


Long ago, a war broke out between God and Angels that had risen in rebellion against Him.

Mankind allied itself with God and fought valiantly, but countless lives were claimed by the deviant hordes led by the Fallen Angels. The war dragged on with the devastation and loss of lives reached even more appalling heights.

Then, at the darkest hour when all seemed lost, a single Angel descended to aid Mankind. Her name was Anhel.

Our Holy Lady Anhel eventually led Mankind to victory, but was gravely injured over the course of many battles. Anhel declared that she would enter a long sleep to heal her wounds, but that she would awaken if the Fallen Angels should arise once more and threaten our world.

To protect our Holy Lady while she slumbered, Mankind created a bastion and entrusted it to a newly-formed order of Knights.

Many years have passed since that time, but now once again Mankind finds itself in need of help from our Holy Lady Anhel.

Within six hours of your arrival, a vampire invasion force will be detected in the airspace above Tokyo. Hundreds of vampires and Killing Dolls aided by deviants will begin their assault and likely obliterate the city's first line of defense, with only the Gun Bullet Children being able to begin a counter-attack. But that hasn’t happened yet, has it?

# +1000 CP

# Backgrounds:

You know a fair bit about this world now. But what about yourself? You may pay 100 CP to change your age and gender freely, regardless of what any given Background says.

## Drop-In (0 CP):

+You are an enigma. No man, vampire, or angel could hope to know what to expect.

-You do not exist. At least, that's what others will think. You have no connections or identity to help you.

You appear inside a store in Shinjuku in your base form, with the same age and gender you had as your last jump ended. No one's noticed your presence yet.

## Inquisitor (100 CP):

+You wield political power, and will (at times) command both the Gun Bullet Children and the world's armies.

+/-You are a non-combatant.

-Though you may be capable of sorcery, you wield no power worth using in combat.

You appear in Shinjuku, within the Tokyo Metropolitan Government Building, doing the paperwork expected of a member of the Church and government. You are 40+2d8 years old, and you may become male for free.

## Gun Bullet Child (400 CP):

+You wield incredible magical power.

+/-This power will claim your life before you truly reach adulthood. This will not be a problem for you due to the nature of your travels, and you may simply cease using these powers if your journey ends before you find a way to strengthen your soul enough to handle the stress.

-While you are not property of the Church on paper, that is the case in practice.

-Your only family are other Gun Bullet Children.

You appear above the skies of Shibuya, patrolling with two other GBCs. The incoming vampire army is still unknown, but it is not as if the Church has you sit in base playing patty cake most of the time. Speaking of childish games, your age is set to 8+1d8 and you will become female by default.

## Vampire (400 CP):

+The tainted blood of the Fallen Angels coursing through your veins gives you magical powers.

+You won't die simply from using them. You won't die at all, for that matter, unless you're killed.

+/-You don't actually need to drink blood.

-Humanity will hate you, even if you decide to fight for their sake.

You begin the jump alongside the vampiric horde about to invade Tokyo. You're not a grunt, but you're still expected to obey greater lieutenants of the Undying Lord such as Seele Clan or Sense Abel. You may roll 8+1d8 or 28+1d8 to select your apparent age, but your actual age will be that +1d800. Your gender also remains the same.

# Perks:

People who are ostensibly nothing more than incredibly wily politicians being able to survive in this world doesn't mean I'll hold you to those same standards. Here are some fun tricks to help you survive. Discounts are 50% off.

### Vaguely Gothic Vaguely Lolita Aesthetics – 100 CP (Free to Drop-Ins):

There's a certain trend in this world, you know. It's not as elaborate as some of its contemporaries, to the point you can't really call it Gothic Lolita, but there's a reminiscence of such. Now, you can give anything you make or design a certain light Victorian/Medieval-as-seen-by-the-Japanese-yet-Modern appearance. Clothing looks particularly good when used by children and those of diminutive stature, but your intricate suits fit old men just as well.

