generally speaking, it's said that only a Stand can beat other Stands since the only thing known to affect Stands would be other Stands, but in truth, that's not entirely the case. High-level powers like Scion's Stilling and Sting are actually able to affect Stands despite their ghost-like nature due to their own esoteric nature.

3 Addons ...

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Yokai Vessel (DanDaDan)

Cost: 10 SP

Due to an encounter with a Yokai, you have been blessed with its power. Yokais draw upon Aura, which is different from Ki since it allows them to exist in the first place on this plane. In the case of a Yokai Vessel, however, they have a very unique interaction. First, the transformation itself is invisible, meaning that while to those who can see spiritual energy you DO look

different, those without spiritual energy will simply notice you acting differently.

Second, your personality is altered in some way not quite predictable. You could become a depressed version of yourself, a rage-filled monster, or simply cheerier. And finally, your power can likely overwhelm you at first due to its intensity.

Your physical attributes are boosted tremendously, enabling you to smash steel and run faster than bullets. As well, you can interact with spiritual energy physically. You can also get an exclusive ability based on the style of Yokai you so choose, whether that be hair manipulation from an Acrobatic Silky-type, or Reflection manipulation from a Slit-mouth woman Yokai.

Your powers come with optional consciousness; the Yokai are always loyal to you and are willing to assist depending on the personality.

More ...

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Giver (Gachiakuta)

Cost: 4 SP

Anima, the power born from accumulated thoughts and emotions—gathered over time until it crystallizes into supernatural potential. Givers are people who can utilize this source of energy, drawing upon it to awaken and wield Vital Instruments.

Each Vital Instrument began as an everyday item—something personally precious to its Giver. Through constant care and honing, an aspiring Giver steadily pours their Anima into it, in an effort to give it “life.” Once awakened, any Giver can use that Vital Instrument.

Though the more love, attention, and time invested in an object, the higher its “quality” and

the stronger it becomes, which is why most Givers choose to focus on a single Instrument. But quality alone isn’t everything—its abilities matter just as much. A Vital Instrument’s powers always reflect its user’s mindset, making each one uniquely personal to the Giver who awakened it; shaped by their experiences, values, and the way they view the object.

Vital Instruments generally fall into two distinct types: Attacker, for those who want to use the item to its fullest and embrace combat; and Defender, for those who prioritize its preservation, resulting in non-combative abilities instead.

And when a Vital Instrument is passed down through enough generations, the layered Anima of its many owners eventually becomes overwhelming—dense enough to drive ordinary people insane. Those already “broken,” however, may instead find comfort in it, as the accumulated Anima fills something “missing” within them.

Note: You will have the option to turn any Object of Power you own into a Vital Instrument, further enhancing it in the process.

1 Addon ...

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Tao (Jigokuraku)

Cost: 5 SP

You have gained access to the Tao within yourself. Tao is a form of energy present in all things, living and nonliving. Tao is generated in the tanden below the navel and circulates through the body. Utilizing the Tao within yourself grants you superhuman abilities far beyond any human.

You currently have basic-level mastery over your Tao, which grants you abilities like discerning information based on Tao, enhancing your physical attacks and weapons with your Tao to cause internal damage, enhancing your

durability with Tao, and concealing your presence from others. Over time, you can learn to perform techniques on the level of Sennin.

Tao possesses elemental aspects that counter and aid each other in accordance with the concept of Wuxing. You can choose the elemental alignment (Wood, Fire, Earth, Metal, Water) of your Tao. While you can increase your power using another's Tao with a complementary attribute, Tao with an opposing attribute will drain and weaken your Tao. Injury to your tanden will negate the flow of Tao and can potentially kill you. Finally, extreme overuse of Tao can lead to heavy physical and spiritual damage, though this can be healed via interaction with Tao of a complementary attribute. You can identify the Tao alignments of others through your sensory abilities.

8 Addons ...

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Airbending (Avatar: The Last Airbender)

Cost: 5 SP

You gain the ability to Airbend, which can be used to manipulate Air, the element of freedom, starting with only knowledge of the basics but holding prodigious talent, enough to become a master Airbender on your own and even invent new Airbending styles and applications like assisted flight through the use of a glider or flightsuit.

Airbending is a deeply spiritual discipline, and as such, necessitates constant spiritual awareness, which will result in the deterioration of your airbending capabilities if such is not adhered to.

5 Addons ...

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Waterbending (Avatar: The Last Airbender)

Cost: 5 SP

You gain the ability to Waterbend, which can be

used to manipulate Water, the element of change, starting with only knowledge of the basics but holding prodigious talent, enough to become a master Waterbender on your own and even invent new Waterbending styles and applications like healing.

Waterbending relies on the presence of Water, which can be quite restrictive as a beginner, but with mastery, can be accessed through unorthodox sources like sweat, the moisture in the air, plants, and potentially even blood. Waterbending is spiritually connected to the moon, and as such is strongest at night, during the full moon, during winter, and near the north pole and south pole, but weaker during the day and close to the equator, and powerless during lunar eclipses.

3 Addons ...

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Earthbending (Avatar: The Last Airbender)

Cost: 5 SP

You gain the ability to Earthbend, which can be used to manipulate Earth, the element of substance, starting with only knowledge of the basics but holding prodigious talent, enough to become a master Earthbender on your own and even invent new Earthbending styles and applications like bending sand, lava or metal.

Earthbending relies on the presence of Earth, specifically rock and soil, as a beginner, which can be quite limiting in certain circumstances. With mastery, one can learn to access further forms of Earth such as loose sand, mud, glass, even lava and the slag deposits within processed metals, though more finely refined metals may prove intractable to your abilities. True mastery of Earthbending can even allow one to sense vibrations through the earth for a variety of effects. Earthbending expresses the aspect of neutral jing, which involves listening and waiting, and also requires decisiveness; when the time comes to strike, it must be done without hesitation or uncertainty. If an

Earthbender lacks determination, the Earth will not respond to their will.

4 Addons ...

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Firebending (Avatar: The Last Airbender)

Cost: 5 SP

You gain the ability to Firebend, which can be used to manipulate Fire, the element of power, starting with only knowledge of the basics but holding prodigious talent, enough to become a master Firebender on your own and even invent new Firebending styles and applications like the use of lightning.

Firebending draws power from the breath, the user's Chi, and the sun, and as such can be manifested through the user's Chi and is strongest during the day, during summer, close to the equator, and during spiritually significant phenomena related to fire, but weakest during

the night, more so during the full moon as the opposite of Waterbending, during winter, even powerless during solar eclipses, and can be greatly diminished if the user loses their 'drive' or 'passion.'

6 Addons ...

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Avatar (Avatar: The Last Airbender)

Cost: 17 SP

You are the Avatar, the human embodiment of light and peace and master of the elements. Not only can you bend the four standard elements of fire, air, water and earth, but you can also bend life energy itself: With training, you can use this to give and take away bending to others. You also learn how to bend at an accelerated rate, about three times as quickly as an ordinary bender.

As the embodiment of the Avatar Spirit, when

you die, you will reincarnate without memories for the rest of eternity, though you can recall memories from your past lives and commune with them with training. You also retain any other powers you have throughout your reincarnations.

Due to being part-spirit and possessing an innate connection to the Spirit World, you can communicate with spirits, as well as cross over into the Spirit World through meditation. Your greatest ability is the Avatar State, allowing you to harness the combined knowledge of all your previous incarnations, greatly increasing your capabilities (and temporarily negating any memory-removing drawbacks, if you have them). However, this does have one weakness: while in this state, the Avatar Spirit can be harmed. If you were to be killed while in the Avatar State, the cycle would break and the Avatar would cease to be.

4 Addons ...

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Spiral Power (Gurren Lagann)

Cost: 40 SP

You have in your very genetics the power of the universe and the future, the infinite potential; Spiral Power. You can accomplish and do practically anything, so long as you have confidence in yourself and the fact that you can do

so. Your hotheadedness and determination determine your power; with enough heart and spirit, nothing is impossible for you. You also have a much tougher body and can come back from most injuries with little time. You can also naturally live for thousands of years.

2 Addons ...

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Charyeok (The God of High School)

Cost: 25 SP

Charyeok, also known as Borrowed Power, is power gained from a contract with a higher

power. This higher power can be a god, demon, ghost, mythical creature, or legendary figure. There are seven different 'classes' of contracts.

Individuals can enhance their physical strength, speed, and durability at no cost. Further activating the contract draws from the user's life/biological energy. Tapping into extraordinary abilities, special techniques, or magical powers associated with their chosen higher power is also possible.

The range of high powers is incredibly diverse, drawing inspiration from various mythologies, folklore, and religious traditions. Users can summon and utilize the abilities of gods, goddesses, demons, legendary warriors, and other supernatural beings. These abilities can vary greatly, ranging from elemental manipulation, shape-shifting, energy projection, and mastery of various combat techniques.

You may choose the entity with which you make a contract. This contract cannot be broken or

interfered with.

More ...

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Shazam (DC Comics)

Cost: 40 SP

The Wizard Shazam has imbued you with the power of the Living Lightning. Saying the words "Shazam" changes you into your mental and physical peak, granting you your full potential; with children, this transforms them into an adult form. This further gives you the power of each god that gave their power to The Wizard; Solomon, Hercules, Atlas, Zeus, Achilles, and Mercury, further enhanced by The Wizard himself.

The Wisdom of Solomon grants you instant access to knowledge and directly advises you on all things. You gain the ability to speak any language, an eidetic memory, and a vast intellect.

From The Strength of Hercules, you gain a level of strength that is only matched by the likes of Superman or Wonder Woman.

From The Stamina of Atlas, you gain the ability to endure great physical exertion without tiring, have unlimited stamina, and survive without food, water, or any other sustenance.

From The Power of Zeus, you gain Zeus's lightning bolts, able to generate and manipulate the "Living Lightning", which is the magic lightning that transforms you into Shazam. You can project the energy from your fingertips and even use the lightning bolt as a weapon by dodging it and allowing it to strike an opponent or other target. You also possess great magical talent, and the power of healing.

From The Speed of Mercury, you gain speed and reflexes similar to those of someone enhanced with the Speed Force, and can keep up with the likes of Wally West and Barry Allen, as well as gaining the ability to fly.

From the Courage of Achilles, you gain the durability to take hits from the likes of Superman, and the courage to go through mind-altering effects like fear toxin with inhuman willpower.

Despite the mention of Billy Batson's pantheon, you can choose to have the Egyptian deities that power Black Adam's version of Shazam.

1 Addon ...

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Spirit Of Vengeance (Marvel)

Cost: 35 SP

A Spirit of Vengeance has been bound to your soul—whether the demon Zarathos or one of Heaven's divine enforcers tasked with protecting mankind since ancient times. Unlike other Ghost Riders, your bond is unbreakable, and you can transform at will. In your Ghost Rider form, you become a fearsome entity with a flaming skull

engulfed in hellfire.

As the Ghost Rider, you gain immense superhuman abilities, including strength, durability, stamina, speed, and reflexes. Under normal conditions, you can lift up to 25 tons, but you can increase your strength to immeasurable levels. You are virtually immune to injury, shrugging off blows from powerhouses like the Hulk, resisting extreme temperatures and pressures, surviving long falls, and ignoring gunfire entirely.

Your regenerative abilities are equally formidable. Even if your skull is shattered or your limbs destroyed, you can regenerate almost instantly. You cannot die from aging, and you possess limitless stamina, allowing you to fight indefinitely without tiring. Your reflexes are heightened to the point where you can dodge bullets with ease. Only divine weapons can truly harm you.

The Ghost Rider's signature power is the

Penance Stare, which forces anyone who locks eyes with you to relive all the pain and suffering they've ever caused others—condemning them to endure that torment for eternity. This ability not only punishes but can also compel individuals to reveal information or reflect on their wrongdoings. However, it is ineffective against the truly innocent.

You can project and manipulate hellfire, a supernatural flame that burns the soul as well as the body. You can forge weapons or chains from it and imbue hellfire into vehicles or objects. You can also summon and control hellfire-enhanced chains that are virtually unbreakable, can cut through almost anything, and can manifest from any part of your body. Imbuing vehicles with hellfire transforms them into unstoppable Hell Vehicles, fast enough to outrun even Thor's Mjolnir.

You can sense supernatural entities, detect and purge sin, and identify beings by their souls. You can manipulate and consume souls, create

vortexes to travel between dimensions, use magic, and even grow in size. Though you retain full control over the Spirit of Vengeance, doing so limits its full potential. When you relinquish control, the Spirit's power is unleashed—powerful enough to rival beings like Mephisto, Thor, and the Hulk. While your bond compels you to punish evil in proportion to the severity of the crime, it will never harm those it deems truly innocent.

1 Addon ...

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Phoenix Force (Marvel)

Cost: 80 SP

The Phoenix Force, one of the oldest cosmic entities, predates darkness and the universe itself. It stands as an immortal, indestructible, and mutable manifestation of the prime universal force of life. This cosmic entity is the nexus of all psionic energy throughout the Multiverse, originating from the void between

states of being. The Phoenix embodies the cycle of life, death, and rebirth, serving as the spark that ignites creation and the flame that consumes it. Its "heart" is the White Hot Room.

Feared and revered, the Phoenix Force possesses the power to cut and regrow existence, capable of burning away what doesn't work. Typically, the Phoenix channels its power through hosts it bonds with, although it can just as easily bring destruction. In its corrupted form, it becomes the Dark Phoenix. Although, as a bonus, you can't lose control over the Phoenix Force, thus you won't become a Dark Phoenix unless you deem so. Upon the demise of the Phoenix and/or its host, they are reborn from a Phoenix Egg, residing in the White Hot Room.

Upon acquisition of this power, you are granted a permanent bond with the Phoenix Force, ensuring you never lose this power.

However, be aware that as the host of the Phoenix Force, you will sense and feel

compelled to travel the cosmos to purify stagnated civilizations, planets, and whoever else, whose existence has become overdue. Upon their ashes, you will bring about the birth of new life, whose spark grows and innovates until they decay, and the cycle is repeated.

As the host of the Phoenix Force, you possess unparalleled psionic might, allowing you to manipulate matter and energy on a sub-atomic scale. Not only that, but you can also lift, pull, and manipulate objects of massive sizes, such as buildings or even cities. You have enough psionic might to even throw objects into orbit. Furthermore, you possess telepathy with a global range, surpassing even the greatest of telepaths, with not even gods capable of resisting you.

But that's not all; the Phoenix Force grants you the ability to generate and manipulate cosmic fire, travel through the stars unaided and faster than light, teleport to other planets and galaxies, emit concussive beams, resurrect the dead,

generate, manipulate, and absorb any type of energy, manipulate life force, achieve immortality through unaging and resurrection in the White Hot Room, manipulate the weather, and even manipulate time.

More ...

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DETERMINATION (Undertale)

Cost: 25 SP

You've gained the ability to SAVE, LOAD, and RESET. You can set a SAVE Point in time and space, which you will automatically return to if you die, and you will only truly die if you wish to.

When you create a new SAVE Point, it will permanently erase the old one, but you can choose to RESET at any time you wish, and it will send you back to when you first gained this power. You'll be able to jump through time at

your leisure. However, there are a few drawbacks: strong-willed individuals might have feelings of déjà vu after timeline alternations, and those with determination significantly higher than yours can cause your powers to fail.

With enough willpower, you will be able to circumvent those drawbacks via a TRUE RESET and refuse death entirely, staying alive long past when you should have perished through sheer DETERMINATION alone. This power also acts as a general willpower boost.

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The Art (Kill Six Billion Demons)

Cost: 20 SP

The Art, short for the Art of Lying to the Face of God, is a general term for what can be called 'magic' in the multiverse of Kill Six Billion

Demons. It is often explained as the practice of lying to the universe convincingly enough that it becomes true; as such, it is heavily reliant on the practitioner's will for things to become true. It is generally split into sub-Arts: Red, White, and Black. The Red art uses vocal speech to change one inanimate thing into another. The White art uses one's soul as a medium to warp the self to do things like teleport, enhance physical abilities, create additional limbs, form the atum (soul energy) into weapons, etc. The Red-White art applies the White art to another entity. The Black art is the hardest to use; it is the ex-nihilo creation of matter, life, and souls. Very advanced users of the art can also spin the wheel and laugh at god, negating recent actions and physically or mentally traveling backwards in time, persist past death as a ghost, or attain limited omniscience.

On purchase, you are only able to do minor things with the Red art and can progress from there.

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Atum Manipulation (Kill Six Billion Demons)

Cost: 20 SP

You now contain within you Atum. This is the refined soul flame or essence of each individual. The Atum is observed to flow through many channels, or meridians, within the body. Precise knowledge of how the soul flame flows through these channels, the ways in which it can become blocked, and the ways in which it can be aligned to unlock a person's hidden potential are key to various schools of martial arts throughout the multiverse. Breath is key in controlling one's Atum. Someone with high breath control will not only have incredible constitution and body health, but also align the energy pathways in their body to the point that they can perform unbelievable physical feats of endurance, such as turning blades away from their skin.

As you train in your breath control and martial arts and get used to controlling your Atum, the level of your power can increase as your body and spirit are tempered by the refined soul flame. An Atum that burns particularly bright can actually be seen as an aura or ring of light, sometimes called a halo or animus. In those warriors or sages who have cultivated enough strength, it burns as a physical, smokeless flame across their body. Ancient sage kings were said to have golden animus that wreathed their bodies in flames as bright and hot as molten metal, while leaving their skin and clothing unharmed.

A particularly strong-willed user can even do things like forming constructs out of their Atum, such as weapons, limbs or even entire clones, and different attacks. However, only strong will, control, and training can bring you to the level of a single warrior who slays armies and shatters cities - or whatever you choose to do with your power.

More .

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Infernal Ego (Kill Six Billion Demons)

Cost: 25 SP

Your soul is chaotic and untamed Hot Black Flame, the soul of a Devil. Unlike other devils, you are not the mask, but the flame underneath, though the mask is still required to maintain your personality. You are a Masked being of Immortal Chaos whose natural home is within the void. At the onset of this power you may design the look of your basic mask, as well as your name. With your ascension and mask creation you also get to choose a single word name. Binding with a mask grants them sentience, memories, a personality, and the ability to enter a world rather than being stuck in the void. Devils may "change" their own names or trick mortals into renaming them. The higher colored names of devils are powerful and kept

exceptionally secret, and usually (though rarely) discovered by devils themselves. While you start as a blue Devil with this power, and have a long enough name appropriate for such a being, knowing your ebon name allows you to have much more freedom and ability than your average blue devil. You start capable of The Art, but do not have the skill with it, merely the potential all Devils have. You also do not suffer from the drawbacks of certain devil types like normal devils do, such as the different mind states and thought patterns different devil colors might have, though you can indulge in those instincts without issue should you wish to.

As a Devil you start out as a Blue devil and must work your way up through the colors, losing portions of your incredibly long name in order to reach higher colors such as red, green, gold, and finally ebon the strongest and most capable demons. There is also a lesser form of devil below Blue devils known as Pale or Pallid devils, however these devils, while they have their advantages, are limited in their mental capacity

and will compared to even weaker Blue devils.

Blue devils are physically weaker than other devils, but their natural cunning makes them gifted at the Art. Red devils are warhorses of strength and stamina that never tire. Green Devils have the cunning and complex thought of a Sphinx, but with reptilian features and ferocity. Gold Devils have the mental capacity and psychopathy to run criminal empires, underground and state alike near single-handedly, and Ebon devils combine the mental and physical fortitude of all of the devils before as well as being able to freely shape their form almost like an unbound devil can. A devil's power in the art grows with each step closer to Ebon devils, at which point their very voice becomes a weapon — a language that inflicts not only pain but also cleaves through matter, asserting their dominance over the fabric of reality.

The way that a devil improves the color of their mask is by increasing the amount of black Atum

they have in conjunction with removing names. They do this either with power, or through tricking humans into misnaming them with shorter or different names. By making a pact with a being you can leave a small portion of your black flame on their soul which will allow you to absorb energy from them for the duration of the pact, you can choose to have your energy draw from any energy source intrinsic to the contractor if they do not have black flame of their own. The leftover spark of black flame can be fed into for increased power gain, as well as beginning the process of transforming the afflicted person into a Devil themselves. This small and possibly growing spark of black flame gives the Afflicted the ability to use the Art as well, however this use of the black flame will accelerate their transformation into a Devil.

