

NEEDLES

Japan, 2130 AD, shortly after the third World War. Gigantic contaminated regions have erupted all around the country, called “Black Spots”. Black Spots are treated as ruins, and are quarantined by a huge wall. Regardless, there were those that would make that ruined land their home. They were, at first, ignored, but certain individuals emerged with strange powers.

Fire, Wind, Gravity... They could control the very forces of nature. In fearful ignorance, people called them “Needless”.

+1000cp

There are multiple “Black Spots” across Japan, but if they share anything in common, aside from famine and radiation poisoning, it’s the inherent understanding that might always makes right, and that’s just how the inhabitants like it, the ones that survive, anyway. The word “Police” is an abstract concept here, and if you think you can settle a dispute without your fists, then you better know how to kick instead. My advice? Sit back and enjoy the anarchy, that’s what everyone else does. This place is surprisingly chill like that.

You’re going to be stranded in the Black Spot over the former capital of Tokyo. The economic behemoth, Simeon Pharmaceuticals has invaded this particular Black Spot, and set up a branch in the middle of this wasteland, to the resident’s dismay. This new branch is headed by Adam Arclight, a megalomaniacal Needless who has been using his position to exploit the Black Spot for his own ambitions, starting with the systematic hunting and mutilation of the resident Needless, and whoever else happens to get in the way.

As always, what you do in this world, who you side with, who you kill, who you molest, is in your hands, and yours alone.

Don't expect things to stay that simple for long. If you're the nosey type, be ready to deal with double agents, clone armies, apocalyptic conspiracy, cosmic horrors, along with the second, and possibly third coming of Christ, just below the surface.

[Origins]

Now then, looks like you'll be picking sides sooner, rather than later. Let's see who's boot your going to be licking during your time here. Certain origins are allied with certain factions, and their history will reflect this. Take any origin, free of charge, just make sure you only pick one.

Black Spot Affiliated: Well, being perfectly honest, saying "Black Spot Affiliated" is like saying "liquid popsicle", the words just don't go together like that. The point is, you're not with Simeon. You've probably lived in the Black Spot all your life, and you don't take kindly to some entitled city boy storming in and expecting you to kiss his ass. Maybe you oppose him openly, maybe you just distance yourself so Simeon can hold their little circle-jerk in peace, who's to say.

- **Rebel:** Aren't we all, kiddo? You're a preachy brat who gets off lecturing people about injustice and equality and other boring shit like that. Somewhere along the line, you joined up with the resistance standing against Simeon and their Needless hunts. They're gearing up for an all-out attack on Arclight as you arrive. Have fun with that, dumbass.
- **Bandit:** At least you're honest about it. You've adapted to the spirit of the Black Spot better than many. You lie, cheat, steal, and kill, all day, every day. Just don't forget that your type is a dime a dozen around these parts. If you want a single slice of this big black pie, you've got a lot of heads to send rolling first.
- **Informant:** Even in this no-man's land, knowledge is power, even if only the boring kind. You know things, things other people want to know, more importantly, you know who those people are, and how to make them pay out the ass for it. You know just how to procure even more of you product as well, but now that Simeon's in the neighborhood, your jobs are only gonna get more and more dangerous from here on out. Unless you don't mind wrestling with Simeon's Testaments at three in the morning.

Simeon Affiliated: Looks like we've found the sell-out in the room. Whether they sought you out for your talents, or you had some deeper relationship with the company beforehand, you act on behalf of Simeon Pharmaceuticals in some capacity. If you don't mind being Arclight's bitch for the next decade, you can look forward to an actual education, a steady supply of clean food and water, and access to many of the technologies and amenities of the outside world. Just know that your pristine clothing is easily identifiable in a ragged place like the black spot, and it goes without saying that everyone there hates your guts.

- **Killer Girls Squad Member:** You're the new 48th member of Simeon's killer girls squad, headed by Riru Rokakuji, of Arclight's Elite Four. Your squad exists to support Simeon from the shadows. You've been trained to handle all Simeon's dirty work, well, dirtier than usual. Assassinations, infiltration, sabotage, seduction, y'know, sneaky stuff. For... reasons, the Girls squad, as well as this origin, only accepts cute girls, or people who look like cute girls. Your own gender will be changed to reflect this, at no expense.
- **Ex-Adam Project Scientist:** A long-ass time ago, you took part in a top-secret project on the Japanese government's behalf. The aim was to create clones to replace the being known as the Second Christ. Don't go getting a big head about it, you were just one small cog in this machine, and as far as the world is concerned, the project ended as an objective failure. Some way or another, you ended up in the Black Spot, Simeon found you, and valued your talents enough to add you to their staff of researchers.
- **666 Committee Member:** Forget what I said about you licking anyone's boot. You can count yourself among the 666 most powerful people in the world. Each member, the very tops of their field, or an otherwise irreplaceable asset. These 666 individuals are united under the philosophy that they are the only people that should survive the end of the world, even if they have to end it themselves. You have the whole world under your boot, and even Simeon is just another asset to the Committee, but don't get too comfy. The Committee has no issues disposing of members who can't earn their keep. It's not enough to reach the top, you have to stay there too.

Unaffiliated (Drop-In): You are not allied with either the people of the Black Spot, or Simeon Pharmaceuticals, not necessarily. You can take any one of the six origins above for their respective discounts, but you enter the world without any new memories or connections. Chances are you'll stick out like a sore thumb if you can't adjust to the general attitude of Black Spot life, and you won't be getting any special treatment by Simeon either.

[Species]

Living in the Black Spot without a fragment is a pretty shit existence, not to mention boring, so you'll be a Needless of some kind, no matter what species you choose to be. You may only choose one species.

Needless (Free):

Good ol' vanilla. Other than your fragment, there's not a single thing special about you, not in these parts, anyways. As I just finished telling you, you'd be a Needless even if you didn't pick this option, all this means is that you aren't any of the below options with all their bells and whistles n' shit.

- Age is 2d8+13, 50cp to change.
- Gender is whatever you came as, 50cp to change.

Trap (Free):

H-hey there little girl, did you get lost? Don't worry, you've got a big strong Onii-chan here to protect you from all those nasty Needless. You can trust Onii-chan. In fact, why don't I go ahead and fix a nice warm bath for us to share? By the way, what's that lumpy thing in your panties? Jokes aside, you're a trap, or maybe even a reverse trap. Point is, whatever your gender is, you have an androgynous appearance, attractive to people of all genders, and you've got a penchant for crossdressing that defies reason. Well, that would imply that it's your choice, whether you like it or not, it seems like causality will twist itself in knots to ensure that you end up dressed as the opposite gender as often as possible, no matter how improbable the circumstances have to be, or how hard you resist. Might as well stay dressed like that to save yourself the trouble, more eye candy for me.

- Age is 1d8+8, 50cp to change.
- You may choose your biological gender for free.
- This is the only species option that may take the Girl's Squad origin as a male.

Clone (100cp):

Huh? Didn't expect to see any of you sorry bastards around these parts. In case you didn't already know, it was your type that actually led to the world war that created the Black Spots. Before WWII, Japan had turned itself into the dominant military power with their advanced cloning technology. Clones like you were cheap to produce, felt no pain or fear, and more importantly, required no salary or human rights. After Japan lost the World War, clones were officially banned, but through some miracle, you've vastly outlasted your predicted shelf life, and are living a free life in the Black Spot. Your microchip brain has the training of veteran soldier hard wired into it's very circuitry. So long as this miniscule chip remains undamaged, you can take as many bullets and cuts as you want without going down. A clone's mental circuitry is very different from a human brain, most notably their abysmal facial recognition, which will no doubt plague you for these next ten years. Additionally, sufficient shock will cause these circuits to temporarily short out, causing you to faint.

- A clone's aging slows to a crawl once they reach their physical peak, so it's unlikely that you have any grasp of your "age". If you really need a hard number, your age can be anything less than 50 years and more than a month, clones don't have much of a childhood to speak of.

- Gender is whatever you came as, 50cp to change.

Half (200cp):

Half what you ask? The phrase “Half” is a commonly used phrase in the city and Black Spots alike to refer to a “half human, half machine”. I guess people just got sick of the term “cyborg”. In spite of the name, chances are your brain and maybe an organ or two is all the human left in you. Thankfully that’s more than enough to take full advantage of a fragment. As a half, you’ll be given superhuman strength from your mechanical limbs, and you likely have a weapon or two built directly into your body, not to mention your natural lifespan now greatly exceeds that of a full human. The technological advancement of this world at large is nothing to sneeze at. You can survive any level of destruction as long as your brain and most of your head remains intact, but you can still be immobilized if dismembered. What you get here is pretty much the bare bones of what the average Half has at their disposal, but this is nowhere near the peak of technological ingenuity, even here in the Black Spot. If you want anything more, you’ll need to upgrade it the old fashioned way, or find someone else willing and able to do it for you. Switching out body parts or moving into an entirely new body is a simple enough affair for you.

- Age is 2d8+13, 50cp to change.
- Gender is whatever you came as, 50cp to change.

Adam (600cp):

Your bitch-ass better be taking notes, cause I ain’t gonna repeat this shit. Ugh... Okay! History lesson part 2! Remember how Japan got nuked all to Hell in WWII? Well, there was something else that appeared around that time, along with the Black Spots. He was called The Second, as in, “The second coming of Christ”. He just showed up one day without explanation, and made use of supernatural powers to heal the people of Japan. He was the first Needless, one who possessed all fragments, and could do seemingly anything. Just as suddenly as he arrived, he died under equally mysterious, or should I say suspicious circumstances. Since having a god around is a pretty massive political advantage, the government funded the Adam Project, to try and make clones of The Second. The success of this project is debatable, hence the crater left where the lab once stood. On the upside, this means that nobody has to know you exist.

