

Since as long as human civilization has existed, there have been those labelled as magical creatures. Demons and fae who assume human form, blessed with remarkable abilities. They have always been symbols of caution and terror. Nowadays they are simply known as demi-humans, and attitudes towards them have significantly calmed as times have progressed. In the modern day demi-humans live alongside humanity like any other people. They go to school, get jobs, and visit bars like everyone else. The presence of these demi-humans has had remarkably little impact on society as a whole and, bar the existence

of them, this world is basically no different from any other normal modern world. There are no big adventures to be had, no looming threat or secret organisations with nefarious plans.

The story of this world follows a biology teacher known as Takahashi Tetsuo when he is starting his fourth year of teaching at Shibasaki High School. An avid fan of demi-humans, he has always wished to interview some in order to find out more about them. Having never met any during his life up until now, you can imagine his shock when he meets not one but four different demi-humans starting at this school this year: one teacher and three students. So begins a heartwarming story as Takahashi slowly learns more about these demis, as well as their quirks and struggles.

You will be entering this jump at around this time, and staying a nice round decade. Have **1000CP** to spend on the document below, for your time here.

Origins: *Choose your origin. Your age and gender can be freely chosen.*

Citizen - Ultimately the story of Interviews With Demi Humans is only a very small part of this world. There is a whole wide world of people out there, with their own stories. You will be entering this world as a general member of the populace, with no real connection to speak of with the main cast. This also leaves you free to explore the rest of the world without worries.

Student - Ah, the wonders of youth. So carefree. You won't have to worry about living from paycheck to paycheck, or making sure your taxes are paid, or anything like that. At least not for a few years yet. You will be starting this jump as a young student, much like a certain trio of demis. Do try to turn up for school, however dull it may be for you.

Teacher - Given the events of the story primarily take place at a school, naturally the majority of the adults seen are teachers. Both Takahashi and Sakie fill these rolls. They spend much of their time teaching and otherwise helping the various students with their studies and troubles. You will also be starting as one of the faculty of one of the local schools, though this doesn't necessarily have to be the same school.

Demi-Human Police - Due to the presence of demi-humans among society, a small police force known as the demi-human police was formed in order to deal with incidents involving demi-humans. With so few demi-humans compared to normal humans, this force is rarely actually seen. They mainly end up dealing with cases involved with succubi harassment, to determine whether the incident was willingly instigated by the demi-human in question or not.

Race: *Now it is time to decide what species you are. A diverse choice for an otherwise normal world.*

Human - 99.9% of people in this world are that of entirely normal, mundane humans. There is not much else to say about them. They are no different from the humans you will see in any number of other worlds. The only real difference is that the DNA of these humans will in very rare instances mutate to give rise to a demi human.

Demi Human - The remaining 0.1% of the world are the demi-humans, though they prefer to be called demis. A demi human is a human with some form of supernatural ability or trait. Many of the mythical figures and creatures of fairy tales and the like were some form of demi human. Rather than a magical creature, a demi human arises from a mutation in the DNA of an ordinary human. Hence you can have situations such as sisters being born with one being human and the other a demi of some type. Some types of demi are more rare than others, such as the Dullahan of which there are currently only 3 in the world. The powers of these demis, while supernatural, are not too great. A vampire might have fangs and night vision. A snow woman could form a cold mist and ice from her sweat. Physical contact with a succubus would act like an aphrodisiac. You can choose which species of Demi Human you wish to be.

Location - *Choose your starting location*

Japan - You will be starting in Japan. More specifically, you will be starting near Shibasaki High School, the nexus for the stories of this universe. It is here that Takahashi and the various demi-humans go to school. You will be starting this jump in the general vicinity of this area, though not necessarily by the school itself.

The World - If you do not in fact wish to start in the same location as the cast, you can instead choose to start somewhere entirely different out in the world. As mentioned, this world is itself basically identical to that of a mundane modern world, minus the addition of the demi-humans. Plenty of stories to find for yourself out there.

Perks: *Perks are discounted to half price for their origin.*

Citizen

Happy Go Lucky [100]
As people grow older, they tend to grow more reserved and less excitable. Not so for you. You are a figurative font of youth and energy! Regardless if you're chatting with friends for hours or playing around in a pool, you never seem to run out of steam. You'll be able to keep going and going until long after everyone else is laid out in exhaustion. If they didn't know any better, people might think you are some kind of Demi Human with an ability for unending energy.

