

Durarara!!

By Carvin

Introduction

Welcome to the world of Durarara!!, a light novel series, and later manga and anime, by Ryohgo Narita. Set within the district of Ikebukuro in Tokyo, this is the story of that town's bizarre and colourful cast of characters and the way their very different lives become inextricably interwoven.

Amidst all the strange rumours of anonymous gangs and men capable of superhuman feats of strength, there's one urban legend that stands above the rest – the legend of the Headless Rider, who speeds through the streets of the city on a silent, jet-black motorbike. Though the city may seem somewhat peaceful at first, it won't be long before chaos unfolds with the city's most dangerous inhabitants right in the centre of it all.

How you spend your time here's completely up to you. Perhaps you'll become involved with a gang like the Dollars or Yellow Scarves? Maybe you'll try your best to keep violence from erupting in the streets? Or possibly you'll side with the provocateurs in the shadows and fan the flames of chaos for your own amusement? You don't even have to stay in Ikebukuro – though you'll be missing out on all the fun if you leave.

Here's **1,000 CP** for you to spend. Enjoy.

Starting Location

Ikebukuro

Seeing as the plot is entirely localised within Ikebukuro, a district within Tokyo's Toshima ward, there's not much point offering many options here. It's primarily a commercial and entertainment district, home to such famous landmarks as Sunshine 60, once the tallest building in Asia, and Otome Road (AKA Fujoshi Street), a cultural centre for fans of anime and manga aimed at women. Just mind the occasional vending machine flying down the street and you should be alright. You start just outside Ikebukuro Station, the second-busiest station in the world, exactly a week before a certain young lad called Mikado Ryuugamine moves into town for the first time.

Backgrounds

Choose any one background presented below, which determines your freebies, perk discounts, and starting age. Alternatively, you may pay 50 CP to instead choose your age and gender. Otherwise, your gender remains the same as it was in your last jump.

Outsider

You're not from around here, are you? It's easy to tell Ikebukurians from newcomers around here, and you quite obviously fall into the newcomer side of things. Have you just moved into town in search of new opportunities? Are you a tourist just seeing the sights? Maybe you're an assassin working for the Russian mafia or something even more exotic? Your age is 17 + 1d10.

You may take this as a drop-in option should you so please, in which case you'll quite literally appear out of thin air with no prior memories or history in this world.

Student

Congratulations, you're a schoolkid attending one of Ikebukuro's many reputable high schools! A life of studying, clubs, and university entrance exams awaits you. Or does it? I mean, there's nothing stopping you from joining one of the many local colour gangs in your free time or even dropping out entirely, but whoever would do that? You'll likely be attending Raira Academy, the private high school attended by many of the main cast, though that's not set in stone. Your age is 14 + 1d4.

Criminal

Whoever said that crime doesn't pay was lying to themselves. After all, isn't it the wealthiest industry in the world? For whatever reason, you've forsook the life of legitimate work and chosen crime as your profession. Maybe you'd an independent drug dealer or cat burglar, but the majority of criminals around here either work for one of the colour gangs, such as the Yellow Scarves and Blue Square, or have signed up with the Yakuza. If you've got what it takes, you could even throw your lot in with a certain local information broker. Your age is 19 + 1d6.

Local Celebrity

Well, it looks like you've already made it big somehow! Whatever you do for a living, your name is well-known among the people of Ikebukuro. Maybe you're an actual celebrity working in showbiz, but it's equally likely your fame comes from what you can do: After all, word of people showing off inhuman strength or running around without a head tends to spread fast. It could even be that you're more infamous than famous for some reason. Your age is 19 + 1d6.

Perks

All perks are discounted to their background, with their 100 CP perks being free.

General Perks

Dullahan – 1000 CP

So, you really want to reject your humanity in favour of something more... exotic? Here you go, then. With this, you'll join Celty Sturluson and become a Dullahan: A fairy from Celtic mythology, appearing much like a headless horseman clad in black, who guides souls to the afterlife. A strange, black smoke billows out from your neck at all times, granting you the ability to sense things as a normal human would even if you didn't have your head. And unlike poor Celty, you're fortunate to still be carrying your noggin with you.

As a Dullahan, you've gained a degree of immortality: Not only do you cease to age, but you no longer require sleep or sustenance either. You've also gained a significant degree of regeneration too, able to quickly recover from any injury, even dismemberment, within a few seconds. Indeed, the only way to actually kill you would be to destroy your head.

Immortality's not all you get, though. You've also gained the power to create a shadow-like substance and shape it to an amazing degree. This can be used to create a wide variety of shadowy constructs, from webs of durable tendrils capable of blocking off highways and restraining entire crowds to far more complex objects, such as clothing, scythes, and chariots. Though you can't replicate objects requiring complex mechanisms right now like guns or watches, with enough time and effort this possibility may end up a reality.

