Tokyo Ghoul Jumpchain v1.1

By TokyoAnon

Welcome to Tokyo but as you may have guessed, there're some differences to the one you're familiar with. As you may have guessed, the main difference is the existence of Ghouls, a subspecies of humanity with a high count of Rc cells. These cells have the appearance of a curled up fetus, sometimes called "liquid muscle", they flow like blood and can become as solid as teeth. The crucial part is that they're what ghouls need to keep on living and these cells are only found in humans and other ghouls. The problem being is that humans are much tastier than a ghoul. Though there are prevalent rumors of ghouls gaining great power through cannibalizing each other... Now to make it worse, the tongue of a ghoul is much different than that of a human so every human food except black coffee will taste awful. It'll even give them food poisoning too and weaken them should they try to digest it. With the only other choice being to starve, ghouls naturally prey on humanity, living among them and eating at least one human a month. Perhaps more, if the ghoul is insatiable or cruel. However, humanity is not without its claws. The Commission of Counter Ghoul, claimed to be founded 100 years ago to exterminate a powerful One-Eyed ghoul, serves as humanity's sword and shield against ghouls. They're headed by the venerable Washuu family whose members have hunted ghouls for well over a century, though with a heavy hand caring only for results, not lives. Initially, they fought ghouls with fire and sword though that proved to be ineffective due to the ghoul's kagune and superior physical capabilities. Under the leadership of a Washuu Chairman, they've developed quinques to battle them. Made from a ghoul's kagune, the extermination rate of ghouls have rapidly increased thanks to them and thus became the weapon of choice for Ghoul Investigators.

It isn't as black and white as you may think. Though ghouls eat humans, that's because that's the only option they have. Due to the changes made by the CCG, the only legal right they have is to die as painlessly as possible, and that's something often denied. It is a cycle of vengeance and blood perpetrated by both sides. Ghouls grow up isolated with only whatever family they have slowly being picked away by the CCG while many Ghoul Investigators are often orphaned by ghouls and raised with a grudge. Now there're rumors of a terrorist ghoul organization called Aogiri Tree founded by the One-Eyed Owl, a half-ghoul that left behind a massive trail of dead in its wake, that's planning on starting their war against the CCG. Violent times are coming. You arrive in this world on October 14th, 2012, one week before the half-ghoul, Ken Kaneki, is discharged from the hospital. Take **1000 CP.**

Locations

Unsurprisingly, you'll be staying in the city of Tokyo. Roll a 1d8 to find out which ward you will start off in. You may change the location for 100 CP.

1. 1st Ward: The center of the government to Tokyo and also the home of the CCG's headquarters. Additionally, the CCG Laboratory Division, where the majority of anti-ghoul weaponry and research done on ghouls, is located here. Due to a high number of investigators garrisoned here, it is nearly impossible for ghouls to successfully thrive. It's recommended that you don't draw too many eyes to yourself here because there's more than just Investigators lurking here. There are people who aren't what they seem.

2. 7th Ward: If you're looking for taste, this is it. The Ghoul Restaurant resides here, a secret gourmet society of ghouls. They lure in unsuspecting humans and have them killed by Scrappers, human slaves trained to kill other humans, in an arena for their entertainment. The corpses are then prepared by the staff and served to the members of this fine dining society. This is going to bite them in the future, not because of the CCG but because they tried to eat the wrong half-ghoul. Do take care NOT to follow anyone well-dressed inviting you to a restaurant for a meal. Or do go with them. It matters not to me provided there's entertainment.

3. 20th Ward: Out of all the wards, this one is the most peaceful. Thanks to the existence of the coffee shop, Anteiku, territorial disputes are often managed by the ghouls of the cafe. Though a few of its members do hunt for themselves, the rest live off of collecting suicide corpses and they're more than happy to share the meat with ghouls that can't hunt for themselves. It's a bit of a sanctuary for ghouls in need and most importantly they serve really good coffee and that's a godsend among ghouls. It'll be a shame if the CCG found out about the little owl's nest here.

4. 23rd Ward: One of the CCG's ghoul detention centers is located here. Cochlea gets many captured ghoul out of a need to interrogate for information, harvesting their kagunes for quinque, or for some other exceptional reason. The detention center is divided by levels underground, the deeper underground, the higher the rating for the ghoul. Many years ago, the One-Eyed Owl attacked it and freed many ghouls. Needless to say, the CCG have learned their lessons and the prison is more fortified than before. But walls and defenses are meaningless without guards to man them, something that Aogiri Tree would dearly love to take advantage of in the future.

5. 11th Ward: Formerly, the hunting grounds of the Binge Eater, they've left quite a mess behind. Many humans were eaten or killed and the local ghoul leaders were slain when they tried to stop them. Now the ghoul population is in chaos and squabble amongst themselves while the Ghoul Investigators exterminate whoever they can. It's no surprise that Aogiri Tree swoops in and subjugates the ghouls here so easily. And with their numbers bolstered, the only enemy left is the CCG... Ghoul Investigators will fall prey then so will their Ward Base. If you want action, look no further.

6. 12th Ward: Another ghoul detention center, Corniculum, is located here. Though this one is where ghouls, suspected ghouls, ghoul-related individuals are detained instead. It is not as important as Cochlea, therefore, security is a bit laxer. Nevertheless, causing a commotion here will still get Investigators swarming the area.

7. 24th Ward: Oh dear, this is an extremely unpleasant place to be in. This is the deepest hide-outs and tunnels dug out by ghouls under Tokyo. This is a vicious, cutthroat environment due to the high number of ghouls in comparison to humans. Whatever humans here best stay low lest they become a meal and whatever ghouls here better watch their back and any "friends" carefully. Ghouls can eat ghouls too, you know. In a place like this, it's no wonder that many monsters like the One-Eyed Owl are made, and many of Aogiri Tree's prominent members hail from here too. And now so do you.

8. Free Pick: Luck of the draw, it seems. You may pick any of the wards above and any of the wards not above in Tokyo. Choose wisely.

Origins

Many people would kill to be able to choose their lives here. Unfortunately for them, this is just for you. Roll 1d8 + 14 to determine your age and your gender stay the same as you enter. You may change either of this for 100 CP.

Drop In (Free): What a world this is full of violence and regret. It is, however, not your world. To it, it'll be like you appeared out of thin air one day and you did. With nothing to show for yourself besides an ID, a vacant apartment, and whatever you may have purchased. There're no connections for you to use but no enemies to plot your demise. However cruel this world may be, sometimes a little kindness is all it needs. You have a fresh start and that is something many people wish and cherish after.

+You're free to do whatever you want with nothing tying you down.
+Won't be hated by the CCG or local ghouls right off the bat.
+-No memories or tragic backstory.
-No allies, no groups to fall back on.
-May have to deal with random ghouls trying to eat you.

Researcher (100 CP): Ghouls are a fascinating subject, they resemble humans so closely yet they're so much more. And they're the subject you've devoted your life's work to. How they live, what makes them tick, and... how best to turn them into weapons. It's through the work of people like you that the CCG can fight on even ground against monsters. Without quinques, the CCG would be all bark and no bite and we can't have that, now can we? No matter wrong how this world or its inhabitants may be, save the moralizing for later. There's work to be done and there's always have been.
+Lots of pay if you work for the CCG.
+Can make weapons out of monsters that'll resemble their abilities.
+-You're cutting someone up in order to take their useful bits and turn it into a weapon.
-A dirty job and will likely gain you the enmity of ghouls for turning their friends into weapons.
-When's the last time you went outside, nerd?

Investigator (100 CP): What right do ghouls have to kill and eat whoever they please? None and it'll stay that way if you have any say in it. Signing up to exterminate those monsters is exactly what you've done whether out of a sense of justice or vengeance, you'll do it. The CCG have the right idea, lock them up or kill them all. You've got the skill and training and the will to use them. Those monsters want to hunt and kill humans? Let them, and let them tremble when the hunter becomes the hunted. This world would be perfectly fine if it weren't for these twisted people in it.
+You get the backing of a major organization.
+Given training and equipment to successfully hunt ghouls and live.
+You look dashing in their uniform.
-You really, really hate ghouls.
-If you can't keep up, eventually someone will get lucky and kill you.
-Have I mentioned that you hate ghouls? Because you do. You likely have a tragic backstory involving them too.

