Kara No Kyoukai CYOA

The Garden of Sinners

By RavenloftAnon

Welcome to Kara No Kyoukai a world in the Nasuverse. It's the mid to late 90's and the surface the world looks much like our own. However just beneath the surface the world is much darker. The paranormal exists though it grows rarer each day with the prevalence of technology. Still you will be sharing the world with amoral magus, Evil spirits, Vampires and several other sort of creatures commonly though only to be myth. You will be here for 10 years so good luck.

You gain **1000 CP** To purchase skills and abilities good luck

Starting Age: 14+1D8 or spend 50 Cp to change it.

Gender Whatever you were originally or change it if you want for free

Starting Location: Mifune City

Starting Time: Roll 1d8 and consult the table below or spend 50 CP to choose.

1 September 1998

2 August 1995

3 July 1998

4 March 1996

5 November 1998

6 January 1999

7 February 1999

8 Free Choice

Background

Drop in (Cost: 0)You have no memories of this world and no friends. You wake up in a small apartment. Your rent is paid up for a few months and the landlord somehow knows who you are. You also have legal documentation such as a drivers license but not much else.

Ordinary Drop Out (cost: 0)You are an ordinary person who has led a ordinary life. Sometime between High School and collage you decided school was not for you for some reason. Maybe someone you cared about became sick and you wanted have more time to take care of them or maybe you found something you would rather do with your life.

Demon Hunter Organization Descendent (Cost: 100) You are from one of four families that made up the Demon hunter organization. Even though the organization no longer exists you still have the abilities that were your birthright by blood and by training. As strange things tend to attract strange things it is almost certain you will have an interesting time during your stay here.

Magus (Cost: 300) You are a practitioners of Magecraft, The magical Science. You have dedicated your life to the refinement of Thaumaturgy and trying to advance your familys goals of finding a path to the root of creation. How amoral and how much your values differ from what is considered normal is up to you. However you are curently in adequit standing with the clocktower and it would be best to stay that way so it's probably a good idea to keep the secret of magic existing a secret.

Perks

Origin (Cost: Free Everyone) Everyone in the Nasuverse has an origin. An Origin is a driving force from their very creation, from Akasha itself. Each person has an origin, It is a compulsion or instinct that directs their actions. Choose one word it's your origin if your a spell caster you gain the ability to make spells based on it and any spells that you cast that are within the domain of your origin receive a small boost, Even if your not a caster any action you take that would fall within the domain of your origin you gain a small boost. It's probably not good to take Worthless as your origin. Also void and nothingness are unavailable as those result in death in the womb.

Magic Circuits (first purchase: Free Everyone, 200 per purchase after that, discount Magus) Channels of energy inside the soul that allows you to convert life energy to Od or magical energy generated internally and to draw upon ambient energy in the form of Prana or external magic energy to power spells and super natural abilities. The more circuits you have the more energy you can store and draw upon at one time. You start off with 20 circuits of the highest quality. Fore each purchase you gain 30 more for each

purchase Careful about trying to use too much energy at one time or trying to hold too much as it will permanently damage your circuits. Note: This is basically your mana pool to cast spells from. Unlike other systems you never get any more. So having more to start out with is better.

What the hell is even going on? (Cost: 100, Free Drop In) You have a knack for finding the deeper meaning of things. You will always understand the deeper meaning behind a work of art. You will always find the hidden symbolism in something. You can understand Evangelion without anyone having to explain it to you. You can also catch hidden cues like those in conversations when someone is trying to deliver a hidden message. You an also impress your friends by flawlessly explaining the most pretentious of works.

Dual Origin (Cost: 100, Discount: Drop In) Most people have a singular origin that drives their lives, you have two. Usually they are in some way connected, or like binding and severing or acceptance and denial.

Find Anything (Cost: 100, Fee: Ordinary Drop Out) You have a knack for finding lost items to such an extent it is a supernatural ability. You also are adept and finding people and places. They better they are concealed the harder they are to find but you will find them eventually.

Friend to Everyone (Cost: 100, Discount Ordinary Drop Out) People find you extremely genuine and likable. You make friends like it is second nature and people tend to be drawn to you unless you do something to purposefully push them away.

Combat Skills (Cost: 100, Discount: Demon Hunter Organization Descendent) You have been trained in the combat techniques and fighting styles of the demon hunter organization. With any bladed weapon you are death. You are extremely skilled in the martial arts and can easily keep your cool in a fight. Lastly you have a post hypnotic suggestion that while wielding a sword increases your speed and skill in combat by a large amount.