Oh, and all self-respecting Dullahans need a mount befitting their majesty, so it's only natural that you'll get one too. As such, you gain the "Shooter" item detailed in the Equipment section free of charge.

After this jump, you'll gain a Dullahan alt-form.

Outsider

Scary Russian Bloke – 100 CP

Don't you hate it when people judge you because of what you look like? I mean, it's not like you can help being a seven-foot tall, muscle-bound Russian in the middle of Tokyo. If people stopped and talked to you for a second, maybe they'd find out you're not such a bad guy. With this perk, people will no longer form biases against you based on your appearance: No longer will you suffer any discrimination for your race, sex, size, or even being a supernatural creature completely lacking a head. That is, of course, unless you want them to.

It's an Alien! – 100 CP

We all think it: Sometimes, life's far too mundane, too normal. It's boring. We want to experience something new and exciting, above and outside the bounds of everyday life. Luckily for you, strange occurrences and events seem to occur around you on a semi-regular basis. No two events will ever be the same: Maybe it's a meeting with a paranormal entity or getting caught up in a car chase. The only constant is that they'll never be boring.

Take it Easy – 200 CP

People are so high-strung and aggressive these days, it's as if they're just waiting to pick a fight with someone. Why can't they just take a deep breath and relax a little for once? You're really good at stopping arguments from coming to blows, breaking up fights, and just generally getting people to calm down. With just a few soothing words, you could soothe a rampaging, rage-fuelled debt collector or counter the local provocateur's attempts to spark a riot.

No More Secrets – 200 CP

There's nothing worse than someone you trust and cherish keeping things hidden from you. Be it your best friend secretly leading the gang attacking yours or your partner being unfaithful, a lot of the pain could be avoided if people were just a little more honest with each other. From now on, people will be unable to knowingly and directly lie to you under any circumstances. Through some bizarre psychological block, affected individuals will never realise they're under such an effect, never even realising that deceiving you is an option.

Be aware, though, that lies by omission are not covered by this perk, and trust goes both ways: If you deceive someone, this perk will no longer affect them and they'll be free to fib to their heart's content.

My Vorona – 400 CP

Taking after a certain Russian assassin, are you? Well, this perk gives you two benefits: The first is that you've become a rather skilled assassin, well-versed in the art of stealth and clandestine murder. You could probably sneak into a gang hideout full of thugs, take out the leader, and sneak back out with everyone being none the wiser.

The second, perhaps more useful in everyday life, is that you've gained extensive general knowledge. No matter how trivial the subject is, you'll probably know something about it, though this is nowhere near the wealth of knowledge a true expert would possess.

Highway Star – 400 CP

It's often said that Durarara!! is an onomatopoeia for the revving of a motorbike's engine. While that's not exactly true, it does make sense seeing how often driving is featured. And wouldn't it be a shame if you came here and missed out on such a core feature of the setting? Well, now you can drive with the best of them. You're able to push any land vehicle you're in to the limit, performing incredible acts of speed and handling, and your reactions times are greatly improved while driving. It's unlikely you'd ever lose a street race, even if you were in a far inferior car to the other competitors, and it's a breeze to leave pursuing cops in the dust.

My Body is Swords – 600 CP

There exists a legend in this city known as Saika, the demonic sword which bonds with the very soul of its wielders. Though the blade has come in many forms and has had many wielders, one woman went far beyond what any other Saika-wielder has ever been capable of. Now, much like that person, you've formed a symbiotic relationship with a version of that sword, giving you the terrifying supernatural ability to project blades of steel from your body. You could cause wickedly-sharp metal claws to emerge from your hands, cover yourself in a multitude of spikes like a metal porcupine, emit a network incredibly-thin steel wires to restrain or slice people to pieces, use these wires to swing through the city like a certain arachnoid superhero, or even create cages strong enough to contain a berserk Dullahan. For now, the blades must remain connected to your body in some way, though with enough experience you may eventually be able to create separated constructs, such as shuriken.

Unfortunately, the blades you create aren't capable of possessing someone and you're unable to remove the sword and wield it, though the sheer versatility of this power should make up for that. That is, unless you've also purchased the item "Saika". If you happen to own both this perk and that item, the blades you create using this perk become just as potent at spreading Saika's influence as the sword itself.

Oh, and optionally, your eyes can glow a bright red when using this power, just for that extra intimidation potential.

Student

That Girl with the Massive Hooters – 100 CP

Ever since you've been young, you've always been the centre of attention. You may not have even wanted it, but there's just something about you that people just can't resist no matter how much you try to seclude yourself. You're a solid 9/10, at least, and it seems this attractiveness shines no matter what you're wearing. Furthermore, people tend to see you as having a very distinctive appearance, allowing you to be recognised with just a glance regardless of how drab or mundane you actually look. Of course, this can always be toggled on or off if you'd prefer not to be noticed.