Ghoul (200 CP): How is it fair that you have to live like this? You didn't choose to be a ghoul, it's the hand you were dealt. All these humans around you, how come they get to live in peace? How come they'll never get hunted down like you do? It's what you got and you'll make the best of it. Maybe you've had a happy family growing up or maybe the CCG killed them all. You've survived your childhood violent as it may be, and you're going to survive no matter what the world throws at you. The people here aren't wrong for living but the world sure is for making them live this way.

+Physical capabilities beyond humans and hunting organ called kagune to boot.

+True friends once made often stay until they die or you die.

+-You have to eat humans or ghouls to live.

-Protect your identity or you'll be hunted relentlessly by the CCG.

-Friends may not be friends anymore if they find out you're a ghoul.

-It's a brutal world for you, having to kill and eat to survive. Other ghouls may not be so kind.

Perks

Ghoul Physiology (Mandatory Ghoul/One-Eyed Monarch): Though they may look the same, the differences are like night and day. They are much stronger and agiler with better senses than a human, with a weak ghoul being capable of decapitating a human or breaking down a concrete wall with their bare hands. With their enhanced strength comes durability and healing, capable of surviving wounds would be fatal for a normal human and breaking a knife blade if stabbed with one. Healing small cuts and fractures would take seconds and a day respectively. Though the larger the wound the more time would be required as long the ghoul eats properly. Eating human food gives them food poisoning, weakening their health and kagune. It's possible for ghouls to regain their strength and quickly metabolize their food in order to boost their regeneration after consuming flesh.

However, despite these advantages, they are not immortal. They still age like humans and their mucous membranes are still vulnerable. In addition, they can suffer massive trauma that will kill them before their innate regeneration kicks in and stabilize them. There's a vulnerability to kagunes and wounds caused by quinques and Q bullets which can injure them effectively and make it harder for them to regenerate from.

Finally, you also possess a kakugan and kakuhou. The former is the when your iris turns red, the sclera turns black, and red veins run across your eye and the skin around it. You can enter this state at will but it's also entered whenever you get excited, hungry, or use your kagune. A kakuhou is a sack-like

organ that stores the Rc cells in a ghoul, and the nutrition in these cells are absorbed by the ghoul. As a ghoul gets stronger, their body will develop more kakuhou. Now these Rc cells can be released from a ghoul's body by piercing the skin to form a kagune, the predatory organ of a ghoul. They're voluntary muscles that can be controlled and either harden or soften at will. The size of a kagune depends on the quality of Rc cells while the shape depends on creativity and intellect of its user. There are four possible locations for kakuhou, which affects the type of kagune manifested. **Pick one.**

- Ukaku: Located in the shoulder area, it spreads out like feathers. Its users specialize in high-speed attacks, thanks to their highly enhanced speed. The primary method of attacking is to fire off a high-speed torrent of spike-like projectiles from their crystallized kagune. However, while crystallized the kagune is much stiffer and unsuitable for close range combat. While they can sharpen their kagune and use it as a shield and increase its flexibility, this makes it ill-suited for long-ranged attacks. Stronger and experienced users are capable of generating powerful lightning-like bolts.
- Although they have a high chance of quickly ending a battle, the constant release of Rc cells depletes their stamina. Therefore, this type lacks endurance and slowly lose their advantage as the battle drags on. Though they may be capable of fighting at both short range and long range, short range is considered to be their weak point. Because of this, they are at a disadvantage against Koukaku-types, since they can successfully defend and slowly exhaust Ukaku-types by extending the battle duration.
- Koukaku: Released from just below the shoulder-blade, it has a high density of Rc cells. This makes it extremely robust and heavy, thus granting it the greatest sturdiness out of all the types, and making it very well-suited it for defenses. Its users shape the kagune into armor or shields but when they attack it can be shaped like melee weapons such as blades, hammers, and drills. As mentioned earlier, it has an extreme weight which makes its speed inferior to all other kagunes and is also hard to wield. Since they are slow, Rinkaku-types can deliver deadly strikes against them and break their defenses and kagune.
- Rinkaku: This type manifests from the waist with the appearance of scaled tentacles. Those with this type possess more powerful regeneration than any other type and some can survive extraordinary critical damage. They excel in brute damage and have a superior striking power with their unique structure. Some users can manipulate the shape of their kagune to form swords and claws or bind their tentacles together to form a larger and stronger kagune. The number of tentacles range one to eight, increasing as the ghoul gets stronger.

- The regenerative power comes from how easily the Rc cells bind together. However, this means that the binding force is quite weak which makes the kagune soft and easy to break. In some cases, it's possible for a Bikaku to hinder a Rinkaku's regeneration, and combined with higher speed and durability makes it easier for them to triumph.
- Bikaku: Appears like a tail from the tailbone, this is the jack of trades among the kagune. It has no notable strength but no weaknesses either. Users of this type are good at medium-range combat and have decent strength, defense, and speed. As a result, they can be used in almost any situation and are among the easiest to wield effectively. There's a reason why veteran Investigators recommend starting out with a quinque of this type. The number of tails can increase to four as the user gets more experienced.

Though, they have no weaknesses in comparison to a Ukaku they fall short in speed. Thus it is easy for one to stay at long-range and gun down the Bikaku or perhaps even overwhelm them with speed.
While it may be easier for each type to subdue another type, there are exceptions to the rule. It's possible for a Ukaku to bypass the sturdy robustness of a Koukaku and it's more than possible for a Rinkaku to break through and overwhelm a Bikaku. Consider it to be an effective poison bonus rather than a guarantee of victory.

Unravel (100 CP): A soundtrack can never go wrong! You get one composed by Yutaka Yamada just for you, and it'll start playing whenever the mood is right. Like getting ready for an attack on something or during an intense fight. Expect fast-paced music during fights, slow, rising music and acoustic versions of the previous for making tearjerkers much sadder. Perfect for getting your blood pumping or well, making sad moments hit you all that harder. Toggleable.

Get Fit (100 CP): In order to successfully fight monsters, one must be as sturdy and strong as them. Or at the very least, the heights of human limits. From constant training, you've hit your limits in strength and cardio. Tougher, faster, and stronger, with a build like yours there's not many humans that can fight you and win. A hit from a ghoul won't send you flying like it would for someone bog-standard. Now hit them back since they're so kind to get in range for you.

Aren't You Sweet? (100 CP): Aww, you're adorable, it makes me want to pinch your cheeks a little. People seem to find you much cuter, and you are! The little things you do makes people want to break out into smiles if they have a heart. If. Anyway, this comes with the benefit looking more cute

or attractive, up to you, and being able to change your hair color and the like. Now you too can have blue hair!

Learned Like Me (200 CP): In a world like this, fighting is the rule instead of the exception, and you're unlikely to last long without knowing part of it. Due to a ruthless training where you fought someone constantly with all that entails, you can throw a mean punch now. Punches, kicks, bites, you can do them all and all are quite effective. Thanks to your rather brutal method of learning, you've grown resistant to pain. Having a finger or four broken won't leave you writhing in pain, instead, it'll be a minor annoyance at best. Still should get it looked into, though. Feel free to creep people out by not reacting to pain whenever they hurt you.

For Appearance's Sake (200 CP): Now why would you need this, hm? For the most part, ghouls guard their identity with a passion because should it get loose who they are... Well, the CCG would be more than happy to knock on their door. This grants you a skill in piecing together masks and costumes in order to change hide your identity. But disguises are only a part of it, you'd also gain the skill and intuition to pass yourself off as someone else too. Now go forth and pretend to be an Investigator or a ghoul terrorist, or something. You can even start a store and sell your wares to others for a living.

Jumper's Book Signing (200 CP): With writing skills like yours, it wouldn't be surprising if these were all crowded. You've got that special way with words that make you sound great and convincing to people, and more importantly, helps you write good books. Why you can even lace your writings with propaganda to subtly and slowly changes people's views on something. This also correlates with a planning and plotting abilities. Plans within plans are something you're fond of. After all, is a story not a successful plan where everything flows smoothly with some adjustments?