Physical Conditioning (Cost: 100, Discount Demon Hunter Organization Descendent) Maybe it's genetic, maybe it's training but whatever the case your strength, speed, agility, reaction time and toughness are all Exceptional. You are capable of near superhuman feats of acrobatics like running up walls and surviving absurdly long jumps without ill effect.

Resistance (Cost: 100, Free: Magus) An innate skill of magus by flooding your magic circuits with your own Od you can wash away continuous effects of magics used against you. You also gain far greater resistance from having you effect them in the first place with this.

Exposition (Cost: 100, Discount: Magus) You are adept and explaining difficult and complex things to people and getting them to understand it. With this perk you can get

ideas and concepts across even if they should be over the listeners head. You also have an easier time keeping the attention of those who are easily bored. This also enhances your ability to teach.

Sense Murderer (Cost: 200) Predators know their own kind. On sight you can tell if someone is a murderer or not. You will never be taken in by a psychopath who seems like a normal guy. Though this only works on those who have purposefully committed murder not on those who killed someone in self defense or were forced to kill someone.

It's All in the blood (Cost: 200, Free Demon Hunter Organization Descendent) You have manifested one of the bloodline abilities of the four families of the demon hunter organization. Depending on the family you will gain a different ability.
Nanaya- You Possessors of the psychic ability of pure eyes letting you see things that are invisible or hidden and physical abilities at maximum human level allowing for incredible feats of acrobatics.
Fujou- You gain the ability to use powerful ESP. You can leave your body and take an astral form. You may not speak with or interact with anything physical while in this form. You also gain an increased affinity with curses and abilities of that nature vastly increasing their effectiveness.
Ryougi- You Possess the ability of split personalities your personality splits in to two halves the masculine aggressive half that gains increased skill in fighting and the feminine more passive personality that gains enhanced ability with dealing with people. This also grants you resistance to PTSD.
Asakami/Asagami- You possess a rather powerful form of Telekinesis. You can with effort lift an average human being and throw them a short distance. With training and effort you may reach the level of throwing cars. Also if you take mystic Eyes of Distortion your power with them is increased by a quarter and your advancement with them increases by a similar amount.

Determination (Cost: 200, Discount: Ordinary Drop Out) You just don't give up. Your willpower is incredible, but be careful as it may outstep your common sense. once you have decided on it nothing is going to sway you. Even the strongest mental compulsions will prove ineffective. Also you may continue to move while your body is crippled.

Expert of many specializations (Cost: 200, Discount Magus) You are a true polymath. Your intelligence is increased and you gain knowledge on a wide verity of academic subjects. Your Ability to learn new skills is also increased. Does not include any skills on money management.

Bestial (Cost: 200, Discount: Drop In) Perhaps you took some of Lio Shirazumi's drug that was supposed to make people like him or for any number of other reasons you have abilities beyond that which can be called human. Not to the same extent as Lio and you will not have to worry about degrading but your strength, speed, agility, Senses and Healing rate are all above what is humanly possible. Your fingernails are razor sharp claws and you can see in the dark with ease.

Precognition (Cost: 400, Discount: Drop In) You can see the future. You unconsciously gather data from events happening around you and determine the most likely outcome of events. At first you do this randomly having little ability to control what you see but with time and practice you will gain mastery of your skill and be able to see that which you want. This is Future Prediction, not Future Calculation though so what you see is not absolute and you are able to change it.

Proto-Tohno Gland (Cost: 400, Discount: Ordinary Drop out) People of your preferred sex(es) are drawn to you. Especially those with exceptional or supernatural ability. Even enemies of your preferred genders may find themselves growing fond of you. If you treat them kindly this could easily blossom in to friendship or more. If your spurn them however you can expect trouble.

Clear the room (Cost: 400, Discount: Demon Hunter organization Descendent) Normally even a skilled fighter can eventually be brought down by hordes of lesser opponents. While your not entirely immune to this you treat hordes of enemies in much the way a weed whacker treats blades of grass. By using your attacks and the bodies of your enemies to propel yourself forward you are a machine of destruction in human form. They may land a lucky blow once in a while but swarm tactics tend to fail spectacularly against you.

Magecraft (Cost: 400, Free: Magus) The artificial reenactment of mysteries or miracles. More accurately using prana, the magical energies in your body to create magical effects in the world. However as you are not a Sorcerer it operates under several limitations and rules like equivalent exchange and being limited to what is scientifically possible. You have been studying for most of your life but your only about at the level of someone who has just finished their time learning at the clocktower. With a purchase of this you also receive a free workshop where you develop and practice your skills. You also gain common spells like Reinforcement, Gradient Air, Structural Analysis and bounded field creation free. You can also sense magic and mage craft in use around you. The greater the magic the easier to detect.