The benefits of being an Adam are many, whether you were a preexisting human transformed into an Adam, or a clone constructed solely for this purpose. For starters, your physical abilities are objectively superhuman, even without a fragment, able to shatter stone with a stomp, or punch through solid steel, admittedly, the latter example may end up destroying all the muscles on your arm. Your entire skeletal structure and your internal organs are all coated in a durable yet flexible metal called Orihalcum, protecting them. That being said, I’m dancing around the real star of the show here. The Adam’s true power comes from their fragment, the Zero fragment. The power of Zero is to “memorize” other fragments, and use them as your own. With

that said, you don't start with any fragments memorized, so you'll have to build up your collection through battle with other Needless. If you learned enough fragments, you could one day match the power of the Second, but who knows how long that would take. There must be some faster way to get all that power, but that's your problem.

- Age is $2d8+13$, 50cp to change.
- Gender is whatever you came as, 50cp to change.
- Adams have to take Zero, or Zero Positive Feedback as their fragment, but they are also allowed to take Doppelganger as a second fragment, separate from any fragments learned through Zero.
- Adams have three methods of memorizing a fragment:
 - The easiest method is to simply experience an attack first hand, which will allow you to replicate the exact same attack, even without full use of the fragment. This is naturally the least effective method, since you can't replicate an attack without first understanding how it works. If a fragment is too advanced, it's all but impossible to learn without having already memorized similar fragments.
 - The second method requires you to press the gem on your forehead, called a Byakugou, against the forehead of another Needless. This essentially gives you the entire fragment directly from the Needless' brain, even without knowing their power beforehand. This method will work as long as the other person's brain isn't completely dead. Using this method on another Adam will result in both of you temporarily losing all of your learned fragments, and then exploding.
 - The third and most brutal method of memorization. If you can physically eat another Needless, brain and all, you will gain their fragment in a fashion similar to the previous method. The method you use to "eat" them doesn't really matter as long as their brain ends up absorbed into your body one way or another. The primary advantage of this method is the convenience, especially with the use of Doppelganger, assuming you don't mind eating people.
- This species is a booster for the various origin capstones, enhancing the functionality of the original perk.
- Taking this species requires you to take the Lolicon drawback for no points.

[General Perks]

That's more than enough boring lore bullshit for now. Let's cut straight to the juicy bits and see what skills and such you're entering this world with.

- **Nothing Here is Truly Needless (Free All):** In case it wasn't obvious, living in a barren wasteland with no societal infrastructure, treatment facilities, or foliage for kilometers around, is not a pleasant lifestyle for most. These conditions are normal for Black Spot life, and whiners are just dead men walking as far as the locals are concerned. As an inhabitant yourself, you can take living in the most abysmal of environments in stride, as long as there's a greater than 0% chance of survival, you'll be able keep a cool head, and act as if this lifestyle is completely normal and natural for you. Not that this actually increases your ability to survive in itself, or blinds you to the inherent danger you're in, it's more of an attitude adjustment than anything.
- **The Hardest Fist (Free All):** Even if you've got the right attitude for Black Spot living, the appeal of a destitute wasteland can be easily lost amongst the day to day brutality and, y'know, starvation, so here's a little something to get you in the mood. At your own discretion, you may enforce the art style of accredited nerd Kami Imai on the world around you. Not a single person will find this transition odd. What does this mean exactly? Well for starters, nearly everything in sight now juts out in some kind of dynamic angle, regardless of what or where it is. Cloth-like attire looks closer to a bag full of knives than a single piece of fabric, and even something as subtle as the cuff of your sleeve now looks like it could kill a man. Your own fingers are perfect rectangles for fucks sake! That being said, you may find yourself having an easier time fitting into this place now that your hair neatly condenses into spike-like formations, akin to leaves and/or shards of glass. This is more pronounced on masculine bodies, as their muscles become closer to polygons than any biological structure. On more feminine bodies however, well, let's just say that they get to stay smooth where it counts, but it's still angle city everywhere else. No matter what body, or what position you find yourself in, this art style will make sure that there is not a moment of your life that isn't stylish enough to pass as a heated action scene. May enforce a chibi style occasionally for comedic effect, but you can turn that feature off and on, separate from the primary effect.
- **Stigmata (400cp):** You now bear a tattoo-like branding somewhere on your body. This marks you as a bearer of Stigmata, a distinction marking you as one of the 13 Needless closest to the power of The Second. Well, there was only supposed to be twelve bearers of stigmata in total, but you're no stranger to being the inexplicable exception. Buying this will grant any fragment purchased in the appropriate section an absolutely unreasonable boost in power, with the increase depending on the base strength of the fragment. In some cases, this may take the form of a straight power boost, in others, certain limitations on a fragment's power might be waived entirely, but in the case of an already immensely strong fragment, the final result may appear completely unrecognizable from the original power.

- **Gift of Eden (400cp):** Fragments are born from the mysterious toxic material that permeates the earth and air of the Black Spot, known as Eden Seed. Every Needless has at least a little bit of Eden Seed in them, but much more than that is almost certain death, almost. However it happened, you've been injected with distilled Eden Seed. You miraculously survived this process, and can now tap into a number of potent abilities. For starters, you can now regenerate from practically any injury, assuming that most of your brain, heart, and at least half of your overall mass is intact. As a measure of speed, you could probably regrow the entire lower half of your body in a matter of seconds. If the situation calls for it, you can transform your flesh into a monstrous appearance, giving your fragment a slight boost in power, and giving your physical strength, speed, and durability an absolutely monumental boost, punching through skyscrapers and getting back up from similar attacks.

[Species Perks]

Perks tied to your species of choice. You can buy any of these you can afford, but perks from your own species are discounted 50% off.

Needless Perks:

- **Needless to Say (100cp):** No Needless can possess more than one fragment, this is a sentiment that you'll hear thrown around often. If you read the above section, you should know that there is one or two exceptions to this rule, but shut up, that's not the point. Admittedly, some fragments are more versatile than others, but they still only qualify as a single power, but many Needless could stand as a convincing argument to the contrary. You've picked up this skill, the skill for disguising your own powers as completely different ones. The power to induce invisibility could let you seemingly summon objects, fire projectiles from nowhere, and possess an invisible barrier on top of that, assuming you had all the necessary props on hand. This can also be used to make powers simply appear weaker than they actually are. You have the talent needed to think up these fake powers on the fly, and effortlessly keep up these deceptions, as if they were your real powers. A particularly observant enemy could piece it together eventually.
- **Pins and Needless (300cp):** Sometimes punching your opponent into a bloody pulp is all it takes to win a fight, sometimes it's not and a little... prepwork is required to pull out a proper victory. You have an uncanny talent for trap setting. You know how to overhaul an entire area to your advantage. This could be actual booby-traps, or just planting weapons around, or somehow altering the surroundings to better suit your fragment and fighting style. Knowing how to make a trap is one thing, but your ability to actually implement these traps is freakish. As long as you're installing traps, you can have them fully set up in a fraction of the time they would otherwise, think converting an entire floor of an abandoned building into a spike pit in an hour. Speaking of which, actually getting the physical materials to the location of the trap, while not necessarily faster, attracts an

unnatural lack of attention, no matter how ridiculous or obtrusive they may be. After all, not much point in a trap if the whole city already knows about it. As a final effect, if you're prepping all these traps with specific people in mind, they're all but guaranteed to find their way to you by total happenstance, as long as they don't know you're there and it's somewhere they could reasonably get to on short notice.

- **A Friend in Needless (600cp):** School learning isn't exactly the highest priority for Black Spot inhabitants. They couldn't give a shit what 2×3 is supposed to equal, and neither do their fragments apparently. If you find yourself performing a combo attack with an ally performing a functionally identical attack, rather than just adding your destructive power together, the power will be multiplied instead! This is dependent on your attacks being combined, rather than just striking the same target, so don't come crying if one of you fucks up the timing, also, it only works if you're doing this with another person, so you can't just launch your own attack twice and expect the same result. In case you're as dumb as everyone else around here, stronger attacks means a greater increase in destructive power.

Trap Perks:

- **Tourist Trap (100cp):** I may not understand why you'd choose this life, but regardless, that kind of dedication will take you far in the Black Spot. At your own discretion, now, and in future worlds, you may decide to alter your origin into that of a long-time crossdresser. Other than that one detail, your history in a given world, as well as your biological gender, is more or less untouched, though you may appear more feminine or masculine to match your dress code. This will make acting with the mannerisms of the opposite gender more natural, as well as earning your family and friends of that world's begrudging acceptance of your lifestyle from the start of the jump. It's even possible that your own close friends and colleagues could go the entire jump without realizing that you were in drag the whole time. It's nothing to write home about, but this perk also grants a slight resistance to humiliation and shame related to your gender. The use of this perk must be decided at the start of the jump.
- **Trap or Treat (300cp):** I-I'm not sweating, shut up! Don't look at me with those sexy eyes! Your ability to rock the clothing of the opposite gender now extends past the point of reason. You are undeniably handsome/beautiful, and hardly anyone would deny it. No matter how you look normally, your existence is such that it is impossible for you not to look even better when crossdressing. This scales with any other enhancements to your appearance, such that crossdressing will always provide a significant boost to your overall attractiveness, even if you aren't especially androgynous, dressing like this just always seems fitting, and everyone who sees you seems to feel this too.
- **A Trapping Young Man (600cp):** Can we really call it a trap at this point? Even when people know what you're packing, they still can't seem to help themselves, but you're

cute, so it's fine. No matter what someone's gender preferences may be, you're such an existence that they can always find enough of their preferred gender in you to see you as a viable option for their affection. If you spend enough time around someone, you can even awaken people to "tastes" they didn't even know they had, from your own appearance and behavior. But this isn't just a perk for collectors of restraining orders, your power over "preferences" is so potent that you can pierce through insanity, memory manipulation, or outright mind control afflicting your allies, simply by appealing to their pervy side. For the sake of decency, these "tastes" are usually tame, stuff like naked aprons or lolis. This isn't *that* kind of manga.