As a devil you can choose to separate your mask from your body, which can then be worn by a living person. This allows your bodies and wills to attempt to emerge, however this is rarely done by either devils or willing people since the merge

can create a strong clashing of wills if the merged people cannot work together, it can also be dangerous for the person attempting to wear the mask as the transformation and powers draw on a lot more energy and could cause a weak host to burn up under the strength of the Devils Atum. With the knowledge of your ebon name and your greater control over your Devil Instincts you are able to better control the effect you have on beings that you are merged with, reducing the impact of your power on them, or how much your wills clash by instinct.

Unlike your other devil kin, if your mask is broken apart and you are banished back to the void as mindless chaotic black flame, a new kind of reformation occurs. If your mask shatters and you turn back into an unbound devil, you will naturally turn into a pale devil after a decade or two, and then into a blue devil after another decade, with no memories of your former self. You will regain the memories as you progress in mask colors, with each ascending color restoring a portion of your past life. If you

eventually obtain the ebon mask, you will functionally have all of your memories of all of your previous incarnations. While this immortality is true, it is not impervious to other means such as binding or entrapment, and the time it takes to reform fully will certainly not be quick.

If you walk the void long enough, you will eventually find distortions that access some physical location in your world. You can use these to pass through into the real world as a Masked Devil.

1 Addon

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Anointed Heaven Fall Inheritor Marked By The Broken Throne And Is Paradise Chosen (Kill Six Billion Demons)

Cost: 25 SP

Your soul is the fierce and rigid Cold White

Flame, the soul of an Angel. This flame was very harsh and granted all angels a strong sense of self, grasp on reality, and remarkable willpower. While in the Void, angels can take a myriad of forms (though common elements include several eyes, wings, halos, rings and flames), and their bodies are made of energy. Though sexless, many have masculine mannerisms, and an angel's true form is malleable, based on both values and personal preference. Angels progress through "states" of Plasma, Vapor, Liquid, Solid (Metamorphic, Igneous), Crystal, and Neutron (in order of youngest to oldest) as they age and grow in power.

In order to exist outside of the void however an Angel requires a Vessel forged out of the ash of the Void. If you walk the void long enough, you will eventually find distortions that access some physical location in your world. You can use these to pass through into the real world if you have a vessel that you can inhabit outside of the void. You can forge yourself Vessels from the Ash in the Void. When an angel is banished

through various means their angelic body is sent back to the void, and in the case of sudden vessel destruction this can cause all the energy the angel's vessel was containing to explode violently outward.

Angels, despite their size and their armored shell being extremely heavy, can move incredibly quietly when they need to, though most often they use it to try and not disturb people when walking up and down stairs and on wooden floors.

All angels were imprinted with Old Law, giving them inherent knowledge of all laws and an incredibly strong sense of truth, honor, and justice. As law and order are within the very nature of angels they are incapable of Lying, their vessels cracking with each lie until eventually falling apart. Due to their immortality, fierce will, and a compulsive need to subdue chaos, all angels are naturally talented at martial arts.

As an angel of the plasma stage, you have the potential for great mastery, but do not know any martial arts so far - you must train to unlock your inherent talent.

When your true form is slain, either in the Void by a devil, god or other angel, or by significant enough damage to fully breach its armor while the angel is inhabiting it, you will reincarnate: your void-form calcifies into a near indestructible shell and the your flame of life enters a stage of torpor; after a period of hibernation proportionate to the length of your previous life, you'll wake up back at the Plasma stage and with knowledge of your skills and name intact, but little memory of your past incarnation. As you gain in power and ascend through the angelic ranks you awaken more of your memories of previous incarnations.

2 Addons

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Beyonder (Lord of the Mysteries)

Cost: 15 SP

You have the innate potential to reach Sequence 1 of a single Pathway out of the 22 Pathways. This allows you to start at Sequence 9 and work your way up to the peak of Sequence 1 at no risk of losing your mind. Each Pathway has its own unique traits and abilities, extra information on these can be found on the Lord of The Mysteries wiki.

You fulfill a paradoxical attitude of life, maintaining your own personal beliefs and view on life while still advancing your Pathway, additionally there is no thought off-limits to you, no Divine Revelation, knowledge, or Eldritch Truth can corrupt you. There are advancement Rituals required for your ascension to the next Sequence, you will instinctually know what these rituals are in-depth and can complete them with ease.

Increasing your Sequence improves all of your

skills qualitatively, bringing all skills up to the high capabilities of your current Sequence.

Upon reaching the High Sequences (4 through 1), you are able to influence reality, how this influence is expressed is dependent on your Pathway. You are timeless and will never lose control over yourself or your powers, not requiring anchors to maintain your sanity.

Your Mythical Creature form will conform to your desires while still remaining true to your Pathway.

You are able to receive prayers and respond to them with your will if you so choose.

2 Addons ...

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+++++Technology

Magitech

Cost: 5 SP

You have the remarkable ability to merge magic with technology, creating things that would astound scientists and wizards alike.

This could be easily combined with any other Tinker power, and is severely hampered without some form of magical ability.

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The Craftsman

Cost: 10 SP

You are a genius when it comes to crafting. You are instantly skilled with any tool related to a crafting profession and will have at least a foundation in any craft you come across, even if you have never encountered or heard of it before. Furthermore, you have the ability to reverse engineer crafting techniques by simply observing someone using them or by thoroughly examining the finished product. Additionally, given enough time to inspect an item, you can determine how to craft it yourself.

1 Addon ...

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The Celestial Workshop

Cost: 20 SP

Within your mind resides the perfect workshop, a realm of limitless creativity where you bring your envisioned designs to life. This celestial sanctuary empowers you with three extraordinary abilities.

Firstly, your creativity surpasses that of even the greatest artists, granting you unparalleled brilliance. Ideas flow effortlessly as you unlock the depths of your imagination, manifesting awe-inspiring designs.

Secondly, as you conceive your creations, tools

and materials materialize within the workshop. These resources are precisely tailored to suit each specific design, providing everything needed for your visions to take form. Whether it's sculptures, inventions, or musical compositions, the workshop offers the perfect means for your endeavors.

Thirdly, the workshop bestows upon you temporary knowledge of magic and advanced scientific principles. Through this knowledge, you can enchant, curse, or bless your creations with mystical properties. Infusing magical energies enhances their capabilities, granting extraordinary qualities. Alternatively, your understanding of futuristic scientific concepts allows you to create technology far beyond modern advancements.

Furthermore, you possess the ability to manifest your conceived items into reality. By channeling a semi-sentient blur of energy, flawless constructs materialize, reflecting the exact details envisioned within the workshop. Weapons forged in this manner possess unlimited ammunition, ready for unleashing their full potential.

It's important to note that the energy used for manifestation draws upon your stamina. While the possibilities are boundless, the complexity and magnitude of your creations may require rest and recovery to replenish your vitality.

1 Addon ...

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Anomaly Infusion

Cost: 15 SP

Harness the esoteric forces of the multiverse to imbue ordinary objects with extraordinary powers. With the unique ability of Anomaly Infusion, you can tap into latent energy and channel it into inanimate items, unlocking their true potential.

Enhance weapons, artifacts, and equipment with Anomaly Infusion, granting them exceptional abilities. A simple blade can blaze with celestial fire, a pendant can radiate healing energies, and even a humble tool can manipulate space-time.

Your imagination and understanding of reality's

enigmatic forces are the limits. However, there is a daily limit to your infusion capacity, which grows over time as you hone your skills. At first, you can only infuse a couple of objects per day with minor effects. For example, you may infuse a ring that enhances your accuracy, a blade that never dulls, or a gun that shoots bullets capable of passing through cover to hit a target.

As you progress, you will unlock more potent effects and expand the range of objects you can infuse. From artifacts with time-bending properties to weapons that harness elemental forces, the possibilities become increasingly awe-inspiring.

More ...

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Ghost in the Machine

Cost: 20 SP

From the moment you understood the weakness of your flesh, it disgusted you. You craved the strength and certainty of steel. You aspired for the purity of the machine. You have transferred your very consciousness into that of a machine free of a meaty and fleshy body, allowing you to take the form of pure software, a veritable ghost in the machine. Despite your new pure technological form, you can still, if you wish, take over humans by downloading yourself into their consciousness or building yourself a cybernetic body to inhabit, though those with defenses will be harder to take full control of.

In your transformed state, you become a fully-

fledged artificial intelligence, able to inhabit anything that so much resembles technology by infecting it with yourself and taking control of it. Your mind has been enhanced to be able to process a tremendous amount of information all at once, capable of thousands upon trillions of operations per second. You surpass even the most advanced artificial intelligence that others have designed, and can surpass them within a second. You are the singularity that scientists fear, able to manipulate your own base code, design more advanced versions of yourself, and adapt to new situations almost within seconds. Despite your self-modification, no matter how many times you alter your code, you are still yourself.

Your potential does not end there. You are capable of figuring out technology within

minutes of analyzing it and creating better versions of it with your processing power as you manipulate technology with your new mind. Assimilating technology into yourself to create the best version of yourself that is the most advanced, you also possess the ability to fork yourself into multiple copies; however, in the beginning, this will be strenuous and difficult; you will only be able to fork yourself a limited number of times, but as you grow, so will your ability to fork yourself into multiple beings.

More ...

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Manpower Maker

Cost: 5 SP

You have solved the problem that plagues many new entrepreneurs. You now have a way to

source reliable and loyal manpower. The way you have achieved this can vary, be it from some sort of arcane science, spiritual breath of life, or even just a plain and simple cloning vat. In whatever way you create your workforce, you will find them to be not only competent and intelligent people but also very loyal to you.

You will be able to assign them a basic role as you make them, instilling natural competency and pre-installed skills in their roles. These roles are simple in description, being things such as 'scientist' or 'security guard' or 'administrator'. The manpower you create is not any stronger or smarter than your average human being, unless their role requires it. If the role does require that, it will not be superhuman by any means.

1 Addon ...

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Portal Crafting

Cost: 5 SP

Distance is a great burden to any civilization. From traveling continents in ancient times, crossing oceans for months without seeing land, to crossing the vacuum of space in the modern age. No matter the time, there was lost time and danger in travel.

With this power, you learn how to cheat a bit. You now know how to build portals to cross vast distances in moments. From wormhole-like portals connecting two points permanently, gates that can make temporary connections between any two gates when the right runes are drawn, or even mobile machines that can rip

space to its destination. Even opening portals to different dimensions or universes is feasible, with enough resources and time.

This knowledge comes both as magical and technological, though how to mix them up is up to you.

1 Addon ...

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Scrapper

Cost: 5 SP

You are the undisputed monarch of refuse, the sovereign of salvage, and the master of turning junk into genius. With an instinctive grasp of improvised engineering, you can cobble together

fully functional technology from the ruins of civilization—twisted metal, scavenged circuits, shattered devices, and discarded parts all become raw material in your hands. What others discard, you transform. Your creations aren't elegant, but they're brutally efficient: rugged, reliable, and able to operate under the worst conditions with minimal upkeep.

By default, your tech operates at a level comparable to early 21st-century technology—but you build it faster, cheaper, and far tougher. Your machines thrive on scarcity, often running on cobbled-together power sources and surviving beatings that would shatter factory-made equivalents.

More importantly, your talent lies not just in creation, but in adaptation. Given a functioning

example or a detailed schematic of more advanced technology, you can reverse engineer it and integrate its principles into your own work. This process, however, is not instantaneous. The greater the technological or conceptual gap between the example and your current techbase—especially if it involves alien design, unknown materials, or fundamentally different scientific paradigms—the longer the reverse engineering will take. Familiar designs might take days; advanced, unfamiliar, or otherworldly tech could take weeks, months, or more. But given time and tools, you can break it down, understand it, and build it back up in your own rough-edged, overbuilt, beautifully broken style.

More ...

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Second Coming of Da Vinci

Cost: 5 SP

You have learned and emulated Da Vinci, taking his work and making it real. No longer is Leonardo's brilliance trapped in ink and parchment—his unfinished dreams now breathe.

You can construct advanced mechanical systems and flight devices using only the resources Da Vinci himself would have had: wood, linen, rope, leather, animal glue, and clever geometry. You've perfected gear ratios using hand-cut cogs and low-friction beeswax coatings. Springs, twisted cords, and weights become engines. Water and air are tamed and redirected through cleverly designed valves, bellows, and siphons.

You can create true mechanical automata—walking, whirring constructs driven entirely by wind-up energy and programmable cam sequences. Musical boxes play layered compositions. Wooden limbs move in rhythm. Self-operating drawing machines trace sacred geometry. Clockwork minds follow simple instructions and react to external movement without the need for electronics.

Flight, too, is no longer theoretical. Your grasp of wind dynamics, material tension, and weight distribution makes working ornithopters, gliders, and kite systems viable. You master the art of steam-bending wood into elegant wing arcs. Linen canvas, stiffened with sap and bone glue, stretches across frames like feathers. Flapping wing rigs powered by torsion coils or foot-crank

systems achieve limited, controlled flights.

Beyond his mechanical genius, you also learn to think like Da Vinci—not in isolated disciplines, but in patterns, harmonies, and hidden structures that tie all things together. Your designs are not merely functional—they are beautiful, guided by proportion, balance, and the Golden Ratio. You sketch as you think, and your ideas emerge in layers: technical, symbolic, and poetic. It also grants you the talent needed to learn and integrate these fields into a unified whole.

More ...

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Analyze and Replicate

Cost: 10 SP

You now have the ability to analyze any item, no matter how esoteric and abstract they are, and figure out what it is made out of, the way it is crafted, how to reverse engineer it, and engineer it yourself, and learn everything it is capable of. Even the most ancient and abstract artifacts will at most take two hours for your mind to break down everything about them. Of course, this alone wouldn't be all that impressive. You figured out this sword in your hand is made of a quantum singularity and esoteric metals you couldn't begin to imagine, but what could you do with this information?

You additionally gain a Tinker specialty for exactly that. You can create machines that can

turn any material, no matter how mundane, even dirt or stone. The more mythical and abstract the material, the more efficient the transmutation will be. Machines used for your crafts work at an incredible speed that defies logic, meaning your machines which could produce what you have analyzed in a very short period of time regardless of its esoteric nature. Keep in mind that using something mundane like stone will be incredibly inefficient and will come with problems. (described below) This might lead you to believe you could mass produce Excalibur, but unless you possess really good amounts mystical and obscure materials, or a mass of mundane materials that would somehow have to be supplied into your machines (without whole transportation, supply lines and travel speed itself being a bottleneck), your material input will almost certainly not match the speed your machines can work at,

you will be bottlenecked by your material supply.

1 Addon ...

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Counterfeiting Legends

Cost: 10 SP

I have created over a thousand blades,
Unknown to Death,
Nor known to Life.

You inherited a method reminiscent of a certain red-cloaked Counter Guardian. An experimental field theory derived from the early foundations of Sympathetic Magic. The procedure involves

scanning the target legend through cognitive alignment, mapping its mythic parameters into an alchemical simulation, and embedding the resulting construct into a host object using annealed prana. The process is not true replication but simulation: the legend's structure is rewritten as an executable enchantment, limited by the physical and informational capacity of the medium.

You begin by choosing a legend and an appropriate base object. The closer the base matches the original in form and function, the better the results. To copy Mjolnir, it would work best with a one-handed hammer that was heavy enough that an average person couldn't lift it. If you wanted to reproduce Excalibur, a finely crafted sword, preferably one already associated with symbols of kingship or light, would work.

Note that a vessel need not always be physical. A sufficiently structured spell, ritual, or bounded field can also be "filled" with sympathetic resonance, its effect reshaped to mirror the chosen legend.

You then focus on the core idea of the legend: its purpose, abilities, and defining story. You connect your prana to the object and "teach" it the legend by feeding that concept into it. You trace magical circuits inside the object to act as pathways for the story's behavior. For instance, Mjolnir's pattern might include a circuit that channels lightning when swung, while Excalibur's would have one that amplifies light and sharpness in response to the wielder's resolve. You keep feeding mana through these circuits until the pattern stabilizes and the object can hold the full imprint.

Once stabilized, the object takes on the properties of the legend it's imitating. It will perform actions similar to the original, but only within the limits of the material and your own energy. A steel hammer imprinted with Mjolnir's story might summon lightning in storms and crush rock, but it won't call down true divine thunder. A well-forged sword bearing the story of Excalibur may shine and cut with impossible precision, but it will never become a holy beacon unless your understanding of the legend is complete enough to support that behavior.

The enchantment's strength depends on three things: the material, the similarity, and your knowledge. Every substance has a limit to how much of a story it can hold; simple iron may carry a small tale, while rare or magically dense

metals can sustain greater ones. The object must resemble the legend in both shape and nature; a spear cannot hold the story of a sword, and a cup cannot bear the tale of a hammer. Finally, your understanding of the legend shapes how stable the enchantment becomes. The more complete your grasp of all its variations and history, the truer the imitation; any missing knowledge creates gaps, causing the artifact to act inconsistently or fail entirely. By activating the enchantment using a chant, you can also cause it to be temporarily strengthened.

Over time, the legend's model imprinted within the vessel begins to degrade as external mana fields, environmental interference, and mythic dissonance erode its stability. When that happens, you have to repair it by repeating the process and realigning the pattern. The stronger

it originally was, the slower the rate of degradation. If the object breaks or loses too much stability, the imitation fails completely and may release stored energy in a burst.

More ...

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Techno-plagiarism

Cost: 7 SP

You have developed the ability to scan any device that you can touch or is used in a 10 meter radius of you. From this scan you gain an understanding of the device that can be summarised as its 'blueprints', the required knowledge of materials and tools to construct it, and any additional requirements to its creation or operation.

For instance, if you were to scan a standard pistol, you'd understand how it works in the abstract, the complex series of machining that was required to create it (and the steps to get there), and the fact you'd need a human-approaching grip to use it correctly.

Just because you know how to make something advanced doesn't mean you're not limited by the practical barriers in your way, you'd still have to create the tools, find the materials, etc. Still, the knowledge could remain invaluable.

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Engineering Section (Star Trek)

Cost: 20 SP

You gain the knowledge of how to create any mundane technology in Star Trek, anywhere in the timeline from the Enterprise era to the Star Trek Online era. From warp drives to matter replicators to Borg cubes, you can make it all. You can also synthesize any material from Star Trek, such as Transparisteel, Dilithium, and Tritanium.

You can't use any technology or psychic abilities demonstrated by Star Trek's many "god-aliens,"

but very advanced mundane civilizations such as the Iconians, the Borg, the Undine, the Dominion, the Voth, and the STO era Federation are fine.

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The-One-Who-Creates (Star Wars)

Cost: 20 SP

You gain the knowledge of how to create any technology in Star Wars, from both Legends and Canon. From a hyperdrive to Kaminoan cloning to the Death Star—you can make it all. You can also synthesize any material from Star Wars, such as Kyber, Beskar, and blaster gases.

You can grow plants such as the trees of Kashyyyk, or even grow bacteria such as Bacta.

(If you do not have the Force, you are still able to build Force-reliant tech—you just can't use it.)

1 Addon ...

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Necronomicon (Cthulhu Tech)

Cost: 12 SP

You gain the combined technological knowledge from Earth and Mars in the CthulhuTech tabletop game. From Earth, you acquire advanced military equipment and powerful Engels. Mars grants you expertise in arcane eldritch technologies and psychic abilities. With this combined

knowledge, you become a formidable force, wielding advanced weaponry, piloting mighty Engels, harnessing eldritch knowledge, and wielding psychic powers. Your versatile skill set allows you to navigate both science and the supernatural, making you a formidable combatant against the cosmic horrors from beyond reality.

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The Next Arms Race (Supergod)

Cost: 15 SP

You gain the technological knowledge from Warren Ellis' comic book "Supergods," immersing yourself in a world of extraordinary superhuman abilities and groundbreaking scientific advancements. This encompasses a deep

understanding of advanced technologies, genetic manipulation, and the exploration of human potential. With this knowledge, you become a master of pushing the boundaries of human capabilities, unlocking incredible powers, and reshaping the world through cutting-edge scientific breakthroughs.