What's One Thousand Minus Seven? (200 CP): Some would argue that it's necessary for answers, others that it's pointless and cruel... and there are a few would simply say it's fun. Nevertheless, you're quite intuitive in making people sing whether from breaking someone's fingers repeatedly to other creative methods that involve a centipede and an ear. You know how to keep them going for as long as possible as well. It'll be a shame if toys broke so easily after all. If word ever got out, people would be afraid of meeting you in a dark alley. Or anywhere really.

Your Favorite Hamburger (100 CP, Discount Drop In): Gifts are a touchy topic because what one person would love, another can scorn. Still, you can navigate these treacherous waters, getting a feel for what someone would like. Cheering someone up with their favorite food comes naturally and well you'd also know what type of flowers someone would like... Somehow these little gifts are easily found for you either in stores at a great price or even lying there on the ground. How lucky your friends are to have someone like you. Additionally, you also get an idea of what type of gift would annoy or make someone very, very upset. At least now, you won't get your gifts smashed into your face by accident, yeah?

Genuinely Nice (100 CP, Discount Drop In): A little kindness goes a long way, and a single nice gesture can make someone's day. You're just really nice, doing little acts of kindness is a habit for you. It's the little things that can make someone happy and you can do them in your sleep by now. Any positive action you commit seems just that more effective. Everyone deserves to be able to smile a little and you can make them do that. Even just being around you will very slowly push someone out of their depressive fugue. The reverse can also be true if you'd like...

Another Day (100 CP, Free Researcher): Considering what you'll be working with, it may be hard to keep your disgust in check. After all, you have to cut open ghouls in order to examine and to retrieve the useful bits from them. Where a normal person would flinch and look away from the necessary things, you won't. You can power through your disgust and displeasure to do what must be done. That ghoul's kagune isn't going to turn into a quinque by itself, you know.

Medical School (100 CP, Free Researcher): Very stereotypical but you went there and passed enough to qualify as a doctor. This gives you a familiarity with the human body and most importantly how they differ from that of a ghoul's. Now you understand what effort must be done in order to get someone to heal properly. Of course, this means you'd understand what it would take for them to break as well.

It's My Intuition (100 CP, Free Investigator): It's all part of the job, the framework for future action if you will. Ghouls, as a rule, tend to stay down low so they don't attract attention which makes your life harder. That's fine, if they want to hide then you'll seek them out. Clues stand out more to you, and the dots are so easier to connect. You get hunches on how to lay out the best bait, like using the hand of a ghoul's parent to get her to show up. The first part about hunting a ghoul is that you have to find

them and that's hardly a challenge. Those monsters may walk among humans but they will never walk like them. You'd know because you caught many of them.

They're Both Dead Now (100 CP, Free Investigator): The primary motivation for many Investigators is vengeance against ghouls for killing their loved ones. The CCG also oh so subtly encourages it as well in orphans. You're no stranger to loss and to fear. Losing a life-long friend might leave you crying but it'll also fill you with a wicked determination to see justice done. That won't break you like it would someone else. A ghoul covered in blood trying to be menacing will get a yawn at best. Fear is simply face everything and rise after all.

Always Been Here (100 CP, Free Ghoul): The scary part about ghouls is not that they can kill a human in a blink of an eye but the fact that for all intents and purposes, they are one until that moment. It's a matter of survival for them and one that makes it easier to lure in food. After all, the nail that sticks out gets hammered down. Thus, you've learned to bide your time, to wait and blend in. People see what you want them to see provided they aren't given evidence to suspect otherwise.

This Is Perfectly Sweet (100 CP, Free Ghoul): Eating is an important facet of life for humans and ghouls. Though it can weaken their physical condition, sometimes it is necessary to eat human food in order to survive. Nothing screams ghoul to the doves faster than someone constantly refusing to eat. It may be an extremely unpleasant experience but you've learned a trick or two to make it easier on yourself. Uncomfortable and painful situations are old hat by now and even sitting in seiza position for hours won't faze you. Now go eat lunch with your friends, alright?

Being Betrayed By You (300 CP, Discount Drop In): Trust is hard to come by, even more so in this world. One word to a false friend is often the end of many ghouls and a walk with a false friend is the end of many humans. But a false friend, you are not. You have an aura of kindness around you and it makes it easier for others to trust you. So with some effort and time, even freshly met strangers can become life-long friends. When people think of you, they don't think traitor, they think friend. People believe in you, please don't take it lightly.

I Already Knew (300 CP, Discount Drop In): It may be easy to read people like books but there's more depth to them than simple words and letters. For the most part, people won't appreciate you learning their secrets before they're ready (if ever) to share them. So you've learned to dance around the

subject, gently easing them into it and letting them be the one to talk first even if you have no idea what that secret may be. And if it ever came down to them finding out you already knew, well they won't be upset, instead of being capable of understanding your reasons for not bringing it up around them. Never underestimate how much letting things out can help someone.

Good Doctor (300 CP, Discount Researcher): Many people out there would appreciate someone of your talents working for them. There's always work to be found and organizations would scramble to get you to do it for them. Should you wish, when word of your skills or abilities get out, many favorable offers will be headed your way. Of course, working beneath someone is not to everyone's taste. You also gain an eye for skill and know just where to look to get useful underlings. From a doctor with steady hands to thugs really good at beating people, you can find them all. And you have ways of making those talented people work for you... I'll leave the methods of recruitment up to you.

Haven't Found Them (300 CP, Discount Researcher): Someone of your talents would have plenty of eyes on you. Unfortunately, a lot of them can't take no for an answer either but by the time they start strong-arming, you'd already be gone. You're pretty good at disappearing and going to ground to evade your pursuers. Spotting a tail and leading them astray is hardly the limit of what you can do. When it's time to get out of dodge, you'd already be halfway out of the city with your things. Comes with a knack for finding secluded locations where you work without any unwanted guests.

With All You've Got (300 CP, Discount Investigator): Facing a ghoul head on is considered by the majority of investigators to be suicide. They have the advantage in speed, strength, and durability and they have no qualms about using them to their benefit. What they do lack is the human cunning, the drive to succeed. If they're so superior to humans then you'll cheat to bring them down to your level. An opponent that relies on speed and agility will find the ground full of marbles, one with superior strength and durability but lacking in mobility... well, rocket launchers and cars were made for a reason though likely not with this in mind. Whatever strengths they may have, they'll soon learn the helplessness of being normal.

Work Hard (300 CP, Discount Investigator): Quinques more often than not do not come standard, which unfortunately makes it hard to have a standardized teaching program. Instead, the CCG teaches its ghoul investigators martial arts and hand them a quinque. Thus, they're forced to learn and adapt on their own which you did. Using melee weapons comes easy and even improbable weapons are

learnable and that's not even going into your skill without them. This also makes you quite talented at the venerable art of dodging. Reading an opponent's moves to get an idea of where they're aiming and not be there, very useful against beings that can break concretes with fists alone.

To Write Horror (300 CP, Discount Ghoul): The limit of kagune is that of its wielder's imagination and intelligence and you have both in spades. Where someone would use theirs as a hammer, you're using it as a screwdriver. Your kagune is an extension of your body, one that you are intimately familiar with. You're capable of independently using them to attack flawlessly while you're also running around and using your hands. It often comes down to little tricks that decide a fight and you know them like the back of your hand. Also, you gain the talent at multitasking in order to do them well.

There You Are (300 CP, Discount Ghoul): Well now, you surely know how to listen. Ghouls already have phenomenal senses in comparison to humans but you take it to a whole new level. Your hearing and sense of smell would make a ghoul pause in surprise. Figuring out the mass of someone based off of the volume of their footstep? Easy. Realizing that someone is actually a ghoul itching for a fight? You can practically hear the vibrations off of their tense kagune. Given time and practice, you'll be able to locate multiple people and identify them in a large compound off of sound alone. This also gives you a perfect excuse to hang back and act as mission control.