He's Mature for his Age – 100 CP

The kids around here aren't your standard brats. It's not uncommon to see them living alone or driving, even if their age really should get in the way of that. Hell, kids being gang leaders is so common around here no one even bats an eye at it. For you, age will never be a barrier to you. You could drive, drink, smoke, vote, or perform any other action that normally has an age requirement regardless of how old you are or seem to be, all completely legally. You could even become the President of the USA before the age of 10, and nobody would even think to comment that you may be a bit young for the job.

Punching Sense – 200 CP

It's not uncommon to see people so caught up by their ideals and emotions, they don't even realise what they're doing is hurting people. They think what they're doing is right, that everyone else misunderstands them, when if they just stopped and thought logically for a minute or two, they'd see things for how they truly are. Sometimes, you really do need to knock some sense into people. Literally. Whenever you beat someone in a fight, they'll temporarily become much more receptive to the truth and your words. Be it a fanatical cultist or a justice-obsessed serial killer, it's easy enough to make them realise the flaws in their masterplan and abandon their twisted ideologies after roughing them up a little.

Fresh Leaves Upon a Black Swamp – 200 CP

There's only so far one can go using fear and brute force alone. To really get ahead, you need subtlety and allies, even if you do intend to stab them in the back later. And the best way to get allies is to make them think you're someone they can trust. Now, you have an aura of innocence and trustworthiness that worms its way into even the hardest of hearts. Even those who should otherwise be wary of you will have a hard time seeing you as a threat unless they're given irrefutable proof otherwise. Whether this apparent innocence is genuine and you use it to win people over with the power of friendship, or it's merely a disguise for your true devious and manipulative nature, this perk will come in handy.

Just Ignore the Voices – 400 CP

When there's a cursed sword trapped inside you constantly trying to possess you with its sanity-eroding whispers, it can be a little difficult for most people to retain control of their faculties, let alone stay normal. You, however, are not most people: Your mental fortitude is orders of magnitude stronger than any normal person's. So strong is your will that all but the most potent attempts to possess, control, or brainwash you seem to slide right off you, and you're entirely immune to sanity-destroying effects such as those of eldritch abominations. What's more, you don't even need to suppress all your emotions to do this!

A Place for us All – 400 CP

Watching the decline of a group you love into hatred and violence is never nice to behold. It'd be so much easier if the problems that caused this would just disappear. Now, just by being present, this can be a reality. Organisations you join become cleaner, more welcoming, and more efficient, while negative aspects such as corruption, violent elements, and morally-dubious members slowly leave. Similarly, if you somehow became the mayor of a city or ruler of a nation, you'd find the places you run becoming much more pleasant places to live, with happiness rising and crime rates falling.

Gang Star – 600 CP

In a town as filled with crime as Ikebukuro, it may come as a bit of surprise that the most notorious gangs are led by mere children. The Dollars, Yellow Scarves, and Blue Square: All helmed by high school boys. But there's a strange benefit to being a child mob boss: You tend to get let off easier. Now, people are surprisingly forgiving towards you when it comes to the laws. Any minor crime you commit, be it anything from theft to jaywalking, tends not to result in any form of punishment, with the law letting your crimes slide. Even for more major transgressions you're treated much more leniently than anyone really should be. With a convincing apology to the right people and some luck, you might even (quite literally) get away with murder.

But you're not just good at getting away with crimes, it turns out you're something of a master at organising and running criminal organisations: Drug-trafficking rings, smuggling operations, protection rackets, you know how to run them all and turn an eye-watering level of profit. As an added bonus, you have a strange allure to ne'er-do-wells and others belonging to the seedy underbelly of society, many wishing to serve you in any way they can.

Criminal

Fox-Eyed Otaku – 100 CP

You've got something of a reputation in the underworld. No, not for being totally obsessed with weeaboo shit, but something far, far more sinister. You're a master at the art of torture, though this mostly lies within the realm of physical torture rather than the psychological or emotional side of things. You're even better at creating new, innovative forms of torture, often just using whatever you've got on hand to terrifying effects. What's more, nobody you're torturing will ever give you false information just to get you to stop.

Defending M'lady's Honour – 100 CP

Perhaps it's because of your chivalrous attitude or maybe it's just some natural charm you were born with, but you're a total lady's man. You know just the right words to get women to swoon over you and fall right into your arms, enough so that you could convince someone who should be out of your league to date you without too much hardship. With enough persuasion, you could even date multiple girls at once and they'll be perfectly fine with sharing you. If you'd prefer, you could have this apply to men or even both sexes.

Back-Alley Surgeon – 200 CP

A major problem with criminal lifestyle is that, when things go wrong, it can be rather hard to get medical attention. After all, it can be rather hard to explain why you're riddled with bullet wounds to most doctors. Fortunately, that's where you come in. You're a great doctor on par with experienced surgeons, able to patch up almost any wound and leave your patients good as new. Seeing as unlicensed doctors don't have access to the best tools, you're surprisingly adept at performing complex surgeries using improvised tools. Oftentimes, your work is just as good as it would be with proper surgical instruments, and wounds you operate on surprisingly never seem to become infected from the less-than-optimal sanitary conditions.