Poker Face [200]
Straight face Jumper, keep a straight face! Just a few more steps and then you are out of sight! Being able to keep your emotions from showing on your face is a skill that comes in handy in all kinds of aspects of life. Particularly around demis with known mind altering effects. Not visibly reacting to a succubi's touch is a perhaps unsurprisingly effective way of sparking her interest in you. You have quite the poker face, and would be able to appear remarkably calm even with your heart beating a mile a minute. At least until you manage to walk out of sight, where you can safely collapse to your knees.

PhD [400]
After many long years of hard work and studying, you have earned the glorious honour of gaining a PhD. While depressingly less helpful at getting a job than you would hope, it has nonetheless ensured that you are an expert in a field of your choice. You may not be a world leading expert, but you know this topic inside and out, with a firm foundation for further research if you chose to pursue that avenue.

Convenient Encounter [600]
It is funny how the world works sometimes. One day you may just be thinking to yourself that you want to meet a demi and then the next day you meet five! Well, it's not quite that exaggerated, but there is a definite noticeable pattern around you. You will often seem to encounter those who you hope to meet within a relatively short period of time. Maybe you bump into them while shopping, or they start working at the same place as you. This is far less likely to work on an individualistic scale, but something as broad as "I want to meet an elf" would likely have you encounter them within a week (presuming it is possible in the first place).

Student

Courageous Heart [100]
Courage is not the lack of fear, but rather the ability to stand against it. It takes courage to stand up to a teacher. It takes courage to admit your mistakes. It takes courage to climb a tree in order to peep on your hot teacher's swimsuit. Your friends may call you a fool, but you'd rather think of it as valor! You are a very brave individual, willing to face things that terrify you, such as said teacher's wrath, as long as you believe the cause is worth it.

Hey Sensei, Remember When? [200]
There is one event every student wishes to see some time. Especially when they are bored or don't want to work. That is getting the teacher to start reminiscing about past events. All work ceases as everyone listens to the teacher talk for half an hour. When people want that to happen, they turn to you. You are one of those kids that can always manage to get their teacher talking about something or other. In other words, you are very talented at ensuring everyone is distracted. Useful for sneaking in or avoiding punishments, less than useful when you are trying to study for exams.

Honour Student [400]
Everyone has their strengths and weaknesses. It just so happens that your strengths are of the more academic sort. You are a very bright person, an intelligent student with a solid aptitude for studying. You take onboard and retain knowledge swiftly, and would need only a few revision sessions to make it stick. If you really applied yourself, you could easily become a top scorer in whatever school you go to. Many potential avenues are open for you to pursue, if you wish it.

Outcast No More [600]
It is not so easy to wholly accept those with differences from you, especially for those who have not grown to maturity. That is why it is so special when you manage to find a group of friends who will accept your quirks and peculiarities without any qualms. You may not be able to outright change people's personalities, but you can generally talk them around to the idea of being more accepting. Your heartfelt pleas have a way of piercing through their defences and resonating with their own heart. That seed of guilt will swiftly take root and grow, until they take a step back and seriously evaluate themselves and their behaviour.

Teacher

Sensei! [100]
As you might expect, the most basic skill of being a teacher is the ability to teach. As a teacher, you have been trained in the fundamentals of teaching, such as keeping students engaged, organising lesson plans, setting exam papers, and so on. Teaching is not simply a tool for conveying information either, and is quite useful for students to try their hand at too. Teaching others is a good way of ensuring that you yourself retain and understand the information.

Troubled Students [200]
A teacher is not simply a mentor to their students, but also a source of comfort. They should be someone that students can open up to and talk to about their issues. While no therapist, you are nonetheless a light in the dark for many troubled students. Perhaps this is why they seem to have come to rely on you more than anyone else? You are a comforting figure; patient and understanding. What help you can offer may be limited at times, but a problem can't be addressed if it isn't brought up.

Journalistic Research [400]
You never truly stop learning throughout, and this is especially true for teachers. Many professors will have their own research projects on the side. Research requires an inquisitive mind, and more importantly a mind that asks the right kind of questions. Call it journalistic intuition but with time to ponder, you will often start to head down the right tracts to the 'correct' questions. Furthermore, you are good at putting the various clues you have obtained together and forming a plausible theory to answer the hypothesis put forth.