### Jumppe – 200 CP (1st Tier Free to All, 2nd Tier Discounted to Drop-Ins):

The sound of silence and the sound of mortal combat can both be like honey to one's ears, but sometimes, you just want things to get loud. You now have access to the entire soundtrack of Gun Bullet Children and 2nd – Vampire REX, and may play them to yourself, your companions, and anyone you fight with at varied but comfortable volumes. A second purchase will grant you your own themes, one of which will be a composition in the more subdued techno-industrial style of the first game, while the second will be a more electric yet classical piece. Their quality will be as if an Angel of Music made it herself solely for your ears.

### I'm just a self-serving human. – 400 CP (Discounted to Drop-Ins):

People really ought to pay more attention. Somehow, you can walk past entire battlefields without being noticed, let alone attacked, though it may be a good idea to be sure to dodge stray shots. So long as you don't attack anyone, and don't walk directly into someone's line of fire, you're in absolutely no danger of being targeted in conflicts you've no part in. This doesn't extend to entering guarded places, though an attempted breakthrough by other forces could act as a cover.

### To Become A Martyr – 600 CP (Discounted to Drop-Ins):

Pain. In theory, an unpleasant feeling designed to allow one to recognize when they are being harmed. In practice, something that is hated when it should be cherished. Do you know what pain can do, what it can let a desperate person achieve? I speak not of simple pain of the body, but that of the mind and soul also. Have you heard the stories of desperate parents lifting cars to save their child's life? Not quite as extreme as what you can achieve, but it is a start.

An electric shock coursing through your body would allow you to flip jeeps and almost reach forty kilometers per hour. Being set ablaze would allow you to leap over houses in a single bound and manifest your suffering as etheric flames capable of lashing out for hundreds of miles and sharing your fiery fate with others. The absolute of pain, to have every nerve in your being crying out in despair, would allow you to turn skyscrapers to dust in an explosion resembling an otherworldly sun. But that is pedestrian compared to what the ailing of your soul and mind may bring.

To permanently claim the life of someone you truly and genuinely love would invite destruction rivaling entire fleets to the target of your hatred, such that those whips of etheric fire you once brought to bear would become waves capable of crushing a city, while you yourself would become faster than military aircraft. The last pain is the greatest. If you were to be at your wit's end, your mind shattered into infinitesimal pieces only barely held together by your bestial desire to see whatever brought you to this point dead, you'd be capable of unleashing destruction dwarfing mankind's entire nuclear arsenal.

Note that these examples are as much of a guideline as they are the maximum: while being spurned by your crush or using chemicals to alter your mind would wield results, they'd be nowhere near the same level as what I've listed.

## Father Jumper – 100 CP (Free to Inquisitors):

For you, it's not just a religious thing. The Gun Bullet Children are not the most obedient lot, you know. While they understand the importance of what they do, and their role in guarding mankind, they're just kids. Someone needs to set an example and insure they continue to be loyal to humanity and don't turn traitor due to a filthy deviant's honeyed words. I could continue waxing poetic about mankind and faith, but the important thing is that you're a good parent now. You can take care of children, ensure they're healthy of mind and body, don't see or do anything bad for them, and all that jazz. Surely a boon this grand would be worth the price?

## Cardinal Candidate – 200 CP (Discounted to Inquisitors):

You probably aren't one. But you could become one, if you wanted. Not only are you a skilled public speaker and debater, but you're generally charismatic and skilled at telling lies and hiding your actions from oversight, and can easily create public personas that inspire piety and loyalty in the masses. Your ability to manipulate information and the public is similarly grand, such that you could maintain a religious conspiracy if you had the right connections. Of course, these qualities are not so rare among the clergy. If you stand out, it would be a good idea to watch your back.

## To Ward The Land Against Evil – 400 CP (Discounted to Inquisitors):

Though the Gun Bullet Children are the only ones capable of doing combat, it is not as if they are the only ones who wield magic. Through diligent writing of Holy Scripture, you may transfer those holy words you've put upon parchment to space itself, which may then be manipulated with the words you've writ. Put simply, you write commands on paper which space then obeys. By writing several meters of holy words, you may perform such things as extending corridors or twisting rooms.

Keep in mind; your words leave the page when moving to reality, meaning you may not reuse your writings. The bright red floating magical text also makes it obvious that strange things are around. The apex of this art is the holy land itself, which is the result of hundreds of holy men working together to create a gigantic array that completely folded reality upon itself, creating a spatial bubble in which only its inhabitant and the red words maintaining it exist.