Clone:

- **Stay Clone to Me (100cp):** One clone two clone, dead clone, new clone, doesn't really matter, you guys all look the same to me. As it turns out, you cloned types feel the exact same way, and yet you still manage to form a nigh-unstoppable fighting force. You now take this mentality into future worlds, such that you can work alongside beings jarringly similar, to yourself in personality, appearance, abilities, etc. Your similar mentality will allow you to strategize without a single word passed between you, practically reading each other's mind. You also sidestep all the pitfalls that would come with allying two equally prideful, ambitious, or stubborn individuals, as the success of the other being might as well be your own, and they will feel the same way. The long and short of it is, any of the usual shortcomings that would come with working alongside beings similar or identical to yourself do not apply when you're involved.
- **Tears of a Clone (300cp):** Everyone has a line they cannot cross, some promise they cannot break, some act they cannot commit, some face they could never bring themselves to punch. Once per jump, you may select any single being, and change your own appearance and mannerisms into one that they could never bring themselves to intentionally attack or harm under normal circumstances. In many cases, this could turn you into the spitting image of the target's friends or loved ones, or themselves if they're egotistical enough, but in other cases, your appearance won't be based off any specific person, but a culmination of the type of person they could never harm. You could become someone's dream girl, or even their deepest fear, whichever is more effective. You can change back to your old form at any time, but when in this form, everyone will feel that you've always looked that way, and any existing proof to the contrary will be altered appropriately. You have my guarantee that your targeted being will be unable to lay a finger on you without monumental emotional distress, at first. In the event that they undergo a notable shift in values after their initial confrontation with you, they will eventually be able to move past the power your form holds over their heart. Though, a great degree of willpower may still be required for them to take such action.
- **Behind Cloned Doors (600cp):** All clones are given the same combat training programmed straight into their brains, but like any form of learning, there's a universe of

difference between those that blindly accept any information spoonfed to them, and those that instead reflect on this data, and make even greater strides towards the future. You don't know why you did it, but as you were trying out your combat regimen for the first time, you started spotting holes in your standard techniques, and out of boredom, you started making a few new moves of your own that would exploit these holes. As you stand now, there's not a single other clone programed with the standard combat protocols that can even touch you, and who knows how far you can take this. For any martial arts that you learn, past and present, you instinctively figure out how to counter opponents using the same style. As long as there isn't a monumental difference in skill or raw physical ability, a master of the art might as well be a sickly child trying to slap you into submission. As long as their programming doesn't get upgraded any time soon, you could tear through an entire army of your physically identical brethren bare handed.

Half Perks:

- **Half-Pint (100cp):** Something, something, small packages. Like a certain other stout cyborg, bodies you inhabit take on a strange logic to them that defies all common sense. The "younger" your body appears to be, the more your body is able to store. A younger body will not only have a greater storage capacity for data and memories, but even physically. As long as a you're inhabiting a body, you'll always find that there's always a bit more room in there than there logically should be for installing additional gadgets and weapons and such. As a full-on loli, you could deploy an entire arsenal of firearms from your torso at a moments notice. If you stuff your body beyond its logical capacity and relinquish it, the spatial inconsistencies won't cause it to explode or anything, but it will probably be packed so tight that most of your additions would be rendered inoperable.
- **Half the Fun (300cp):** Being a half beats the hell out of starving or bleeding to death, but you've got your own share of worries with this body. For starters, good luck finding someone who knows how to fix you when you break down. You saw that coming a mile away though, so you've taken precautions. In any body you inhabit, you have a full understanding of every single part composing that body, and more importantly, how to maintain and rebuild those parts if need be. This won't give you the tools, resources, or talent to make these replacement parts easily, but it's a good start. This even works on fleshy bodies, but making human limbs and organs from scratch, let alone attaching them, is just as hard as you'd imagine. You only retain this knowledge for whatever body you're inhabiting at a given time, but if all or parts of your body are destroyed, you'll retain the knowledge of whatever your last body was like in peak condition.
- **Ain't Half Bad (600cp):** The Black Spot is an all-or-nothing kind of place, you're either strong, or you're dead, cute or manly, braindead, or an unrivalled genius, that last one is you. Evidently, you've studied under one of these geniuses, "The Dollmaker from Hell, Gepetto". This man was lauded as a master craftsman, who would complete any order placed on him perfectly. Like him, you've gained an almost instinctual expertise with the

construction of dolls and puppets of all kinds. “Dolls” in this context could just mean the construction of simple children’s toys or mannequins, maintaining no particularly outstanding properties, barring their high quality. Your more impressive feats however, are limited only by your resources. Assuming you had all the right “raw materials” on hand, you could construct entire living beings. Even if you yourself were fully organic, creating an entire backup body would be a viable alternative to dealing with a debilitating injury. This also helps with creating mechanical bodies, but your expertise there doesn’t extend past making them look good and retaining their mobility, you’re a craftsman, not a physicist. As an added bonus, this purchase provides you with extensive knowledge of the various techniques of Black Spot metallurgy, a skill set that in itself will place your services in high demand.

Adam Perks:

- **Adamit to Your Sins (100cp):** The Second spent his short time on this earth healing the mutilated, feeding the starving, and converting the death traps that are the Black Spots into a land where human beings could theoretically survive. Even with all of that, his most mind boggling accomplishment was convincing the whole world that he was actually the son of God, even if he likely never made such a claim himself. As his clone, you share this aura, as long as you display convincingly godly qualities, such as unique or overwhelming power, or even just a saintly moral compass, and claim yourself to be a god, people will pretty much take this claim at face value. Even governmental bodies will accept this with a straight face, though unless you can convince them that you’re truly omnipotent, that won’t stop them from trying to control you for their own ends. Even other gods could be convinced of your godliness, and brush aside any historical inconsistencies that would arise from such a god existing. I shouldn’t need to tell you that being called a god doesn’t give you the powers of one, but just the name alone will do wonders for your public image, especially useful for gathering followers.
- **I Don’t Give Adam (300cp):** When an Adam clone headbutts another Needless, he is able to learn their power without even seeing it in action. But this raises the question, what happens if two possessors of the Zero fragment butt heads? The result is something called a Reverse Rejection Reaction. Turns out that the universe isn’t too happy about one two “gods” existing in the same room together, so they undergo a three-step process where their shared memories are broadcast to each other, as well as everyone else in the immediate vicinity, followed by both parties being temporarily robbed of each and every fragment they’ve ever learned through Zero, before finally, both of them explode. Going into future worlds, you can initiate this second step on any power-copying type opponent with a headbut. Upon which, both of you will temporarily lose access to all supernatural powers you’ve copied from someone else, but none of the ones that are inherently yours. It may not be much, especially since you’re placed under the same handicap as your opponent, but under the right circumstances, this

might be just what you need to even the playing field, or just make the process of transforming an annoying enemy into a dead one that much faster.

- **Adamaged Goods (600cp):** Let me ask you something. Let's say that some angsty bastards trying to kill you for whatever personal reason, what do you do? Obviously, you punch him. If he cuts your arms off? Kick him. He gets those too? You have teeth don't you? Let's take this to the logical extreme and say he's reduced you to just a brain. There's nothing else to cut away at one point, lucky you, this guy missed the memo that fragments come from mutations in the brain, so even in this story state, your means of enacting violence are limitless. Even with all your supernatural powers from other worlds, that would otherwise require a specific part of the body to function. Even if the body part required for a power is severed, you will retain use of your power, as the power "retreats" into the body. If you lose a hand that can block any attack, you now have a stubby wrist that can block any attack. Inevitably, all your powers will retreat toward your brain, and as long as that exists, every power you own is at your ready disposal. This also makes you all but immune to death from shock. Really, as long as you can stop yourself from bleeding out, you could maintain the entirety of your consciousness as a disembodied brain sitting on the cold hard ground.

[Origin Perks]

Discounts based on your Origin of choice. You can buy any of these you can afford, but perks from your own origin are discounted 50% off, and each origin gets their 100cp perk for free.

Rebel Perks:

- **Do You Have Any Function? (100cp):** It's nothing that anyone with even a microbe of pride can find joy in, but we all gotta accept sooner or later that in this crazy reality of ours, no matter who you are, no matter what you are, there will always be someone stronger than you out there. You may never meet them, you may not even exist in the same universe, but they're out there, they have to be, and you can accept that. You have the strength of character to deal with people who are simply better than you, or those who just think they are. Your envy, pride, or any other such complex doesn't need to cloud your judgement, and biting your tongue long enough to let those that fancy themselves unbeatable succumb to their delusions is a painless affair. Naturally, even in the event that you are the strongest thing in the room in all regards, this lets you act like a weakling as naturally as you would bear your usual personality.
- **Composed Movie Star (200cp):** Your something of a rarity in these parts, a thinker, dare I say, a genius. Admittedly, that's not a very high bar to meet for the Black Spot, but even folks from the city might find themselves caught off-guard by your deductive reasoning. You're like that old pipe-smoking guy, the one from all those nerd books, Flintlock or something, doesn't matter. Despite probably having no schooling to speak of on such matters, your deductive reasoning is nigh-superhuman, under the right

circumstances, you could pass this off as a fragment in its own right. With how many Needless use deception to earn themselves a much-needed edge in battle, why don't you go ahead and give them a little push off that edge, as you lay the secrets of their fragment, their strategy, and all their failsafes bare for all to see. Moreover, your deductive mind even functions regardless of your emotional state. You could be plunged into the depths of despair or panic, and yet your mind will still be working at full throttle to piece together any lingering mysteries, out of habit, more than anything. You may be able to figure out just what you needed to pull you out of this funk, or not, there is such a thing as a hopeless situation, especially for weaklings.