Literally Who? (600 CP, Discount Drop In): In this world of predators and prey, it's all too easy to be labelled as food and killed. Well not you, to the ghouls and would be monsters that prey on you, you're not really that interesting. Ghouls pass over your scent and can possibly not even notice your existence. Human serial killers and muggers may stroll past and decide that you're just not worth it as a target. It's the ones that do see that's concerning and those you can deal with. Leading them on is an easy affair, making it seem like you're too interesting to kill off now, and you are. Doing it now would rid them of your shenanigans and other amusing events. Slowly but surely they'll start to regard you as a friend but of course, those with no need for it can see through this.

Let's Go Home Already (600 CP, Discount Drop In): Hope is an interesting thing, give it to someone and they can strive and strive but take it away and they're left with nothing but regret and pain. It's all too easy to give up and you'd know but that's not something you're going to let people suffer through. They can cry, they may break, but you'll be there to pick up the pieces. Even if they try to

hide and keep it to themselves, the hints and changes are as clear as day. A friend in need is a friend indeed, and it's a delicate process. But it's one that you've taken to heart, understanding when to be there for them and when to give them some space. They may not show it, but they'll appreciate the effort you're going through for them. Pain is real but so is hope and if it's all someone have, then they have everything.

Father, Mother (600 CP, Discount Researcher): Ah yes, the backbone of the CCG itself alongside its talented doves. Made from harvested kakuhou, they're weapons fashioned from a ghoul's kagune. Thus they pick up their strengths but also their weaknesses. You now understand how to make and maintain them, through using an electrical current to stimulate the kakuhou into forming and controlling the kagune. Though quinques can be made into various forms like axes and swords, they'll still retain some characteristics of the original kagune. Perhaps with time you can do the same with predatory organs of other beings...

Those Who Fight Monsters (600 CP, Discount Researcher): Should take care not to become one themselves. Well, screw that, the time for caution is long past. Normally, quinques are handheld weaponry but it's possible to implant them into humans. In the future, this'll be known as the Quinx project but for now, you can name it whatever it'd like since you're first. Through the implantation, it'll allow someone to gain ghoulish traits like their physical capabilities, a gray kakugan, and still be able to eat human food. Though they start off weaker than an average ghoul out of safety reasons, by gaining Rc cells they can grow in power from getting injured... or devouring human flesh. Now imagine the opportunities from implanting live kakuhou straight from a ghoul into a human...

Sunlit Garden (600 CP, Discount Investigator): Well now, you have a lot to live up to, don't you? Many great investigators came from this facility or rather they were bred here, like yourself. Half-humans, with the highly developed physical capabilities of a ghoul but lacking their kagune and kakugan. Dodging an Ukaku's attacks at point blank is a trivial affair. Perhaps one day you'll face a ghoul like the One-Eyed Owl and become a legend, like another did once before you. Your time here was spent grooming you to be the perfect investigator, quinque use comes naturally to you, flowing like an extension of your body. Yet, these comes with their flaws as well, half-humans age more rapidly and tend to lose their eyesight. However, these won't happen to you. Don't say I never did anything nice for you.

What Monsters Fear (600 CP, Discount Investigator): Wherever doves go, ghouls as a rule hunker down and wait for their passing. Because even if they can defeat them, more will show up. Not for you though, they'll hide because you're just that scary. Reputation means a lot and it's the difference between someone fighting and begging for their life. And now you have that sort of reputation. Fear is a familiar feeling to your foes when you show up. Perhaps it's from the feats you've shown or the relentless ruthlessness you've shown, nevertheless, knowing you're around in a ward would make an enemy think twice about acting up. Now, can you live up to the shadow you cast, shinigami?

Unshakeable, Unbreakable (600 CP, Discount Ghoul): This world is a harsh and unforgiving one and there are oh so many ways you can break here from the cold quinques of the doves to the fierce kagunes of your fellow ghouls. Yet, they all seem so futile now, knives and bullets bounce off your skin, blows that should have taken off your head now merely tears your skin. Where fingers may have grown back in a day, they'll be in use before the hour passes. You're no stranger to pain, it's your ally and your friend, and the best thing about it? It tells you that YOU'RE NOT DEAD YET. Even if you're left on the edge of death with a severed arm, you're going to stick it back on and cannibalize yourself to get back up. This world wants to break you? Well, too bad, you're not going to play its game.

Red One (600 CP, Discount Ghoul): Food is food and when food is scarce. Well, there's more than humans to eat, ghouls work for you too. What matters in the end are the Rc cells, and that's something ghouls have in spades and thus so do you since you ate them. With enough, a ghoul's kagune can grow and evolve to something much more. Armor that protect and enhance their already formidable capabilities, and weapons to complement their kagunes. An Ukaku-type may find themselves growing scimitar-like blades so they'll be capable at ranged and in melee. The problem with this is that most lose themselves to it, the instincts to hunt, kill, and eat from stepping on a path to a Kakuja. No, you're not one of them, self-control and discipline are your bread and butter. Where a ghoul would give into their hunger and eat their best friend, you'd rather gnaw at your arm until there's nothing's left. Because even if it brings satisfaction now, it's something you'll regret later. You're not a monster, you're a person too.

One-Eyed Monarch (300 CP): If you were a ghoul to begin with, then you're a natural-born one with possibly your parents still running around alive. Any other backgrounds will become one through surgery with the unfortunate ramifications that entails. As a one-eyed ghoul, you obviously only have one kakugan but thanks to your hybrid nature, you've gained the potential to surpass both species,

not to mention the fact that there's already a bit of charm and mystique about them. The last ghoul that only had one kakugan struck fear into the doves themselves and left behind a sizeable trail of corpses until they were stopped by the CCG's Reaper. Therefore here are the effects it'll have on capstones.

- Literally Who?: You're an interesting one, aren't you? Your smooth-talking and persuasion has increased dramatically. Talking a ghoul you've discovered eating into buying you a parfait is well within the realm of your capabilities. But the thing you're really good is turning enemies into friends and friends into enemies. Turning sworn enemies into lifelong friends is easy as taking a picture and that's not even talking about how you can break friendships. Everyone has their price, what they want and what they're willing to give up for it. And maybe that's where your skill at this comes from, from understanding that.
- Let's Go Home Already: You're a good person, you know that right? Psychology is a subject you understand well like the back of your hand. How to best push people to change, how to help them, and most importantly how to motivate them. People being around will slowly push through their issues and recover from traumatic events, and if you help them? Well, that'll speed up the process a great deal. Though if you're a particularly impatient person, you also understand just how to break and devastate someone to fix yourself. They may end up hating your guts but they'll come out of it more well-adjusted and better. Mostly. Hopefully.
- Sunlit Garden: How odd, this shouldn't be ready yet. Anyway, you're different from the normal half-ghoul, instead of having kakuhou implanted into you, you instead had a quinque implanted instead. This allows you to manifest it much like a kagune of a ghoul and have a gray sclera instead of black. Also comes with three useful things, one your co-workers (i.e CCG) won't hate your guts for being a half-ghoul, and two: your skill with quinques skyrockets. Walking into combat with a handful of quinque can work splendidly now. It'll be a work of art, a delightful dance with death, a- oh, you get the picture. And three: **Get another quinque for free.**
- What Monsters Fear: The thing about villains is that they can be heroes to others as well. Where a ghoul can see you and scream, your allies will cheer knowing you're here to help. For every ounce of fear you strike into someone, you also inspire your friends and allies as well. Instead of standing alone, you'll stand among inspired comrades. And as a side effect, your actions are blown out of proportion, kill a ghoul? They'll say you killed ten by yourself. Take on a SSS-rated ghoul to save your friends? You'll become the second coming of the CCG's Reaper.