Mystic Eyes of Distortion (Cost: 600, Discount: Drop In) You possess an exceptionally strong version of the ability. Normally it would take an average user 24 hours to just twist someone's arm Yours can do that in an instant and much more. You have eyes that allows you to bend and twist things that you can see. You can twist and rend the limbs of a normal human with ease. With great effort you are able to bend steel but it runs the risk of damaging your eyes and leaving you exhausted. You will likely never reach the level of ability where you can destroy a suspension bridge with this ability. However it will grow with time and practice. You may with the proper training reach the level where you can bend non-physical things like bounded fields.

Mystic Eyes of Life Perception (Cost: 600, Discount: Demon Hunter Organization Descendent) you possess A variation of the mystic eyes of death perception that allows you to see the flow of life inside of living beings in the form of lines. By cutting along

those lines you are able to extinguish a creatures life force with a deep enough cut and drain their life energy to yourself reinvigorating. you temporarily halting you aging, need to eat, drink and sleep. You also heal much faster for a short time. Exceptionally Tough or powerful creatures may prove resistant to this as will creatures that are extremely long lived.

Stupid Good (Cost: 600, Discount: Ordinary Drop Out) Sometimes good is dumb. Sometimes in the pursuit of doing a good thing you have to take actions that put you at great personal risk. You however have a knack for surviving doing such things. Whether it is talking trying to talk down the Woobie, destroyer of worlds who could crush you like an ant or stalking someone who all evidence including their admittance points to them being a serial killer to prove they aren't. As long as you have good intentions you will likely come out of it mostly unscathed. More than that much more often than it should you will succeed. However even for the luckiest individual their luck will wear out.

Puppet Maker (Cost: 600, Discount: Magus) You possess the skill of Doll Maker. You may have apprenticed under Touko Aozaki. While the Creation of a perfect copy of yourself is beyond your abilities. You are skilled enough to create artificial limbs that work just as well as the original and even artificial bodies and transfer peoples consciousness in to them. You have superb ability to create familiars and are exceptionally talented in the creation of Magic Items in general.

Equipment

Infinite supply of Haagen-Dazs Ice cream (Cost: 50) Any time you open a freezer that you own or that is in a building in which you are staying you will find a small single serving container of Haagen-Dazs Ice cream of a flavor of your choice. Optionally you may choose to find as many containers as there are people currently in the room. If they are removed or eaten they are replenished the next time you open the freezer.

Stylish Red Leather Jacket (Cost: 50) It is a rather nice looking red leather jacket. It never seems to stain and miraculously seems to never be damaged.

House Key (Cost: 100, Discount: Drop In) This key will lock and unlock the door of any place that you own or are staying at. Further it can't be lost and you will always find it in your pocket if your looking for it. Lastly your house will never be randomly broken in to or suffer random accidentals like fire. So if they do happen you know you were deliberately targeted.

Study knife (Cost: 100, Discount: Demon Hunter Organization Descendent) You have a rather plain looking knife. Though it is not much to look at the knife is unbreakable. Perfectly balanced for throwing and if you lose it somehow it will always find it's way back to you within a day.

Camping Gear (Cost: 100, Discount: Ordinary Drop out.) You have a complete camping set including a small single person tent and cooking utensils. Somehow they will keep you warm and comfortable no matter the weather. Perfect for those times when you want to stalk your crush by camping in the woods behind her place to prove that she isn't a serial killer. Because that's not creepy at all and is perfectly safe.

Salamander Skin Glove (Cost: 100, Discount: Magus) This soft leather glove fits the hand of your choice like a glove. It was initially created so that an apprentice lacking magic circuits could use magic relating to her specialty, fire however yours has been modified. Now it amplifies any fire magic that you use by a third in effectiveness and reduces any magical energy cost by a similar amount.

Detective Relative (Cost: 100) You have a relative in the police force. They tend to talk to you about their cases which often tends to be something you find yourself caught up in. They are a good source of information but you have to keep quiet about what they talk to you about. This is not a companion though but in future jumps you will find yourself in a similar position with either a family member or friend.

Puppet (Cost: 100) This is a life like artificial copy of yourself. While not exactly sentient it can nearly flawlessly copy you and is nearly an exact duplicate. For an Extra 100 Cp It also possesses a small fraction of your power. Either way it will tend to act as you would act to a situation. If it is destroyed you will receive another within one week.