- **Gorgeous Rock Star (400cp):** Never pegged you for the thunder stealing type, hell, who would've thought you could turn it into such an art form. You may find yourself hanging around many "main character" types in your travels, y'know, fighting for their friends, picking fights with evil corporations, pulling random power-ups out of their ass, you know the type. These are the types of people that just have the universe's spotlight glaring down at them at all times, until you came around. Slowly but surely, you can take this light for yourself through proximity. This process may start with you just being roped into other people's adventures, then, you may find your place in this narrative becoming more and more important, you just happen to have a personal stake in an upcoming battle, or you just happen to come across an enemy that you're a perfect counter to, etc. When taken to it's natural extreme, you'll find yourself having side adventures of your own, which end up being just as important in the long run as any undertakings of your allies, and before long, you'll usurp the entirety of your beneficiary's main character status. You'll get the random power ups, you'll get the villainous arch-enemies, you'll be turned into a full-fledged fanservice magnet, among other benefits. Without even realizing it, the cast following the original protagonist may begin to look up to you as their leader, as much as they did the original. Despite all the larceny metaphors, the "protagonists" that you leech off of will retain their plot significance, you'll just be raised to a position of equal importance, gaining many of the tropes that come with it. The "status" you gain with this dissipates at the conclusion, or your removal from the overarching adventure that you were taking part in, and any actual plot armor is paper thin, at best. In other words, you may be saved by a deus ex machina if there's a good reason for someone to be on their way to save you, but that in no way means that such a miracle would occur if someone wouldn't otherwise be willing and able to come save you.
- **Live on Cowboy! (600cp):** Seriously... what are you even doing in a place like this? If you wanted to rely on others to pull your ass out of harm's way, there are a thousand other worlds you could have chosen. You really think there's a place for someone like you in the Black Spot? Well, either way, I guess you're dead set on carving out that place yourself. Firstly, you need to convince those around you that you are utterly helpless, that means no supernatural powers, no nigh-omnipotent benefactors, nor any of this yawning in the face of danger bullshit, you need to be seen as someone who has

no means of defending themselves. If you're shameless enough to meet these conditions, the strong will find themselves all but incapable of leaving you defenseless like that. They will protect you as if you were their own family, though, they may not be necessarily honest about it, especially not in this world. This relationship will make you fast friends with such people, and this even applies to sworn enemies, assuming you don't give them an immediate reason to kill you. Especially belligerent or heartless people will take significantly longer, but if you can maintain proximity without breaking your cover, you can even ignite their protective instincts. No one is totally immune to this, the real challenge of this is that these instincts will quickly wane if they discover that you're not quite as helpless as they believed, and there's always the matter of staying alive long enough for this to take effect, without the use of your powers. You don't necessarily need to "seal" these powers away or some such, just make sure that those affected by this don't see them with their own eyes. For the sake of fairness, if you have any powers that function automatically, or otherwise without your consent, and you have absolutely no means of disabling them, you will be allowed to suppress them when around those you have convinced to protect you.

- **(Boosted):** Damn, you look so pathetic that even the author is starting to pity you. The universe just can't bear the thought of a delicate flower like you parishing in this world or any other, so here's a heaping plate of plot armor to keep you alive and kicking. If you remain depowered, then causality itself will make up for all the protection you lost from having all your powers. Stuff like stray bullets flying right past you, enemies just barely missing your vitals, and enemies inexplicably being interrupted, or trapped in some inexplicable circumstance where they can't attack you. Regardless of how improbable, ridiculous coincidences and impossible good luck will give you a level of protection matching what would otherwise be provided by your own defensive abilities, all without exposing you for having such abilities. This only accounts for the end result, you may find your body getting torn to pieces without your durability to save you, but in such circumstances there will always be a convenient plot device to piece you back together before you expire, it will still hurt though. Even without any impressive defenses to speak of for this to match, this safety net will prevent you from dying outside of important battles, the kind of stuff with actual stakes. As with the base skill, if you make visible use of your powers, regardless of where you are, you will lose this protection. The protection will come back if you can go 72 hours without using your powers, and without the help of your plot armor.

Bandit Perks:

- **Live For the Moment (100cp):** More than a few generations have come and gone since habitation of the Black Spot began. It takes a special kind of man to raise a child under these conditions, but the mere fact that the Black Spot continues to maintain a notable

population at all, clearly there were many up to the task. You're a model parent, you don't let your destitute conditions, or the overabundance of vicious enemies, and especially not your own lack of a notable moral code get in the way of an emotionally healthy home life. You know how to care for a child with the same boundless love and care that any city-dweller could hope to share with their own spawn. This won't make you any less poor, starving, or evil, just by having a kid, but you can make sure that they can grow to take care of themselves the same way you took care of them all this time, and love you for it all the same. Still, I'm sure you know what they say about fruits and trees, if you raise a daughter in a wasteland, they'll have the mentality appropriate for one who's struggled to survive every day of their life, and if their papa was a cruel tyrant, they'll no doubt develop the same ruthlessness. Still, at the end of the day, the smile on their face will make it all worth it.

- **You Can't Ignore My Will (200cp):** There's no such thing as innocence in the black spot. That hypocrisy only makes it more irritating when some sore losers you just finished pillaging have the nerve to call on some so called "hero" to get rid of you. With such an arbitrary difference between victim and villain, you just have to make sure that the help they called can see just how much of a villain their employers really are, even if you have to embellish a bit. Whenever your enemies of victims call upon an additional party to help stop you, you're a master at twisting the story in ways that make it trivial to leverage these "heroes" unto your side, to protect you from those heartless monsters, planning to do who know what to a delicate sunflower like yourself. As long as your embellishments to the real story aren't too extreme, things will tend to play out such that neither the saps you tricked or the saps who called them will even try explaining the situation in detail, in order to clear up any misunderstandings, and may even make matters worse for themselves by assuming that diplomacy would be impossible. It's a very different story if the hired help realise that they're being tricked, without being verbally told so.
- **Rust Together (400cp):** It's strange, you'll find many gangs of Needless and humans alike roaming this wasteland, fighting over resources and territory, using their numbers to intimidate the competition. At the same time, the Black Spot remains a place that values personal strength over all else, so if a gang is ruled over by a powerful sovereign, they pretty much handle all combat, and everyone else there is pretty much just for show, but not for you though. Not even gonna try to explain how this works, but you are capable of receiving a boost to your own power for each inactive troop you have under your personal rule. You don't get any specific powers from the people empowering you, nor do they become any weaker, but your physical strength, reflexes, speed, etc. and even your fragment's destructive power, is raised by a little bit for each troop. Since the whole point of this is personal strengths, the moment a troop becomes engaged in active combat, you lose the boost you would gain from them.

- **Are You Ready For the Action? (600cp):** Smack-dab in the middle of an entirely unnecessary massacre, one of the most dreaded tyrants that the Black Spot has ever known posed an interesting question to his soon-to-be victims. He asked them, that if the weak muster up all their might to call forth a miracle, and then the strong muster up their own might to stop that miracle from happening, then who would win out in the end? The answer goes without saying, whoever had the most power to spare. Your very presence stands as an obstacle to miracles of all kinds. There will be no last-minute backup arriving, nor will there be any unprompted power ups, or exceptional luck of any kind. Any external force that would give the target an advantage, that was not brought into the battle qualifies as a miracle here. This is all as long as you are more powerful than your opponent, well, victim really, for whom that miracle would come for, even if just barely. Power is determined by your sum total destructive potential, whether from physical ability, or simply a mighty fragment. If your target cannot save themselves through their own skill, or with the tools they brought into the battle, they will not be saved at all.
 - **(Boosted):** Not even the laws that govern this world can spare your opponents of their fate. As long as your means of attack and defense are stronger than your opponent's, they are all but immune to being hard-countered. Fire does not melt ice, water does not conduct electricity, acid cannot melt stone. As long as the sum total destructive ability of their attack is less than the sum total defensive ability of your shield, excluding all chemical properties, your shield will always win, receiving no more damage than it would from a purely kinetic attack. The same goes for attacks if your opponent cannot block your attack through sheer durability, they will fail all attempts to disable your attacks, or even just relying on some kind of abstract resistance against whatever your attack is made of, they will both be bypassed as if they had no such resistances, and impact just as they would against a completely average individual of their physical ability. This is all for naught if an enemy hits you with something of greater destructive ability than your own attacks.

Informant Perks:

- **Let Me Feel Your Feverish Body (100cp):** An enviable skill to have in this world, make well of the gifts I have given you, and let the fanservice flood forth! I'd already bet you're one hell of a cutie just by being in this world, that's just the way these manga work, but that also counts for everyone else, why don't you find out first hand what I mean. Now, as long as you continue to be cute, your perversion will just be accepted as an integral part of your character, and there will be next to no long-term societal consequences for even overt displays of your lechery, as long as you don't cross any obvious lines. Your compatriots may not be receptive of your advances or teasings, and may in fact be utterly disgusted, but they will never outright shun you, nor will society as a whole, as long as it is crystal clear just how adorable you are, and that you know not to take this too

far. There's a clearly colossal difference between vulgarity and assault, use your common sense on this. Still, even if your friends won't punish you for being a bit frisky, your enemies won't be as kind, if they think they can take advantage of these tendencies for their own ends, than they will at least try. It's your responsibility to make sure this newfound freedom doesn't end up controlling you in the end.