Optionally, you may choose to possess an actual medical degree and license to practice medicine which will be valid in all future jumps, though you won't gain the aforementioned skill at improvised surgery.

Hiding the Darkness – 200 CP

There comes significant risk from a life of crime, not just for you but for those you care about too. It only takes one wrong move for your rivals to attack your family or your friends to abandon you for your actions. Fortunately, you're pretty good at keeping your more morally or legally-questionable acts hidden from your loved ones. You could be a major player in the Yakuza responsible for multiple drug-trafficking rings and, barring the event of a major scandal, people would just see you as an

upstanding, law-abiding citizen. What's more, criminals or organised crime syndicates who you've wronged and opposed will never go after those you care about to get at you.

Red Devil – 400 CP

In a town full of gangs and monsters, it makes sense to want to defend yourself. Maybe you've been learning martial arts from a young age or you've got a lot of experience as a Yakuza enforcer, but the result is the same either way. You're a talented martial artist and street fighter, proficient in a number of highly-effective fighting styles using both armed and unarmed combat. You could easily send a grown man flying with your kicks, beat up small groups of goons without taking a scratch, or fight on par with the great fighters such as Mikage Sharaku or Mizuki Akabayashi in his prime. You might not be able to take down some of the true heavy-hitters like Shizuo, but you'd certainly stand up to him far longer than most.

Dirty Deeds – 400 CP

Facing your foes with honour is such an outdated concept. Why fight fair and risk your life when you can fight dirty and emerge unscathed? And there's few who can rival you in this. You're a master when it comes to underhanded tactics in combat, be it leading your opponent into traps, striking from the shadows, or dosing them with poison before battle even begins. And if your foe somehow survives? Well, it's a good thing you're equally talented at fleeing from battle, being rather impressive at parkour and losing those who would chase you. Sure, some may call you a coward for fighting like this... But in the end, you'll be the one who's still standing.

Humanity's Number One Fan – 600 CP

There's no two ways about it: You love humans. Sure, some may call your adoration twisted but few would deny that you have an incredible, intimate insight into the human condition. As such, it's no surprise that you've become something of a genius when it comes to scheming and manipulation. You've got a thorough, nigh-superhuman understanding of human behaviour, emotions, and tendencies, allowing you predict peoples' thoughts and actions with such accuracy that many would consider you psychic. It's little trouble to find applications for this skill. You could effortlessly manipulate complete strangers into doing your bidding and acting against their own interests with just a few minutes of conversation, or come up with complex, wide-reaching schemes relying on events that most would consider pure coincidence unless they had your level of insight. With the right ploys, the entirety of Ikebukuro could soon be eating out of the palm of your hand.

Local Celebrity

Sushi Time – 100 CP

One day, it might be nice to take a break from all the action and adventure and just settle down with a regular job. This can often be easier said than done, since a lot of people used to a life of thrills end up with very few marketable skills. Luckily for you, you're pretty good at cooking, almost having to actively try for your food to taste anything below average. But your real speciality is sushi. You're a downright prodigy at making sushi. Even when using ingredients that really shouldn't work well with it, your sushi will end up tasting amazing: Seafood sushi, fried chicken sushi, cheese sushi... The sky's the limit.

Idol – 100 CP

Perhaps, instead of being a sushi chef, you were looking for something a bit more...glamorous? Well, this may well be the perk for you. You've got all the skills any self-respecting idol should have. Singing, modelling, acting – you can do it all, and do it well. Though the road to fame may not be easy, you've got the talents to make it big one day. Who knows, one day, with the right luck, you may even reach the levels of fame achieved by Ruri Hijiribe or even Yuuhei Hanejima?

Fateful Findings – 200 CP

It's a sad fact that the majority who try to make it big end up failing simply because the right people didn't notice them. Their talents unrecognised, they'll likely just go back to their everyday lives and never truly find their chance to shine. That is, until you came along. Through good fortune, you'll tend to quite frequently stumble upon otherwise unnoticed people of great talent. There's no guarantee what skillsets these individuals will have: They may be wonderful artists, deadly fighters, or even mah-jong geniuses, but they'll all be outstanding in their field and ready for you to claim for yourself right there and then. Whatever you choose to do with these people is up to you. Perhaps you could set up a talent agency?

Vampire Ninja's Zen – 200 CP

It's well known that displaying too much emotion can often be detrimental. After all, if someone who can read your emotions will find it much easier to manipulate you and predict your movements. It's a good thing you don't have to worry about this. Like a certain popular actor, you've got quite the poker face on you, allowing you to remain calm (or, at least, appear calm) in even the most surprising and hectic of situations. A psychotic killer could attempt to murder you in public or a crazed barbarian of a man could throw a car right past your face and you wouldn't even blink, let alone flinch.