Lady-Killer [600]
You're a real lady-killer, aren't you? In your day to day life, it is immediately apparent how often you are surrounded by members of your preferred gender. You have a quite impressive knack for leaving lasting good impressions on others, particularly those of the opposite or preferred gender. Further good feelings will naturally rely on your character and actions, but initial thoughts will usually leave them with a good impression of you and a definite desire to see you again. Unless you do something undesirable, there should be no reason for that feeling to fade.

Demi-Human Police

Demi-Expert [100]
As a member of the Demi Human Police, it is obviously expected of you to have a working knowledge of the demi-humans you will be working with. As such you have been put through a crash course on the behaviour, characteristics, and abilities of most of the demi-humans you might meet. You'll know what to do, and more importantly what not to do, as you interact with these people. In future jumps this knowledge will extend to any other humanoid beings of similar nature.

Muscular [200]
Demis have their own advantages but there is one ability that all people, humans or demi, can gain. And that ability is MUSCLES! Possibly due to your specific line of work or perhaps because you simply enjoy working out, but you have developed an impressive set of muscles. Hard, chiselled, defined, and a nice size, you could make a succubi blush at the sight of your uncovered arms. As you might expect, these compact muscles also mean you have quite a sizable amount of strength to bring to bear.

Demi-Demi [400]
The blood of a demi human flows through you, enough that you could reasonably be called a demi human yourself. This blood hasn't manifested in the usual inhuman way. In fact on the surface you are no different from a normal human. Instead, this heritage affords you a type of natural protection. You have a form of immunity towards the abilities of demi humans. This could be a total immunity to the abilities of a single type of demi human, or a slight resistance of a more general sort to the abilities of demi humans as a whole.

Combat Expert [600]
It's not a pleasant fact, but fights are something that will come with the territory of working as a police officer. Unfortunately the scraps you get into won't be with normal humans. As such, you have been trained in a standard of combat surpassing that of ordinary cops. Your skill at hand to hand combat is similar to that of the special forces rather than a normal police officer. You could lay a full grown adult flat and incapacitated in seconds if needed.

Items: *You may choose to discount one of each price tier to half price. 50CP and 100CP items are free upon discount.*

Cigarettes [50]
It’s a small, singular pack of cigarettes, of an indistinct brand. At the modest pace of one cig every six months these should be able to last you the entire jump! Just be warned that those demis with a more sensitive nose aren’t likely to appreciate the smell of smoke that hangs around you after the fact.

Coveralls [50]
Clothes for the self-conscious (or succubus). Not actual hazard-wear coveralls, these are a set of comfortable but wide covering clothes to be worn for those that don't want to expose too much skin for whatever reason. Unfortunately all but necessary for succubi to walk around in public without being accosted, they also tend to be favoured by more shy and reserved people.

Phone [100]
Heaven forbid a person not have their phone with them nowadays. Phones may not be allowed in class, but you can still use them outside of them. This is your own phone, the latest model out currently in Japan. Whether you use it for phone calls, gaming, or more is up to you. There isn't much else to say really. It's an iphone. It comes with a portable windup battery and charger.

Manga [100]
So much to read, so little time. You have in your possession several boxes worth of various manga of a genre of your own choosing. Enjoy reading them in your own time or hand them out to your friends to enjoy. Word on the street is that a certain succubi teacher and snowwoman student are quite fond of them.

Extra Help [200]
As a general rule demi-humans are very similar to ordinary humans, however many of them have their own specific wants or needs. This will refurbish your properties with a few small extras to help in the day to day life of those demi-humans who need it. This could be head holders for dullahans, ventilation for vampires, and so on. It's just a little extra help to make life more comfortable.

Study Notes [200]
There are a few messy notebooks with your name on them. Not the most exciting thing, but invaluable to any student, these notes are filled to the brim with notes from classes that you have attended. Whether freshly written or a decade old, these notes nonetheless would serve as a good resource for studying and revision.

Mini-Fridge [200]
Those like the snowwomen and the vampires generally prefer cooler temperatures. The mini-fridge is a wonderful little box perfect for keeping your feet and head cool in the summer! If you really wanted, I guess you could also store drinks and cold desserts in there too.