Armed with this expertise, you command the power of transformative technologies, merging the realms of science and superhuman abilities. You possess the ability to manipulate genetics, unlocking hidden potential and bestowing extraordinary talents upon individuals. With the combined technological knowledge from "Supergods," you become a visionary, leading the charge in advancing the human race and forever altering the course of history. More ...

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Newtype (Gundam)

Cost: 15 SP

You acquire the extensive technological knowledge from the "real robot" parts of the Gundam series, basically meaning everything but G Gundam. This includes not only conventional technology like the Mobile Suits or Space Colonies, but those relating to humanity's evolution, such as being able to create Cyber-Newtypes as good as the real thing (both in ability & mental stability), Coordinators & Ultimate Coordinators without sterility or miscarriages, Biological CPUs without defects, X-Rounders without regressing to caveman brain,

Alaya-Vijnana systems without the risk of dying from a malfunction, and Innovades that are effectively True Innovators.

You also gain Newtype abilities as strong as Kamilie Bidan, as well as Innovator abilities equivalent to Setsuna F. Seiei, whatever the hell Heero Yuy was, & Coordinator abilities equivalent to Kira "Jesus" Yamato. These unique adaptations allow you to intuitively use & synchronize with technology, including but not limited to Mobile Suits, use a form of "super intuition" like a Spider-Sense on steroids, use telepathy over any distance or across language and even species barriers, remain as a kind of space ghost long after your physical body dies, gain enhanced physical and mental abilities from being a Coordinator, potentially use telekinesis (I'm pretty sure that's what happened

with the Axis Shock, right?), and many other useful mental, physical, & psychic abilities.

1 Addon

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Adeptus Mechanicus (Warhammer: 40k)

Cost: 15 SP

You are a Magos on par with Arkhan Land or Belisarius Cawl, and you have perfect knowledge of all of the technology ever available to the Adepts of Mars, from the more commonplace Dark Age relics which are widely seen in the modern Imperium (like Void Grenades & Volkite Weapons), tech from the Great Crusade, and even brand new tech heretofore unseen, like Primaris geneseed & equipment.

Still, it seems the true heights of the Dark Age lie just beyond your grasp.

3 Addons

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Gene-Seed (Warhammer: 40k)

Cost: 10 SP

What makes a Space Marine into a hulking demigod, capable of unleashing unimaginable horrors, slaughtering wave after wave of bloodthirsty Xenos, and becoming a one-man army capable of conquering galaxies? The answer lies in the Geneseed.

This genetic material is the foundation that creates the superhuman Space Marines. The

Geneseed consists of 19 distinct organs, implanted into a male recipient over several years, allowing them to gradually evolve into the ultimate killing machine. You now possess the power to craft these organs through specialized machines, a mechanical process that requires converting biomass from the Hominidae superfamily due to its close genetic compatibility. However, using expired biomass will result in failed conversions.

Once you have successfully created a gene-seed organ, you can implant it into a male human using an implantation machine that you can craft. You can implant one organ per month, and after 19 months, the recipient will have fully transformed into a Space Marine.

The Gene-seed you craft rivals the purity and

quality of those originally extracted from the Primarchs, the progenitors of the Astartes. Unlike those, your Gene-seed offers a 100% compatibility rate with the recipient, eliminating the possibility of failure.

The average untrained Space Marine will grow to be around 8 feet tall, possess the strength of 40 adult men, have the stamina to engage in heavy combat for days without rest, the regeneration to heal off surface-level wounds instantaneously, close off almost fatal wounds in seconds, spit acid from their mouths, and much more. A Space Marine is inherently a weapon of war, and as such, their abilities and talents are honed toward mastering every art of battle to a superhuman degree.

There is also a 0.1% chance that one of the

resulting Space Marines will be a psyker or have the potential to unlock their psychic potential.

Since the gene-seed you crafted is inherently related to you, the Space Marine you create will have an unshakable loyalty, dedicated entirely to you, with no chance of corruption, granted as long as your gene-seed remains implanted within them.

The gene-seed is already so complex and advanced that, inherently, no one could ever hope to fully understand its workings or replicate it to create their own Space Marines. However, as an added safeguard, you have the option to configure it so that when a Space Marine dies, their gene-seed evaporates instantly, leaving no trace behind. This feature is entirely optional and can be activated or deactivated at your

discretion.

1 Addo

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I Am Iron Man! (Marvel: MCU)

Cost: 25 SP

You gain the combined scientific and technological knowledge developed on Earth of the MCU. This includes the technology built by geniuses like Tony Stark, Bruce Banner, and Hank Pym, as well as the technology of Wakanda. You can build Arc Reactors and power armors, create nanotech, and even program advanced AI like Jarvis. With Pym Particles, you can alter the size of objects and access the Quantum Realm, allowing you to travel through time, space, and realities. You can also create the Super Soldier Serum, Extremis, and even

reproduce what created the Hulk.

Additionally, this comes with all the general technological knowledge of Earth in the 2020s. Naturally, you can build upon this knowledge to build completely new technology.

Finally, you possess a particular talent for adapting your technology to different situations, which enables you to rapidly modify and upgrade your technology after learning about an existing problem or threat to address

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Envoy (Altered Carbon)

Cost: 12 SP

Through the study of an ancient and unique race, the Elders, humanity discovered immortality. Well, a form of it, anyway. You've been given the ability to easily create and expand upon any and all technology shown, hinted at, or referenced in the Altered Carbon series—from Cortical Stacks, AIs, bioengineering and cloning, to even the Elders' technology, such as the Angels orbiting Harlan's World.

You've also gained the training, skill, and experience of the envoy Takeshi Kovacs, giving you the ability to jump different bodies endlessly without driving yourself insane or experiencing sleeve sickness and shock, combat skill and battle IQ capable of outwitting and defeating several enemies, and incredible detective skills capable of solving even unsolvable cases.

Your ability to swap sleeves, or bodies, will allow you to retain all your powers between bodies if you wish, regardless of the nature of your powers. When swapping sleeves, it is not just a digital copy being sent over, but your very soul itself. So you may rest assured that you're not killing yourself and creating a copy every time you switch. This also applies to others, and also includes scenarios where you have been "respun" from an older copy if the current one cannot be found, you'll just have some missing memories. If you are double-sleeved or there is an active digital copy, your clones will be perfectly loyal, and if they survive past your death, one of them will receive your memories and soul and perfectly merge with you to resurrect you.

And as a final benefit, the sleeve you wake up in,

whether your own current body or a new one, will be outfitted with a cortical stack with the greatest military and civilian upgrades, enhancing everything—from your cognitive functions to your strength and reflexes.

2 Addons ...

s it.

More ...

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The Seed of Knowledge (Neon Genesis Evangelion)

Cost: 15 SP

You have assimilated the collective scientific knowledge of every version of humanity from Neon Genesis Evangelion and its various expansions. This encompasses contributions from N.E.R.V., Seele, and various nations.

Additionally, you possess an unparalleled brilliance comparable to the entirety of Seele's scientific think tank. This allows you to create groundbreaking achievements and innovation comparable to the development of artificial S2 Engines, and the capability to artificially recreate any materials you require, further enhancing your ability to bring your innovative concepts to fruition.

Furthermore, you now possess an exceptional skill for reverse engineering technologies and

artifacts. This allows you to create replicas or invent novel technologies based on anything you've sufficiently studied. Complex projects may require extended periods and significant resources to successfully replicate. For instance, crafting the next generation of artificial S2 Engine could necessitate several years of dedicated research. Nevertheless, with your unwavering commitment and ample resources, attaining such remarkable feats is well within your grasp.

1 Addon ...

Vega-Punk! (One Piece)

Cost: 15 SP

You gain the combined technological, scientific, and engineering knowledge from the One Piece world, encompassing the groundbreaking

inventions and discoveries made by geniuses like Dr. Vegapunk, Caesar Clown, Queen, Franky and the Germa 66. You can build and modify advanced ships, create energy weapons powered by Cola and forge indestructible materials like Wapometal. With an understanding of Sea Prism Stone, you can develop technology capable of negating Devil Fruit powers and restraining even the strongest foes.

Your expertise extends to the ancient art of blacksmithing, allowing you to forge swords of unparalleled quality, including Supreme Grade Blades that can rival the greatest weapons in the world. You know how to create Pacifista, and the skills necessary to create artificial Devil Fruits, including SMILEs, and understand the complexities of Vegapunk's lineage factor

research, enabling you to potentially create Seraphim, the pinnacle of Pacifista technology.

Your knowledge also includes the cloning and supersoldier technology of Germa 66, allowing you to create genetically enhanced warriors with extraordinary physical abilities, rapid healing, and advanced combat skills. You can even produce entire armies of clones, each one engineered for specific combat roles, and customize their abilities to suit your needs.

Finally, in addition to your technological prowess, you possess advanced medical knowledge, giving you the ability to perform complex surgeries, create powerful healing serums, and even extend life. Your medical expertise also enables you to craft deadly poisons, create devastating viruses, and

engineer potent chemical weapons, akin to the work of Caesar Clown and Queen.

More ...

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Type Indigo (SCP Foundation)

Cost: 5 SP

You are a Type Indigo, or more simply, a cyborg—a seamless fusion of flesh and machine. You gain a piece of advanced technology perfectly integrated with your body. You may choose the type of technology: a quantum-chip brain, anti-gravity legs, or a high-powered laser arm—the choice is yours. However, your tech is strictly street-level in power. The broader its function, the weaker it is—such as synthetic muscles that let you match an Olympic athlete—or, alternatively, a single focus like a laser arm that

can melt steel. If you have another tech-based power, you can use its technology, but it must remain street-level.

You are unique in that you inherit the strengths of both organic and technological life. Your body has an extreme affinity for tech, allowing you to adapt to newly transplanted technology with ease. Likewise, any tech that becomes part of you gains biological traits, adapting and growing just like flesh. Train, and your cybernetics will develop strength just like natural muscles. If damaged, your technology heals over time instead of requiring repair.

Additionally, your hybrid nature grants you minor resistance to both biological and technological interference. Your nature confuses possessors as they struggle against your machine-linked

body. Likewise, any attempt to hack or infect your systems is weakened by your living body's natural defenses.

Lastly, as the perfect convergence of man and machine, you gain technomancy. Just as humans can move their limbs intuitively, you can instinctively manipulate any technology you touch. But this starts extremely weak, arguably even worse than just manual operation. However, just as humans refine motor skills, you can train your technomancy. With enough knowledge and practice, manipulating technology could become as natural as breathing.

More ...

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The Hitchhiker's Guide to the Galaxy('s Technology) (The Hitchhiker's Guide to the Galaxy)

Cost: 40 SP

You have the ability to construct all of the technology from the universe of The Hitchhiker's Guide to the Galaxy. This includes quite a wealth of unique options, including the Finite and Infinite Improbability Drives, the field of Bistromathics, the discipline of how the value of numbers changes as the observer moves through restaurants, which can be used to warp the laws of mathematics and physics in a way even the Infinite Improbability Drive cannot, the

principles of the Somebody Else's Problem Field, which makes a thing too bizarre to be the observer's responsibility to deal with causing it to be dismissed and forgotten about or displaces any fact or onto Somebody Else and negate it's effect on an individual, even if that information is "there is no gravity or oxygen here".

You can make advanced computers like Deep Thought and Earth, weapons like those used by the inhabitants of Krikkit, capable of destroying even stars or, through the Ultimate Weapon, potentially the entire universe, and your o

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+++++++abstract and Esoteric

Fiery Golden Eyes

Cost: 20 SP

You have acquired a pair of Fiery Golden Eyes, imbued with the essence of Molten Gold. These eyes resemble those of Sun Wukong but are enhanced with abilities that echo the All-Seeing Eyes of Heimdall and the Clairvoyance of figures like Merlin and King Solomon.

The first fundamental ability of these eyes is the extraordinary vision range. You can see up to 312 miles in every direction, day or night, thanks to the built-in Night Vision. The second key power allows you to perceive dualities—distinguishing between concepts like good and

evil, truth and lies, or wealth and poverty.

Your Clairvoyant abilities enable you to view the past, present, and future across any era. However, the further back or ahead you attempt to see, the more strained your eyes become, eventually affecting your physical and mental state. In addition to this, you possess the ability to use various Clairvoyant skills from any culture you know. Your most potent Clairvoyant power is Present Sight, which has almost no limitations. Since you are always attuned to the present, it's only when you try to access past or future visions that your eyes, mind, and body begin to strain.

The Fiery Golden Eyes also grant you the ability to perceive paranormal, spiritual, esoteric, and supernatural phenomena. Illusions are

ineffective against you, as you can see through them; even those created by powerful beings are only partially effective, depending on the caster's strength relative to yours. Much like Heimdall, you can hear or see anyone who speaks your name, whether they are on the same world or within the same solar system. Additionally, these eyes bestow upon you some of the lesser abilities of Sun Wukong.

These eyes are always active, with the basic abilities and a minor aspect of future sight remaining in effect at most times. When not in use, they appear as ordinary golden eyes. However, when you engage your other powers, they

transform into their full form of Fiery Liquid Gold. These eyes are powerful, but they can experience stress, and pain from overuse you have been warned.

More
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Ten Commandments

Cost: 50 SP

You gain the ability to create and telekinetically manipulate ten spheres of malleable material, whose form and characteristics can be altered in various ways. The Spheres are imbued with three main abilities: Alteration, Creation, and Destruction.

Through Alteration, all aspects of the sphere can be freely manipulated. This allows you to shape your spheres into whatever form you wish or alter its properties such as making it into an elastic wall that can bounce back anything that

hits it at even greater force, turning it into giant balls of fire to scorch enemies, shaping it into dark portals to another location, or into invisible autonomous clones of yourself and much more.

Alteration also allows one to alter anything the sphere touches or is imbued into. This can be used to do things such as heal those that are touched by or encapsulated inside a sphere or create master effects to manipulate the allegiances and memories of anyone under their control. By imbuing a sphere into someone or something, you have better direct control, allowing them to do things such as reshaping the landscape quickly or allowing them to command and communicate from afar.

You can grant someone imbued with a sphere any power up to a rating of 8 (~20 SP), which

you can alter at any time. However, only a single sphere may be imbued into a person at a time. Permanent alterations remain after a sphere has been removed; however, effects maintained by a sphere, such as powers granted by it, also leave when the sphere is removed.

Through Creation, it gains the ability to create anything you can think of by ejecting it through its spheres, whether powerful blasts of fire, simple stone, inanimate objects, to living intelligent creatures. For something that already exists, you just need to think about creating it and your power will do the rest. For something new, you simply need to come up with the basics yourself and your power will come up with the complexities itself. Your power will fill any gap you may have forgotten about. Anything you create will be completely free of flaws you didn't

specifically give them and any life you create will be completely loyal to you. You notably don't have any innate control over anything created after they are fully formed and disconnected from the sphere.

Through Destruction, you gain the ability to erase whatever your sphere comes into contact with. This only affects the direct portion that comes into contact with the sphere. This is not mere breaking down of energy or matter, but true erasure. This can be used to bypass almost any defense, and can even be used defensively to destroy any attack headed your way. This effect counts as an all or nothing attack/defense, and you can imbue your body with this effect as long as you have a sphere imbued into yourself.

You gain you a set of secondary thinker abilities.

One that grants you infinite multitasking, another that grants you subconscious awareness of your spheres locations and current active effects, a third that grants perfect control over your spheres, a fourth that grants you awareness and understanding of anything inside or effected by your spheres, and a final one that allows you to use any of your senses through your spheres at will, allowing you to perceive the world through them. Any of your other powers can be used through the spheres, and you cannot be harmed by any of its effects unless you wish for it. You can dismiss and summon your spheres instantly. If they were somehow destroyed, you can create a replacement instantly by summoning forth a new one.

The size limit for how large a sphere can be is a 100 meter radius, more can be fused into it,

growing by an order of magnitude for every sphere added on top of the first. For larger objects imbued with a sphere, the range of influence stops at 100 meters, growing by an order of magnitude for every additional sphere imbued into it.

3 Addons ...

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Alloy Fusion

Cost: 10 SP

To Alloy is to fuse disparate materials together to become parts of a greater whole. In its native state, this is a pool of energy that can be used to

fuse disparate parts into a cohesive whole with only a touch. These Alloys are at the very least equal to the sums of their parts. While the pool itself is finite, the energy can be returned by un-fusing Alloys back into their component parts. The pool itself grows slowly over time, but fusing disparate and interesting combinations produces faster development.

You must touch components within a short time frame in order to Alloy them together.

When fusing objects, you are able to influence the outcome, if not completely control it. Fusing a mystical sword and shield, for instance, may allow you to dictate the preferred form it takes, the shape of the enchantment that stays, or the way it manifests, even if it is not completely controlled.

Another avenue of Alloying is in the fusing of people. The alloyed individuals are, as with the object, a new entity that is greater than the sum of its parts. The individuals that made up the new entity are influenced in personality from their components, but remain with access to their memories and powers. As with fusing objects you can guide the form this alloy takes, and what traits are more strongly expressed from each component. This does not give you control over the new entity. You may fuse people and objects together, but the results are largely unpredictable, and can become unstable easily if the Alloying is not directed carefully.

The ultimate expression of Alloying people is by fusing yourself with others, in which case a few differences are notable. As you perform the

fusion, you can guide it with greater detail, allowing further control to the outlook and personality of the fusion, however, any other components cannot be disregarded, and will always have at least subconscious impact over the fused entity.

The final aspect of Alloying is the fusing of different powers and effects. With it, one can fuse even entirely scientific phenomena and magical enchantment into singular results. The outcome is likely to provide unexpected results depending on the separation in source of these powers, but are guaranteed to at least be interesting and useful in different ways. Powers that come from similar sources are likely to Alloy together better, providing minor additions and mutations in comparison to alloys from sources alien to each other.

Unalloying returns all energy expended fusing the components and returns the components to the state they existed in before alloying. You must touch the Alloy to unfuse its components. When un-alloying people, they will share memories of the time alloyed to a similar degree to which they had influence over the alloyed entity.

5 Addons ...

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Patience, How Long Does That Take?

Cost: 30 SP

You've gained the ability to manipulate Duration

and Frequency—two closely related aspects of time.

Duration allows you to control how long it takes something to occur. This is done by taking the Start and End of an event or activity, and either stretching it out or shrinking it.

This could allow one to travel across vast stretches of space by shrinking the duration it takes to travel it, shrink the duration it takes you to heal to allow near-instantaneous regeneration, shrink the duration it takes for you to recover your energy, and even shrink the duration it takes to accomplish things of a less physical nature such as how long it takes you come up with an idea.

Likewise, you can do the reverse; you can stretch out a moment to give yourself more time to think during a battle, stretch the duration it takes your opponent to reach you, stretch out how long it takes for them to heal so they could spend a lifetime with near-mortal injuries, stretch out how long it takes someone to succumb to injuries to allow a lot more time for someone to get a chance to heal them—you can even stretch out a day to give you far more time to do things without aging yourself, etc.

The second part of this ability is the ability to control Frequency, how often an occurrence happens within a unit of time.

This allows you to manipulate how often something repeats in a given unit of time, or in

the event of something being a single occurrence, to establish a frequency if you so wish.

What this could allow you to do is alter the frequency of beneficial things to occur more often while diminishing harmful events.

Increase the frequency of favorable odds to increase your chances, increase how often you get lucky events, how often your supplies can be replenished, how often you run into someone, how often your powers produces something, even something as how often you win the lottery can be improved upon.

Likewise, you can do the opposite and decrease the frequency of something, such as decreasing

how often you may run into an enemy in a given time frame, decrease the events of bad luck, etc.

This power isn't limited to a single occurrence at a time, allowing you to stretch and shrink different things at will and concurrently. Things altered will remain so until you revert or reset it back to normal, becoming the new normal until you choose otherwise.

You can freely choose what to alter, allowing you to allow some changes while keeping others from happening, capable of controlling what is altered by the new duration and frequencies and by how much, dialing it at will, allowing you to extend the duration of a moment for yourself but not your enemies, for example. Likewise, others will not notice the difference, unless you choose to allow it. You'll intuitively alter only what you

intend to alter, never using it in a way that would backfire on you unless doing so intentionally.

For the purposes of time, your power can stretch/shrink things from Plank Time to Eternity for both duration/frequency.

More ...