## We Call Upon Our Holy Lady's Blessing – 600 CP (Discounted to Inquisitors):

It is said that the power of the Gun Bullet Children is gained at the cost of their lifespan, such that their very soul is burned away to fuel incredible magical powers. It is true that they invariably die due to it. But what is told to the public is a farce. The holy lady Anhel is not a savior sent down from the heavens by God. She is but another "fallen" angel, one imprisoned and bound by mankind.

By extracting her blood, humanity was able to give the GBCs the same cursed strength wielded by vampires. Vampires come into being from the love between humans and fallen angels, resulting in a power which does not rip its bearer to pieces. Your creations are the result of torturing and mutilating your people's messiah. It is only logical it would be such a burden.

Though Anhel is the only one these techniques are currently used on, through this purchase, you may rip the power from any being you've successfully imprisoned and grant it to others no matter how great they may be through excruciating mystic surgical techniques. Granted power lesser than that of the GBCs will harm your beneficiaries less, while those greater will kill them even faster.

This technique is not flawless, however. You may steal a portion of a silver-clad alien's cosmic energies, a dragon's mystical might, or stranger things yet, but you may not steal a multiversal construct's purely technological ability to command the elements.

## Don't disgrace your name! – 100 CP (Free to Gun Bullet Children):

Sometimes, people have no reason to believe the best of you, or you plain can't afford to get all chummy before parting ways. But now, just a quick and terse statement about not failing is enough to make it clear you care and don't want them gone, even if whoever you're talking to has no reason to believe that. Just keep in mind that you genuinely need to care about them, even if it's unreciprocated, or this will fall on deaf ears.

## I'm allowed to eat you, right? – 100 CP (Free to Vampires);

Sometimes, you just need to put the fear of God into someone, but your appearance doesn't help. No matter. So long as you intend to and are able to follow up on them, any threats you make will (at the very least) be taken as seriously as if they were made by an equal of whoever you're speaking to. As a bonus, you gain an instinct for asking childish questions that, in their current context, will become incredibly terrifying to whoever you're asking them to.

## They're here, they're here… - 200 CP (Discounted to Gun Bullet Children and Vampires):

Look at them swarm like maggots. Most would be intimidated by battling wave after wave of enemies, in sequence or at once. But when facing your magic, they all die like vermin. If you are severely outnumbered by enemies weaker than you, then your prowess will increase. The size and quantity of your attacks will remain the same, but somehow, a shot that would've clipped a lone Killing Doll will manage to strike down several. Not only that, but unless any given enemy you face could've challenged you alone, you simply will not tire when facing swarms of them.

## On Wings Of An Angel – 400 CP (Free to Gun Bullet Children and Vampires):

Your magical powers allow you to break free from the bonds of gravity and take to the skies. Simple levitation on par with a normal human's walking speed is as easy as breathing, but by actually exerting yourself in a manner similar to jogging, you may accelerate up to a casual six hundred kilometers per hour. If you really push yourself, that can go up to twenty two hundred kilometers, though this tires you like running would.

## Counter-Magic – 400 CP (Discounted to Gun Bullet Children and Vampires):

With but a thought, you may manifest a shield of magical energy which protects you. By default, it simply guards you against the dangers of high-speed flight, but it will gain additional properties depending on whether you are a Gun Bullet Child or a Vampire. If you are neither, then that is simply too bad.

A GBC's shield extends two meters away from them in a sphere. Their shield drains energy from attacks that enter it, though not fast enough to meaningfully protect one's soft human body from harm. Drained energy is stored, and may be used to enhance one's magical abilities, either boosting one's rate and quantity of fire by extreme amounts for a few seconds or allowing for a super version of their base ability to manifest for a single overwhelming strike.

A Vampire's shield only covers their body. By taking a minute to marshal their magical energy, they may empower their shield. When fully charged, a GAU-8 Avenger could fire upon them for several minutes, and the shield would hold fast. Against others of their kind, it'll prove useful, but dodging remains the wisest course of action.

## The Lord Let Loose His Wrath – 600 CP (Free to Gun Bullet Children):

This is the power the Gun Bullet Children are revered for. The question is, how does it manifest?