- **Newly Sprouted Flowers (200cp):** Your knowledge base isn't all skeletons and passcodes, don't forget that a skill set is just another form of information. In the time you've had to peruse your collection, you've taken in a plethora of commonly known skill sets yourself. Likewise, from here on, any skill explained to you, either in text, verbally, or some other method of teaching, your intuitions will allow you to instantly apply these skills without even needing to practice. You're still an amateur in all these fields, no doubt, but you have the insight to function at the bare minimum adequacy to utilize each associated skill.
- **Scattered by the Wind (400cp):** You know things, that's kind your whole schtick. Question is, how do you know the things that other people want to know but don't know? Simply put, you used to work for other people who'd know these things, but they made the mistake of cutting you loose without knowing that you knew the things that they didn't want you to know. I'm sure you've heard this scenario before. Starry-eyed kid gets roped into some secretive business, inevitably learns too much, and gets "silenced" for their troubles. However, when it comes to your employers, or anyone really who'd rather not have any loose ends with even looser lips, they just kinda forget that fourth step, along with your very existence. Not that they necessarily trust you that much, they just don't register you having such information as a threat, assuming you don't outwardly display any intentions of abusing that info. You just become some harmless cog in the machine in their eyes, not even worth remembering, even if they know how much dirt you have on them. This convenient indifference to your existence goes as far as forgetting to remove you from any digital systems, letting you retain the entirety of the access privileges you held, perfect if you didn't learn everything you wanted the first time.
- **Keep an Open Mind (600cp):** Unlike most valuable resources, information is by no means finite in the conventional sense. There may be limits on how much you can obtain, but no matter how many times you give information to others, your own supply of it will never actually diminish, you can just continue making as many copies as you please. Especially now that this collection is stored entirely in your own head. Every piece of information you have at your disposal, whether within an archive or just picked up from word of mouth is up there. This library in your brain cannot be forgotten or distorted through changes in your mental state. You may think of this like a physical library in a few ways, as having this doesn't negatively impact your brain in any way, but sorting through this archive may take some concentration to find the right "book". Unfortunately, you cannot actually add to this archive, nor will it update for each world, what you get coming into this world is what you have to work with. As-is, your database

encompasses pretty much everything there is to be known in modern japan, barring anything considered private information, or state secrets. This includes all (officially) documented history, laws, language, science, medicine, technology, and much more. If The average citizen could potentially learn it in their lifetime legally and without much political authority, than it is guaranteed to be somewhere in your “shelves”.

- **(Boosted):** Perhaps you may find this more practical. Now your archive updates for each world you visit. Also, now that the archive is actively updating, that means that even after you’ve entered a world, your archive will add new books when new information becomes available, you’ll even be able to estimate how recent a piece of information is from the amount of “dust” the book has. It’s not a big change, I know, but I’m sure that an extensive history of magic will do you much more good in a fantasy world than 50 written and heavily censored accounts of Japan’s edo period would.

Girls Squad Perks:

- **Keep Your Hands Dry (100cp):** I hope you don’t mind making enemies, because with this, you’re soon to build a reputation as one of the most annoying opponents in the Black Spot. You’ve turned stalling into an art form. When premeditating for a battle, or even in the midst of one, you know exactly how to draw out a conflict as far as humanly possible. Your own stamina isn’t increased, but if you’re prepared for a war of attrition,, and your opponent is not, it goes without saying who has the advantage here. You can drag on verbal arguments for hours, and waste an entire afternoon on a single fist fight, if you allow it. If you really feel the need to practice such an obnoxious skill, there’s nothing to say you couldn’t train this for even more ridiculous results.
- **It’s so Hot That I’m so Cold (200cp):** Have you ever stopped to wonder why the Girls Squad member’s mannerisms tend to be a bit... odd? Like how their speech contains countless double-entendres? Or how getting hit in battle leads to their panties being exposed 60% of the time? Or possibly how they manage to let out only the most adorable, not to mention suggestive, yells and moans with every hit they take? Well, what would you say if I told you that was all intentional? Yes, all of it. Every single improbable, suggestive, and humiliating moment of fanservice inflicted on the Girls Squad was built upon years of highly specialized training in the suggestive arts. They train tirelessly to best dominate the hearts of men, it’s been drilled into even your subconscious behavior, to the point that it’s arguably harder not to seduce someone. Every movement you make, and every word out of your mouth can be misconstrued as some kind of sexy or cuteness, even in your subconscious responses, like being hurt or surprised. In short, you act like a girl from an ecchi anime, after all, it stands to reason that more than a little of Arclight’s own tastes played a part in designing this curriculum. Moreover, people who find themselves attracted to you have a difficult time convincing themselves to attack you, and are pathetically easy for you to manipulate. Also, you’re

skilled in pleasing any partners in bed, in the event that things need to get that far. St. Rose Academy's curriculum is... thorough, to say the least.

- **Inconceivable Demon Sisters (400cp):** You will need strength of your own if you want to get anywhere in this world, but it's an unfortunate truth that at some point, you'll have to face off against an enemy that is objectively stronger than you. It's during these times that you'll have to rely on the strength of your trusted allies to procure victory. Teamwork is more than a collaboration of trusted individuals, it is to become a single opponent within three bodies. Your teamwork is practically psychic, with even completely improvised maneuvers being communicated and executed flawlessly, as if they had been rehearsed daily for months on end. This talent truly shines against completely unfair opponents. If you can focus the entirety of your team on relentlessly attacking a single opponent, no matter how cheap their powers may be, or how much they should be overpowering you, it is all but impossible for the opponent to get a hit in, let alone take out any of the members. There are a few limits to this, before you go picking a fight with an angel. For one, this only works in groups of two, secondly, this only works if you only focus on that one enemy, any additional opponents will render this worthless, and lastly, this only works if your attacks actually do any damage to your target.
- **Deep in the Scarlet Bomb (600cp):** Oy! Quit it with the glare! You knew what kind of story this was, you only have yourself to blame. Anyway, you can now enforce a certain... trope of sorts, unto yourself in any future worlds. In place of receiving any injuries to your own body, you may shunt any such harm unto your clothing instead. Think of it like a video game health bar, as long as you have clothes remaining on your body, you know that you can still fight. The damage to your clothing is only a ruler to indicate the harm you've taken, changing your clothes in the middle of a fight won't actually reset how much fight you have left in you. The amount of damage you take to your clothes does account for your own usual durability and healing, so this is hardly a downgrade, still, if your "health" is totally depleted, not only will your accumulated exhaustion come back to you, a fatal blow can be dealt to you as normal in this state. Still, better than broken bones and punctured organs. As an added bonus, for the sake of being an accurate health bar, any clothing you wear into battle will be healed alongside you, whether in the midst of conflict due to some healing factor, or long after the fact as you receive more traditional medical treatment. By the way, this "health" system doesn't apply if you fight naked, just saying.
 - **(Boosted):** Forget what I just said, your clothes now function as a kind of "buffer" between attacks and your own delicate flesh stuffs. If an enemy wants to leave anything more than an aesthetically pleasing scratch on your body, they need to completely decimate any clothing on your body. Your own body is all but untouchable as long as the clothing on your body is in one piece. Unfortunately, the clothing is no longer bound to your own durability, but must now rely on its own to stay in one piece. Any attacks or general exhaustion felt in parts of the

body not covered by clothing will be shunted unto your clothing as if it had felt the damage, so don't expect to use your newfound "invincibility" to headbut through any steel walls, if you couldn't before. Unlike the base perk, since the clothing itself is what receives all the damage, you can reset these defenses by changing in the middle of a fight, if you can manage that. Even once your clothing is completely destroyed, you will still have your own untapped durability and stamina to fall back on, assuming the attack wasn't enough to kill you in addition to your clothing. For the sake of decency, this system excludes underwear, which still function under the rules of the base perk, and for the sake of fairness, functionally indestructible clothing and armor are also exempt from this perk's effects. You can switch between the base perk, the boosted version, or turn both off at your own discretion.

Scientist Perks:

- **Eve's Original Sin (100cp):** Is it not frightening to you? The thought that the secrets of the universe will be forever denied to the likes of humanity, and as a result of our own hubris no less? Think about it, the time our world runs on is clearly built on multiples of six, and yet we insist on a decimal system of numbers. We sought to clone the enigma that are the angels, and yet we refused to deviate from the human form. The empire of human science was built upon a foundation of vanity and crippled evolution. You will set things right, even if you have to rebuild all scientific progress from the ground up. At your own discretion, you may enter a state filtered of all scientific bias, or at least, with a vague awareness when any preconceptions you make use of are built upon anything other than empirical observations. This is a state of absolute objectivity, but just know that this filters out more practical preconceptions, such as morality and common sense. Using this state without moderation may very well lead to theories and conclusions that border on the insane, as even empirical evidence can be misleading. Best used in short bursts.
- **So Violent and so Painful (200cp):** We're already past the point of no return. Our evolution has ruined us, in other worlds, humanity has been forsaken by nature itself, our only chance at salvation is to take matters into our own hands, and you know all too well that you have the skill to make it happen. You have the knowledge of a well-trained surgeon from the city, you know how the human body is supposed to work, how to modify it, and more importantly, how to keep your patient alive long enough to make your "improvements". Your medical techniques defy most conceptions of logic. Even with the pitiful resources available to you in the midst of the Black Spot, you can perform complex operations on someone with nothing more than a hand saw, without using any anesthesia or even putting your "patient" to sleep, all without them dying from shock. Moreover, even with complex grafts of entire body parts, your surgical scars can completely heal in a matter of hours, and infections don't seem to be a thing for these

wounds. You probably won't listen, but if you find yourself in a position where you'd need most of these skills on a regular basis, you're probably evil.