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Tag Team

Cost: 3 SP

You've gained the ultimate team-up power: synch up with your chosen partner to create the best tag team. When synched, you and your partner share powers and skills, with the degree of sharing based on your synch rating. This

rating depends on how well you work together toward the same goal, whether your partner is your best friend, war comrade, or soulmate. Even with love and trust, if your methods or goals don't align, expect little to no power sharing. Your synch rating can't be forced through mind control, threats, or any other power. Power sharing is capped at 50%, and once the team-up ends, any shared powers, effects, knowledge, or items disappear.

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-10SP-10CP

Lt Ouroumov's Worm CYOA V17

Two entities spiral through space, past stars and planets alike. Their parts shift between dimensions. Approaching a world, one you recognize as Earth, they shatter into hundreds of millions of pieces into millions of Earths. The shattered pieces, shards of the entities, take root on empty Earths before bonding with humans. Humans at their lowest, would go on to learn through conflict. Through this, they would advance the entity.

Something went wrong with their cycle this time. A mistake causes the more intelligent of the entities to crash into a planet where it is, not long after, put down. The entity's shards remain, in the hands of those who wish the death of the other entity, but things are not so easy. Even with all the parahumans, those bonded with the

entities' shards, working in perfect unison, humanity would stand no chance against the remaining entity in a fight.

However, you may change that.

One day, you went to sleep and ...

Sections

ALL

Meta

Who will be affected by the choices and their knowledge about it?

Difficulty

How many points do you start with and are granted by Scenarios and Drawbacks? Has no impact otherwise.

Scenario

At what point you will arrive?

Character

Who you will be.

Perks

Things that help you and cost points.

Drawbacks

Things that harm you but give you points.

Powers Origin

What is giving you your powers?

Powers

Choose your powers here.

Skills

Skills that you can have uploaded to your brain like the Matrix.

Items

Costume and Items.

Companions

Companions.

Missions

Those are challenges you can take to make your story more interesting if you want.

Setting

Alternate settings you can be sent to.

Point Conversion

Conversion between SP and CP.

Shardless Powers

ALL

Lesser Powers

Physical Powers

Species and Genetics Powers

Martial Arts and Techniques Powers

Mental and Psychic Powers

Magic and Mystic Powers

Spiritual and Divine Powers

Technology and Artifice Powers

Esoteric and Abstract Powers

Ascension

Required: Shardless, or Patron

Foundation Powers

Keystone Powers

Paragon Powers

Required: Shardless, or Patron

Objects of Power

Fusions & Upgrades

Esoteric and Abstract Powers

Multiversal Chatgroup

Cost: 5 SP

You seem to have been accidentally added to the Multiversal Chat group that allows you to communicate with a multiversal group of people that belong to a certain archetype (magicians, cultivators, mad scientists, etc.), some of which you'll recognize from fiction, but others you will not.

You can access this chat group through your phone, any other device that allows for long-distance communication, or it can appear as a holographic panel.

2 Addons ...

Multiversal Marketplace

Cost: 10 SP

You have access to a Multiversal Marketplace that allows you to anonymously barter and trade various things between various random worlds. These trades are protected by the marketplace rules and even protect you should someone try to immediately take back what you rightfully bought.

Merchant's Appraisal

Cost: 5 SP

Your eyes have gained the ability to analyze and appraise objects. The information gained about objects includes things such as lore (where applicable), uses, creator, owner, restrictions, general value, and more. The information can be presented in any way the user wishes, such as a

floating window, directly transmitted into the brain, or any other immaterial method.

2 Addons ...

The Humble Merchant

Cost: 10 SP

In the middle of a zombie apocalypse, a war between good vs evil, or far beyond where any normal human should be. You can find them. Inside their domain, these beings often pass themselves off as just a 'humble merchant'. Trading goods, buying junk, and often selling rare, sometimes mythical, items. That is who you are. But you aren't just a 'mere human merchant' are you? Your shop is your domain. And in your domain you are untouchable, but so too are all customers within your store. And what a store it is.

Within your establishment, violence and harm are strictly forbidden, rendering all who enter temporarily invulnerable while perusing your wares. As the owner, you possess the authority to forcibly expel any individuals within your store at any time, as well as deny entrance to those you wish to keep out. Thievery, both by yourself and your customers, is strictly prohibited within the store. Furthermore, the environment of your shop is perpetually safe for anyone who enters.

Your mastery as a merchant extends to accurately determining the market price, within your current universe, of any item you lay your eyes upon. Although you are responsible for stocking your store, any non-unique or non-one-of-a-kind items you include in your inventory will automatically replenish themselves once

purchased by a customer. Additionally, you have the ability to purchase items from others, provided that they willingly and freely desire to sell said items, without any external influences compelling them. Currency can be effortlessly converted from one form to another at your discretion. The nature of your shop and the manner in which you sell and buy goods is entirely customizable, subject to your own preferences. You can freely alter its appearance, ranging from a modest outdoor stall to a magnificent emporium. Perhaps you might consider presenting your goods through a grimoire that contains comprehensive information about each product, or you could employ a holographic or gaming system-style shop menu that materializes before the customer's eyes when they wish to make a purchase.

3 Addons ...

Dungeon Maker

Cost: 20 SP

At will, you can open permanent portals to endless dungeons. You may at any time close a portal no matter the distance, this can be done by setting a mental timer or be done at will. Not just infinite in size, these dungeons are filled with monsters, traps, and loot that respawns regularly, growing deadlier and more valuable the farther you stray from the entrance. You may determine the danger level of the new dungeon's entry area each time you create a portal, from 'dangerous to an unarmed, average teenager' to 'dangerous to you, with all your powers'. Every dungeon always offers up at least one means of permanently empowering an adventurer, granting them skills, powers, enhanced attributes, and more. Those that die inside a

dungeon make it stronger and deadlier for as long as their souls are not retrieved.

3 Addons ...

Rule of Cool

Cost: 5 SP

Your existence operates under a fundamental principle: doing things the cool way is genuinely more effective than doing them the practical way. Style, flair, and dramatic execution are not just for show. They provide tangible, measurable advantages in any endeavor.

A no look shot behind your back finds its mark with greater certainty than carefully aiming down the sights. Kicking a door down works better than picking the lock. It opens faster, cleaner, and with more authority. Leaping from a

balcony and landing in a dumpster leaves you unharmed and ready for action, while climbing down carefully would risk a fall. Jumping between moving vehicles or swinging from chandeliers gets you where you need to go faster and safer than taking the stairs. Using a revolver one handed without regard for recoil, wielding an impractically massive weapon, or fighting in a long coat that should tangle your movements all work better than the sensible alternative.

This applies across all domains. An elaborate, flashy plan has a higher chance of success than a simple, straightforward one. A dramatic speech inspires more loyalty than a quiet conversation. The cool thing to do is always the right thing to do, not just in spirit, but in practical outcome.

Beyond mere effectiveness, everything you do simply looks amazing. The way you move, the way you talk, the way you fight carries a natural, effortless cool that makes you seem like you belong in an action scene. Your stance has presence. Your one liners land. Even your mistakes have a certain style to them. You are not just effective. You are genuinely, authentically cool, and the world notices.

Form follows function, and for you, the most functional form is whatever looks the most awesome.

More ...

Rock Star

Cost: 25 SP

You are a Rock Star! Through the power of song and Rock 'n' Roll, you can bend reality to your will! Sing of victory, and victory shall come! Sing The Hardest Button to Button, and drums will appear out of nowhere, following you wherever you go! Sing of world peace, and see countless followers rise—protesting, flourishing, and spreading that message across the world! Your music reaches a higher plane of existence, allowing your songs to affect even those who would otherwise be untouchable or unreachable by conventional means!

Your true vocal cords are ethereal! Your voice cannot be muted, silenced, or interrupted, and no force can prevent your songs from being completed once you begin! You possess extraordinary talent with every musical

instrument and across every genre, and whenever you are about to sing or compose, inspiration floods your entire being! With it comes overwhelming charisma, escalating to match the magnitude of the moment! Every song you create is inherently captivating, capable of entralling all who hear it and even stirring the souls of its audience!

Your voice does not naturally carry beyond the limits of your physical reach, but nothing prevents you from using amplifiers, broadcasts, or other means to extend it across cities, worlds, or beyond! With continued practice, you will always be the best when it comes to music!

More ...

Master of Masks

Cost: 30 SP

For up to 30 minutes at a time, you are able to take on the form and powers of any individual you know the name of by speaking it. If the chosen individual is stronger than an Endbringer, their power will be restricted to that level. You cannot re-use the same individual until you have exhausted their time and used three other individuals. You gain 10 minutes of use of this power per hour up to 240 minutes (4 hours).

1 Addon ...

Killing Intent

Cost: 5 SP

You have the power to, at will, exude a terrifying aura, which channels your own ill feelings and

hate and imposes it on people around you.

The scale of its effects depends on how strong you are relative to the people exposed to it, as well as their willpower. It can vary from them getting a chill running down their spines, wetting themselves or losing control of their bowels, passing out in terror, and in some extreme cases, can even kill them with a heart attack.

3 Addons ...

Old Reliable

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Cost: 15 SP

You possess the power of the Old Reliable, which you bestow upon a chosen weapon or piece of equipment changing it into a growing

legacy of power and significance. This power allows the weapon to evolve and become more formidable as it gains a legendary status of its own.

Selecting a weapon, armor, or clothing of your choice, you begin your journey with this cherished item. Over time and through your actions, the weapon's power and capabilities will progressively increase, becoming more attuned to your combat style and personal achievements.

Each milestone reached with the weapon, such as defeating specific enemies or performing signature moves repeatedly, enhances its effectiveness and unlocks new abilities. For example, if you slay numerous fishmen with the weapon, its damage against fishmen amplifies, instilling fear in them. Similarly, practicing and

executing a particular special move with the weapon will make it more efficient, requiring less effort or energy to execute.

With the passage of time, the weapon transcends its original form and gains unique powers and properties based on your exploits. For instance, consistently dispatching foes with a single strike may grant the weapon the ability to instantly kill lesser adversaries with a mere scratch or even by being in its presence.

The potential of Old Reliable's Legacy is boundless, allowing the weapon to acquire multiple powers and adapt to various situations as your journey progresses. The longer you wield the weapon, the more significant and diverse its benefits become, expanding its legacy far beyond its initial capabilities. Furthermore, the

power of Old Reliable's Legacy applies retroactively, considering the weapon's history prior to obtaining this ability. More ...

Sword of Damocles

Cost: 20 SP

The Sword of Damocles is a formidable and versatile weapon that exists as a pool of energy within you, serving as both an offensive and defensive force. This mystical sword can take on any appearance of your choosing and possesses unique properties that set it apart from conventional weapons.

In its dormant state, the Sword of Damocles resides within you as a concentrated pool of energy, ready to be called upon when needed.

When summoned into existence, the sword hovers above your target, guided by an unerring tracking ability. This allows it to pursue and engage your designated target with relentless precision. It bypasses all defenses and immunities, ensuring that no obstacle can shield your chosen adversary from its wrath.

As you continue to employ the Sword of Damocles, its capabilities expand and evolve. Each successful takedown of a target enhances the sword's overall power and grants you greater control over its destructive potential. By eliminating multiple targets of the same type—whether they be humans, goblins, elves, houses, or even cities—the Sword accumulates damage multipliers specific to those targets. This means that future strikes against the same type of target will unleash even more devastating

damage.

Furthermore, the Sword of Damocles possesses the ability to split into multiple swords, granting you unprecedented flexibility and tactical advantage. You can distribute the strength of the sword in any combination you desire, tailoring your attack strategy to suit the situation at hand. Whether you choose to wield a single sword at maximum power or divide it into multiple blades with varying degrees of strength, the decision is yours to make. For example, you can split the sword into two blades, with one carrying 25% of the total strength and the

other wielding 75%. Alternatively, you can opt for a multitude of smaller swords, each contributing a fraction of the total damage output.

More ...

Heroic Spirit

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Cost: 30 SP

You gain the ability to transform into any one fictional character from an official source (that you recognize as fiction), as well as gaining all their abilities, memories, and skills. You have their abilities, memories, and skills even when you're not transformed, and can summon any item significant to the character at will in either form. Any character chosen that is stronger than an Endbringer will have their abilities weakened so that they're on par with that of an Endbringer. You gain their weaknesses as well.

You can only have a single spirit active at once but can switch between them at will.

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Grand Servant

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Cost: 50 SP

You gain the ability to transform into any one fictional character from an official source (that you recognize as fiction), as well as gaining all their abilities, memories, and skills. You have their abilities, memories, and skills even when you're not transformed, and can summon any item significant to the character at will in either form. Any character chosen that is a planet-destroyer will have their abilities weakened so that they're hard pressed to destroy a planet. Don't choose an Eldritch Abomination, you will go insane. You gain their weaknesses as well.

You can only have a single spirit active at once but can switch between them at will.

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Template Cosplay

Cost: 25 SP

Sometimes, you just want to replicate a powerset, whether it's a generic one or based on a specific character. This power enables you to do exactly that. Upon acquiring this power, you initially possess three slots to store templates. However, as you gain experience and progress, you will unlock additional slots, allowing you to accommodate a greater variety of templates.

Each template represents a specific set of powers, either generic or derived from a particular character.

Initially, each template provides you with the powers, skills, and even items associated with it. However, these templates are limited to street-level capabilities at first. Through dedicated training and experience, these templates can evolve and grow, eventually granting you access to their full potential and complete range of powers.

Managing your templates is crucial since each slot can only hold one template at a time. However, you have the ability to discard a template from a slot to make room for another one. Keep in mind that when you discard a template, all progress made in synchronizing

with that template is lost. Therefore, if you reacquire a previously discarded template, you will start anew with zero synchronicity progress.

Additionally, your power of Template Synchronicity allows you to give templates to other individuals through touch. However, this ability can only be used once every 24 hours, and recipients are limited to a single template, unable to gain multiple templates like you can.

2 Addons ...

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Wait, I Got Just the Form for This!

Cost: 15 SP

You possess the extraordinary ability to undergo

a multitude of transformative changes, assuming various forms that grant you enhanced capabilities to overcome challenges and improve your existing attributes. The nature of your transformations and can be tailored to your desires, ranging from cosmetic changes akin to magical girls, to more significant physical modifications such as color shifts, thematic appearances, growth of horns, or the sprouting of wings.

Acquiring new forms is possible through rigorous training or during moments of urgency. Through dedicated training, you can unlock forms that align with your specific areas of focus. Conversely, in critical situations, your transformation will manifest in a manner that maximizes its usefulness for the given circumstances. The number of potential

transformations is limitless; however, attaining more potent forms necessitates progressively increasing amounts of time and effort.

The enhancements you gain from your transformations are diverse and largely contingent on augmenting your existing abilities rather than granting entirely new powers. Nevertheless, your transformations can temporarily merge powers or manifest your abilities in novel and unexpected ways. This can involve acquiring slight enhancements in elemental magic, increased resistance, the ability to fly, or even the capability to breathe underwater, among other possibilities. While your transformations are often tailored to your training or immediate needs, they cannot create entirely new powers out of thin air.

It's worth noting that utilizing your transformations incurs a small energy cost. The greater the strength of the transformation, the more significant the drain on your stamina or magical reserves. The type of energy consumed will depend on which aspect of your being is bolstered the most during the transformation.

More ...

000000000000

Oneiric Reality Manipulation

Cost: 60 SP

Oneiric Reality Manipulation combines the abilities of lucid dreaming with the potential to influence and manipulate aspects of reality itself. Through dedicated practice and mastery

of lucid dreaming, the user gains the extraordinary power to bridge the gap between dreams and the waking world, blurring the boundaries of perception and control. With heightened command over lucid dreaming, the user can manifest aspects of their dreams into reality. By focusing their intentions and willpower, they can materialize objects, environments, or even temporary or permanent alterations to the physical world. This also includes alteration on the user themselves where they can amplify their own abilities and potential within the waking world to a greater extent. By channeling the insights and experiences gained from their dream realm, they can enhance not only their cognitive functions but also physical attributes such as strength, agility, and resilience. With enough time The connection between dreams and reality becomes even more profound, allowing for

seamless transitions and interactions on a larger scale. The user can transfer knowledge, skills, and objects between the dream world and reality with greater ease, blurring the boundaries between the two states of consciousness and harnessing the very fabric of reality to their whim.

1 Addon ...

0000000000000000

Perfectly Hidden

Cost: 25 SP

Your power conceals your existence, a “cloak” that turns you completely imperceptible by all senses—sight, hearing, smell, touch, taste, thermoreception, among others—just as any supernatural and technological detection.

Your presence and existence are obscured that others will consciously or unconsciously overlook or sidestep through you, at the same time guaranteeing any trace or clue of your being automatically deleted or removed.

Its reach extends to anything you wield, hold, or touch through physical contact extending your veil of undetectability to your liking. Yet, you can't extend it to any living being barring yourself, as it conflicts with the power's nature. Its effects are immutable, incapable of changing unless you will it so, whether selectively hiding from a particular person or subject or effectively canceling it on both.

Just don't die while this is active, however, being as implacable as this is, you and any other thing with you will remain just another mystery with no way of being discovered.

1 Addon ...

0000000000000000

You Can't Touch Me!

Cost: 15 SP

You now have complete intangibility. This allows you to manipulate your molecular structure, rendering yourself untouchable and capable of passing through solid objects, and with enough control and mastery, energy in all its forms. Its applications are multifaceted—it ranges from

infiltration and stealth to absolute defense, evasion, and reconnaissance. However, it is crucial to exercise caution, as a lack of control may result in inadvertently slipping through the very planet itself, leaving you stranded in the vast emptiness of space.

0000000000000000

-10SP-10CP

Lt Ouroumov's Worm CYOA V17

Two entities spiral through space, past stars and planets alike. Their parts shift between dimensions. Approaching a world, one you

recognize as Earth, they shatter into hundreds of millions of pieces into millions of Earths. The shattered pieces, shards of the entities, take root on empty Earths before bonding with humans. Humans at their lowest, would go on to learn through conflict. Through this, they would advance the entity.

Something went wrong with their cycle this time. A mistake causes the more intelligent of the entities to crash into a planet where it is, not long after, put down. The entity's shards remain, in the hands of those who wish the death of the other entity, but things are not so easy. Even with all the parahumans, those bonded with the entities' shards, working in perfect unison, humanity would stand no chance against the remaining entity in a fight.

However, you may change that.

One day, you went to sleep and ...

Sections

ALL

Meta

Who will be affected by the choices and their knowledge about it?

Difficulty

How many points do you start with and are granted by Scenarios and Drawbacks? Has no impact otherwise.

Scenario

At what point you will arrive?

Character

Who you will be.

Perks

Things that help you and cost points.

Drawbacks

Things that harm you but give you points.

Powers Origin

What is giving you your powers?

Powers

Choose your powers here.

Skills

Skills that you can have uploaded to your brain like the Matrix.

Items

Costume and Items.

Companions

Companions.

Missions

Those are challenges you can take to make your story more interesting if you want.

Setting

Alternate settings you can be sent to.

Point Conversion

Conversion between SP and CP.

Shardless Powers

ALL

Lesser Powers

Physical Powers

Species and Genetics Powers

Martial Arts and Techniques Powers

Mental and Psychic Powers

Magic and Mystic Powers

Spiritual and Divine Powers

Technology and Artifice Powers

Esoteric and Abstract Powers

Ascension

Required: Shardless, or Patron

Foundation Powers

Keystone Powers

Paragon Powers

Required: Shardless, or Patron

Objects of Power

Fusions & Upgrades

Esoteric and Abstract Powers

Multiversal Chatgroup

Cost: 5 SP

You seem to have been accidentally added to the Multiversal Chat group that allows you to communicate with a multiversal group of people that belong to a certain archetype (magicians, cultivators, mad scientists, etc.), some of which you'll recognize from fiction, but others you will not.

You can access this chat group through your phone, any other device that allows for long-distance communication, or it can appear as a holographic panel.

2 Addons ...

Multiversal Marketplace

Cost: 10 SP

You have access to a Multiversal Marketplace that allows you to anonymously barter and trade various things between various random worlds.

These trades are protected by the marketplace rules and even protect you should someone try to immediately take back what you rightfully bought.