King Chin – 400 CP

Humans have an innate need to leadership. In a society with no clear head, they tend towards anarchy and violence. As it turns out, though, you're a prime candidate to take control of such a group. You've got charisma by the bucketload, enough to hold together a gang of violent oddballs and misfits on your own through your sheer force of personality alone. Your friends and companions adore you, looking up to you for advice, and even your most despised foes begrudgingly respect you.

Hollywood – 400 CP

There exists a mysterious serial killer prowling Ikebukuro known as Hollywood, renowned for brutally murdering their targets while wearing elaborate movie costumes. Few people know that this killer is the popular idol Ruri Hijiribe, and fewer yet know that she's not entirely human. And neither are you, so it seems. Just like Hollywood, you've got some dhampir ancestry in you, granting you incredible strength, speed, and endurance. You could rip men limb from limb with your bare hands and survive blows that send you flying through brick walls. What's more, you've even got a pair of outright supernatural abilities: You can walk on walls and ceilings as if they were the floor, and you've attained a low-level healing factor that allows you to recover from otherwise-fatal injuries within a day or two.

Be warned, though: You may be more powerful than the majority of humans, but there are certainly a few whose strength far exceeds your own or can match you blow for blow based on pure skill alone.

I Am the Fucking Strong – 600 CP

There's a limit to how much humans can exert themselves: A barrier the brain erects to prevent one from harming themselves through reckless acts of strength. Something's different about you, though. For whatever reason, your brain doesn't impose such restrictions on you, allowing you to use the full extent of your muscles' power. In short, your physical strength's been increased by leaps and bounds: You could casually hurl vending machines down a street, rip street signs right out of the ground, easily break through brick walls, throw punches that send entire mobs flying, kick cars down the street like a football, and even lift entire trucks above your head.

What's more, you don't even need to worry about hurting yourself from your broken limiter. Your tendons and muscles will never tear from over-exertion, and your bones are so superhumanly tough it'd take strength far exceeding even yours to break them.

Equipment

All items are discounted to their background, with their 100 CP options being free.

Outsider

Russian Sushi – 100 CP

Sushi! Everyone in Ikebukuro loves sushi, especially when it comes with a special Russian flavour to it! Most likely a marketing ploy by a certain Simon, you've come into possession of a small food cart with a distinctly Russian aesthetic to it. Though it's always useful to have a mobile business, the real boon comes from the fact that it comes with a fridge filled with an infinite amount of sushi in every variety imaginable. If you can buy it at Russian Sushi, you can find it here.

Tools of the Trade – 200 CP

It'd be a shame for you to start working as an assassin just to find out you don't have any of the tools required for it. I mean, there's only so far you can go with your bare hands alone. Fortunately, you have this metal briefcase that no one except for you can open, within which is a variety of assassination tools: A couple of silenced pistols with ammunition, a few vials of deadly poisons and powerful sedatives, a fake ID, and, perhaps most importantly, a spool of incredibly-fine garrotte wire sharp enough to take someone's head clean off.

Anything within this briefcase that you use up is replenished at the beginning of each month.

Amphisbaena – 400 CP

Most gangs around here mostly stick to the classics, like drug trafficking and protection rackets. While these schemes are sure to rake in the cash, they're also fairly risky. Fortunately, you've got a gig that brings in the same amount of money at a tenth of the danger. You've become the ringleader of a secretive underground casino. This club is highly exclusive, constantly changing venue and accessible by invitation only. Along with its impressive security, this pretty much ensures no cops or others who'd wish to shut you down will ever bust you. Your illegal gambling ring's also pretty lucrative due to some rather wealthy clientele, bringing in a decent sum of cash each month.

Shooter – 600 CP (free for Dullahans)

Usually, only the enigmatic Dullahans of distant Ireland should own one of these, but we'll make an exclusive offer for you. Now, you've got your very own Cóiiste Bodhar – a spirit familiar that serves as your personal mount. Though it usually takes the form of a headless horse, it can perfectly take the form of any mundane land vehicle,

though it will always be pitch-black in colour. Regardless of its form, your C  iste Bodhar is capable of moving faster than any high-end sports car and scaling vertical surfaces as easily as flat terrain. Aside from the occasional neigh or growl, it's also entirely silent too, and can be summoned to your side with just a thought. Being a spirit, this familiar cannot be harmed by any physical means, with the force of such attacks simply dissipating upon impact.

Even though this familiar will always be completely loyal to you, don't forget to treat it well and give it a name. It has got feelings, after all.

Student

Trendy Smartphone – 100 CP

In this day and age, all the kids have cell phones, so it would be weird if you didn't have one too, right? This is a suspiciously brandless smartphone, seemingly from the late 2010s. It never runs out of battery, has unlimited storage, and somehow always has a perfect internet connection regardless of location. It's also got a rather unique function: Calls made from this phone can't be traced or listened in on by any technological means. Though, of course, this wouldn't stop someone standing next to you from hearing what you're talking about.