You may choose to wield the power of the Byte Kingdom, which calls forth white fireballs of holy energy, in addition to invoking an angelic familiar with the appearance of two wings bound by ghostly energy. Your familiar fires in conjunction with you, and each shot either of you produce rivals a Hellfire missile. Through "Counter-Magic", your familiar may become a cross between a knight and artillery, firing salvos of holy wrath with every second.

You may choose to wield the power of the Incinerating Kiss, which calls forth a stream of holy flames. Though lacking in versatility, the pillars of flame you may summon from your hands are capable of melting titanium, and the magic keeping your fires lit makes it so whatever they destroy turns to ash rather than slag or other such things. You also may concentrate your power into spheres of flame to protect your body directly. Through "Counter-Magic", you may concentrate your flames into a gigantic meters wide laser.

Or, lastly, you may choose to wield the power of the Ingzeks blades. The power within you is called forth in the shape of swords and knives, cleaving those who dare stand against you with no mercy or pity. By focusing, you may create a gigantic blade for you to use personally capable of cleaving buildings in twain, but the knives and short swords you send to hunt your foes are only incapable of doing so due to lacking in length. Through "Counter-Magic", you may initiate the Gravehunt, calling forth thousands of knives at once to mercilessly tear at the weak spots of every enemy you can see.

## And The Rebel Angel Fought Back – 600 CP (Free to Vampires):

This is the power Vampires are feared for. The question is, how does it manifest?

If you have not purchased Counter-Magic, you will have the most basic abilities of a Vampire, being capable of producing blood pellets that strike with force comparable to explosives. You can create hundreds of them at once, but these are so slow as to make it possible for normal humans to dodge, and they only harm on direct contact. By refining these blood pellets within yourself, you may fire them forward like needles, with speeds rivaling motorcycles.

If you have purchased "Counter-Magic", you will have these abilities, but also the Bloodfort or the Moon Siren.

Choosing the Bloodfort will allow you to expand your shield to around sixty meters, and let you drain the blood from those who enter its radius. A mere human may be devoured in seconds, but GBCs and similarly powerful beings can resist it completely unless incapacitated first. Drinking from hundreds of humans will double the magical powers gained here for a few minutes, but a trio of GBCs and others on their level will also do the trick. Sadly, this has the obvious downside of removing most of your defensive ability.

Choosing the Moon Siren will allow you to convert the sound of your singing into magical energy. So long as your siren song continues, the magical powers gained here will be tripled. Quite simple, really.

## Sorcery Marches On – Free (Requires "Late Arrival"):

If you find the powers here not to your liking, you may choose from a more advanced selection. Unless stated otherwise, these replace the original effects, not enhance.

"To Become A Martyr" > "Alchemical Expertise":

Alchemy is the ancient art of drawing power from mystic artifacts. Unlike some variations of it you may have seen already, its core principle is imbuement and extraction. First, one must select an object with a useful quality, then they must understand this object fully through study. Then, through this understanding, one may refine this quality into a free-floating concept. This concept may then be applied to a useful vessel, which will benefit from such. For example, one may learn all that there is about a fighter jet, to the point of being capable of explaining everything about it and its operation and function with absolute certainty no matter what circumstances befall it. Then, one may reduce this particular jet to its Flight alone. One could then add its Flight to a suit of armor. An alchemist could then tap into the concept of Flight within it to soar.

One could do the same to an industrial electromagnet in order to acquire the concept of Magnetic Attraction, or even a living being in order to acquire the concept of Self-Replication. However, one may only bind two concepts to any given object, and they may not be removed once set.

"We Call Upon Our Holy Lady's Blessing" > "We Call Upon Our Holy Lady":

To grasp at mere fractions of such a being's strength is pathetic. To wield a power on the level of God, man must make their own angels. By preparing a more agreeable vessel beforehand, then killing a being that is either willing or at your mercy, you may forcefully reincarnate them. A fair bit of their memories and personality will be retained, just enough to make treating with a captured enemy difficult, but not enough to make using this on your allies a good idea. Still, all of the power they may have had previously will be retained, rather than meekly copied. If you've the foresight to properly meddle with their chosen body, retaining control can be quite easy.