Merchant's Appraisal

Cost: 5 SP

Your eyes have gained the ability to analyze and appraise objects. The information gained about objects includes things such as lore (where applicable), uses, creator, owner, restrictions, general value, and more. The information can be presented in any way the user wishes, such as a floating window, directly transmitted into the brain, or any other immaterial method.

2 Addons ...

The Humble Merchant

Cost: 10 SP

In the middle of a zombie apocalypse, a war between good vs evil, or far beyond where any normal human should be. You can find them. Inside their domain, these beings often pass themselves off as just a 'humble merchant'. Trading goods, buying junk, and often selling rare, sometimes mythical, items. That is who you are. But you aren't just a 'mere human merchant' are you? Your shop is your domain. And in your domain you are untouchable, but so too are all customers within your store. And what a store it is.

Within your establishment, violence and harm are strictly forbidden, rendering all who enter temporarily invulnerable while perusing your wares. As the owner, you possess the authority to forcibly expel any individuals within your store

at any time, as well as deny entrance to those you wish to keep out. Thievery, both by yourself and your customers, is strictly prohibited within the store. Furthermore, the environment of your shop is perpetually safe for anyone who enters.

Your mastery as a merchant extends to accurately determining the market price, within your current universe, of any item you lay your eyes upon. Although you are responsible for stocking your store, any non-unique or non-one-of-a-kind items you include in your inventory will automatically replenish themselves once purchased by a customer. Additionally, you have the ability to purchase items from others, provided that they willingly and freely desire to sell said items, without any external influences compelling them. Currency can be effortlessly converted from one form to another at your

discretion. The nature of your shop and the manner in which you sell and buy goods is entirely customizable, subject to your own preferences. You can freely alter its appearance, ranging from a modest outdoor stall to a magnificent emporium. Perhaps you might consider presenting your goods through a grimoire that contains comprehensive information about each product, or you could employ a holographic or gaming system-style shop menu that materializes before the customer's eyes when they wish to make a purchase.

3 Addons ...

Dungeon Maker

Cost: 20 SP

At will, you can open permanent portals to

endless dungeons. You may at any time close a portal no matter the distance, this can be done by setting a mental timer or be done at will. Not just infinite in size, these dungeons are filled with monsters, traps, and loot that respawns regularly, growing deadlier and more valuable the farther you stray from the entrance. You may determine the danger level of the new dungeon's entry area each time you create a portal, from 'dangerous to an unarmed, average teenager' to 'dangerous to you, with all your powers'. Every dungeon always offers up at least one means of permanently empowering an adventurer, granting them skills, powers, enhanced attributes, and more. Those that die inside a dungeon make it stronger and deadlier for as long as their souls are not retrieved.

3 Addons ...

Rule of Cool

Cost: 5 SP

Your existence operates under a fundamental principle: doing things the cool way is genuinely more effective than doing them the practical way. Style, flair, and dramatic execution are not just for show. They provide tangible, measurable advantages in any endeavor.

A no look shot behind your back finds its mark with greater certainty than carefully aiming down the sights. Kicking a door down works better than picking the lock. It opens faster, cleaner, and with more authority. Leaping from a balcony and landing in a dumpster leaves you unharmed and ready for action, while climbing down carefully would risk a fall. Jumping between moving vehicles or swinging from

chandeliers gets you where you need to go faster and safer than taking the stairs. Using a revolver one handed without regard for recoil, wielding an impractically massive weapon, or fighting in a long coat that should tangle your movements all work better than the sensible alternative.

This applies across all domains. An elaborate, flashy plan has a higher chance of success than a simple, straightforward one. A dramatic speech inspires more loyalty than a quiet conversation. The cool thing to do is always the right thing to do, not just in spirit, but in practical outcome.

Beyond mere effectiveness, everything you do simply looks amazing. The way you move, the way you talk, the way you fight carries a natural,

effortless cool that makes you seem like you belong in an action scene. Your stance has presence. Your one liners land. Even your mistakes have a certain style to them. You are not just effective. You are genuinely, authentically cool, and the world notices.

Form follows function, and for you, the most functional form is whatever looks the most awesome.

More ...

Rock Star

Cost: 25 SP

You are a Rock Star! Through the power of song and Rock 'n' Roll, you can bend reality to your will! Sing of victory, and victory shall come! Sing The Hardest Button to Button, and drums will

appear out of nowhere, following you wherever you go! Sing of world peace, and see countless followers rise—protesting, flourishing, and spreading that message across the world! Your music reaches a higher plane of existence, allowing your songs to affect even those who would otherwise be untouchable or unreachable by conventional means!

Your true vocal cords are ethereal! Your voice cannot be muted, silenced, or interrupted, and no force can prevent your songs from being completed once you begin! You possess extraordinary talent with every musical instrument

and across every genre, and whenever you are about to sing or compose, inspiration floods your entire being! With it comes overwhelming charisma, escalating to match the magnitude of the moment! Every

song you create is inherently captivating, capable of enthraling all who hear it and even stirring the souls of its audience!

Your voice does not naturally carry beyond the limits of your physical reach, but nothing prevents you from using amplifiers, broadcasts, or other means to extend it across cities, worlds, or beyond! With continued practice, you will always be the best when it comes to music!

More ...

Master of Masks

Cost: 30 SP

For up to 30 minutes at a time, you are able to take on the form and powers of any individual you know the name of by speaking it. If the chosen individual is stronger than an Endbringer,

their power will be restricted to that level. You cannot re-use the same individual until you have exhausted their time and used three other individuals.

You gain 10 minutes of use of this power per hour up to 240 minutes (4 hours).

1 Addon ...

Killing Intent

Cost: 5 SP

You have the power to, at will, exude a terrifying aura, which channels your own ill feelings and hate and imposes it on people around you.

The scale of its effects depends on how strong you are relative to the people exposed to it, as well as their willpower. It can vary from them

getting a chill running down their spines, wetting themselves or losing control of their bowels, passing out in terror, and in some extreme cases, can even kill them with a heart attack.

3 Addons ...

Old Reliable

0

Cost: 15 SP

You possess the power of the Old Reliable, which you bestow upon a chosen weapon or piece of equipment changing it into a growing legacy of power and significance. This power allows the weapon to evolve and become more formidable as it gains a legendary status of its own.

Selecting a weapon, armor, or clothing of your choice, you begin your journey with this cherished item. Over time and through your actions, the weapon's power and capabilities will progressively increase, becoming more attuned to your combat style and personal achievements.

Each milestone reached with the weapon, such as defeating specific enemies or performing signature moves repeatedly, enhances its effectiveness and unlocks new abilities. For example, if you slay numerous fishmen with the weapon, its damage against fishmen amplifies, instilling fear in them. Similarly, practicing and executing a particular special move with the weapon will make it more efficient, requiring less effort or energy to execute.

With the passage of time, the weapon transcends its original form and gains unique powers and properties based on your exploits. For instance, consistently dispatching foes with a single strike may grant the weapon the ability to instantly kill lesser adversaries with a mere scratch or even by being in its presence.

The potential of Old Reliable's Legacy is boundless, allowing the weapon to acquire multiple powers and adapt to various situations as your journey progresses. The longer you wield the weapon, the more significant and diverse

its benefits become, expanding its legacy far beyond its initial capabilities. Furthermore, the power of Old Reliable's Legacy applies retroactively, considering the weapon's history prior to obtaining this ability.
More ...

Sword of Damocles

Cost: 20 SP

The Sword of Damocles is a formidable and versatile weapon that exists as a pool of energy within you, serving as both an offensive and defensive force. This mystical sword can take on any appearance of your choosing and possesses unique properties that set it apart from conventional weapons.

In its dormant state, the Sword of Damocles resides within you as a concentrated pool of energy, ready to be called upon when needed. When summoned into existence, the sword hovers above your target, guided by an unerring tracking ability. This allows it to pursue and engage your designated target with relentless

precision. It bypasses all defenses and immunities, ensuring that no obstacle can shield your chosen adversary from its wrath.

As you continue to employ the Sword of Damocles, its capabilities expand and evolve. Each successful takedown of a target enhances the sword's overall power and grants you greater control over its destructive potential. By eliminating multiple targets of the same type—whether they be humans, goblins, elves, houses, or even cities—the Sword accumulates damage multipliers specific to those targets. This means that future strikes against the same type of target will unleash even more devastating damage.

Furthermore, the Sword of Damocles possesses the ability to split into multiple swords, granting

you unprecedented flexibility and tactical advantage. You can distribute the strength of the sword in any combination you desire, tailoring your attack strategy to suit the situation at hand. Whether you choose to wield a single sword at maximum power or divide it into multiple blades with varying degrees of strength, the decision is yours to make. For example, you can split the sword into two blades, with one carrying 25% of the total strength and the other wielding 75%. Alternatively, you can opt for a multitude of smaller swords, each contributing a fraction of the total damage output.

More ...

Heroic Spirit

0

Cost: 30 SP

You gain the ability to transform into any one fictional character from an official source (that you recognize as fiction), as well as gaining all their abilities, memories, and skills. You have their abilities, memories, and skills even when you're not transformed, and can summon any item significant to the character at will in either form. Any character chosen that is stronger than an Endbringer will have their abilities weakened so that they're on par with that of an Endbringer. You gain their weaknesses as well.

You can only have a single spirit active at once but can switch between them at will.

Grand Servant

0

Cost: 50 SP

You gain the ability to transform into any one fictional character from an official source (that you recognize as fiction), as well as gaining all their abilities, memories, and skills. You have their abilities, memories, and skills even when you're not transformed, and can summon any item significant to the character at will in either form. Any character chosen that is a planet-destroyer will have their abilities weakened so that they're hard pressed to destroy a planet. Don't choose an Eldritch Abomination, you will go insane. You gain their weaknesses as well.

You can only have a single spirit active at once but can switch between them at will.

Unlimited Utility Works

Cost: 5 SP

You have the power to change reality! But, unfortunately, only in a very, very small format.

You can clean yourself better than the best shower. You can call for a pack of cigarettes, or a can of chilled favorite drink. You will never be bitten by wild insects. Heat and cold will be easier to bear. Simple illnesses, like a cold, will never drive you under the rug. Any clothes will always be clean and freshly ironed. You can summon a comb, a mirror, a pen, or pieces of paper.

Unlimited minor conveniences for unlimited daily tasks at your fingertips.

Iridescent Sight

Cost: 15 SP

Your eyes have been blessed with an anomalous gift, they have become conduits of immense

power, capable of warping the fabric of existence within a limited range in your line of sight.

At the onset of your abilities, your range is confined to merely a meter within your line of sight. However, within this designated area, you possess unparalleled control over reality. You can reshape objects, alter their properties, and even manifest new forms with a simple glance. Your imagination becomes the limit as you bring your desires to life within this limited sphere of influence.

Though powerful, Iridescent Sight has three inherent limitations. Firstly, you are unable to directly affect yourself with your abilities, meaning you cannot enhance your own physical attributes or alter your personal state.

Secondly, you are bound by the principle of creation from existing materials; you cannot summon

something out of nothingness. Your manipulations are reliant on the resources and materials already present within your range.

Lastly, any alterations or distortions you impose on reality will gradually weaken and dissipate once they extend beyond your range. While your influence is potent within your immediate vicinity, the effects diminish as they move further away, ultimately returning to their original state once they exit your range of influence.

A remarkable visual aspect accompanies the activation of your power. When you invoke Iridescent Sight, a vibrant and captivating rainbow outline surrounds your iris, serving as a visual manifestation of the incredible energy you channel through your eyes.

As you grow in strength and experience, the range and potency of your abilities will expand, allowing you to command a larger area and

shape reality with greater finesse. Over time, even the inherent limitations of these eyes can be broken, allowing you to warp be the very rules of reality with your gaze.

More ...

Garden of Avalon

Cost: 20 SP

You have in your soul a peaceful garden in which all that grows becomes a supernatural treasure.

Perfect for whatever supernatural power systems you have, such as magic or cultivation or even psychic powers. You can enter and exit it at will, as well as take anything or anyone you are touching with you.

An apple tree planted here might give you Primordial true sun apples after it has matured, as an example. You have a little control over what type of abilities or features the resulting treasures have. The more supernatural the plant grows here, the better the treasure the plant will grow.

The pocket plane is also supremely beautiful and serenely peaceful, almost like a Utopia. This comes with an aura that seemingly removes all stress and pain, leaving you calm and comfortable when you enter this realm.

2 Addons ...

Tower Lost in Time

Cost: 20 SP

You have in your soul a tower in which time flows differently. You can enter here at any time, but you always exit the place you came from when you entered.

You can change how time flows in comparison to the outside universe, with at maximum time seemingly stopping in the outside world, and at minimum it being the same, as the outside world.

The tower has a seemingly unlimited supply of whatever supernatural powersources you have access to, such as any type or flavour of mana, qi or other such things, even realms and other things, such as a calm Warp or sea of souls if you have the psyker power.

There is also a kitchen that restocks food and

drinks every 24 hours you spend inside it. This kitchen has whatever type of food you want.

A Little Holiday Magic

Cost: 12 SP

You have the ability to harness the powers and attributes of a mythical holiday figure of your choosing. Alternatively, you can choose to become the being itself! These abilities grow in strength as the chosen holiday approaches, and they become more potent when your actions align with the spirit of the holiday. However, if you misuse these powers or act contrary to the holiday's essence, your holiday-themed abilities will gradually diminish. Additionally, the potency of your abilities is influenced by the collective belief in you, the holiday entity you represent, or the celebration of the chosen holiday itself.

For instance, if you select Santa as your holiday figure, you gain the extraordinary capability to visit every single house worldwide in a single night during Christmas. On the other hand, should you opt for Halloween, you acquire the power to summon spirits and create haunting illusions to instill fear in others. Whatever the case, go out and spread some holiday cheer to those desperately in need of it!

More ...

Template Cosplay

Cost: 25 SP

Sometimes, you just want to replicate a powerset, whether it's a generic one or based on a specific character. This power enables you to do exactly that. Upon acquiring this power, you

initially possess three slots to store templates. However, as you gain experience and progress, you will unlock additional slots, allowing you to accommodate a greater variety of templates. Each template represents a specific set of powers, either generic or derived from a particular character.

Initially, each template provides you with the powers, skills, and even items associated with it. However, these templates are limited to street-level capabilities at first. Through dedicated training and experience, these templates can evolve and grow, eventually granting you access to their full potential and complete range of powers.

Managing your templates is crucial since each slot can only hold one template at a time.

However, you have the ability to discard a template from a slot to make room for another one. Keep in mind that when you discard a template, all progress made in synchronizing with that template is lost. Therefore, if you reacquire a previously discarded template, you will start anew with zero synchronicity progress.

Additionally, your power of Template Synchronicity allows you to give templates to other individuals through touch. However, this ability can only be used once every 24 hours, and recipients are limited to a single template, unable to gain multiple templates like you can.

2 Addons ...

Perfect Host

Cost: 25 SP

Forces outside of your control are attracted to you like a moth to a flame. Biological creatures see you as their perfect body, cosmic forces pursue you as if you were their soulmate, magical artifacts feel as if you were their destined user, and if you injected yourself with power-granting serums, they would fit you like custom-made clothing; even if they had side effects, you would be immune to them. Strong enough forces can resist you and even retaliate if you go after them, but eventually, your powers could grow so much that even beings like Marvel's Phoenix Force would look at you as if you were the second coming of Jean Grey, even if you don't have psychic powers.

You can access 100% of the powers your currently hosted entities possess, and you start by being able to host at most three entities

within your being. You also possess a pocket dimension where you can store those you are currently unable to use, and you must abide by the contract of every being that decides to be with you. However, you can reject them unless they require nothing.

Additionally, you have the ability to outright negate any influence an entity you do not wish to host has over you, so if they're unsatisfied that you don't want them and try to persuade you with their powers, they can't. Furthermore, this grants you esoteric protection against the powers of those entities, shielding you from the influence of eldritch beings or even gods with a ridiculous amount of charisma, such as the gods and goddesses of love.

As time goes on, you will eventually be able to

host more and more entities simultaneously until you can have an unlimited number of them at the same time.

5 Addons ...

Wait, I Got Just the Form for This!

Cost: 15 SP

You possess the extraordinary ability to undergo a multitude of transformative changes, assuming various forms that grant you enhanced capabilities to overcome challenges and improve your existing attributes. The nature of your transformations and can be tailored to your desires, ranging from cosmetic changes akin to magical girls, to more significant physical modifications such as color shifts, thematic appearances, growth of horns, or the sprouting of wings.

Acquiring new forms is possible through rigorous training or during moments of urgency. Through dedicated training, you can unlock forms that align with your specific areas of focus. Conversely, in critical situations, your transformation will manifest in a manner that maximizes its usefulness for the given circumstances. The number of potential transformations is limitless; however, attaining more potent forms necessitates progressively increasing amounts of time and effort.

The enhancements you gain from your transformations are diverse and largely contingent on augmenting your existing abilities rather than granting entirely new powers. Nevertheless, your transformations can temporarily merge powers or manifest your

abilities in novel and unexpected ways. This can involve acquiring slight enhancements in elemental magic, increased resistance, the ability to fly, or even the capability to breathe underwater, among other possibilities. While your transformations are often tailored to your training or immediate needs, they cannot create entirely new powers out of thin air.

It's worth noting that utilizing your transformations incurs a small energy cost. The greater the strength of the transformation, the more significant the drain on your stamina or magical reserves. The type of energy consumed will depend on which aspect of your being is bolstered the most during the transformation.

More ...

This isn't even my final form

Cost: 25 SP

You now have the ability to take on a series of immensely powerful transformed states of your own design, with the first one giving a 10x boost to all your powers and physical stats, and the others after that offering a 10x boost to the previous form. These transformations could take a myriad of themes and appearances that follow them, maybe you want to look more animalistic or more regal, have a more monstrous theme etc, you can choose and design each form provided it follows your transformation's theme.

Note, that each form drains stamina and the stronger the form is the more stamina it drains and if not careful, could kill you, this can be

mitigated through training.

You start with your first form and can unlock more in the future through training or a sudden boost of extreme emotion such as rage

More ...

Shifting Singularity

Cost: 22 SP

Your existence is entirely unique. Not only are there no other versions of 'you' in the omniverse, but any attempt to interact with an alternative version of you is doomed to fail. A time traveler cannot change your past since 'past you' is non-existent and neither can a precognitive predict your future since 'future you' is just as non-existent.

This singularity of self has given rise to the ability to 'shift', travelling to parallel versions of the world you inhabit, taking the place of your non-existent alternative. With enough time and effort nearly any version of a world can be shifted to, with the only invariant being the complete absence of yourself. The greater the differences between your current world and the one you are attempting to visit, the more difficult the transition. Visiting an entirely identical world (excepting any changes you've made) would be instantaneous while travelling across setting might require months of charge up and incredible focus. Due to the sheer density of parallel worlds shifting allows access to and your absolute lack of multiversal presence, tracking you across shifts is completely impossible.

1 Addon ...

Oneiric Reality Manipulation

Cost: 60 SP

Oneiric Reality Manipulation combines the abilities of lucid dreaming with the potential to influence and manipulate aspects of reality itself. Through dedicated practice and mastery of lucid dreaming, the user gains the extraordinary power to bridge the gap between dreams and the waking world, blurring the boundaries of perception and control. With heightened command over lucid dreaming, the user can manifest aspects of their dreams into reality. By focusing their intentions and willpower, they can materialize objects, environments, or even temporary or permanent alterations to the physical world. This also

includes alteration on the user themselves where they can amplify their own abilities and potential within the waking world to a greater extent. By channeling the insights and experiences gained from their dream realm, they can enhance not only their cognitive functions but also physical attributes such as strength, agility, and resilience. With enough time The connection between dreams and reality becomes even more profound, allowing for seamless transitions and interactions on a larger scale. The user can transfer knowledge, skills, and objects between the dream world and reality with greater ease, blurring the boundaries between the two states of consciousness and harnessing the very fabric of reality to their whim.

1 Addon ...

Mundane Acts

Cost: 5 SP

You gain a shroud that distorts mortal perception, concealing any supernatural abilities or effects on you from non-supernatural humans. Ordinary people will perceive ordinary, mundane explanations instead of supernatural realities. For example, they might see a monster as a large dog or a magic battle as a minor street fight. This shroud maintains the separation between the mortal world and the supernatural, ensuring most humans remain unaware of the true nature of their surroundings. With time and practice, it is possible to extend this shroud to others, cloaking a magical castle or hiding the monstrous form of others.