Punch Gun – 200 CP

Rifles, pistols, shotguns... All boring. And not exactly subtle, either. Have you ever wished for a firearm that's a bit more unique? Well, this is for you. Supposedly invented by an American terrorist in the 30s, this rather unusual weapon is something of a cross between a glove and a gun. Consisting of a firing mechanism mounted on top of a leather glove, its trigger is a long bar parallel to and extending past the barrel. The gun itself is fired by making a fist and pressing the trigger against the target's body, allowing you to shoot people by punching people. Unlike the similar weapon owned by Mikado Ryuugamine, this weapon boasts unlimited ammunition, never needs to be reloaded, produces almost no noise, and is effortless to conceal.

Chatroom of the Elite – 400 CP

You've become the administrator of an exclusive, anonymous online chat room. Though you can invite people of your choice to it, it'll start off populated by a number of important figures in each setting, though only you will know each member's identity. The users of this chatroom tend to be rather active, popping in at least once a day to talk about everything from the latest events and rumours to their own secrets, which could potentially prove to be very useful information.

In jumps without an internet equivalent, this can instead become a secret society with membership among the rich and powerful.

Saika – 600 CP

Saika is an ancient entity manifesting as a katana with an extreme, obsessive love for humanity. Being a sword, though, it expresses its love the way it can: By cutting people. Though the original Saika is in the hands of a schoolgirl known as Anri Sonohara, you've been given a perfect copy with exactly the same powers. Being a host for Saika, you're able to store the sword in a pocket dimension inside your body and later draw it out at any time without suffering any damage. But this is a mere hint at the demon blade's true power: The ability to possess people.

With even the slightest cut, Saika is able to spread its influence to a new victim and turn them into your willing servants. Though the sword's victims will act as normal for the most part, any command you give them will be followed to the letter no matter the consequences to themselves. What's more, any blades they wield become Saika's "daughter blades", able to spread its curse even further. After their possession ends, individuals will possess no memory of what occurred under the blade's influence. Be warned though: It's not easy, but some individuals with sufficient willpower or emotional strength are able to resist Saika's possession. This possession ability can be activated or deactivated at-will, so you're not forced to possess the people you attack.

Interestingly, the Saika you've got your hands on also has an intelligence of its own. While it's on your person, the sword can telepathically communicate with you but it's unlikely you'll have any decent conversations with it right now, seeing as its personality is currently entirely based on its obsessive "love" for humanity. Perhaps you could help the poor thing develop a less one-note personality? Though it may occasionally whisper to you to ask to be used more often, you can be assured that Saika will never distract you in combat or bother you at inopportune times, and that it will never falter in its loyalty to you. If you prefer your swords not to talk back, you may decide to get an unintelligent copy of Saika instead.

Criminal

An Ordinary Knife – 100 CP

The first thing any real criminal needs is a form a self-defence. And seeing how difficult guns are to get a hold of in Japan, it seems this knife will have to do. This pocketknife is easily concealed on your person, so easily, in fact, that it seems security searches never seem to find it on your person. It's remarkably sharp for what looks like little more than a letter opener, and those wielding it find parrying the strikes of others a breeze. With enough practice, you could probably hold your own against a crazed, katana-wielding slasher with this alone.

Gang Van – 200 CP

Racing away from a crime scene at top speed is all well and good, but oftentimes it's better to escape in a way that doesn't draw undue attention. This non-descript minivan, capable of seating around eight comfortably, requires no fuel and for some reason seems to be generally overlooked by those pursuing or searching for you unless you do something incredibly suspicious. Even if you do get caught this vehicle's able to easily out-speed cop cars, while the body and even windows are remarkably bulletproof, being all but entirely immune to small arms fire, though they won't hold up against the likes of anti-materiel rifles and explosives.

Network of Contacts – 400 CP

You've gained a whole bunch of contacts spanning the entire city. Numbering a good several dozen, they're mostly affiliated with the criminal underworld, but there are more than a few working within in important local corporations, the police, and even the government, though it's unlikely any of them would be overly high-ranking. All of them are willing to pass on the secrets they've learned to you for a reasonable price, or even for free if you do them a favour. With this, you could probably rise to become the most prominent information broker in Ikebukuro. In each Jump, the size of this network scales based on the size of the setting, perhaps even spanning galaxies in certain cases.

A New Colour Gang – 600 CP

Not satisfied with merely working for the mob, you've risen to the top and taken over your very own colour gang. Numbering in the low hundreds, your gang's size and power is rivalled only by the likes of the Yellow Scarves and Blue Square, and the delinquents and thugs who make up its membership look up to you as their respected leader whose commands are absolute. While most do little more than roam the city in search of fights right now, it shouldn't be too hard to get them to organise them into a true crime syndicate capable of taking over Ikebukuro's underworld and turning a decent profit.