“The Lord Let Loose His Wrath” > “At The Twilight Of The Divine”:

Rather than merely infused with their blood, an angel has been merged with your soul fully. You’ve gained the power to summon the second greatest of magical beasts, Midgard Serpent. This is bad. You’ve a voice in your head ordering you to destroy all, and the angelic essence rips you at the seams even faster. You can safely draw on power on par with the previous generation of Gun Bullet Children, which is good. But if you drew on your full power, which would be more than capable of sinking Tokyo, it is far more likely that you’d destroy yourself in a matter of minutes. Still, if you use the bits of vitality afforded to you wisely, you could be a nightmare to those filthy deviants.

As to how your abilities actually manifest, it is somewhat boring compared to that previous selection. You simply create hundreds of orbs, spheres, and diamonds of energy. Said energy tends to destroy things, based on your current general power level, ranging from the same as the other powers or… well, I did just say your best could ruin Tokyo. But that best is pretty fun, seeing as once you tap into your full strength, a strange material that resembles both bone and metal will rip out of your body and turn you into something resembling a cross between the actual mythological creature you are said to summon and the alien angels of Christian writings.

“And The Rebel Angel Fought Back” > “Thin-Blooded”:

All those interesting and unique powers? As if. Had that information not been destroyed by your own family, you’d be able to trace your lineage back to a fallen angel. However, with the exception of the first father, all of your progenitors have bred with regular humans. This means the actual vampiric heritage you hold is quite faint, but through a genetic quirk, you’ve manifested extraordinary powers in addition to the basics. You may attune the magical powers gained in this jump to “HOLY” or “EVIL” energy. When attuned to HOLY, your powers harm EVIL beings two times as much, and HOLY attacks are harmlessly absorbed by you. When attuned to EVIL, the opposite holds true. It takes a second to switch between the two. Objective Holiness or Evilness takes precedence over the subjective, so a sadistic angel would be harmed more by EVIL while a good man empowered by dark gods would be hurt by HOLY. Things which do not fall under this paradigm are obviously unaffected.

## Killing Doll Creation – 400 CP:

Deviant magical creations used as footsoldiers. Their appearance is like a mix between a robot and a statue, having none to little moving parts but soaring through the battlefield inviting destruction. All Killing Dolls have the equivalent of “On Wings Of An Angel” and the base effect of “And The Rebel Angel Fought Back”. Their unnatural make allows materials such as steel to be used for their body, meaning they are capable of lasting in combat even without “Counter-Magic”. You can create and control about a hundred of them, but with time and practice, that may eventually increase to a thousand.

## Companion Import – Free/100/200/300 CP:

Why not let your friends join in on the fun? By default, you may Import two Companions for free. For every 100 CP spent, you may Import two additional Companions, up to the full 8. Imported Companions gain 600 CP with which they may buy a Background and Perks. They may not acquire Drawbacks or the Canon Companion Perk. This does mean they may not choose “Sorcery Marches On”, even if you’ve taken it.

## Canon Companion – Variable CP:

Sorry, but you can’t just choose freely here. While it isn’t guaranteed that whoever you do pick will agree to come with, I’ll twist fate to insure you’ll at least have a chance. If you are a Drop-In and did not take “Late Arrival”, you may pay 800 CP to take along the Holy Lady Anhel. If you are a Drop-In and did take “Late Arrival”, you may pay 800 CP to take along the other Anhel. If you are an Inquisitor and did not take “Late Arival”, or are a Gun Bullet Child, you may pay 400 CP to take along Sowel Devosiana or Chinatsu Kagaya, or 600 CP to take along Miyabi Housen. If you are an Inquisitor and did take “Late Arrival”, you may take along Siegrune and Brynhild as one Companion for 1000 CP. If you are a Vampire and did not take “Late Arrival”, you may pay 400 CP to take along Lunatica Malice, or 600 CP to take along Seele Clan or Sense Abel. If you did take “Late Arrival”, you may pay 600 CP to take along Ria File.

# Drawbacks:

If you are greedy or arrogant, you may take on hardship to gain additional CP, but no more than +600 CP.