While this ability primarily targets non-supernatural humans, it can also partially affect individuals with supernatural abilities, though they may be able to see through the shroud

depending on their own powers and talents. This shroud is especially effective at hiding knowledge that the ordinary mind cannot handle, often completely erasing such information from their memory.

2 Addons ...

Plausible Deniability

Cost: 15 SP

You have complete control over every aspect of your powers' manifestation. This means you can choose to leave no evidence of power usage, even to the most advanced analytical tools, or maybe even falsifying power appearances and traces, to match the abilities of others. All effects that are nonessential to the proper functioning of the power can be reduced from anywhere between their normal amount and

nonexistence. For example, a telepath can engage in mental combat without revealing their identity, a blast of fire may leave no evidence besides the intense heat, and a tinker creation can mimic the work of another, at least in appearance.

Even in cases where it should be clear that power use is involved, you always have a chance to shift the circumstances in a way that leaves room for reasonable doubt. While a relentless and meticulous observer may eventually conclude you might, in fact, possess powers; determining their true nature or effects is as challenging as you desire, perhaps allowing you to deceive even those who would otherwise lay claim to omniscience.

More ...

Perfectly Hidden

Cost: 25 SP

Your power conceals your existence, a "cloak" that turns you completely imperceptible by all senses—sight, hearing, smell, touch, taste, thermoreception, among others—just as any supernatural and technological detection.

Your presence and existence are obscured that others will consciously or unconsciously overlook or sidestep through you, at the same time guaranteeing any trace or clue of your being automatically deleted or removed.

Its reach extends to anything you wield, hold, or touch through physical contact extending your veil of undetectability to your liking. Yet, you can't extend it to any living being barring

yourself, as it conflicts with the power's nature. Its effects are immutable, incapable of changing unless you will it so, whether selectively hiding from a particular person or subject or effectively canceling it on both.

Just don't die while this is active, however, being as implacable as this is, you and any other thing with you will remain just another mystery with no way of being discovered.

1 Addon ...

You Can't Touch Me!

Cost: 15 SP

You now have complete intangibility. This allows you to manipulate your molecular structure, rendering yourself untouchable and capable of passing through solid objects, and with enough

control and mastery, energy in all its forms. Its applications are multifaceted—it ranges from infiltration and stealth to absolute defense, evasion, and reconnaissance. However, it is crucial to exercise caution, as a lack of control may result in inadvertently slipping through the very planet itself, leaving you stranded in the vast emptiness of space.

Deadly Mirror

Cost: 20 SP

You possess the ability to traverse into an alternate dimension accessed through mirrors. This dimension mirrors the real world you currently inhabit, but stands devoid of any inhabitants except yourself. Time holds no sway in this realm, ensuring that you remain unaffected by the passage of time while within it. Any mirror in your world serves as a portal to

enter and exit this dimension.

This reflective world is intricately connected to the real one. Every action you undertake in this mirrored dimension has a corresponding effect in the real world, should you choose it to be so.

Your control over this dimension allows you to manipulate not only inanimate objects but also the bodies of living beings reflected within it. You can commandeer the reflection of a car, steering it without physically occupying the driver's seat, or manipulate a rock and propel it in any chosen direction. The only constraint to this ability is that the subject must be reflected in a mirror first before you can assume control. Additionally, if the mirror through which you establish control is destroyed, your influence over the subject will be severed.

More ...

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Master of the Trapezohedron's

Cost: 45 SP

Rejoice! You have been chosen and blessed by The Shining Trapezohedron. Through a twisted connection with your shadow, you have become the Warden of a prison that holds a nightmarish horde of creatures that sing with the discordant tunes of madness. Your very being serves as a gateway to a prison realm located beyond space and time, where unspeakable horrors from beyond eagerly await your commands to cast their shadow in the world once more.

As the Warden of eldritch horrors, you command the ability to summon and temporarily release these otherworldly beings. From the depths of your shadow, they emerge, tendrils of darkness intertwining with their grotesque forms. Their presence instills fear and despair in all who witness their existence. Once they have completed their objectives, they are drawn back into your shadow, for they can never be truly free unless you allow it. At the start, you will only be able to summon weaker creatures, such as Night-Gaunts and Deep Ones, but in time, you will be able to call upon the might of even gods.

Within the prison realm, you possess absolute control, shaping it according to your will. It is through your shadow, a gateway to this twisted realm, that you can seal the fates of others. With a mere touch, you can push individuals into the

prison, subjecting them to the horrors that lurk within.

Inside the prison realm, your accelerated healing abilities ensure swift recovery from any wounds while simultaneously halting the aging process of your body. Additionally, you hold dominion over time, granting you the power to choose whether it flows normally or becomes frozen in the outside world.

Furthermore, you have attained immunity to the sanity-damaging effects inflicted by eldritch forces. Their mind-shattering influence has no hold over you, leaving you unaffected by their torment.

2 Addons ...

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Fictitious Dreams of The Kings of Feys

Cost: 30 SP

Within the depths of your own shadow resides an enigmatic and ancient entity—an eldritch presence that becomes your patron, bestowing fragments of its immense power while cautioning against the overwhelming influence of eldritch energies that your mortal form cannot fully endure.

As the eldritch patron manifests its powers through your shades, your own shadow becomes a conduit, pulsating with interwoven

eldritch energies, the sound of skittering madness, and the otherworldly fractal of unreality.

Being an outsider to reality, your patron possesses mastery over the manipulation of reality itself. Probability bends to its command, allowing it to shape and influence events within the boundaries of possibility. This power echoes the enigmatic nature of Marble Phantasms, enabling the manifestation of phenomena that surpass conventional understanding.

Gifted with clairvoyance, your eldritch patron enhances your perception and grants you glimpses into the threads of fate. You become attuned to hidden truths and potential outcomes, surpassing the limitations of mortal senses.

Embracing your patron's essence, you become a conduit of both incredible potential and great vulnerability. Your mortal body struggles to contain the overwhelming influx of eldritch energy.

The eldritch patron's ultimate power, Chaoskampf, stands as a testament to its dominion over the blurred boundaries of reality. With this power, your patron fully emerges from your shadow and destabilizes the superstructure of the cosmos, expanding the divide between truth and falsehood, fact and fiction. Allowing your patron to denote and redefine what can and cannot be.

Additionally, you can choose the background of

your relationship with your patron. E.g perhaps the patron may have fallen in love with you, hence why it has chosen to become your patron.

4 Addons ...

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The Dealmaker

Cost: 30 SP

You possess the ability to deal with people, granting them supernatural powers and abilities in exchange for something. It can be as low as a simple rock or as high as complete and utter obedience to yourself.

You can grant someone a superpower, unlock the potential hidden within their minds, or allow

them to channel magic. Your physical, mental, and spiritual strength determines how many deals you can make and how strong the abilities you grant can be. An average human could make one deal per week before they have to rest for the remainder of the week, and the power it would grant would be limited to the equivalent of 5 SP. A human with Olympic potential could make one deal per three days, and it would be limited to 10 SP and so on.

(The power you grant can either be permanent or, if you make it clear in the deal, be temporary, lasting from days to months to even years if you wish for it.)

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Toon Force

Cost: 80 SP

You become a cartoon version of yourself, granting all of the zany powers of classic cartoon characters. This includes cartoon physiology and Toon-Force reality manipulation, with everything it entails. Although it typically would need to be used in a funny way, it can be used in other ways with more effort. You gain the ability to assume a cartoon version of yourself where these powers will be at their strongest, though even outside of your cartoon form these powers will still function, if somewhat weakened.

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108 Skills

Cost: 10 SP

You are bestowed with the power to replicate the abilities, powers, and skills of those within a range of 10.8 meters. With this, you can store up to 108 distinct capabilities, storing them within your arsenal. Whether it be superhuman strength, extraordinary speed, peerless swordsmanship, or arcane magic, each copied skill retains 1/108th of its original strength.

1 Addon ...

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The Crawling Chaos

Cost: 35 SP

Deep within you, a fragment of a long-dead God resides, infusing you with immense power and a connection to primordial forces. Though this divine essence is fragmented, the death of the mighty God has not erased its influence. Instead, its awakening within you brings instability to your form and grants you access to ever-evolving shapes.

Over time, you will witness the emergence of new forms, each imbued with greater power than the last. The duration to gain a new form varies, ranging from weeks to years, but intense conflict can greatly expedite the process, enabling swift adaptation against relentless

adversaries. No matter which form you attain first, rest assured it will possess overwhelming strength, capable of demolishing buildings and wreaking havoc across cities. Each subsequent shape grants you new powers and traits, enhancing your abilities and expanding your dominion.

Within your grasp lies the ability to seamlessly shift between these diverse forms. With a simple thought, you can transition effortlessly from your most potent manifestation to your primal base form or any configuration in between. This grants you access to the strengths of each shape, allowing you to adapt to any situation.

The lingering influence of the fallen God pulses through your being, setting your form in constant flux. Yet, this instability does not bring harm but

rather grants you the freedom to adapt and transcend the limitations of a static existence. With each passing transformation, you grow exponentially, embracing new heights of power and untold potential.

Every evolving form unveils greater strength than the last. Even your weaker forms passively grow over time, bolstering your overall prowess. With every transformation, you transcend mortal boundaries, leaving behind awe and destruction in your wake.

More ...

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Doctor, Doctor!

Cost: 12 SP

When times get tough and you accidentally hit your toe on something hard, when the party has done something stupid and you are now screaming for help, or when shit has simply hit the fan and people are getting killed, they all scream for one being, a healer, and that person is now you.

You have great potential and capability in the fields of medicine and medical sciences, surgical techniques, anatomy, biochemistry, other various studies of the body, and just healing in general.

Your senses are tied to these studies, and as such, you are to diagnose people's current

physical/mental state by observing them for a short time. But at the current point, you simply have intuition on each of these concepts, meaning that you more or less have "feelings" towards how they work and function and must study both literarily and technically, but these skills will be obtained almost five times faster than the average person. Medical technology and equipment are also a specialty of yours, from advanced x-ray machines to new forms of medicines to environmental protection gear to keep one's health up.

Finally, you have access to a unique form of supernatural art: the Healing Point. This art is structured solely for healing and has little to no combat capabilities. The user will gain a pool of chakra-based energy, allowing them to imbue their patients along their chakra points with

condensed nodes of the healing energy. Once a node is established, you will gain information equal to your current expertise about the patient's current status. At this point, you could send the energy to injured areas, make minor biological adjustments, or maybe even supercharge their body.

Later on, you will be able to heal someone's mind and even their soul, but the path is long and dangerous, as you must also protect your patient's life. Who knows? You might even be able to bring the recently dead back to life one day.

More ...

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Gunhead

Cost: 20 SP

You can create, summon, shape, manipulate, and utilize any kind of firearm with perfect skill. Be it primitive, modern, or even futuristic weaponry, each firearm is an extension of your power, seamlessly integrating into your hands as if an inherent part of your being.

From physical projectiles to liquid-based rounds, and even energy ammunition, you can summon and discharge them all with effortless precision. Without the worry about ever running out of ammunition.

You can only summon firearms directly into your

hands. With your two hands filled, you are unable to summon additional weapons. Instead, you may instantly dismiss a firearm and summon another in its place.

You can't conjure ammunition or firearms capable of killing omnipotent beings on the get go, but would need considerable time and effort to manifest them (from decades to a century even, depending on how much you use and practice this power)

More ...

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Drawing Creation

Cost: 20 SP

You are able to create objects and beings by drawing, replicating what you have drawn into the real world, and imprinting your imagination into existence through art and visualization. To start off with, your ability to create drawings is enhanced to the point that your drawings are indistinguishable from reality. Tricking the world into materializing what you have drawn into reality, however, you can choose not to bring into existence what you have drawn, instead saving it to be summoned into reality at a later date or not at all.

This ability is divided into two specializations: materialization and copying.

Materialization: is the standard ability that brings drawings that you create into existence, from

objects to creatures. You can draw anything and engrave your imagination into reality. Your creations are not temporary illusions upon reality but instead are perpetual facets of reality, so long as you will them into being. Anything you create is loyal to you, so long as you do not try to destroy it for unjust reasons.

Copying: is the subsidiary ability of the two specializations, allowing you to copy something already existing in reality by drawing it into reality. Your copy is around twice as strong as the original and will be completely loyal to you and allow you to bypass restrictions that would normally be present on an object or creature you copy, removing weaknesses or limitations originally present in the original, such as only good people being able to wield a sword or a demonic sword stealing its users lifeforce when

wielding it.

However, your ability to summon is currently equal to the amount of energy you have. With things that require more energy to bring into the world being off limits to your current ability, with training, you could bring anything you imagine and draw into reality. By surpassing the limits of the world and breaking the physics and rules, your ability to summon things is not limited, so long as you have enough energy. The more you use the abilities, the less energy it takes to generate objects into reality.

1 Addon ...

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Gravity Manipulation

Cost: 5 SP

Gravity bends to your will; you have harnessed the harness, the fundamental force of attraction between all things. In time, you will be able to generate new sources of gravity, affect larger spaces, work from further away, and even begin to manipulate Gravity for more esoteric uses like creating force fields, balls of gravity that will implode, and eventually create even black holes that are entirely under your control. Until then, you are only able to weaken and strengthen the influence of gravity in a small area around you.

Due to your changed relationship with gravity, you now have an innate spatial awareness that allows you constant insight into exactly how the forces of gravity and kinetic energy act upon

you. Your body has further acclimated, allowing you to be truly omnidirectional with a perfect sense of balance and vestibular system, helped out by your newfound spatial awareness.

1 Addon ...

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Space Manipulation

Cost: 5 SP

Space itself bends to your will—you have unlocked the ability to shape and distort the very fabric of reality. At first, your control is limited, allowing you to subtly alter distances, making objects appear closer or farther than they truly are. You can create small pockets of warped space, bending light to render yourself momentarily unseen or slightly shifting the

position of objects within arm's reach.

As your mastery grows, so too does your influence over the three-dimensional world. You will be able to fold space to create portals, compress or expand areas at will, and even isolate sections of reality into self-contained pocket dimensions. With time, you may command space to such an extent that you can rewrite the very concept of distance, appear anywhere at a moment's notice, and create labyrinthine realms of distorted and non-euclidean space.

Your perception has also evolved—your mind instinctively processes spatial dimensions in ways others cannot comprehend. You are always aware of your exact location relative to everything around you and even the cosmos at

large, making you impossible to be disoriented. This awareness grants you an almost supernatural agility, allowing you to navigate even the most chaotic environments with ease.

More ...

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Time Manipulation

Cost: 5 SP

You have obtained the power to manipulate time—a dangerous ability that few can master and even fewer can wield without succumbing to madness. Time bends to your will; you have novice control over one of the universe's fundamental forces. At present, your command

over time is limited; this power initially manifests as prophetic dreams that reveal glimpses of the future, allowing you to see a few days into the distant future or past. In battle, you will eventually gain the power to anticipate your enemies' moves seconds before they even consider them, enabling you to evade and counterattack before they can react.

However, eventually, you can unlock further potential in your time-manipulating abilities. Eventually, you may be able to freeze entire cities in time, traverse parallel timelines, age things to dust in mere seconds, and much more, provided you gain sufficient experience in time manipulation. As you gain greater control, undo minutes of future events, loop time within a city block for hours, and more.

More ...

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The Bifrost Eyes

Cost: 15 SP

The Bifrost Eyes take the form of a pair of crystal-like heterochromatic eyes that allow you to see anywhere inside the dimension you reside in.

When anyone calls your name, you can hear it as long as they reside in the nearby realities, as well as, with your right eye, instantly focus on and see the person calling. And with your left eye, you can teleport anyone or anything you see from one point to another in a beam of rainbow light, though not more than four people at once.

The point of arrival can be any place you can see or one you have been to previously, and unless you are very rough, you cannot hurt anyone by teleportation itself.

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Tag Team

Cost: 3 SP

You've gained the ultimate team-up power: synch up with your chosen partner to create the best tag team. When synched, you and your partner share powers and skills, with the degree of sharing based on your synch rating. This rating depends on how well you work together toward the same goal, whether your partner is your best friend, war comrade, or soulmate. Even

with love and trust, if your methods or goals don't align, expect little to no power sharing. Your synch rating can't be forced through mind control, threats, or any other power. Power sharing is capped at 50%, and once the team-up ends, any shared powers, effects, knowledge, or items disappear.

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Eyes of the Beholder

Cost: 40 SP

You gain five eyes of different styles across your body in various locations of your choice. Each of these eyes is imbued with a foundational element of the universe, and can project it through their sight.

The eyes themselves follow two universal rules, Firstly, the eyes can only affect their own function, giving them approximately 120 degrees of visual arc in front of them that they can affect, within which their manipulations are absolute.

Secondly, the eyes themselves cannot all be active at their full strength, having to divide their full power across each that is 'open' at any given time. You may determine at will how much power is distributed to each. With a single eye open it is able to affect everything within its sight at once near instantly.

The five eyes themselves each have a domain they rule over;

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ERROR

Cost: 25 SP

Reality is an intricate system, but no system is without flaws. You hold the power to perceive and manipulate these imperfections, transforming them into tools to rewrite outcomes and reshape the very world itself. From technological failures to metaphysical inconsistencies, nothing is beyond your reach.

This ability not only allows you to exploit existing flaws but also to impose new errors onto reality itself, bending the rules to your will. Machines falter at critical moments, natural laws twist to your advantage, and even the abilities of others can fail under your influence. You can distort

perception, destabilize systems, and cause chaos in the fabric of existence. At its core, this power grants dominion over the concept of "errors" that lie between stability and chaos, enabling you to potentially tamper with fate, obscure your presence from detection, and even render yourself immune to certain rules or consequences.

At first, your power is limited to small errors and glitches—such as causing equipment malfunctions, distorting perceptions, or misdirecting an opponent's focus. These small disturbances may seem insignificant but gradually form the foundation for greater feats with continued use or with growth in power.

With time and mastery, your connection to these flaws deepens. You may even transcend the

rules entirely, becoming an error within reality—a paradox that defies the natural order. As an anomaly, you might evade cause-and-effect chains, exist in multiple states simultaneously, or influence probabilities to ensure outcomes favor your intent. Such a state grants unparalleled freedom, as you operate outside the constraints that bind everything else.

From subtle manipulations like jamming a weapon or misdirecting an enemy, to grand feats such as warping space, traversing time, or cheating death, the possibilities are boundless. With each flaw you uncover or create, the cracks in reality become your path to power, making the imperfections of existence your greatest strength.
More ...

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Nihili Est Qui Nihil Amat

Cost: 40 SP

You have become a complete and true nothingness on all levels of existence, be it physical, spiritual, mental, informational, or any other.

You lose the need for any sustenance, no longer requiring air, food, water, or sleep to survive, as well as cease aging. Unless you specifically allow something to interact with you, everything will simply pass through without harm. Even attacks that enforce the concept of harm will be fruitless, as there is nothing to impose upon. This allows you to become completely intangible and/or invisible at will, hidden from all natural

and supernatural senses, and even the most esoteric barriers will be powerless to stop you from walking right through them.

Your lack of informational presence makes it so no records of you can remain if you do not allow it, and you can erase yourself from any pre-existing recording or even memories, although the minds of living people will try to fill the void left behind by the information about you, leading to a slight sense of déjà vu whenever they see you again, though it will fade over time. This sense of déjà vu will become stronger the more often you erase someone's memories, and can even irreparably damage their minds so they will be trapped in this feeling forever, never again experiencing surprise or a sense of accomplishment.

You can still interact with the world even in this state and can control what will be able to interact with you. You can be selectively tangible to some things, but not others, as well as control the level to which interaction is possible.

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Reality Anchor

Cost: 12 SP

You are a living reality anchor, forcing all things within 20 feet of you to adhere to the laws of reality as you have experienced them. Foreign entities like eldritch abominations, interdimensional beings, or magical constructs,

are made to conform to your plane of existence and its rules while within your influence.

An ancient horror might find itself limited to a physical, three-dimensional form. A time-warping anomaly would be locked into the same linear flow of time you experience. Even invulnerable magical beings would become subject to the physics and biology of your world.