Local Celebrity

Unlimited Vending Machine Works – 100 CP

With how often vending machines get thrown around in this city, it's a surprise there are any left around. What about the poor people who just want a reasonably-priced snack? Now, should you will it, there'll always be a conveniently-placed and fully-functional vending machine nearby, often only a few metres away. Useful if you're suddenly feeling thirsty or, you know, need an improvised weapon to rip out of the ground and hurl at someone.

Shogi Board – 200 CP

Izaya Orihara, renowned as one of the most dangerous men in town, is known to keep a shogi board as the centrepiece of his office, which he uses to plan out his schemes via methods only he can understand. Somehow, you've found a very similar board, with an interesting twist. Once this board is set up, a mixture of both shogi and chess pieces will appear upon it. Every once in a while, these pieces will move seemingly randomly of their own accord, and occasionally pieces will appear or disappear. While most will see nothing but lawless chaos, you alone can see the truth behind these movements: The board may predict the future.

You know that each piece on the board represents either a major figure in your life or someone important, and that each movement of a piece foreshadows an event that will occur within the coming days. The only problem is, you'll need to use some logical deduction and a bit of guesswork to figure out who each piece stands in for. Once you do figure this out, though, you've got a powerful precognitive tool on your hands. A bunch of pawns crowded together? It's likely those people are affiliated in some way. A general knocks a queen off the board? Someone important is probably going to die pretty soon if you don't intervene.

Talent Contract – 400 CP

Congratulations, Jumper! You've succeeded where hundreds of other hopefuls have failed, and signed an unusually-flexible contract with a prestigious, world-famous talent agency. Whatever they saw in you, you've been put on a fast track to success and have already become a semi-popular idol with several tens of thousands of fans. Though this job is already pretty well-paid, it is only the beginning – a mere springboard that can catapult you into possible further success in the music, film, or television industries.

In future jumps, you'll receive an offer for a very similar contract.

Family Pharmaceuticals – 600 CP

It took years of work, but you finally made it. Even if your father was the CEO, you still started at the bottom and worked your way up until none could deny that you deserved to be his successor. You've taken control as the owner and CEO of your family's pharmaceutical corporation, in charge of a half-dozen laboratories across the city. It's had a rough few years recently, so it retains only a shadow of its former power, but it's still got assets worth a good few million dollars.

In a secret vault of the main laboratory is the true treasure of this company, though: A collection of DNA samples, blood vials, and severed body parts belonging to all manner of supernatural beings. Though it's highly illegal to own this, there's no denying the potential these biological samples have for future research. Perhaps you'll find a way to recreate a Dullahan's regeneration in a pill, or an injection that gives you a vampire's strength and speed?

With your leadership, it could be the dawn of a new golden age for the company. Or you could just sell the place off for a small fortune.

Companions

Import – 50 CP each

You may bring one of your current companions into this world. They gain a free background, along with all of the associated free stuff and discounts, plus 600 CP to spend on perks. Alternatively, you may instead create a new companion. They gain all the benefits an existing companion does, but you also get to decide their appearance and personality.

Canon – 100 CP

You get the chance to make any one character that has appeared in Durarara!! a companion. Though you will have to convince them to accompany you, they will be naturally predisposed to like you and you will be guaranteed to have several opportunities to do this.

A Second Dullahan – 200 CP

How unusual. It's strange enough to see one Dullahan outside their homeland in Ireland, but *two* at once in the same city on the other side of the globe? It's unlikely such a thing has ever happened before. And what's more, it seems this particularly Dullahan has taken quite a strong liking to you.

Soon after arriving this world, you'll meet this Headless Rider and quickly become fast friends. You get to decide everything about them: Gender, appearance, personality, and history is all yours to be determined and shifted around to your liking. On top of already possessing the Dullahan perk (obviously) and Shooter item, they also gain a background and 600 CP to be spent as they please. Oh, and as an added extra: You can be assured that they'll never waver in their loyalty and friendship towards you no matter what.

Drawbacks

There is no limit to the number of drawbacks you may take, and all drawbacks are removed at the end of this jump.

Into the Naritaverse - +0 CP

There's a good amount of evidence to suggest that the other works by Ryohgo Narita have a shared universe, which fans have affectionately named the Naritaverse. With this "drawback", any actions you've taken in any other Jump based on one of Narita's light novels, such as "Baccano!" or "Vamp!", carry over into this Jump.

By default, the Naritaverse is considered canon, so you'll be able to meet characters from novels other than "Durarara!!" even if you didn't take this drawback.

Total Weeb - +100 CP

Your personality can be summed up in a single word: Otaku. You're a fan of all things related to anime and manga, and you're proud of that. So proud, in fact, that it's all you ever talk about. You feel strangely compelled to buy volumes upon volumes of manga each month, you constantly be comparing people you meet to characters from the anime you just watched, and you'll engage anyone who will listen in endless debates about who is, in fact, the best waifu/husbando. Just hope this doesn't annoy your peers too much.