- Father, Mother: A problem sometimes faced is that in order to make a quinque, you have to kill a ghoul in order to do so. While you may not have the solution to that problem, you're quite capable in making limited resources last longer. Where a crafter below your skill may only make one quinque, you can stretch it to three. Not only that but the quality increases, allowing you to craft a fearsome weapon out of a lowly ghoul. And if you use a legendary ghoul instead, well... wouldn't that be a sight to see? Who knows? Maybe you can learn to make quinques without kakuhous one day. Don't get me started on what you can do with other beings in the future.
- Those Who Fight Monsters: Implanting weapons into someone is an inherently risky procedure but not anymore. Where there was a chance of failure, it's all but guaranteed for someone compatible to survive under your treatment. Or perhaps you want to broaden the subjects without a care to their efficiency, that's fine too. You're capable of spreading them out but at a cost to power. But if you can implant kakuhous into someone to turn them into a ghoul, can't you do the same with other similar beings? Use common sense though, implanting a hazardous material into someone may make them stronger, but it's just as likely going to kill them too.
- Unshakeable, Unbreakable: You're unnatural, even other ghouls would admit that. Because normal ghouls die when their head gets kicked off. You? You'll plop it back on no worse for wear, assuming you don't sprout tentacles from your neck and pull it back that way... Regrowing arms and legs in minutes aren't that surprising at this point. You're not unkillable but it's going to take a considerable amount of effort to do so now. Well, at least you can pull yourself together when someone tells you to.
- Red One: Aren't you a lucky one? It turns out your one ghoul parent was actually a dual-type and you've inherited that trait. **Pick another kagune.** An interesting thing to note is that Kakuja and kagunes are based off the psychology and imagination of someone and yours is truly horrifying. Turning into a kaiju several stories tall is possible assuming you ate enough ghouls to get a staggering amount of Rc cells. What really matters is how capable you are in manipulating your kagune. You're now capable of detaching it to make traps, restrain people, or even just turning a room into an awful sight to behold. Be creative.

Items

Money (50 CP): Self-explanatory. You use this to get things that you want. You get 100,000 yen to spend on whatever you want. Or you can a hoarder and just keep them.

Clothing (50 CP, One Free All): This isn't the type of world where you can walk around naked, you know. Which is why everyone gets an outfit for free, Drop Ins get whatever they normally dress as, Researchers get a nice set of working clothes, Investigators comes dressed with their trademark white suits and trench coats, while a ghoul can get dark jackets and pants. Further purchases can get you a variety of clothes that are easy to clean and fit your tastes and current trends in fashion.

Crimson Stained Map (50 CP) At first glance, it's an average map with some notes and locations circled. Looking closely, the areas are well... popular places for those given up on life and notes on methods on how best to do it in that spot. It may be morbid but ghouls can live off this without taking a single life and corpses can prove to be useful. You aren't guaranteed to find something every time but at least now you know where to look. As per usual, it'll update in any worlds after this one. Perhaps you'll meet someone living there too?

Toukyou Kushu (50 CP): It's certainly something worth reading, after all, considering that you're here. Anyway, you get the mangas, the spin-offs, and yes even the video games for it. Do whatever you want with them, throw them at people, read it, or even set them on fire. Heck, you can even publish them yourself if you'd like but the scrutiny and attention may not be worth the profits... Look, it's yours now, have fun. Just try not to lock yourself in and read them all, alright?

Armor Up! (50 CP): It's a dangerous world out there, take this. This set of an armored jumpsuit, vest, arm/knee guards, and a helmet is sure to protect you from bullets and knives. As for why it's so cheap, ghouls can break concrete with their bare hands and this is far less than that. Look on the bright side, this armor is incredibly durable and can withstand a lot of punishment. You? Not so much since it might blunt the minor attacks but a ghoul can tear through this like paper. In a fight against normal humans, you're sure to win. Otherwise, you might want to consider running. No, seriously it's something worth considering.

Medical Eyepatch (50 CP, Free One-Eyed Monarch): A white eyepatch meant to cover one of your eyes. With this, you'll be able to hide one of your eyes without drawing any attention to it beyond the fact there's an injury. It can easily stay on during fierce combat and frantic runs, only coming off if someone directly aimed for it or if you took it off. If lost, it'll reappear in your pocket or warehouse. There's also the fact it looks cool and that's all that matters really.

First Aid Kit (50 CP): In a world like this, it's easy to get hurt by many, many things. Though it's unlikely this will ever come in handy due to the extreme nature of typical wounds here, it's best to be prepared anyway. Comes standard with gauze, disinfectant, a cold pack, adhesive bandages, antiseptic spray, burn ointment, painkillers, and a breath mask. Replenishes daily.

Daily Grind (100 CP): Throughout history, the one thing ghouls and humans can consume together is coffee without any harm. No one knows why and no one cares enough to investigate. What matters now is that you now have an infinite supply of it. Mocha, espresso, lattes, the whole nine yards. Though it may not satisfy a ghoul's hunger, it will certainly provide variety from drinking water and eating. Keep in mind that giving one anything other than black is a bad idea.

Big Girl Voucher (200 CP): Get your head out of the gutter, this isn't that kind of item. It's actually a pass that'll let you eat at this restaurant chain for free. They tend to serve steaks, hamburgers, and other fast foods that you know and love, hate, like, whatever. Interestingly enough, whenever you pull it out and want to find one, you tend to do. Even if, logically speaking, one should not be there. Does not come with delivery, sadly. If you want greasy, edible fast food, this is your kind of place.

Long Pork Special (200 CP): A delivery for you here, straight from Anteiku itself. This brown package of "pork" can help you survive should you be of the sort that needs it. But if you're not, well you can always use this as a bartering tool or even give it away as an act of kindness. Though for some reason, there's a lot of blood in these. Who knows? Maybe you'll stumble across vampire or two in need of a drink in future jumps. You will always get a new package every week. It's disturbing how tasty this is.

Q Bullets (200 CP): These special bullets are coated with a melted down kagune coating of each respective type of kagune. When used on a ghoul whose kagune adversely corresponds of that type, it proves harmful indeed. It's an effective poison that can let the CCG fight ghouls at range. However, they are only so effective when used in comparison to a quinque or a kagune. Nevertheless, quantity is a quality all to its own so you get a replenishing supply of all four types in all modern firearm calibers.

Scorpion 1/56 (200 CP): A mass-produced quinque of knives. Unlike the normal ones, you get one of each kagune types. They're all easily concealable and surprisingly easy to throw accurately. There's

always one on hand whenever you need them. In fact, I'm not sure where you're pulling these from, actually. You may not have the range of guns, but sometimes it's necessary get up close and stick someone full of knives. Try not to go overboard or do and turn someone into a pincushion.

Rc Scanners (200 CP): You must stay vigilant, the monsters are all around us, hiding and waiting for the moment our guards drop to strike. But there's a way for them to be caught through their high amount of Rc cells by using scanners. You get a mobile scanner along with the blueprints for these types of detectors, allowing for easy installation to any facility or home you may have. Before you ask, it'll detect other non-humans in the future too. Let only humans walk freely while you stand to watch.

Rc Suppressants (400 CP): Ghouls are a tenacious lot, being capable of breaking through chains that bind and walls that bar them. This makes it a bit of a problem to successfully contain them for long periods of time. Which is why the suppressants were made, in order to weaken them to human levels and prevent them from manifesting their kagune. The problem many ran into is that's a select few places where a hypodermic needle can pierce a ghoul's body but you gain a special one that can do so anywhere. This will work in similar beings in the future but do keep in mind that you have to successfully inject them AND that it's possible for the effects to be shrugged off by stronger ones.

Delayed Shot (100 CP, Free Drop In): A handy, little camera with a truly ridiculous memory storage and quality to it. Now this camera comes with a special feature where any pictures you take can be sent directly online immediately or later on at your whims even if you die. Why would you need this you ask? Well, there are unsavory people that have no objections to killing you but even they would be hesitant to kill you at the risk of their identity being blown. Hopefully. Make sure it's a good shot!

Unbuttoned Lab Coat (100 CP, Free Researcher): There are protocols and safety regulations that require doctors and scientists to stay clean before and after entering their work area. Well, that takes way too long so have this lab coat instead. Whenever you are wearing it, it'll be like you performed all of the safety requirements without actually doing them. And if you're wearing it, people will be more respectful since clearly, you're someone of importance. So go forth and do surgery without washing your hands. Or wearing gloves for that matter.