### Late Arrival – +0 CP:

The first strike has ended, and many attacking vampires escaped. The Holy Land laid in ruin, but it was soon rebuilt. Sowel Devosiana saw the truth, but her loyalty ensured her stay. Chinatsu Kagaya remains a hot-blooded warrior and Miyabi Housen has not revealed her true nature. You arrive fashionably late, ensuring that the events of…




…are poised to take place.

“Now is a period of war known as the ‘Holy Land Siege’…

The outset of the war extends back to the assassination of Cardinal Shrain one year and four months ago. Cardinal Shrain was the highest member of the Inquisition, but one of a limited number of moderates who were attempting to repair the frosty relationships between the Church and deviant peoples.

The Cardinal was advocating for an initiative to overturn the Inquisition’s policy of blanket persecution of the “deviant bloodlines” – those with mixed human and vampire blood – and afford them rights equal to humans. Such acts of altruism were hitherto unknown in recorded history. At length, the Cardinal was able to build a truce with the most powerful and also the most belligerent deviant group, that of the Fifth Viscount.

Most believed that the death of the Cardinal was perpetrated by vampires who opposed co-existence with humans, but there were truthful-sounding whispers that an internal power struggle in the Church may have been the true cause. However, with no hard evidence to prove either case, the actual truth of the matter would remain forever shrouded in darkness.

Following the death of Cardinal Shrain, Cardinal Anheim ascended to the position of Head of the Inquisition. Immediately, he terminated Cardinal Shrain’s proposed new policies and enacted even more drastic laws that called for the purification of mankind and the eradication of the deviants. And so began massive purges of the deviants reminiscent to the “witch hunts” of ancient history, but unquestionably an act of modern genocide.

The massive forces of the Church army’s Crusaders began to obliterate each and every deviant commune across the world. Soon, the deviants were able to rally their own armies in opposition, including the Fifth Viscount who gathered allies and their supporting armies and began to push back in earnest.

The guerrilla forces and tactics of the deviants was able to counter the army of the Church and it was predicted that the conflict would stalemate into a long, drawn-out war. However, in defiance of all predictions, all forces of the Viscount alliance were decimated after just one month of struggle. And so it was that the world came to know of the exorcist corps that the Inquisition had deployed into battle and had so decisively turned the tide of the war: the “Gun Bullet Children”.”

Within three months, the Undying Lord’s second strike will begin in full force, a true army battering at the doors of the Holy Land where before there was only a barbaric horde.

### Blank – +100 CP:

Something bad happened to you. It may have caused grief, it may have been painful, but the actual trauma healed and it's nothing more than a memory you do not care for now. However, in doing so, you shut yourself off emotionally as best as you could. This has the benefit of making you seem calm and analytical, but it doesn't really enhance those qualities. All it does is make it difficult for you to actually enjoy life, as you can barely feel things like joy. If you're a Drop-In, you just have problems with actually feeling emotions, no memories attached.

### Hot-Blooded – +100 CP:

Maybe you've got a bone to pick with humans/vampires, maybe you're just that kind of person, but you don't let up during combat. No matter what, you'll give it your all when fighting, and push yourself to the limit. Besides being tiring, this tends to make the presence of allies unwise, seeing as you'll attack like an indiscriminate berserker.

### Childish – +100 CP:

Whoever was supposed to care for you wasn't too great at this whole parenting thing. No matter how old you may actually be, or appear to be, you'll act incredibly immature. Temper tantrums? Of course. Puerile statements? Only expected. If you're a GBC or Vampire, this won't be too bad, but a Drop-In or Inquisitor will scarcely be capable of interacting with their peers.

### Auto-Scroller – +100 CP:

You can still do normal person things like standing still or lying in bed, but the moment a fight or altercation starts, you have to start moving. It can be the most minute of adjustments, but you absolutely can not stay still in combat for more than five seconds. If you do, you'll blow up. If you actually can't move because you're pinned, the timer won't go down, but if you've got the choice between flying headfirst into a wall of bullets or staying in one place, you've gotta go with the former if you want to live. If you're a Drop-In or Inquisitor, this won't be too bad, but a GBC or Vampire will find their combat ability tanking.