Stalker - +100 CP

Somehow, you've attracted the attention of an extremely-obsessed, stereotypical yandere stalker. This person is absolutely smitten by you and loves nothing more than watching your every movement. Even if you never talk to your stalker, they will still consider you to be inseparable partners to the point where they'll try to kill anyone else who you're even remotely close with out of pure jealousy. Oh, and putting your stalker "out of commission" won't work – if they can't follow you anymore, someone else will rise up to take their mantle just days later with even more obsessive tendencies.

Empty Inside - +100 CP

Perhaps it's a response to growing up with an over-emotional sibling, but you have a hard time showing any emotion at all, tending to come off as cold and uncaring. It's not that you don't *feel* emotion, it's just that you have a very difficult job expressing it and when you try it oftentimes comes out wrong. For obvious reasons, this can be a real hindrance to your attempts to interact meaningfully with other people, but most people will still be able to get over this with time.

Iiii-zaaaa-yaaaa! - +100 CP

Uh oh. It looks like you've got yourself a rival, a person whom the mere sight of makes your blood boil with uncontrollable. While this person won't try to outright kill you, they'll do their very best to torment you for their own amusement. Not only will you find it incredibly difficult to act rationally in their presence, you'll also be completely unable to kill them no matter what they use. Even if you erase your rival from existence, they'll somehow return the next day just to taunt you for it.

An Open Book - +100 CP

Thinking of being some kind of spymaster or master manipulator-type here? Well, good luck with that. By taking this drawback, you become absolutely terrible at keeping secrets and keeping your plots on the down-low. You're always accidentally spilling your deepest, darkest secrets in casual conversation, often at the worst time to the worst-possible person. Any plots or schemes you concoct seem to be exposed by sheer coincidence and fall completely apart.

Reaching Heaven - +200 CP

You're hopelessly and cripplingly dependent on Heaven's Slave, a hyper-addictive new street drug of dubious legality. By taking this drawback, you ensure that you'll need a take it at least every day or suffer increasingly severe withdrawal symptoms, starting off as dizziness and minor confusion but soon progressing to potent audio-visual hallucinations and seizures. A week off the drug may even result in your death. Unfortunately, all attempts to cure you of your addiction fail.

Targeted - +200 CP

It looks like you've made some powerful enemies in the underworld, friend. Whatever you've done, it seems like every criminal in Ikebukuro's after you – either dead or alive. It's not just the colour gangs who are after you, though, but certain elements of the Yakuza are also pursuing you. If you're unlucky, you might even attract the attention of some assassins from the Russian mafia. Fortunately, each individual gangster's no big deal... But in a group? That's a different story.

Have You Seen My Head? - +300 CP

One day, it just happened. You're not sure how, but one morning you woke up and found out you don't have a head anymore. You can't talk, but you're otherwise free from the impairments losing your head would normally inflict on you, such as being unable to see or, you know, be alive. There's just one problem: You've got no memories from when you still had your head except for vague recollections. You're pretty sure you *might* have been some kind of interdimensional traveller, but that's

just a guess. Only two things are certain. One: If you get your head back, you'll get your memories back. Two: Your head's somewhere in Ikebukuro.

Oh, and regarding your poor head: Regardless of the durability, immunities, and protections you'd normally have, your missing head is only as tough as that of an average human. If your head is destroyed, you die. It also seems that any kind of scrying or postcognition ability fails when used on your head for some reason, just to make it a little bit more challenging.

Humans are Just Humans - +300 CP

Your obligatory "normal person" drawback. During your stay, all of your powers, perks, and equipment from other Jumps are sealed away, including your access to your Cosmic Warehouse.

Ending

Ten years has passed so fast, hasn't it? It's time to decide where you'll go next.

Go Home

Bad experience here in Ikebukuro put you off Jumping for some reason? You can go home, no questions asked, keeping all that you've attained during your chain.

Stay Here

Made some friends you truly can't bear to leave behind? Feel free to stay here for the remainder of your days. Any unresolved business from your home universe will be tidied up in your absence.

Move On

It was fun, but it's time to move on to a new world. You may continue your chain, moving on to your next jump.

Notes

- **Dullahan:** For obvious reasons, you can't hide your head inside your Cosmic Warehouse/Personal Reality and any attempt to do so automatically fails.
- **I Am the Fucking Strong + Hollywood:** These perks stack, and taking them together would likely make you the strongest being in the setting. At least, you'll certainly be more powerful than both Shizuo Heiwajima and Simon Brezhnev.
- **My Body is Swords vs. Saika:** My Body is Swords grants you the ability to produce blades from your body, but they can't possess people. Saika is a sword that gives you the ability to possess people with a cut, but not the ability to produce blades from your body. If you own both, blades created using My Body is Swords are able to possess people.
- **Imports:** If you'd rather import an existing item you already possess instead of getting a new one for any of the equipment options, you may do so for free.
- **V1.01 Changelog:** Literally just removed some text from the 'Canon Companion' option that wasn't supposed to be there. That's it.