Concealed Arms (100 CP, Free Investigator): Carrying a weapon out in public simply will not do and attracts all sorts of attention to you. With this, however, it'll be a lot less obvious what you're

equipped with. This suitcase comes in a color and style of your choice and can carry any man-portable weapon discreetly and safely through scanners and inspections. A quick push of a button will have it come flying out and ready for combat. And if all else fails, it's kind of heavy thus utterly perfect for smacking things around with.

Second Skin (100 CP, Free Ghoul): A ghoul without a mask is either mad, ignorant, or has nothing worth living for. It does more than simply hide one's face, it serves as an identity. An image if you will, one that is decidedly you, and that matter more than simple names or titles would. Whether it's simply an animal mask and a wig or an exquisitely detailed leather mask, it will always be close by when you need it.

Notice Me Not (200 CP, Discount Drop In): A comfy hoodie that somehow makes you seem smaller and less important than you actually are. Quite useful when you want to keep your head down and avoid attention. If you had any other disguises or prominent features like say a mask or a wig, people will focus on that instead of your actual appearance and clothes. Watch and laugh when people argue over how tall you were and whether or not your hair was curly.

Harvesting Kit (200 CP, Discount Researcher): Sometimes, you don't have time to drag whatever body it is back to your lab in order to take their useful bits. No more do you have to leave them behind and come back later for them, instead, you can do it out in the field. This tool kit comes with everything you need for an impromptu extraction of kagunes from ghouls and materials from other beings. More importantly, it also comes with the equipment to clean up the scene and dispose of the leftovers. It might be a grisly, grim task but needs must.

Quinque (200 CP, Free Investigator): Made from the kagune of ghouls, it's the only real effective way to putting them down. They tend to vary in many ways due to the diversity of ghouls, some quinques are simple knives to while others are elaborate armor that slowly eats but grants immense strength and durability. So it'll be easier for us both if you made one for yourself, yeah? Take 1000 QP for the customization section.

"Sugar Cubes" (200 CP, Free Ghoul): Some little sweets to add flavor to drinks, pop one in and stir a bit to spice things up a bit. It won't stop a ghoul from starving but it can slake their hunger for a while, making them able to last longer without feeding on humans Perfect for those on a limited diet. This

also works for similar being such as vampires or other creatures that prey on humanity as well. As for what exactly these sugar cubes contain, it's probably better if you didn't know, isn't it?

Help, help! (400 CP, Discount Drop In): Have you ever heard of the phrase, when seconds count the cops are minutes away? Well, not anymore! With this smartphone, any call for help will arrive far more rapidly than they would normally. Yes, even if there wasn't an investigator in the area, one will show up anyway. Comes with the CCG's local branch number by default and along with any friends you'd have. In future jumps, you can call for an experienced dove to drop by and assist you in a fight or investigation but they'll leave the moment it's done.

Organ Donations (400 CP, Discount Researcher): Now what do you plan on doing with these, hm? Despite the bland name, the organs in question are kakuhous, a sack-like organ only present in ghouls. They store the Rc cells consumed by ghouls and allow them to manifest their kagune. And now you get one of each Rc type per year. They can be used to make quinques for others, used for research experiments... or perhaps even make your own one-eyed ghouls...

Nice Bike (400 CP, Discount Investigator): A work of art is what someone uninspired would call it, to you it's just your fancy ride. It comes sleek and capable of refueling on its own, but more importantly, it's surprisingly aerodynamic. Going up a ramp will have you soaring instead of actually just going up a ramp. Riding this motorcycle will never fail to cheer you up. It also comes with built-in protection to stop any unruly ruffians from stealing it. It's called a keychain.

Stained Luggage (400 CP, Discount Ghoul): Despite the name, it actually isn't. Stains from blood or other sources won't affect it, and it has enough space where you can store a person inside. Somehow during inspections, it's always passed over and any detectors won't see anything strange. Unconscious people in it tend to stay that way much longer without any ill effects to their health. Perfect for when you want to kidnap someone or smuggle something into a heavily guarded area. Or you can use this to store your meals and take it somewhere else. No big deal.

Black Bus (600 CP, Discount Drop In): How did you get one of these? This is one of the transports the CCG often uses when it's time to take off the gloves. It packs enough armor where a rocket or an even a ghoul would have trouble breaking it. While it doesn't have any offensive capabilities, it's about what it carries that makes it a game-changer. It can hold up to a platoon or two in here and is capable

of acting as cover when they're deployed. There's even a little armory to hold your weapons, unfortunately, it only has a few shotguns, assault rifles, and pistols for now. The neat quirk about this armory is that any modern guns placed in here will have ammo slowly appear around them and always have a gun or two ready.

Obligatory Hide-out (600 CP, Discount Researcher): Space, materials, and privacy are often the best things needed for a successful venture. Now you have all three for your line of work. This lab is located somewhere secluded with only you only knowing how to get in. Within its walls contain tools ranging from surgery equipment to a sturdy container for holding live specimens to harvest materials from. Though it only starts off with surgery room and freezer, there's plenty of empty rooms that can be refurbished for other things. Can be attached to your warehouse or plopped down wherever you want it to be after this jump.

Tree Branch (600 CP, Discount Investigator): A lovely place to regroup and stay up late, doing paperwork. Two things stand out about this office. Its inhabitants will find themselves getting more inspired and motivated to work hard and stay loyal. And everything seems to click when it comes to defenses, the desks are easily flipped and amazingly bullet-proof, doors require a ridiculous amount of effort or equipment to get through, and the walls themselves can withstand a great deal of punishment. Post-jump, you can place this in an area of your choosing provided there's space.

:Re Cafe (600 CP, Discount Ghoul): Time to get a job, it seems and what better job than selling coffee and snacks? While otherwise a mundane cafe, it has a meeting room and an empty room or two for renovation. It also has a serene air of calmness about it, a peaceful ward in a way, people coming in feel more relaxed and less likely to start a fight. Enemies and pursuers often dismiss this as a simple cafe but the determined ones may see through its guise. But hey, at least you now own a legit business! Post-jump, you may choose where this cafe appears.

Quinque Customization

Storage Case (Free): You get a free suitcase to store your quinque in, though it is only capable of storing that specific quinque.

CP to QP (100 CP): For each purchase of this, you may get 200 QP to spend on your quinque.

Import (100 QP): Very well, if you have a specific weapon in mind, you may bring it in to be a quinque instead of getting a brand new weapon. Your choice on whether or not the appearance changes a bit.

Aesthetics (100 QP): Let's face it, weapons made out of the flesh of other beings usually don't look nice. That won't do now, will it? Whatever quinque you have can now be customized and designed to your heart's delight. Instead of getting a fleshy block on a pole, you can now get a sleek sword or a smooth launcher. So feel free to go all out and make it the scariest thing ever or a simple bland blade. Not bad for something made from a monster.

Light (100 QP): Now, sometimes people aren't as strong as they should be so they have difficulties lifting things. I'm not calling you weak or anything but I'm just saying that the option to make your weapon not so heavy is here if you need it. You can make your quinque more streamlined and lighter without losing any of its strengths. Though it might be a bit more delicate than you'd like.

Compact (100 QP): The very nature of quinques mean that they're quite big and require special suitcases to carry around. Well, not for you it seems, yours was made with the idea of concealable in mind. It's capable of folding up into itself thus allowing you to carry it around in your pocket or sleeve. Now, you won't scream "dove" to ghouls when they see you since you don't have a suitcase.

Heavy (100 QP): What a workout, swinging and lifting this monster of a weapon. This quinque of yours have become sturdier and bigger than you'd remember it. Let's try seeing a ghoul break this, now shall we? But yeah, hope you actually have the strength to swing it around, though. As a bonus, it becomes too heavy for anyone to reasonably grab and run off with, guess they should have lifted more weights, huh?

Father? (200 QP): While a touchy subject, there have been times where younger ghouls have been lured in by using quinques made from their parents. The scent of the quinque is oddly compelling and they often follow in hopes of seeing their parents again and it's a hope often dashed. Nevertheless, your quinque now resemble that elusive lure, smelling awfully pleasing to monsters and the like. Whatever it's out of a sense of curiosity or longing, they'll flock to your quinque and thus you. This sure beats going around, looking for them yourself, though.