Kanesada Kuji (Cost: 200) You possess a replica of Shiki's Sword Kanesada Kuji. It is such an exact replica that it can even destroy Bounded fields and other permanent area of effect spells just by touching them. Which is why it is a good idea to keep it in a sheath in certain areas.

Fake Arm (Cost: 200) At some point in the past you lost one of your arms below the elbow. One way or another you received a magical replacement. It is just as functional as the original letting you feel and move it to the same degree but it also possess a small compartment in it. Also it allows you to grasp spirits and other insubstantial things. Somehow even letting you do so from a short distance for all your force choking ghost needs. Finally it is more durable than a normal arm "It would take an elephant sitting on it to break it" This scales up with your toughness.

Ether Familiar (Cost: 400) You have a copy of Touko Aozaki's Familiar. It is a suit case with a projector inside it. The projector creates a familiar that is made entirely of Ether and hence It can't truly be destroyed while the projector exists. It will always return to it's original shape. In it's normal form it appears as a large cat but it can expand to be a horrible eldritch abomination capable of eating a man whole.

Magic Crest (Cost: 400, Magus Background Required) You possess the magic crest of your family. A magic crest are magic Series magic circuits transplanted in to you. These circuits are implanted with the collective research of your families knowledge including spells You can activate the spells by running prana through it and saying the proper incantation and thaumaturgical process. If badly injured the crest will keep you alive so long as you have Prana in your body. If you ever have a child or children your expected to add your knowledge and some of your circuits to it so it can be transferred before or after you die.

Drawbacks

The world of Kara no Kyoukai can be a dangerous place. To survive you may need every advantage you can get. To get a bit more of an edge you make consider taking some drawbacks. It will make your stay a little more difficult but it might just mean the difference between survive and an early exit from the jump chain.

No Remaining Sense of Pain (+100 Cp) You have no sense of pain. Your sense of touch is greatly numbed. this may not sound bad but it is very likely you will wind up injuring yourself a lot. Also you will need to take care to check for wounds on your body because you will frequently run the risk of infection from the wounds you don't even know you have.

Murder Impulse (+ 100 Cp) You have a very strong desire to kill. An ever present urge that will take great will to resist. While taking this doesn't make you a psychopathic killer. Each time you give in to your urge it will be harder to resist the next time. Note: Monsters like Araya Souren do not counts you can kill them if you want to no ill effect.

In love with Shiki/Mikiya (+100 Cp) You have fallen in love with one of the two main characters of the story. If it's Mikiya expect him to be oblivious and uninterested as you are not Shiki. If it's Shiki... good luck.

Too Nice (+100 Cp) You are just far too kind hearted. It is very hard for you to turn away someone in need even if it is of their own making.

No Magic Circuits (+ 100) you were born without magic circuits. you are unable to use standard Magecraft without some sort of device like Azaka's Salamander gloves.

Old Friends (+200 Cp) Someone from your past who's abilities are superior to yours wants you dead. They know you and your capabilities fairly well.

Filthy Red (+200 Cp) You called the Touko Ayozaki the wrong name. A certain name that she makes it her policy to kill people who call her that. Good luck.

Sibling Rivalry (+200 Cp) You have a younger sibling. The two of you do not get along to the point of trying to kill each other. Your sibling has a similar level of ability as you do and tends to be more successful than you. Every once in a while you will run in to each other or fate will conspire to force the two of you to interact with each other.

Just and ordinary... (+ 200 Cp) Your supernatural abilities from outside this jump are sealed. You still maintain whatever skills and knowledge you have. You may also not access your warehouse during this jump.

Dark Stalker (+300 Cp) Araya Souren finds you interesting and has decided he needs to study you further. At best he may decide to try and study your abilities in action and set a number of enemies against you. At worst he may just decide to kidnap you and try and dissect you. Either way your time here is going to be much more difficult.

Mad Bomber (+ 300 Cp) you got in the way of the Meruka Kuramitsu and now he wants to kill you. He has perfect precognition that limits the future to the one he chooses and he chooses you to die. It's better if you don't let that happen.

Choice

Congratulations you have survived 10 years here. All of your Drawbacks are revoked and now it's time to make a choice

Returning to your Origin Maybe the darkness of the world got to you. Maybe the road has just been long enough. It's time to go home.

Tending the Garden: Maybe this place has grown on you in this last decade. For whatever the reason you choose to stay. Time unfreezes back in your own world and you are considered missing. However don't worry Jump-chan settles your affairs for you.

I think it's time to move on: Your journey here is at an end but your story continues. It's time to continue to the next world. The friends you made here stay behind but you may see them again one day.