- **Taste the Sense of Laziness (400cp):** Sometimes, the best solutions to life's problems is to find a new life to live. It is within your power to "become a different person" so to speak. You know brains like you know the inside of your eyelids. With the right tools, you could probably manage some pretty intense brain surgery, at the utmost, you could attempt transplanting entire portions of brain matter between different people. However, that's not all you can do, truth be told, your real expertise lies in the suppression of mental functions. Unfortunately, this process requires a willing subject to work on, but you can apply this to yourself, should the need arise. With such a subject, you may seal away all, or just portions of their memory, suppress components of their personality, and even seal away fragments, or similar psychic abilities. For you and anyone else possessing these "perk" things, you may use this to seal away any of these as well, using your brain as the intermediary. Once locked, you may set a certain "key" that will trigger the seal's release. This can be anything from a spoken phrase, a specific image, or any other such sensory stimuli. It's on your head if you seal away your knowledge of this perk, I'd recommend a confidant to keep track of all your keys.
- **The Moment You're Born (600cp):** Well, looks like someone's getting a little impatient for World War IV. These scientific techniques are what got Japan into this sorry state to begin with, you sure this is something you want on your resume? You're privy to most, if not all of Japan's pre-WWII cloning technology. You know how to mass produce the fearless, ruthless, and relentless fighting force. Or if you're not all that interested in state interests, you could always sell them to hospitals as universal donors, to sadists and perverts to be their new "toy", or to the elite, as the perfect, well-behaved child. You can change their appearance and build to anything within the range of humanoid biology, as the default, military model sticks out like a sore thumb, with their black sclera and all. You can also determine the rate of their aging, whether it occurs at the same speed as a real human, or have them rush through childhood in a month, and have their aging come to a screeching halt at a stage of your choice. As a necessity, this also comes with the know-how to program them, you can either alter their disposition and knowledge manually, or create a back-up of a preexisting person's memories and implant those instead. Excluding the time it takes the clone to reach maturity, creating a clone takes about a week to construct their body, on average. It's best to make them in bulk.
 - **(Boosted):** By definition, a clone is a copy of a preexisting individual. While making use of the default clone genetics has been perfectly serviceable, it's hardly the kind of scientific freedom that you've been craving. You now may make clones of specific individuals, as long as you have at least a little bit of their genetic material on hand. Moreover, in the event that such a being has any supernatural powers as a component of their biology, psychic or otherwise, the clone you create will receive these same abilities upon completion. Compared to

the time it takes to create a normal clone, these special clones take about a month to complete, and that's with an entire lab scrambling to finish it. With an abundance of genetic material, as in, an entire corpse worth, you could bring this back down to a weeks time. These methods, mixed with the memory implantation methods, comprises the supposed "immortality", monopolized by the city elite and select military personnel.

Committee Perks:

- **Desires Come in Minority (100cp):** If you thought the knuckleheads in the Black Spot were bad, they're nothing compared to the dickles scum you'll find living in the city. They'll preach on and on about all this "peaceful resolution" crap, but as soon as you turn your back, you can fucking guarantee, the first thing going through their heads is how they can exploit you without lifting a finger. City-folk are schemers, plain and simple, and if you want to make it in this Hell away from Hell, you just need to be a better schemer than anyone else within three miles of you. The conspiracies you take part in, whether by alliance or of your own design, may be designed to work around other similar schemers, who may themselves be scheming around yet another schemer's scheme, but you have a talent for ensuring that there are no parties doing the same for you. They may not be infallible, but you have the instincts sharp enough to remove deliberate sabotage by an external party as a factor in the execution of your plans. You are good at what you do, but hardly infallible. Now you have to make sure your plans actually work.
- **The Stars are Close (200cp):** I don't care how the saying goes. No matter what, one man's trash, IS STILL FUCKING TRASH, DUMBASS! Even so, I guess there will always be stubborn idiots like you in the world, who just refuse to let sleeping dogs lie. It's never enough for you just to know that your projects have ended in catastrophic failure. No, you're the type who won't be able to sleep until you know how you can turn this into a profit, and you can pull it off too. Not even the failures of others are exempt from your economical ways. You are absolutely masterful at turning the fallout of any major destructive event into a valuable asset for your use. Whether this just means salvaging any rare materials or tools, making reliable employees out of any particularly invaluable survivors of the event, or just using the event itself to somehow twist the media or the law in your favor. If there's any way to make a profit from a disaster, it's unlikely to escape your notice.
- **Inconceivable Eternal World (400cp):** Was I unclear before? When I said you were the best at what you do, I really did mean THE best. As in, there is not another single individual in your entire field that can hold a candle to you, not in this universe anyway. Go ahead and pick any single real-world academic or vocational field to specialize in. You alone are the very pinnacle of skill and knowledge in this field. Like the doomsday prepper you are, you've been training your expertise to such an extreme that you could

rebuild your entire field from the ground up, in the event of total societal collapse. If you aren't already in the 666 Committee, then this will certainly put you on their radar, like Hell they could leave someone with your skills well enough alone.

- **Dreams that can Trick Time (600cp):** Naturally, there are only so many people on the planet that have the talent to secure their position in the 666 Committee, however, there is another way to earn your keep. If you do not have the innate talent to stand at the top, than your only other choice is to become a Needless with power great enough, or simply unique enough, to render yourself utterly irreplaceable in the new world the Committee wishes to build. The success rate, not to mention the mortality rate, of the process for artificially developing a fragment is abysmal at best. Thankfully, your heartfelt prayer has pulled you through this process unscathed, and it seems whatever miracle kept you alive is here to stay. Whenever you undergo any artificial process that could potentially alter your body beneficially, or cause you to develop some new power, you will always managed to survive every time, assuming that survival was at least a possibility to begin with. Not only that, you effectively have the superpower lottery rigged for life, since when you do undergo such procedures that could potentially incite the birth of a new power, or if there is a degree to what ability may manifest, the powers you develop will always be incredible in one way or another, if not in their raw strength, than in their uniqueness, or range of applications. This only applies to improvements born from some kind of procedure or operation, a process that would make alterations to your body that it wouldn't be able to undergo naturally, so that excludes abilities born from just training or inherent to your being .Any procedures undergone as part of your origin, rather than experienced by you personally once a "jump" has officially started, simply do not count for the purpose of this effect.
 - **(Boosted):** Your luck with artificially developed abilities has progressed from impressive to now just being plain unfair. It's not enough to have a great power, you need to become great all around. Obviously, there are so few processes out there that would develop a single ability and leave absolutely no additional side-effects. Now, when you undergo such a procedure, any sub-powers, or even just any potentially beneficial side effects of said process will be boosted all the way up to the point that they match the versatility or strength of whatever the primary ability was.

[Equipment]

Here, take some memento's for the road. There's still more to come, so try not to blow the rest of your points here.

General Items:

- **Training Wheels (50cp/each):** A common trend within the Black Spot is for Needless to carry around some kind of object to focus their fragment's power through. Some people

use weapons like guns or swords, some people make use of more mundane objects like dolls or umbrellas, or even something as intrusive as a prosthetic limb. These rarely, if ever, make the ability any stronger than it was before, nor are they needed for your fragment to function at all. These just make fragments easier to use and control. Your focus will naturally be designed to fit your own fragment in some way, such as a focus for Power or Graviton being unreasonably heavy, or a focus for Scan augmenting the user's vision in some way. Naturally, you can import any object as a focus, but you can also take any applicable items purchased below as your focus.

Rebel Items:

- **Cherished Pendant (100cp):** If there's anything (probably the only thing) these rebels have going for them, it's heart. You need this kind of conviction to try and pit a couple hundred powerless humans and barely a handful of Needless against a goliath like Simeon. However, sometimes you have to exploit that naivete if you want an actual chance at winning. What you have here is a small pendant with the space for inserting a picture. If you break the pendant open, you'll reveal a secondary compartment, with just enough space to hide something as small as a microchip, or a short note. If you can get someone to accept it under the pretense of it coming from their loved ones, they will protect it as if that pendant where that loved one's own life. Depending on how they felt for that person, they may very well put this pendant's safety over there own life, and they'd be equally unwilling to let this fall into enemy hands.
- **Guns (200cp):** You now have guns! A whole crate of guns in fact, pistols, automatic, rocket launchers, enough to arm an entire militia. These things are pretty outdated by modern standards, but that still only dates them back to pre-WWIII at most. Now, a gun is still a potent tool of mass destruction, but there are countless Needless with their own means of defending against projectiles, and many more who would just power through a lead shower like that with toughness and willpower alone. Why else do you think you're getting these so cheap? If your not interested in the guns, I guess you can keep the crate too. I had to do a little spacial fuckery to fit all those guns in this tiny thing.
- **Miriam Wibster's Subscription (400cp):** The foremost dictionary of the world, even in the information dead-zone that is the Black Spot, you can find at least one Wibster's in every inhabitants possession. I'd wager these books are the only reason that the Black Spot isn't wholly illiterate by now. The main popularity of these books stems from the total absence of government censorship in their contents. Even in the period of heavy censorship following WWIII, Wibster's made the true state of the government, as well as The Second's exploits easily available to the everyman. In addition to the normal vocabulary information found in any other dictionary, you can even find information on prominent Needless and organizations in these books. These things come out with a new edition on a fairly regular basis, so rather than a single book, you get a free subscription that will send the most current edition to your position as soon as they're

completed. Furthermore, after your time here, you will instead receive Wibster's containing information appropriate to that world, with the same quality and honesty of the originals.

- **Darumi GT Turbo Mk. 33 EX68000 Nitro FC (600cp):** What... The fuck am I even looking at here? So, I assume you know what a Darume is, right? Those big red pot things things where you paint in the eyes? Well, imagine that, but with arms and legs. and FUCKING HUGE! You could fill a canyon with this thing! This is actually a giant robot, with technology disproportionately advance to pretty much anything else you'd find in the Black Spot, Hell, maybe not even in Japan as a whole. You can control Darumi-chan on your own, or even via remote control, but the full extent of its abilities require three pilots. When such conditions are met, Darumi-chan can enter its battle mode, where it dawns thick and unreasonably durably armor, remensicint of a medieval knight. The weaponry included in this form include the "115% Chance of Bone Fracture Missile", which is like a normal missile, but covered in steel spikes. The sword Darumi-chan wields is capable of a transformation into the "Darumi Sword" where the actual blade splits apart to reveals an Ink-brush underneath, with which to blind your foes. Darumi-chan is a frightening opponent to face, but hardly invincible, the likes of a Missing Link level Needless, God forbid a stigmata bearer, will prove a more than adequate match for Darumi GT Turbo Mk. 33 EX68000 Nitro FC (or Darumi-chan, for short).