Double the Trouble (200 QP): Two heads are of- wait, uhh. Two weapons are often better than one, yeah that. Now you can find that your quinque can split off into two smaller ones. Your longsword can break off into a pair of wicked scimitars and that massively sized sword can turn into two longswords. Don't underestimate the potential in being able to blindside someone by attacking them with two weapons. Somehow does not lose durability or strength and comes with being able to enter a "decay phase" where one part disappears and reappears with the other one. Yeah, don't question it.

Secondary Mode (200 QP): Ghouls are crafty when they need to be, capable of switching up their attacks and styles if the need comes. While you may not be a ghoul, that doesn't mean your quinque has to be limited to one use. Whatever its original form may have been, it now has a second one to complement it. A sword may find that it transform into a shield to protect its wielder and a lance may find itself splitting open to fire off projectiles at ghouls. Who said doves were a one trick pony? This can be purchased more than once to add more forms.

Armor? What Armor? (200 QP): Eventually, you'll come about someone who had the foresight to wear protection. Not like that will save them, your quinque will carve through them life a knife through hot butter. Even ghouls with Koukakus will soon learn that they should have dodged instead of trying to tank your hit. Who knows? Maybe you'll even be a credible threat to tanks one day.

Instinctive (400 QP): The problem with many quinques is that they're really unintuitive when it comes to actually using them successfully. Sure, you can just swing it and smack things around but that's boring. Which is why it's a surprise to everyone, that yours is not so hard to learn. Everything flows and seems to click whenever you or someone else picks up and practices with it. Even a beginner can pick it up and understand how to use it. It feels like someone is gently guiding you in learning its use and new tricks come quickly. Meh, it's probably nothing, at least you can throw it at someone and trust them not to die.

How Shocking (400 QP): What a ghoul, to be capable of condensing their Rc cells to fire them off in the form of lightning bolts. Though normally, this is only possible by the Ukaku types, I'm sure we can turn a blind eye, no? Now your weapon is wreathed in electricity, it's capable of shocking your enemies when struck and hitting them with a nasty sting. Or if you've taken something like "Secondary Form", it can now fire powerful lightning bolts at your foes. It'll be an electrifying experience, I'm sure.

Gimmick (400 QP): You sure they turned that thing into a quinque there? Because it sure doesn't look like it from where I'm standing. Anyway, your quinque is a bit special in the sense that it can somewhat use the abilities of its kagune type. Instead of only having the advantage against certain types, it can also transform a bit in order to use its strengths fully. The blade of a katana made from a Rinkaku can suddenly turn into a massive tentacle while someone using a katar made from a Koukaku may find their arm encased in armor with a blade protruding out.

Blood-Thirsty (400 QP): Your quinque is a strange one, perhaps it was made from a rather ferocious ghoul. No matter, its kagune has turned into a extremely enthusiastic quinque, eager to spill blood, eager to hurt others. Strikes that should have missed instead bite into flesh, and cuts themselves turn into long gashes. Even in death, the kagune still hunts for its master, oh so ready to do harm and unwilling to let its prey get away clean. It's like your quinque has a mind of its own as terrifying as that thought may be.

Double Edged (400 QP): Power comes at a price and this one is that this quinque slowly eats you. Before you panic, know that you have a lot to gain from it. In exchange for it eating away at you, it increases the capabilities of your quinque. Blades become sharper and swifter, hammers hit harder and shatter their target, armor strengthens your body and so on. And if you let it eat more, well... There's always a price for power and this one is more than worth it. You might feel a little sting or a sharp, constant pain but your foes will feel much, much worse.

Tread Carefully (600 CP): These ghouls are often troublesome what with their ability to run laps around doves and ruthlessly take advantage of their speed. It'll be a shame if they had watch where they step, wouldn't it? With you around, they best walk softly lest they tread onto something and that would end poorly for them. Your quinque is capable of planting down little traps on the ground around you and they'll either go off whenever you will them or if someone steps into range if you'd wish. They tend to be similar to their kagune type and as such Rinkakus traps suddenly and brutally impale people with tentacles whereas Koukakus smash into their victim with a bloody vengeance.

My Arata (600 QP): It's possible for a ghoul to mutate in a way that they form armor alongside their kagune. Harvesting it from them is a bit tricky but a worthwhile endeavor. Your quinque, in addition to its original weapon, now can manifest armor over your body. While obviously, it would protect you,

it also comes with the neat feature of enhancing your physical capabilities and speeding up your reflexes. Keeping up with a ghoul in this is definitely something you can do.

Fit For A Reaper (600 QP): Oh my, what a troublesome ghoul this must have been made out of. When it comes to quinque, yours have very few peers among it. Made from a very strong ghoul, it has a ranking of SSS and an incredibly high Rc value. This means that nearly everything about it is a work of art, and the very best. While it boasts of a high durability and strength, it also boosts every other feature as well. Should it fire lightning bolts, those will be incredibly destructive and capable of breaking even a heavily armored tank and that's only one example. Only the very best for you, huh?

Chimera Kagune (600 QP): It's a rather difficult process making quinques out of chimeras due to the dual type nature they have. Yet it is very much worth it due to the versatility it grants a quinque. As a rule, the CCG generally tries to counter a specific type with the one that should beat it and now you have two. The special part is how they can combine to pull off unique effects like say stabbing into your foe then your quinque violently expands, blowing them to pieces. Be creative, you're no longer limited to just one way of killing something. Imagine ensnaring someone with Bikaku tails and then firing upon them with Ukaku shards. This makes it well worth the trouble of crafting the quinque.

Companions

You Were My Pride (100/200/300 CP): Maybe you meet an adorable Researcher, a stern Investigator, or a polite Ghoul. Whoever they may be, you stumble across their path and find yourself becoming fast friends with them. They may have any origin other than Drop In and gain 300 CP for every 100 CP you spend on them. You may also import any companions into this which allows them to pick Drop In.

To Go Please (200 CP): Well, well, well, did someone catch your eye? Whatever the events are, you may select one canon character to become a companion. However, you must be able to convince them to leave with you and do keep in mind that while you can pick someone with lots of power, those tend to have motivations to stay here and carry on their work. Hope you can deal with that and whatever mental problems they may have.

Squad Jumper! (300/400 CP): Well, it'll be churlish to hog all of the fun to yourself. You may now import 8 of your companions to join in the fun. They can pick any origin except ghoul and get the

freebies for them in addition to 300 CP. For an additional 100 CP, they may become ghouls. Though, your friends may not appreciate being turned into one.

Four Eyes, No Soul (300 CP, Discount Drop In): You've met this peculiar glasses wearing Ghoul Investigator in a library. Though they seem cold and apathetic, they do care about you, they just have a hard time showing it. They are fond of books and are content spending time with you by simply reading and staying close. Yeah, you're gonna need to get them more hobbies. Comes with "Get Fit", "It's My Intuition", "Learned Like Me" "Sunlit Garden", and two quinques.

King Bileygr (300 CP, Discount Drop In): A happy ghoul, how quaint. This cheerful half-ghoul dreams of one day becoming an author and making a profit off their books but for now, they're content to write their manuscripts while tagging along with you. Though they might say that you're emergency rations, they're only joking or so you hope. Comes with "Always Been Here", "This Is Perfectly Sweet, "Learned Like Me", "To Write Horror", "Jumper's Book Signing", and "One-Eyed Monarch".

Twins, They Were (300 CP, Discount Doctor): I'm not even going to question why. Anyway, congratulations, either through charms, excessive money, or other means you've managed to acquire the services of these lovely twins. Loyal to a fault, they'll help further your goals and they're surprisingly receptive to any modifications you may give them. Plus they're cute. What they lack in strength, they make up in subtlety and finesse. Comes with "Aren't You Sweet?", "They're Both Dead Now", "For Appearance's Sake", "With All You've Got", and "Work Hard". They also get matching quinques because you know, twins.