Modest Pool [400]
Measuring 25m in length, this heated swimming pool is a nice place for people to cool down in summer. You can choose whether this pool is located in your backyard or elsewhere in town, but either way the property is in your name. With nice shallows and a deep end deep enough for cannonballs, this is everything you need to have a good time with friends.

Cabin In The Woods [400]
Some people prefer the solidarity of living in the countryside. There are those who enjoy the quiet, those who like living next to nature, and those who wish to live away from human civilisation, for their own sake if nothing else. This is a quite nice and spacious house out in the countryside, a gravel path leading to the closest main road. Despite living so far from the cities, this house gets quite good reception and a steady supply of power.

Companions:

Import [50]
If you wish, you may choose to import an existing character into this jump for 50CP. They will be able to choose a race and origin, and will have 600CP to spend on perks and items. For each subsequent 50CP spent, you may double the number of companions you are importing. This is a good opportunity to peacefully mix up the species composition of your companions without departing from a generally humanoid shape.

Canon Character [50]
The cast of this story is not the largest one, but there is still a moderate range of interesting characters. Maybe you wish to take one of them with you at the end of the jump as a companion? If you can convince them to come with you, you can do just that. Just keep in mind that people aren't static, and a decade is a long time for a teen. By the time you leave this jump, even the youngest of the main characters will have long matured into their twenties.

Custom Character [100]
While there are only half a dozen characters we focus on, there is still a wide, wide world out there with all kinds of peoples and demis. Not long after you enter into this jump, you will quickly meet and hit it off with one of these people. However unlike the above option this is not a person who previously existed within the confines of the story. You may now spend 800CP to build this character using the races, origins, and perks from the above document. You may also use this opportunity to choose this person's appearance and personality. From a drunkard succubi looking for love, to a brash angel with a fondness for sweets, or a happy-go-lucky, sporty young woman looking for her missing father, there are many avenues of choice you could go down.

Drawbacks:

Bad Liar [+100]
There are many things one can be bad at. It can't necessarily be called a negative trait to be bad at lying, but it can certainly make things inconvenient for you. Especially if you primarily work undercover. You are an impressively bad liar. In fact, you are so bad at lying that you often loop back around to all but actually telling the person the truth. Maybe try to stop asserting you aren't doing the thing you are doing, entirely unprompted.

Two Left Feet [+100]
While that may in fact be a distinct possibility with demis, in this case that is more figurative than literal. You are very clumsy on your feet, to the point where you are frequently tripping over air, spilling over books, and landing flat on your face. It's pretty entertaining for your friends watching, far less enjoyable being on the receiving end.

Mean Whispers [+200]
The more things change, the more they stay the same. Gossip is a permanent fixture in life, one that doesn't just end after you leave school. Sadly you are on the receiving end of some rather more malicious rumours, spread by those jealous of your lot in life, or just looking to tear someone down in order to feel better about themselves. The trouble with rumours is that you can never truly get rid of them.

Facial Paralysis [+200]
Much like a certain professor friend of Takahashi, your face is frozen in an unchanging expression. It will look exactly the same no matter if you are happy, sad, thinking, or in pain. This can lead to certain misunderstandings when talking with other people and, people being people, is liable to make getting friends hard.

Social Pariah [+300]
Perhaps due to your status, perhaps due to events in the past, or perhaps due to your attitude, but you are considered by many people to be unapproachable. It should be noted that this may not be a malicious kind of avoidance, but more often than not you will find yourself isolated from other people. Those who you do approach will often feel quite uncomfortable and seek an out from the situation. Those friends you do make should be treasured all the more.

Tardy [+300]
Being late for something is never a good thing, though the consequences for it are generally quite forgiving for students. That said, you may be abusing that goodwill a bit. You are almost chronically late to things, whether it be arriving at class, going on a play date, or going to sleep. As you might expect, this is going to get you into a fair amount of trouble. Hopefully you can find a forgiving job, or get a job without specific starting hours.

The End

Your time in this world has come to an end. It is time for you to choose what you wish to do next.

Move on: You've enjoyed your time relaxing in this world, but this was merely a single stop on your long journey. Further worlds await.

Stay Here: You've taken a fancy to this world, and have decided to end your chain here. You have chosen to stay in this world long term, your chain ends here.

Go Home: This place that is so like your original home has made you miss it all the more. You can wait no longer, and wish to return to your true home, your original home. Your chain ends here.

Jump by Lone Valkyrie - Hope you enjoy.