Bandit Items:

- **Deceptive Clothing (100cp):** You just know you're fucked up when your clothing figures out how to lie on its own. You have a single self-repairing outfit, of your own design. This clothing isn't anything on the level of actual armor, but being something of a trademark for you, it's grown to fit your body and personality better than any living friend could. Not only does it perfectly accentuate your personal charm when worn, it also slightly shifts its appearance to match whatever disposition you're attempting to give off. If you were attempting to pass yourself off as a sweet innocent girl, your silhouette would become softer, with more suspicious details being conveniently obscured by folds in your clothing. Once you unveiled your plans to mutilate the would-be heroes coming to "save" you, the rough and jagged angles of the outfit would jut out on their own, and defining symbols and logos would only now become visible, despite making no effort to hide them before. Whatever "alignment" or image you are attempting to give off, your clothing will change to match, and people who wouldn't know any better would have a hard time suspecting you of deception, unless they were the paranoid types to begin with.
- **Super Gel Dero Doro Drink (200cp):** A dietary staple of the Black Spot. These canned "drinks" have the consistency of snot, and they don't taste much better, but each and every can packs a whopping 5,000 kilocalories. For those who can't do the math, that's the equivalent of eating ten meals in one sitting. Unless your required calorie intake was

somehow greater than that of an average human, drinking a whole can of this will keep you fed for three whole days. Ironically, this stuff contains barely any liquid, so you still need to keep yourself hydrated if you don't want to die. This stuff was marketed to the city as a health drink, but was an objective failure over there. This resulted in them being dumped into the Black Spot by the truckfull, where they became a popular substitute for actual food. You have an unending supply of the stuff, even if you can't stomach it yourself, you can use them to keep any underlings in good health, or sell them on the street for a quick buck.

- **Mutilation Gun (400cp):** This puppy doesn't look any different from a cheap black pistol on the surface, but once you actually hit your target, they'll no full well that having this gun makes you the most dangerous individual for miles. This "Mutilation-style" weaponry was developed by Simeon Pharmaceuticals to assist in their Needless Hunts. You'll never see an out of shape Needless in the Black Spot, and those who bother to actually train themselves easily step into the realm of superhuman physical ability. With mostly human personel guns were produced that could cut through Needless flesh like wet tissue paper, along with any fragment-based defenses. Even once the bullets pierces, these bullets attack the Eden Seeds within the Needless' own body, causing the affected cells to violently explode. Being hit with one of these is widely considered a death sentence to most Needless, but it's just a normal bullet to anyone else.
- **Castle (600cp):** This medieval-styled castle now within your possession is reminiscent of the pyramids of Egypt themselves. If not in design, then certainly in regards to how many unnecessary deaths precluded the construction of this pretentious fortress. This building is the size of a village, or even a small city on its own. It has multiple floors, and more than enough rooms to house a personal army and then some. You'll find anything you'd expect in an actual king's castle, dining rooms, balconies, large private rooms for family and guests, training rooms, a dungeon, and the list goes on. Even more impressive are the countless trapps littered all over the castle, some that lead to certain death, and others that just drop would-be intruders into the dungeons to be punished personally. Along with the enormous structure itself, it comes staffed with over two dozen loyal weaklings. Truth be told, they're glorified maids, being made up of $\frac{3}{4}$ normal humans, with the remaining $\frac{1}{4}$ being Needless with fragments too weak to even be worth mention. Still, it's better than cleaning this place yourself, and even if they have a problem their treatment, it's not like they'll actually do anything about it.

Informant Items:

- **Memory Cards (100cp):** Can't say that these things will be awfully useful during your time here specifically, but they're nice to have on hand all the same. These high-spec memory cards, can be tied back to the same ones used by the mysterious informant known a Disk. These memory cards are initially blank, but their frankly absurd storage capacity leaves very few limits as to the kinds of things you could fit in here. At the most,

you could fit the contents of an entire library in one of these. You start off with a couple dozen of these cards, which you could potentially reverse engineer to manufacture more. That being said, good luck finding the tools needed to actually read the damn things in this wasteland.

- **Terminals (200cp):** What's the point in knowing everything when there's nobody around to be impressed? What you have here is a system of terminals that inevitably connect back to wherever your base of operations is at a given time. These terminals will be dispersed throughout every city on whatever landmass you start on in a given world, always in hidden locations, away from prying eyes. These can be used to contact you, or even perform monetary transactions. If you find the locations of your terminals to be too hidden, then with a press of a button from your hub, you may deliver information regarding your terminals to over a dozen trusted and reliable informants to spread around the relevant area, while keeping this info firmly out of the hands of any organization you'd prefer to remain oblivious to your services.
- **Black Spot Metals: Orihalcum, Mithril (400cp):** The hell is a nerd like you doing with all these rocks? There are many metals like the ones in this collection that came about from mutations in the earth, brought about by whatever calamity created the Black Spot. Each of them bearing their own physics defying properties, such as Mithril, the unnaturally hard yet lightweight metal that's all but immune to breaking or even deforming, under the right treatment. Of the far better known Orihalcum, when treated in one way, it becomes a metal with the flexibility of a plastic, although with a durability incomparable to any known metal today, barring the above example. There's even recently been discovered a new method for treating Orihalcum, that somehow increases its mass without altering its size, making it one of the densest, and by extension, the heaviest material on planet Earth. There are various other metals in this collection of ingots, crystals, and raw ore that you'll have delivered directly to your warehouse from now on, but the properties of all the others will need to be discovered through trial and error. Either way, though the city would never admit it, these metals are the foundation for some of the most advanced technology of this day and age, even if you don't make use of them yourself, you could probably sell them for a relative fortune.
- **Iron Mountain Substitute (600cp):** Intrusive government monitoring is nothing new, it was around long before WWII, and it hasn't gone anywhere since. To that end, apparently it wasn't enough to have one gigantic archive holding government secrets alongside the private information of every Japanese citizen, they had to make a backup too. Unlucky that this one got swallowed up in the bombing of Tokyo as well, at which point it was presumed destroyed. Like the original, the durability of this place can't be underestimated, there's a reason these buildings are not only the only standing structures for miles after the bombing and physics-destroying anomaly that created the Black Spot, and also why they don't have as much as a scratch to show for it. Their internal defenses, while impressive, are nowhere near as impenetrable as the exterior, so

it's a good thing that you have a massive security force of pre-war testaments to pick up the slack. There are also plenty of security cameras if all that still isn't enough for you. As an archive, this place has no equal, aside from the obvious one. The storage capacity for these computers is all but infinite, I'd bet good money that you'll never find anything big enough to fill it up, not in your whole lifetime. Iron Mountain will appear in future worlds with you, along with any information that came with it upon purchase, or that you input into it personally, but it will not update on its own to include any information from whatever world it shows up in. Also, this place is huge! There aren't even any mountains around the thing, it just got that name from being so fucking big!

Girls Squad Items:

- **Perplexing Doll (100cp):** Well, I guess you're only a kid after all, there's nothing to be ashamed of for sleeping with a stuffed... thing... at your age. You have an adorable self-cleaning and repairing doll in the shape of an animal of your choice. Due to your "unique" sense of style, people have a hard time figuring out what animal it's supposed to be. Furthermore, even in the midst of heated battle, people have a strange tendency to get hung up on this uncertainty to an unhealthy degree. At the furthest extreme, should someone absolutely certain in what the doll is supposed to be, revealing it to represent anything different could incite an actual panic attack in such a person.
- **Keycard (200cp):** If you have one of these as anything other than a member of the Killer Girls Squad unit, than you better keep this under wraps if you don't want them to turn you into a blot on the pavement. Speaking of pavement, in this world, this card will allow you to enter and leave the Black Spot Freely through Gate 666. In the future, any permissions/ authority you obtain in a digital system, legally obtained or otherwise, they can be automatically tied back to this card, allowing it to be used for any card-reading systems, as long as you can fit this thing in the scanner. Moreover, as long as you aren't caught by the system itself, no one physically present will question you using this card to access things that you probably shouldn't be able to. If you use this card to try and pass yourself off as one of the Girls squad as a boy, they'll pull you aside for autographs before they even think of doubting your story.
- **Mounted Testament (400cp):** You have a specially modified Testament in your possession. Whether you dug it up or had it gifted to you by Simeon, you won't find a better means of transportation short of actually teleporting. Testaments are usually pre-programed to act automatically on their owner's behalf, but those features have been scrapped to include a cockpit and steering mechanism. As the testaments technically hover on the ground, this can travel over practically any solid terrain with hardly a bump felt to show for it. This also leaves the Testament capable of limited flight over short distances. They move at a speed comparable to a modern motorcycle, but the increased mobility drastically decreases the time required to traverse the same distance. These come loaded with two guided missiles, but not much else for offensive options.

There's just enough of the guidance systems left to facilitate an autopilot function. Also, you don't need to refuel this Testament, because reasons.

- **The Fourth Shelter (600cp):** An enormous underground shelter that has for one reason or another, been fitted for your personal use, and designed to meet your personal tastes. The walls of this shelter are pretty much indestructible, from within or without. At great expense to whoever gave you this thing, the room has been designed in whatever way you decide now. You could turn the whole shelter into an upsized bedroom, complete with school supplies and legible books. You could also give the room a more practical makeover, like painting a photorealistic sky on the walls and ceiling, to simulate a remote island. This room could look like whatever you want, and any destructibles within these walls will be repaired the next time you leave and enter the shelter. This place is specially designed to measure the full extent of your abilities, so not only can these walls take the full force of your attacks, but there are also sensors hidden within the shelter that let you gather data on your performance to send to a computer system of your choice. There's also a single normal security camera in the shelter, if you felt the need to observe any going-ons in there from a safe distance.