### Bloodlust – +200 CP:

As I've said, vampires don't actually need to drink blood, and you might not even be one in the first place. But you've got a taste, and you need more. If you're a Drop-In or Inquisitor, you'll get your fix whatever way you can, either by buying/stealing it from hospitals or straight from the tap like bloodsuckers are expected to depending on your moral compunctions and how long it has been since your last meal. If you're a GBC or Vampire, you'll be incredibly brutal in combat, making a point out of killing your enemies in the most extragavant ways possible in order to get a sippy just by opening your mouth. If you think you can get away with it, you'll plain just cut your enemies open and get to work.

### Tragic Past – +200 CP:

Oh. This is… not nice. But something terrible was done to you. It might have been having your family and everyone you loved eaten by a sadistic vampire who let you live, as a joke, or being looked down upon and deemed human garbage by everyone you've known for most of your life. But it has had a bad effect on you, and you've got a few screws loose due to it, in addition to just being miserable.

If you're a Drop-In, you'll just have myriad memories of abuse from both humans and vampires. While knowing these memories belong to others means they'll hurt you personally less, knowing nothing about this world personally but suffering will almost guarantee you'll try to fight both humans and vampires due to righteous indignation. Unless you're a monster already, in which case it'll just feel bad, seeing as you'll have memories of terrible emotional and physical pain recorded in your head.

### Leashed - +300 CP:

For whatever reason, the leader of your faction has your life in their hands, and may limit your power or kill you on a whim. You can not become a Cardinal or Undying Lord if you choose this. Inquisitors and GBCs serve the former, while Vampires serve the latter. If you're a Drop-In, you'll be unable to actually ally with any faction, and will feel the incredible need to antagonize as many people as you can while remaining a rogue element with no true objective.

# The End:

Maybe you made like a Fallen Angel and rebelled against God yourself, maybe you wiped out humanity and started a new age of deviancy, or maybe you brought the wretched vampires and their servants to the holy pyre. Either way, after ten years, you've got one more choice.

### *Go Home:*

Maybe all the child soldiers and man-eating monsters running around made you reconsider our deal. You return home with everything you've got in tow. If you died, this is the only choice you may pick.

Thank you for your time.

### *Stay Here:*

Maybe you want to finish your holy war, or maybe you finally achieved peace between human and vampire and ended this chain of hatred binding them all.

Time moves again in other worlds and you are declared missing in your original universe.

### *Move On:*

This isn't the last train home. There's more worlds out there, and you want to see them all. You keep everything you got here and in your previous jumps, and continue your adventure.

Time remains frozen in previously visited worlds.

# Notes:

Concerning Gun Bullet Children and Mortality:

The specifics are unclear, but assume that as a base human, it will take ten years of constant use for your powers to kill you. Perks that enhance your spiritual power, life force, or magical potency will allow you to tap into more of it safely, but Perks that directly strengthen your soul are best. If you go to settings where such matters are important, it should be quite easy to trivialize the cost of those powers.

Concerning To Become A Martyr:

You need to feel the pain and suffer for it in order to be empowered. You can muscle through it and you can develop a resistance, but you can't just ignore it. If you have a Perk that lets you force yourself to keep going no matter much it hurts, but makes it clear you're still feeling the pain and it remains the worst damn thing, it'll work. If you have a Perk that lets you turn off your reaction to pain entirely, it won't. Same if you have a Perk that just says you can ignore pain without specifying more.

I'm just gonna cut the crap: if using this ability at more than the bare minimum isn't utter hell for you, then it won't work.

Concerning Alchemical Expertise:

The concepts bound to an object exist independently from it. That is to say, that Self-Replication example would not be able to continually recreate itself. No Von Neumann for you.

Concerning Thin-Blooded:

In case it is unclear: you still have the basic abilities of a vampire relating to blood pellets and such things.

Concerning At The Twilight Of The Divine and Mortality:

I'm not putting it all to exact numbers. So long as you're not just waving your hand and saying you can be in full city-buster mode for your entire stay just because you bought one spiritual Perk, I really don't care how you go about with it. Oh, yeah. Like the Background notes, the Benefactor puts you back together with every jump. So it's kind of like a super mode that counts down to your death while active which resets once a jump ends.

Concerning Late Arrival:

Your locations and circumstances are the same, with the exception of Vampires. Those will be all alone in the airspace of Tokyo. In that case, it may be a good idea to leave.