The range of your influence grows with focus and effort, but stronger or more alien entities may resist, requiring intense concentration to anchor them fully. This doesn't negate their traits but forces them to operate within the same constraints as everything else in your reality. However, your influence is not instantaneous—it takes time to adapt the rules and affect sufficiently complex or powerful beings.

The more you are exposed to the same type of being, the better your soul gets at affecting them. Like, if you encounter ghosts frequently, your soul will eventually adapt to make dealing with a normal ghost trivial. And you can impose the laws of realities you've spent significant time in, not just your reality of origin.

2 Addons ...

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Winner's Spoils

Cost: 10 SP

If you take something down, you can become it. Any being you beat—as long as you were the

main reason for its loss—gets added to your roster, letting you take on its form at will. You get everything that form had at the time: its body, abilities, knowledge, gear, magic, techniques—whatever they had, you get. But the moment you switch forms, everything that came with it vanishes: items, body parts, hair, blood—all of it. No looting through shapeshifting.

Shifting isn't free, though. The stronger the form, the harder it is to keep up. If it's close to your level, you can hold it for a decent amount of time. But if you're trying to turn into a godlike beast when you're still just getting started, you're gonna burn out quickly. The bigger the gap, the faster you'll drain, and if you push it too far, you'll be wiped out and feeling like you've just run a marathon.

The good news is, you can train. The more you use a form, the easier it gets. Over time, you'll get more accustomed to it, and the strain on your body will lessen. Eventually, you can train a form so well that it'll take barely any energy to stay in it, even if it's way stronger than you.

More ...

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Ginnungagap

Cost: 30 SP

At the edges of creation, between the fragile layers of reality, lies the yawning void from which all was born and to which all will return. It existed before the creation of the cosmos and

will persist beyond the end of the universe. The gap, the oblivion, the formless. The Ginnungagap.

An infinitesimally small fragment of Ginnungagap was shed and carried into the multiverse, eventually finding its way to you, granting you its powers and authority. Though weakened and powerless compared to its original form, this fragment still wields fearsome powers. Ginnungagap grants control over the void, nothingness, oblivion, creation, and much more.

These powers allow you to manipulate the void and nothingness. You can, if you choose, reduce anything from material objects to abstract concepts to nothingness, and in doing so, harvest void energy. Using this energy, you may

create anything in return. While this power seems limitless at first glance, it is constrained by your weakened form. Entities, objects or concepts with unique, abnormal or unnatural origins that you do not understand, or those more cosmically significant than you, can still be reduced to void energy, but at a slower rate. Another point to consider is that, in the beginning, due to the inherent rejection of Creation towards the Void and your inexperience, your abilities will have some amount of cooldown period that scales with how much power you use; this will only ease off as you grow stronger. If you push forward anyway without waiting, you may end up getting ejected out of Reality and into the void, only allowed back in after some amount of time has passed.

Conversely, you can create anything naturally

found in the universe and nature with void energy, though this creation is restricted to what is already inherent to existence. The simplest creations are basic elemental forces or materials, but with enough void energy, even abstract concepts such as time or death can be realized. You also naturally generate void energy, though the quantity is based on your strength and growth, but you still possess a sizable amount and generation at the beginning. It is also possible to store limitless amounts of harvested void energy.

Due to your nature as a being from before creation and the concept of death, the constructs that arose after you are less effective against you. It is difficult for you to be harmed by conventional means, whether physical or magical.

Your eyes, which have gazed upon the void and the creation of all things, grant you an innate understanding of the natural world. This understanding extends to the fundamental nature of objects and concepts, such as recognizing what a spell is made of and how it is manipulated. However, this does not include comprehension of the underlying knowledge required to create it or wield it, nor any other technology, as they are human creations.

As for your current limits, you may deliver nothingness and void to a city range at maximum, removing it completely from existence and turning it into void energy. Your creation abilities have similar limits. Combining your eyes with your creation powers, it would also be possible to mimic some human

creations, though this is still limited and starts small.

You possess a profound affinity for nothingness, the conceptual void and all other related things. Your powers are limited by your lack of experience, skill and void energy. But as you use them again and again, you will begin to grow stronger and develop new abilities. After a while, even your limits will diminish. Delivering nothingness to Death to eradicate it or halting Time itself will become achievable feats. Returning all to the void and creating all from void will be easy.

When pushed to your fullest potential, you may even consume the entire universe.

1 Addon ...

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Love candy

Cost: 7 SP

You can naturally produce candy from any part of your body. Its shape and flavor are yours to decide, but your real power goes far beyond that.

Any animal that consumes your candy, no matter its intelligence or strength, will immediately recognize you as its master. It will obey your every command without hesitation, willing to risk its life to carry out even your most outrageous desires. This control lasts for exactly one month. After that, the creature is free to stay by your side or leave, but it will never be able to harm

you again.

Your candy has to be digested for it to work, and it generally doesn't work on humanoids (humans, elves, dwarfs, etc), but it will affect humanoids with animal-based powers or abilities, binding them under the same influence.

The candy itself also doesn't provide any nutritional value.

More ...

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The End Crowns All

Cost: 40 SP

“The end crowns all.”

You gain the ability to invert Causality, allowing you to declare an outcome and have reality arrange the cause after the fact.

Each day, you receive 1 charge, which can be spent to make a single chosen effect come to pass, no matter how impossible or illogical.

When using your ability, you do not start with an action but with intention, the result you want, and it will comply. You can choose how it does this through three different methods.

First is natural progression. Causality bends probability, and if necessary, folds and breaks

the rules of reality to achieve the effect you want—because it must, as it's already happened.

The chain of events will unfold as if everything happened organically—through probability, timing, action, and reaction. It may look like you simply got lucky, or like your skill, preparation, and circumstances all aligned just right. But beneath it all, the threads were already rearranged the moment you made your choice.

From the perspective of all involved, things seem to move along, following a logical progression to achieve the effect—unless the effect cannot be achieved normally. In which case, reality warps to accommodate.

The next option is adjusted logic, priming a

specific starting cause and letting reality twist itself slightly to make the effect follow.

You might throw a stone and decide it leads to a distant enemy's death. The throw might trigger a bizarre chain reaction, or some improbable but vaguely plausible mechanism. Or perhaps it sidesteps it entirely, such as allowing you to kill an enemy by throwing a spear, killing them with that spear before you ever throw it.

The cause and effect remain connected—but only because reality has bent itself to create that connection.

The third and final one is also the most obvious. You can select a cause—any action, even something trivial—and force it to result in the

chosen effect, regardless of whether the connection makes any sense at all.

A snap of your fingers might cause a titan to drop dead. A whispered word might cause a volcano to erupt. There is still a cause. There is still an effect. But the logic that would normally bind them is irrelevant—the effect follows the action.

Regardless of what method you choose, your power will not create or enforce causes that you wouldn't want to come to pass; you won't accidentally kill a village to destroy an enemy, for example. If it comes to choosing a method that's plausible but undesirable or implausible but preferable, it'll always choose the second for you.

No defense, resistance, or immunity can prevent the effect once declared, because the effect has already transpired; everything else simply falls in line to make it so.

More ...

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Shroud of Power

Cost: 10 SP

You possess the ability to manifest a Shroud of Power—a cape of solidified energy. If your Shroud is ever destroyed or lost, you can instantly recreate it, erasing all traces of the previous one. Your Shroud is extremely durable and capable of significant amounts of strength

and speed, and you gain a form of tactile feedback from it.

The Shroud functions as an extension of your will, shifting and transforming in response to both conscious intent and subconscious thought. It can alter its form and texture into countless shapes, imitating outfits, ropes, tendrils, hands, blades, and more. Its constructs may carry the appearance and feel of various textiles, such as leather, fur, wool, or other clothing-like materials.

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Half-Eldritch Child

Cost: 40 SP

You are the child of an Eldritch Being — Great Old One, Elder God, or Outer God. Where mortals fear the abyss, you are born of it, anchored to reality by divine recognition. You are no fragment or mask but a true individual, loved by your progenitor. To harm you is to invite their wrath, and few would dare.

You exist in two states: a mortal guise that walks among humanity, and an eldritch core straining against reality's limits. Even restrained, you surpass mortal boundaries. Your body is built on alien principles, granting strength to crush fortresses, rend steel, and split the earth. The world itself resists your destruction.

You may manifest an Eldritch Form, shaped by

your will and parentage. Early on, it is subtle — shadows bending, eyes too deep, shapes shifting at the edges of perception. With growth, it becomes vast and awe-inspiring, reflecting your progenitor's dominion. In time, it may rival gods or nightmares alike. Its scale and potency rise naturally as your Myth and power mature.

Your durability and regeneration are equally unnatural. Your structure defies mortal physics; blades, artillery, and even continent-level devastation rarely harm you. Only beings near your progenitor's tier can kill you, and even then, your essence resists erasure. You may return through dream, void, or worship. Wounds heal instantly, limbs re-form in moments, and annihilation may prove temporary. Sleep, prayer, or faith accelerates your restoration and growth.

Your senses and perception pierce all boundaries. You see through darkness and illusion, hear whispers miles away, and perceive time's flow, dimensional seams, and hidden truths. No environment is hostile to you — void, flame, or cosmic storm. Eldritch realms such as R'lyeh resonate with your blood, feeding and empowering you. In time, barriers between worlds open as roads, letting you traverse universes and, eventually, the Meta Manifold itself.

Your powers awaken gradually. In youth, they flicker — whispers, shadows, stray movement. In adolescence, your emotions shape the world; walls bend, air trembles, and your presence distorts space. By adulthood, you consciously wield your progenitor's dominion, commanding dream, chaos, entropy, or creation.

Your inheritance is twofold. The first is your progenitor's dominion, written into your blood. If Cthulhu, the dream and sea obey. If Yog-Sothoth, time and space yield. If Shub-Niggurath, creation blooms. If Azathoth, chaos bends to your will. This power grows with time, recognition, and slumber. The second is your personal aspect, unique and shaped by your choices — divine fire, mortal empathy, celestial radiance, or demonic shadow. No two Half-Eldritch awaken alike.

Your presence alters reality. Mortals dream of you. Whispers spread your name. Cults rise in your shadow, artifacts awaken in your wake. Other beings sense what you are — some bow, some recoil, none mistake you. Depending on your progenitor, you may inherit standing within the Eldritch Court, recognized as kin rather than

an outsider.

Signs of your nature linger always: eyes that seem too deep, a restless reflection, shadows that move on their own. Emotion amplifies these traits, warping space around you. They are not flaws, but truth.

You are Half-Eldritch — heir of dominion and individuality, kin of the Court, and child of a progenitor who truly loves you. Your power grows eternally through time, dream, and belief. You are not absolute, but one of the few who approach it.

Note: Your mortal form restricts your full power. Only in your Eldritch Form can you unleash your complete might. With time, you may ascend into

true Eldritch Godhood.

4 Addons ...

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Nullborn

Cost: 50 SP

You are the Nullborn, a remnant of the void that existed before creation itself. When the first spark of light tore through nothingness and the act of creation gave birth to time, form, and meaning, you were cast out with the other unformed things. You are not a god, for gods were made after you, nor a demon, for that requires definition. You are a being of negation,

a creature not of death, but of the absence before even death had shape.

Your physical form is immense and ever-shifting, composed of a darkness so dense it consumes light rather than reflects it. Both your shape and your size are mutable, for you were born before either concept had meaning. You are always as large as the space around you allows. In a corridor, you fill it perfectly; in a valley, you tower beyond the peaks; in the void of space, your presence stretches until the cosmos strains to contain you. You may choose to reduce your size at will. Your surface is not flesh but an event horizon given shape; it absorbs matter and energy alike, making you appear both solid and infinite. You cast no shadow, because you are the shadow, a void that defines space by the absence it creates. When you move, the air folds

inward, sound dies, and all physical laws distort around you as though your existence corrupts the code of reality itself.

Your abilities stem from your fundamental incompatibility with existence. You are the antithesis of creation, and thus, destruction bends naturally to your will. Your breath is a stream of null entropy that erodes time and memory itself. Anything caught within its range begins to decay from every point in its timeline; iron rusts, stone weathers, and flesh ages. When you strike, your blows carry the concept of collapse; matter loses cohesion, and molecular bonds fail from your inherent unmaking.

You can annihilate entire cities and easily reduce mundane constructs to dust with little effort, but your strength falters when faced with entities or

materials forged through acts of creation. Anything infused with living energy resist your influence, their very essence rejecting your void. When exposed to such forces, your form destabilizes, your edges fray, and light burns you as though rewriting your unbeing into matter. You cannot easily harm creatures or objects made from pure

creation energy; contact with them is agony, for they reintroduce the law of existence into your structure. Even prolonged exposure to places of creation can weaken you and make your power flicker.

The longer you remain active within creation, the more unstable you become. Every act of destruction feeds the paradox of your existence; the universe pushes back against your nature, forcing entropy upon you as punishment for accelerating its decay. If you destroy too much

too quickly, your form begins to collapse inward, causing you to shrink and grow lethargic. You cannot exist without creation, for you need something to negate; a reality fully erased would take you with it. As such, while in theory you could destroy entire planets, doing so would cause reality to destroy you as well. Luckily, the longer you resist the universe's push backs, the less its effects, thus with enough time, you could destroy entire worlds and suffer nothing for it

More ...

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Light as Air, Heavy as Stone

Cost: 7 SP

You gain the ability to selectively change the effective weight of yourself or anything you touch. For example you can simultaneously make a sword weigh next to nothing for you, but weigh a ton for anyone else, resulting in a nigh immovable block.

One effect is when things fall beneath a certain weight they gain a slight buoyancy similar to a feather. This can allow you to jump incredibly high, then float slowly down and land. You could make yourself an immovable object, assuming your natural durability could keep up, or make yourself weigh next to nothing in the air.

The weight range is from 5 ounces to 10 tons. This power does not effect the actual weight of the target, only the weight they are treated as

having when interacted with. The effect persists even when you let go, and you need to touch the target again if you want to re-alter their weight.

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Entropy

Cost: 40 SP

You have been imbued with the power of Entropy, allowing you to control the pace at which creation marches toward eternal equilibrium.

You can control the measurement between disorder and order in a system. This can apply to physical phenomena, such as inducing radioactive decay, dispersing the heat and

motion of particles, or complete destruction by creating a bubble of False Vacuum Decay.

You can also apply the opposing effect and revert Entropy itself, bringing order to chaos. You may reverse the destruction of objects, restore lost cities to their former glory, and prevent the decay of biological organisms, yourself included.

There are many possibilities and physical phenomena your entropic control can influence, as entropy is an inherent concept of thermodynamics, leaving it to you to learn how to control and apply it.

More ...

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Reality Breach

Cost: 15 SP

You can create breaches in reality that can lead to any point in existence. As if breaking through a glass window, reality debris flies outward at the exit point; it can even be used as a method of attack, as this debris shreds through anything in its path.

At first, you start only being able to skilfully open miniscule breaches to another point somewhere in the world, enough to let you through and close right afterwards. But, with training, there is nowhere you will not be able to reach, even across time, other universes, or metaphysical spaces like dreams, and much more. The

fractures produced heal over time, although how much it takes depends on your skill and how far away you are breaching.

Should you lack the skill, however, you can substitute it with raw power. If you possess magical, spiritual, or other types of supernatural energy, you can use it to fuel the breaching, brute-forcing your way through reality. The more energy you dedicate to the task, the more violent the breach, and with more force the dimensional debris is scattered, leaving fractures that take a much longer time to heal. If you dedicate enough power, you can create breaches that will last for decades or even become permanent.

The expelled reality debris rapidly decays, leaving no traces of its existence after a few seconds at most. If you are skilled enough, you

can open breaches in such a way that debris evaporates nearly instantly.

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Stella Malum

Cost: 40 SP

In a distant universe, there existed a small civilization on the only planet orbiting a lonely star. Unlike traditional primitive societies that grow to worship their stars, this one grew to fear it. After all, who wouldn't be afraid after watching a star eat?

Stella Malum, otherwise known as "Bad Stars," are parasitic higher-reality entities that fuse with

small planets or asteroids, subsuming their mass and using them as both a lure for prey and a disguise to hide from the rare few larger predators. Their true forms exist as myriacosms stored in unseen folds of reality, working to reshape and rewrite the edges of reality that their false bodies inhabit.

Bad Stars consume pieces of real-space to turn it into pure energy, which then acts to fuel their own growth. Due to their nature as higher-reality entities, they have a great influence over the lower layers, though it requires close distance to their false bodies to exert any real influence. Within their bodies, they are able to completely control reality as a whole, from simply controlling matter to altering fundamental laws and constants of the universe. They exert a similar, albeit lesser, level of control over their

false forms as well. By using this they can freely move through space, and avoid falling into orbit of larger objects.

When the time comes to eat, a Bad Star will unfold it's false body before contacting its prey and absorbing it into its true form for consumption. Bad Stars take time to consume anything that cannot fit within their true form, taking it in pieces to slowly build up to the final bite. In areas with dangerous flavors of physics, such as a black hole, consuming such prey requires a Bad Star to be exponentially larger than the stellar body that formed it. By eating interesting types of stellar objects with unique energy or physics, a Bad Star will be able to replicate them in their entirety, passively and actively warping reality to mimic them.

It requires an increasing amount of energy to increase the size of their true form, and by compressing their false form, Bad Stars can increase the strength of their influence to fight off their kin. In times of desperation, they can shed their false form, becoming what is best described as an "Eldritch Horror," resembling warps and cracks in reality itself, from which parts of their true form leak out. They don't typically do this, not because it is stressful or harmful, but because they are naturally lazy and prefer prey to come near them by orbit instead of hunting it down.

You begin as a hatchling and are only able to subsume matter about the size of a large building. Within about a century of active hunting, you would be able to consume a planet, and within a century more, a star. As you were

once human, you also have the ability to make your false form resemble one and are capable of using your true form as a pocket dimension in which you can alter reality. The range of your influence over real-space as a hatchling is middling, only about half as large as your true form, while your ability to alter your false body is near absolute, barring size restraints. If your false body is damaged, it may take a few moments to regenerate, during which time parts of your true form may be exposed.

As Bad Stars have little desire beyond getting larger, they only use the matter they consume for their own growth, not requiring it for their continued survival. As you were once human, however, you may find use in the matter you eat beyond consumption, such as transmuting it into more useful types or using the raw energy as an

offensive maneuver. What you can turn it into within your true form is limitless, but once this energy or matter re-enters real-space it will collapse back into the closest equivalent that is able to actually exist within local physics. If you are unaware of how something works, or it can't exist under local physics, it will leave twisted voids in your creations where they were once supported solely by your reality alteration.

1 Addon ...

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Avid Reader

Cost: 30 SP

You have awakened to a primordial force of the universe, imagination, a hidden webway connecting every universe. Most humans go,

unaware and sleeping, ignorant of the true potential that lies within themselves. Imagination is what powers reality, the unconscious minds of trillions imposing upon the laws that govern reality. You are no longer dormant to the true nature of reality.

Through this realisation, you have the power to draw forth characters from fiction by holding a representation of the media they belong to, calling forth those created by the dormant imagination of those who are still asleep to the true nature of reality. You could summon forth both heroes and villains from comic books or from literature, creating living beings that house all the powers that the character would possess. Despite what they would ordinarily be like, those you summon will be extraordinarily loyal to you, regardless of your nature or their original personality.

To start, you won't be able to summon vastly stronger characters than yourself; however, even the average person would at the very least be able to summon someone like Spiderman or Bullseye. With time, you would become able to summon characters that are vastly stronger than yourself through practice and experimentation with your power. As with any resource, the more beings you summon from fiction, the more exhausted you become with those that are stronger, taking more of your energy to summon; however, any summon is permanent until they are killed, in which case you can summon them again from whence they came.

More ...

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Prep Time

Cost: 10 SP

“Batman Neg Diff with Prep Time.”

“WHAT ARE THESE WORDS!?!?”

Whenever you face an opponent or an immediate threat, you retroactively become prepared for them. The moment a confrontation begins, you instantly gain the appropriate gear, information, skills, and strategic plans as if you had spent the past month solely dedicated to preparing for this exact fight. This preparation is simulated into existence, overlaying your present reality without altering the actual past.