Scientist Items:

- **Media Reader (100cp):** A rarity in this place. While various outdated models of media devices have circulated around the Black Spot in the past, do to the trend of hand-crafting media storage methods to prevent decoding, most of those are all but worthless. This however is an all-purpose media reader, due to its fully customizable connector arrangement, you're unlikely to find a single piece of digital media that some arrangement of these connectors won't be able to interpret. This thing's very existence is a security hazard to any group that makes use of data chips in the Black Spot, so unless you have the force of an organization like Simeon, or a powerhouse like Blade on your side, try to keep your lips tight and your security tighter.
- **Testament Blueprints (200cp):** You have in your hands the detailed instructions of everything needed to construct the mechanical frontline of Simeon Pharmaceutical's fighting force, the Testaments. Testaments come in all different shapes and sizes, so what you have here only outlines the modern default model, the ZM-6. There are notes interspersed in the blueprint, giving any pointers needed to modify the design freely, or even upsize the whole thing to create something akin to ZM-8 anti-tank model. It is unknown whether this alone is enough to construct anything as distinct as the as of yet unnumbered Human Form Testament. As a special service from yours truly, I'll be providing some notes of my on on how to create Testaments without the use of the Black Spot metals required in the construction of all the newest models.
- **The EIR System (400cp):** An uncontested miracle of modern medicinal technology. This helmet-like device is actually capable of manufacturing new cells and blood vessels to

prevent the patient's cells from dying during brain surgery. With the use of this, something as fantastical as transplanting entire sections of brain between patients can become a medical reality. You can operate on the brain with just as much ease as you would an arm or a liver, with a monumentally broad margin for error. Naturally you need to actually know what you're doing for more complex procedures, but for relatively simple ailments, like blood clots or tumors, the tools present within the device itself should be able to manage that much with minimal user input.

- **All-Purpose Lab (600cp):** What was your degree in again? Trick question, I don't care. Specialists don't usually make it far in the Black Spot anyway. You've got all your bases covered with this setup. Set up in a location of your choosing each jump, this lab has all the tools needed for surgery, first-aid, small-scale cloning, engineering, hacking, chemistry, etc. Pretty much all the bare essentials you'd need to practice any broad scientific field at an upper to intermediate level. That is of course only if you have the skill to make up for the sub-par equipment. Depending on how you make use of your time and space, you could be hacking into a old Testament brain at the same time your patching up a friend's shattered arm, or performing open heart surgery three feet from the vat you're using to clone the replacement heart. It may take some reorganizing, depending on what field you want to focus on at that given time. Also, unless you'll be supplying the tools yourself, you won't have anything needed for hyper specific areas of focus, like rocket engineering or building quantum computers.

Committee Items:

- **Real Food and Medicine (100cp):** The perfect gift for altruists and extortionists alike. On a monthly basis, a truck filled to bursting with food, water, and basic medical supplies will come around to deliver its payload to a location of your choosing. The food is loaded with preservatives, but is nonetheless highly nutritious, though nowhere near the nutritional value of a Dero Doro drink, but the taste easily makes this the preferable option for sustenance. As for the medicine, your truck is stocked with basic first-aid supplies and medication for treating various common ailments. The water is filtered, and being a refrigerated truck, will remain cool until delivery. As always, it's your call how these resources are distributed. By default, the truck will drop off at your primary residence, but by calling the number on the side of the trucks, you may set the delivery location to anywhere in your current universe, or just have them leave it all in your warehouse. These trucks can even show up in other universes you visit, but they will never give you a ride under any circumstances.
- **Energy Extraction Machine (200cp):** This elaborate machine was Simeon's answer to any unruly Needless that they couldn't afford to kill for one reason or another. This machine serves a dual purpose of physically restraining the prisoner, while the pipes coming out of the machine drain the very energy from their body, sapping their strength and stamina along with it. In the case of Needless or beings with similar abilities, this will

eventually lead to them losing use of their fragment, for the time being anyway. The restrains can technically be broken if the prisoner has enough strength left for it, but unless they can break completely free of the machine before it saps the last of their strength, they're likely to end up collapsing from exhaustion anyway. Appropriate to Adam Arclights... aesthetic tastes, the machine can transform into a shape resembling a cross, with the prisoner "crucified" by the physical restraints. Their energy will continue to be drained in this mode, it's mainly for aesthetics and ease of transport.

- **Eden Seeds (400cp):** Also known as Dark Matter, the true cause of the Needless phenomenon. Seeping out from an alternate universe, where the beings known as "Angels" exist, this bizarre matter bears various peculiar qualities. To most humans, Dark Matter is pure poison, resulting in a bloody and painful death similar to an explosion. However, there are the lucky few who have the potential to adapt to the Dark Matter, gaining reality defying powers, and becoming Needless. Even to a Needless though, Dark Matter is still poisonous if they aren't one of the lucky few with the potential to evolve a second time. That being said, these "Eden Seeds" actually refer to a diluted version of Dark Matter, one with a significantly higher survival rate than it's progenitor, at little to no loss in power. If one out of one thousand people could adapt to Dark Matter, than about one out of every five hundred people could adapt to these Eden Seeds. If these are taken as your fragment focus, as described in "Training Wheels" Then the Eden Seeds can be condensed into a horrific spear of flesh, one that can be harmlessly stored within your stomach, and will infect anyone pierced with it, to kill or ascend them, depending on your target's potential.
- **"Canning" Operations (600cp):** Simeon Pharmaceuticals most prosperous, and easily most illegal service to the wealthy and corrupt of the world. In the most simple terms, what you have is a clone factory. Dut to the post-WWIII outlawing of clones, transporting them as adults has become far too risky, so this factory ships out just the clones as fetuses, disguised as canned goods, hence the name. Whether you want the perfect child, or an obedient plaything, there are no shortage of potential buyers for this service, unless you want to keep it all for yourself, if you're thinking of building your own army. Unless you or someone on your payroll has extensive knowledge of cloning technology, you'll be limited to the default properties for your clones: human lifespan, male, no pre-programed training, suicidally loyal disposition. If you have such expertise on hand however, you may customize the clones however you wish, and set them to mass produce under such settings. Still, this setup is poor for producing highly customized or particularly resource-intensive clones. If you just stick close to the default parameters, than you should be producing clones at a rate of around twelve per week. For the record, these clones are by no means companions, and will not travel with you beyond whatever world they were "born" in, you'll have to start from scratch if you want to build your army back up.

[Companions]

Even the scum of the Earth need companionship. Take your time picking out the allies perfect for you. You'll probably never admit it, but these shitheels may end up being the only thing keeping you sane in this place, and vice versa. Despite what the prices may say, all origins get two Underlings free.

Companions:

- Underlings (Import) (50cp/each):
- Canon Characters (50cp/ 100cp/ 200cp/ 300cp/ 400cp):
- Loli-clone import:
- Testamenko-Chan:
- Eve (Adam):

[Fragments]

Well it's about goddamn time!

Low Level Fragments: (Free-100cp)

- Ulysses Stamp: Alters Body Weight.
- Drencher Snowgun: Hurls snow with the force of a snow plow.
- Smart Bomb Scope: Can magnify parts of your field of vision.
- Shock Absorber Jump: Can jump very high.
- Stone Crab Scissors: Fingers have turned into regenerating scissors.
- Endoskeleton: Wolverine bone claws.
- Ji Aikido: Aikido strong enough to knock enemies off their feet from meters away.
- Psychic Thunder: Raising Bioelectricity to harmful, but not lethal levels.
- Clairvoyance:
- Hell's Ear:

Mid Level Fragments: (200-300)

- Bolt Sling Bazooka: Fling bullets of air from far away.
- Double Bind: Bind the hearts of enemies with spoken chants.
- Gorgon Hair: Hair manipulation.
- Needless Mutilation: Tear through superhuman flesh like tissue paper.
- Scan:
- Kotodama:
- Hoono:
- Cruel Vajra Fist:
- Over Tech:
- Memory Guard:
- Felsen Avalanche:

High Level Fragments: (400-500)

- Black Attraction:
- Bionic Compressor:
- Egoic Lotus:
- Kandata String:
- Second Sight:
- Krishna Vaitarani:
- Aqua Coral:
- Felsen Sand:
- Wind:

- Magnetic World:
- Graviton:
- Power:
- Speed:
- Fragrance:

Missing Link Level Fragments: (600-1000)

- Bermuda Athport:
- Agnis Schiwattas:
- Shield of Aegis:
- Fourth Wave:
- Rainmaker:
- Psychokinesis:

Adam Project Fragments:

- Zero: provides a stigmat by default, but buying the stigmata option as well will boost this to Positive Feedback Zero.
- Doppelganger:

[Drawbacks]

- (+0cp): Needless 0 Drawback.
- (+0cp): Needless Anime Drawback.
- (+100cp): You're a lolicon.
- (+100cp): God complex.
- (+100cp): You're a city boy.

- (+200cp): Things always drag on unnecessarily for you.
- Things Are Escalating! (+200cp): You're easily manipulated by your fetishes.
- (+200cp): Terrible memory.
- (+300cp): Missing two vital organs, like an eye or heart.
- (+300cp): You're a jobber, can never win actually important fights.
- (+300cp): Your fragment won't awaken until the end of the plot/jump.
- (+600cp): Angels are coming through the portal. Possible endjump scenario.

[End Choice]

- Old Testament (Go Home):
- New Testament (Stay):
- New New Testament (Move On):

[Notes]

Notes:

- Jump by Gene

Changelog:

- Ver A-A:
 - Basic skeleton completed.
- Ver A-B:
 - Everything from the Introduction to the Girls Squad perkline fluffed, although in desperate need of slimming.
- Ver A-C:
 - Fluff completed up to the Equipment section, still not slimmed down.

- “The Hardest Fist” added
- “Memory Card” lowered from 200cp to 100cp.
- “Terminals” raised from 100cp to 200cp.