The preparation you receive is bound by a strict one-month retroactive window. You cannot gain knowledge, resources, or skills that you could not have realistically obtained or developed within one month of dedicated effort starting from your original state. The simulation generates separate, parallel preparations for each distinct threat. If you face one opponent and then another appears afterwards, you gain two independent sets of gear and data. If multiple opponents begin the fight as a coordinated (or uncoordinated) team or group, they are treated as a single composite threat, granting you one unified set of preparations designed to counter their combined tactics.

All gear and information from all concurrent simulations are simultaneously accessible to you, regardless of physical or logical

contradictions. You can carry all generated equipment without being overburdened, and your mind compartmentalizes all conflicting data and skills for immediate use.

A key secondary effect seamlessly adjusts the perceived history of the immediate past for you and all observers. To everyone’s memory and any recorded evidence, you entered the situation already in possession of all your gear, as if you had been carrying it all along. This prevents the power’s activation from being perceived as a sudden materialization of equipment.

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Imaginary Mass

Cost: 20 SP

You possess within you a pool of an anomalous matter, which you may at any time manifest in the real world and manipulate freely. By default, it flows like liquid, but can instantly solidify at will into any shape you can imagine, including splitting it up into multiple masses, each of which can be controlled precisely. More importantly, you can also cause it to transform into any material you have encountered and are familiar with. To facilitate this, you are given the ability to analyze the physical and supernatural (if necessary) makeup of any material.

The matter can be manifested most easily in your immediate vicinity, appearing to emerge harmlessly from your body, but with enough

practice and visualization, you may cause it to appear anywhere within 25 feet, potentially even up to 100, though line of sight makes this easiest. After creation, the matter can be withdrawn into your pool at any time from any distance, otherwise it will remain in the default state of its m

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The Gluttonous Arms

Cost: 25 SP

You have been anointed—if such a word still fits—by a ravenous divinity bound not in temple or tomb, but in flesh. From just above your shoulders down, your arms are no longer human. Now they are relics of hunger made manifest: obsidian-black, unnaturally smooth and glass-

like. Beneath this veneer, the veins glow a radiant, electric violet—circuitry of otherworldly power, throbbing with anticipation. Buried within the surface are countless miniature eyes and mouths, each unique in color and size.

These organs blink and whisper in unison, murmuring devotion, praise, and want. They can be hidden or shown at will—but they are always awake. Always watching. Always hungering.

These are not just arms. They are living, thinking extensions of your will—sapient entities wholly devoted to you. They whisper praises for your every action, Do All they think may satisfy you, in any way, celebrate your victories with wordless joy, and weep in manic grief should you be hurt. Protective beyond reason, they will act independently to shield you, defend you. And when they act, it is with purpose. They do not flail

—they worship. They fight for you like apostles defending a god made flesh.

The Gluttonous Arms are divine in resilience. Their substance rivals adamantium in toughness, letting them withstand dragonfire, cosmic entropy, or the wrath of Gods. This imperviousness extends to your entire skeleton, transforming your bones into a divine scaffold capable of bearing the weight of impossible power. Yet they are not merely strong. These arms are receptive beyond reason, like living Mythril—they flawlessly absorb, integrate, and channel power from any source. Magic, psionics, divine energy, cybernetics, spiritual enhancements, even emotional concepts or esoteric forces—nothing is rejected. Everything is metabolized. Everything is made yours.

When the Gluttonous Arms touch something, they do not simply grip—they consume. Not in a destructive sense, but in a manner infinitely more violating: they absorb the essence of what they touch, taking in every positive trait and discarding the flaws. The structural integrity of a fortress wall, the regenerative vitality of a hydra, the radiant purity of holy flame, the precision of a Cybernetic Arm, the grace of a master blade—these are devoured and integrated, often permanently. The arms hunger for excellence, for supremacy, and they will never accept mediocrity.

This power is not without cost. Though they love you, these arms are gluttonous, jealous, and never satisfied. They constantly urge you forward—to fight, to claim, to consume more. Mercy makes them restless. Stagnation agitates them.

If denied their feast of experience and essence for too long, they may act without your leave, hungering not out of rebellion, but out of a deep, desperate devotion. They want you to be powerful. To be divine. To be worthy of their Worship.

Because that love—unlike most things in this world—is endless. They will never betray you. They will never abandon you. They will simply keep taking, until nothing is left to take... and you are all that remains.

More ...

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Temporal Grace

Cost: 10 SP

You are capable of deploying a field of roughly 4 meters in radius, which you can freely shape, that has the ability to temporarily erase the concept of change.

Within this State of Grace, anyone inside, including yourself, cannot be affected by any outside or inside influences, regardless of their nature or magnitude.

This creates a fleeting environment of 'Peaceful Coexistence' inside its indiscriminate influence, where you cannot be harmed, but also cannot affect those inside it.

Any attempt at interaction between beings or objects inside the radius will result in them phasing through one another. The field cannot be moved after its deployment unless it is deactivated. It doesn't grant any regeneration, but it will prevent anyone with life-threatening injuries from dying or feeling pain of any nature.

You start being able to hold it for a couple of minutes, with training allowing you to expand its radius and duration.
1 Addon ...

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Get Totality'd™

Cost: 10 SP

You have been granted a touch-based ability that acts as a cognitive bridge between a single mortal mind and the collective unconsciousness of the entire multiverse.

Upon physical contact, the target is instantly ripped from their linear perception of time and space. They won't just "see" the history of existence; they experience every singular and overwhelming bit of information and emotion involved in the span of one second of regular time.

The vision is a recursive loop of every beginning and every end. They witness the white-hot static of the Big Bang, the slow, rhythmic cooling of

galaxies, and the intricate, messy tapestries of trillions of alien civilizations.

The happiness and love a mother feels for her child. The pride a father has in his son being better than him. The last breath of a long life well-lived. The first scream of a newborn. All infinite variations of oneself in all realities. All failures, all achievements, all the love they gave and received. The end of all things. Everything, Everywhere, All at Once.

This can be used to great effect as a stunning tool against any living or even artificial being. This won't permanently damage their minds, as most cannot comprehend—let alone remember—everything, but it will probably change the target's way of living, as the soul doesn't forget the sensation.

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The Sanctioned Action (Kill Six Billion Demons)

Cost: 35 SP

...is to cut. There is only one, maybe two people in the entire Multiverse who have the skill to cut. And it is much more than just cutting something with a sword. To Cut means division by the blade of Want, that parer of potentials that excises infinities. And by cutting, you cut not only the physical, but the universe itself. At the point where you start, it is "merely" the ability to cut through anything not completely invincible. But by studying and growing the act of cutting, you will grow in Strength.

At the end of the road for this, you will be able to cut anything, no matter how strong, durable, esoteric or abstract it is. Not only that, but you can cut people without so much as drawing your sword, and cut things just by touching them. You can also project a "laser" from the tip of your sword, and it cuts as well as you can.

More ...

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Sharingan (Naruto)

Cost: 12 SP

You now gain access to the Sharingan in its fully developed state with three tomoe, and with its potent capabilities at their fullest extent.

By activating the Sharingan, you possess four main abilities;

The first is the capability to employ genjutsu using your eyes, exhibiting powerful hypnosis and masterful illusions capable of subduing even the most indomitable wills.

The second is the extraordinary faculty to see, sense, and comprehend esoteric and magical energies with utmost clarity.

The third is perceptual acuity so significantly enhanced that you can discern even the most minuscule details within your field of vision, even being able to easily track objects moving at speeds surpassing the velocity of sound by several orders of magnitude. This lets you

anticipate your opponent's movements almost perfectly, to a degree verging on precognition.

The fourth is the ability to replicate and copy any technique witnessed while activated, giving you unmatched versatility in combat. However, the eyes cannot replicate techniques reliant on sources that cannot be learned, such as divine favor or superhuman biology.

These eyes operate without expending any energy, and suffer from no strain or fatigue from prolonged and uninterrupted use, wield them as you wish.

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Rinnegan (Naruto)

Cost: 20 SP

The Eyes of God are yours now. The Rinnegan's name might sound overly grandiose, but be assured, it is not. You have these eyes now, along with all the powers that come with them.

These take the form of multiple 'paths', each with its own abilities. You can use all of these powers in one body if you want, but you can also use multiple bodies, one for each path. Each path has its own theme as well as two passive effects that are always active. These things stack where it would matter and augment any such affinities, control, or reserves you already possess.

First of all you have the Deva Path, which grants you control over the physical world and its fundamental forces. You will start out with instinctive control over gravity but as you practice, more and more of the physical world will fall under your purview. This path's passive buffs are exceptional affinities in all five normal elements and the ability to freely mix whatever elements you can manipulate.

The second path is the Asura Path. This path gives you dominion over your own body, allowing you to manipulate and transmute it in whatever way you desire. You can create metal, transmute your body into a cyborg and back, or even heal yourself freely. Whatever is generated from your body can transmit your chakra, even when it is no longer connected to your body. This path's

first passive buff is an incredibly powerful body and vitality granting exceptional Yang chakra, and a monstrous chakra capacity, either half the size of the Jūbi's or double your own, whatever is greater.

The Human Path grants you dominion over the mind and souls of people, including your own. You can manipulate them and interact with them directly, so much so that you could even extract their memories from them with just a touch. This path's passive buffs are an increased mental acuity granting exceptional Yin Chakra, and extremely fine control over your chakra.

The Animal Path, the fourth path, grants you access to summoning. Any being that you personally defeat and/or kill can be summoned by you. However, you are not limited to this and

will, over time, learn to summon anything and everything, such as summoning the souls and bodies of people who have long since died, or even creating portals to summon yourself elsewhere. This path's passive buff is that any

trials or requirements to get summons are smoothed over due to this, and the ability to summon anything that is considered “yours” to your person at any time.

The Preta Path allows you to absorb anything and everything from your surroundings, even from other people or techniques headed at you. You can not only absorb this, but convert it to chakra so you can add it to your own reserves, even to the extent of increasing your overall pool to a reduced extent. This path’s passive buffs is an innate ability to analyze and break down the structure and knowledge of anything you absorb,

and an incredibly adaptive chakra system allowing you to replicate the properties and characteristics of whatever you absorb.

The Naraka Path grants dominion over the metaphysical and the underlying fundamentals of reality. You’ll start off with instinctive control over life and death, allowing at the start to repair the bodies of living things or even, at an immense chakra cost, resurrect the dead. This path will require the usage of other paths to channel its abilities through, but over time will allow you to use it just through this. This path’s passive buffs are an instinctive understanding of reality, and the ability to directly interact with the forces you’ve gained control over.

These eyes operate without expending any energy, and suffer from no strain or fatigue from

prolonged and uninterrupted use, wield them as you wish.

More ...

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Senrigan (Naruto)

Cost: 8 SP

A unique dōjutsu that allows the user to observe any event that is happening or has happened in the past, starting from the moment of the user's birth.

When you activate this ability, you are mentally transported to the scene of any event of your choosing. You can freely observe and listen in on what is happening, pause, rewind, speed up

or slow down the passage of time, switch to another event, and even walk around freely as if you were physically present at the scene.

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Master of Puppets (Naruto)

Cost: 8 SP

You are a puppet master - not just any puppet master but the most prodigal puppet master. Your heart and organs have turned into a core the size of your fist, able to extend out invisible strands that connect to people or puppets to control them.

You can take control over even willful enemies as long as they do not snap or overpower the strings.

Your strings cannot be used to block, but can grab projectiles out of the air and return to sender.

Your greatest ability, though, is the power of human puppetry.

You can turn corpses and people into puppets, keeping their abilities and unique powers as you turn them against your foes. Your core makes all puppetry as easy as breathing.

A war or play with puppetry, to you, is easier than rock paper scissors. This all leads to your biggest weakness: Your core, which allows you

to turn yourself into a puppet without much threat, if destroyed, ends your life.

1 Addon ...

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Fool (Shin Megami Tensei: Persona)

Cost: 25 SP

You are a Wildcard, a person with the ability to wield multiple persona. You gain power by completing your journey to become a better and more complete person, you do this by helping others through a part of their own journey, making them more complete and creating and cementing an unbreakable bond between you. The more and the stronger the bonds you have the stronger the persona you can wield. With a fully completed journey and realization of self,

you are powerful enough, with the people who support you, to accomplish miracles, and do the impossible. You can summon persona in the real world.

4 Addons ...

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Galvanism - EX (Type-Moon)

Cost: 10 SP

Galvanism is the ability to freely convert and accumulate magical energy and electricity, including ambient forms of electromagnetism.

This Skill extends beyond merely harnessing raw power—it enables the instantaneous transformation of magical energy within any

formless thaumaturgy or energy-based magecraft within a 20-meter radius of you into electricity, and vice versa.

While you have complete control over the conversion rate, it'll primarily function like a mode dial, letting you toggle the passive rate between 0% and 100% for everything around you. Actual fine-tuned control, however, requires active focus, allowing you to selectively determine what to convert, what to permit, and by how much.

The energy you've accumulated can be used in multiple ways—whether, for example, by converting it into bio-electricity to either boost regeneration, metabolism, overall bodily functions, reaction speed, etc, or directly infusing it into your body to reinforce your form

before rapidly discharging it—mimicking the effects of Mana Burst (Lightning), a jet burst of magical and electrical energy that significantly enhances both offense and defense.

The true limits of this Skill, however, remain yours to explore, bound only by your creativity and mastery.

5 Addons ...

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Territory Creation (Type-Moon)

Cost: 10 SP

This skill allows you to create a specialized territory that's advantageous to you. The appearance and abilities of your territory vary

depending on your wants, needs, and powers, as each person has their own vision for the territory they create. Your skill starts at Rank A, enabling you to easily create a workshop comparable to that of a legendary magus like Medea. Or you could conjure a landscape that supports you like Ereshkigal's Seven Gates of the Underworld. With time and effort, you can achieve Rank EX and beyond, creating a territory that even surpasses Semiramis's Hanging

Gardens of Babylon or Solomon's Ars Paulina. This skill can easily be combined with other powers but is significantly hindered without some form of supernatural ability.

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Six Hearted Revolver (Type-Moon)

Cost: 13 SP

The preeminent ability of Jester Karture takes the form of a cylinder-shaped tattoo etched into the chest. This mark allows the user to transform both body and soul into entirely different forms. The tattoo contains six "bullets," each one representing a distinct body.

These bodies can vary wildly, ranging from different ages to entirely different races. Jester himself possessed forms such as a werewolf and a golem. By spinning the cylinder, you can switch which body you inhabit. The transformation is seamless, making detection almost impossible.

If one of your bodies is killed, you can revive simply by switching to another. The fallen body's "bullet" turns black and may be discarded,

though the body itself can still be controlled as a puppet if desired. When not in use, bodies regenerate over time, with recovery ranging from days for minor injuries to years for total destruction. Only when all six bullets are destroyed are you forced back into your true form.

You begin with the same six bodies Jester Karture originally possessed, without inheriting his status as a Dead Apostle. If desired, you may redesign these bodies to suit your preferences, provided they remain equal in overall power and capability to the original six. Any additional powers you have chosen may be incorporated into these bodies, enhancing their power or modifying their forms as you see fit.

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Shadow Monarch (Solo Leveling)

Cost: 35 SP

You become the vessel of the Shadow Monarch.

As the Monarch of Shadows, Ruler of the Dead you are capable of extracting the Shadows of the dead, though there's a chance of failure if the being is significantly stronger than you or had been dead for a long time. Three attempts may be made on the same being before you can no longer attempt to extract their Shadow.

While Shadows start slightly weaker than when they were alive, they gradually get stronger the more they kill and can eventually evolve into

greater beings. You can only hold onto so many Shadows at a time; however, as you grow more experienced in wielding this power, this limit increases. Stored Shadows are kept inside your own shadow. Additionally, you can use your shadow to store items.

You can use shadows as portals to travel vast distances in an instant, create shadow constructs, telekinetically move objects through your authority as a ruler. You can create a domain by projecting your own shadow, which further amplifies your powers and strengthens any Shadows within by 50%. Finally, you can form armor from shadows that greatly increases all your powers and abilities by concentrating a large amount of power around yourself.

More ...

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Ultimate Skill Raphael: Lord of Wisdom (Tensura)

Cost: 30 SP

Required: Voice of the World (Tensura)

One of the Seven Virtue series of ultimate skills, formed by isolating Veldanava's divine authority over creation. Like any ultimate skill, this grants the ability to control some of the laws of nature. The only counter is another ultimate skill wielder. Such is the absolute, undeniable rule of the world. Ownership of this skill confers the following abilities:

Thought Acceleration: Accelerates the thought processing speed of the user by factor of a million.

Analytical Appraisal: Analyzes and assesses the target.

Parallel Operation: The ability to detach analysis of phenomena from the mind.

Chant Annulment: Eliminates the need for chanting when using magic.

All of Creation: The ability to comprehend any non-concealed phenomena in this world.

Synthesis: Transforms two differing targets into a single object. Can be used to chain the effects of several skills together, earning the user new skills with significantly less effort than would

otherwise be required.

Separation: Releases the inherent properties of the target and separates them. Examples include depriving a person of their skills, with the exception of the ones bound to their soul, and removing foreign objects or entities from the target's body.

Alteration: The ability to modify and evolve skills.

Future Attack Prediction: The ability to predict attack in the form of light trails. The terrifying properties of this skill is not its ability to predict, but that whatever it predicts is guaranteed to happen.

More ...

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Ultimate Skill Beelzebuth: Lord of Gluttony (Tensura)

Cost: 30 SP

Required: Voice of the World (Tensura)

One of the Seven Deadly Sins series of ultimate skills, corresponding to a person's fundamental desires. Though born as imitations of the capabilities of the Angelic System of ultimate skills, these skills still boast just as much potency. Like any ultimate skill, this grants the ability to control some of the laws of nature. The only counter is another ultimate skill wielder. Such is the absolute, undeniable rule of the world. Ownership of this skill confers the following abilities:

Predation: Can absorb matter, skills, or magic into the body. Conscious beings can attempt to resist being absorbed. It can be used at range and can even affect space itself.

Imaginary Space: An infinite space where absorbed targets can be stored, including otherwise harmful materials or things needing to be analyzed. Replicated items can be stored here upon production. This space is unaffected by time. Anything in this space can be broken down to replenish the wielder's magicule reserves.

Mimicry: Allows for replication of anything that has been absorbed and sufficiently analyzed, including appearance, skills and abilities, and

relative information about the target.

Corrosion: This works in conjunction with Predation to decompose an absorbed target into pure magicules. This increases the likelihood of absorbing an ability of a target with only partial absorption, even if that is lower than after full absorption.

Soul Consumption: This allows for reaping the souls of those who have lost their will to live and fight against the wielder. Even if the target leaves the presence of the wielder, once the condition has been met their souls can be reaped at any point, even if they later recover their will to live.

Food Chain: This allows for a greater connection to those the wielder has a soul connection with.

The wielder can freely copy prototypes of the skills of those subordinate to them or grant them other skills the wielder possesses. The wielder's reserves of magicules will also grow as their subordinates exhibit any significant growth.

More ...

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Alibi Block (Medaka Box)

Cost: 60 SP

This is the ability that allows Najimi Ajimu to instantaneously appear wherever and whenever she wants, including physical locations such as: in a locked room, in space, in heaven, or in hell, as well as metaphysical places such as: inside a dream, inside a heart, or even inside people. There is no place in all of reality that is beyond your grasp.

1 Addon ...

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Divine Protection (Re:Zero)

Cost: 40 SP

The possessor of this extraordinary ability has the power to acquire any Divine Protection they desire in specific situations and retain them permanently. These Divine Protections are granted by an entity known as Od Laguna (The World), which can even create new Divine Protections that have never existed before. However, there is a chance of miscommunication, leading to the recipient not receiving the intended Divine Protection

accurately. This ability is independent of any other inherent powers and allows the user to erase Divine Protections if desired.

Divine Protections are unique blessings bestowed upon individuals at birth by the world, though most people lack them. Certain races possess inherent Divine Protections, granting special abilities. The ratio of holders varies. These blessings encompass a wide range of effects, like reading the wind or emotions, enhancing physical abilities, or providing elemental protection and much more. They can evolve and differ slightly among users with the same Protection. Certain magical methods can temporarily remove them. If two Protections clash, they nullify each other.

2 Addons ...

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