Leaves On A Branch (300 CP, Discount Investigator): The workforce of the CCG, they may not get the training and equipment ghoul investigators receive, but they perform the most crucial of duties, paperwork. They also serve as back up whenever several guns are needed for the doves or if the CCG really wants that ghoul full of bullet holes. This team of twenty branch investigators can do that plus take you out for lunch, and also counts as one companion overall. They come with a replenishing supply of Q bullets (for them, not you), Scorpion 1/56 (if they have to use this, they're in trouble) and lots of pens and papers and guns (this they can share). Do keep in mind that being in close quarters with a hostile ghoul is very bad for their continued health so you should handle that part of the job.

My Retired Gang (300 CP, Discount Ghoul): Though they might be lacking in brains and brawns in comparison to most of the major players, what they do they have is teamwork and determination. No matter how much they get hurt, this trio of ghouls is gonna give it their all, because you're their friend and that's all that matters. You might have to stop them from going overboard occasionally but they'll respect you all the more for it. Comes with, "Your Favorite Hamburger", "Get Fit", "Learned Like Me", and "Unshakeable, Unbreakable".

Drawbacks

You want more now? Very well, you may indulge yourself. Take up 1,000 CP, any more will be for the fun of it.

Jack (+0 CP): Did you want to go back and change it all? Well, I mean technically you can do that, just a bit limited. Welcome to the year 2000, where the famous Reaper of the CCG is but a teenager in high school. He still hunts ghouls at night but that's not the point. I'm not sure what the point was supposed to be anymore but do whatever. Just know that a lot of the major players like Aogiri Tree won't be active and that the One-Eyed Owl will begin their brief murder spree in two years or so.

- I Want To See It All (+0 CP): Okay? I mean if you want to see your effects on this world, I'm not going to deny you the opportunity. Stay another ten years.

A (+0 CP): It's a big multiverse, after all, instead you can get a different timeline if you'd like. One where everything feels a bit more condensed and faster-paced and where people choose different paths. In shorter terms, you're in the anime.

To Serve Man (+100 CP): You have a problem when it comes to nutrition. Due to the structure of your tongue, human food tastes awful and the smallest bite will make you want to vomit. That's not all, however, like the ghouls themselves, you can only sustain yourself off of human flesh. If you don't eat for a while, you'll enter an extreme state of hunger, causing painful headaches and eventual loss of reasoning. This near-state of starvation is hell and you'll try to feed on any available source of human meat nearby out of instinct. **Mandatory for ghoul and half-ghouls with no CP gain.**

What Are You Looking At?! (+100 CP): You're a lot more brash and rude. Violent as well, if someone gets on your bad side which a lot will. It's not your fault whenever people do something stupid around you, it's only right for you to yell at them. Comes with a higher propensity for shouting and

hot-bloodedness. Needless to say, if you were already like this, well... your friends have my condolences. Try not to get too angry when people tease you for your behavior, you tsundere.

This Indescribable Taste (+100 CP): Many eat simply for the sake of eating rather than to live. With a world of many pleasant tastes and scents, it's quite understandable really. Except this world is now denied to you, anything you eat will lack flavor, anything you drink will lack texture. Even worse, as time passes tastes will return but not pleasant ones. Instead, they will range from eating old gym socks to rotten food mixed in sewage. You have to eat to live now by the way, even if you could live without it before.

Article Twelve, Clause One And Two (+100 CP): Clause One states that the species known as ghouls are identified by their unusually high concentration of Rc cells and the production of a kakugan. For all intents, you are one in name only. Rc scanners will go off if you walk through them even if you're human or half of one. Should times get stressful or dangerous, your eyes will turn black with red pupils much like a ghoul's kakugan. You have no control over this. Seeing that Clause Two states that ghouls have no laws that protect them, it'll be bad for your health if CCG labeled you as one. **Mandatory with no CP gain for ghouls without One-Eye Monarch. You can take this drawback for CP if you do have it, however.**

Impulse Control (+200 CP): Or rather you have a severe lack of it. When it comes to anything really, you're quite excessive. A meal would require the finest of ingredients (read: expensive) and the perfect atmosphere. That nice bike that belongs to your boss? You're taking it out on a joyride and they will be lucky to get it back (read: they won't). That group of dying people? Now you're going to have to kill some more because the number wasn't even and that's just not okay. The worst part is that you keep trying to outdo yourself each and every time so good luck.

But You Said! (+200 CP): How do I put this gen- it actually won't matter because you'll believe me anyway. You're the type of person that would stare at a ceiling because someone said there was the word gullible up there. And you really are. Following a ghoul through a dark alley because they said they wanted to take you out for dinner is the least of your concerns. If people find out, and someone will, they'll do their best to exploit it for all it's worth. Better hope you have someone to stop you or that you see what they're doing before it's too late.

Toy or Pet (+200 CP): There's really no gentle way of saying this but you are one seriously messed up individual. Loss, torture, or worse, they've left their mark on you. And now you're different, finding it hard to care about others or what they might be going through. Nothing matters beyond how you can hurt them and how they can hurt you. Expect to anger the people around you by openly enjoying their sufferings. Regulations? Dress codes? Those are for other people, never you. White hair and black nails are optional, nightmares and PTSD are not.

A Blank Will (+200 CP): In this world, ties are very sacred. A friendship can be the difference between sanity and madness. And in this world, you will walk alone, with neither friends nor companions. Any you gained in previous worlds will not join you in this one. New allies made here will be at best distant and apathetic and you'll be lucky to keep an acquaintance or two. People seem uncaring and cold to your plight, if you were to drop down dying in a busy intersection, no one would stop to help.

The Monster Pulling Strings (+300 CP): What's a jumper you ask? Well, you wouldn't know, you've always lived here, serving in one of the CCG's branch offices. Yeah, sure it gets scary whenever you get sent out in the field to support the ghoul investigators, and it's a lot. But everything's fine, only sometimes you get these weird dreams of adventures that aren't real and find familiar people staring at you. The dreams always end with someone so disturbingly similar to you trying to tell you something. Then there's whenever you come into times of extreme stress or similar, you gain powers achingly familiar to you. But you can't explain any of these. You've always been an investigator... haven't you?

Better To Be Hurt (+300 CP): You just... you just don't think you're useful at all. It's easier to count the times where you don't mope around in depression, doubting every action you've made or will make. Worse, if someone's suffering can be instead be taken by you, you'll take it. You'll accept blame without a second of hesitation, jump into harm's way to save someone's life. And all of it will do nothing to improve your mental state, it's going to be a rough ten years. In the end, it's better to be hurt yourself than to hurt someone else...

This Vicious Cycle (+300 CP): Before you embark on a journey of revenge, dig two graves. This quote applies far more than it should and not only just for you. You have to get back at people for every little slight at an extra rate. A push will get a punch, thievery will end in you taking everything of value they own, and if someone so much as harms a hair on your head... well, you collect interest, do the

math yourself. And as for everyone else in this world, they're the same too. Ghouls will kill doves for killing their friends and doves will kill ghouls for killing their friends and so on. Forgiveness? No such thing, only vengeance and with a hefty interest too. By the time you leave this world, it'll be an abattoir of blood and tears. Mostly blood.

Jumper Isn't Human (+300 CP): The world's seen you for what you are. And it scares them and makes them believe that you have to be taken under control or else they'll die. Maybe it's true, who knows? Either way, expect the CCG to start taking measures to bring you under heel from blackmail to a show of force, and if they fail? The Japanese government will step in and I did mention the world saw you so they're next. It's you versus the world and neither side will back down.

It Would Be A Tragedy (+600 CP): This world, this cruel, heartless world, it wants you to break. It's going to throw everything and the kitchen sink at you. Every event specially made to hurt you, every ally or friend you'd have or make is going to suffer alongside you. Everything that Kaneki goes through? That's barely the tip of the iceberg, your entire ten years will be hell. Ghouls will target you and your friends, fires and accidents to start around places you own, and people will cut in front of you in lines. And you don't even have powers to deal with them. This world wants you to break. Don't.

ROS (+600 CP): Rc cell over-secretion disease is a rare chronic disease that appears in a small number of humans. Your Rc cells rapidly secrete from your body and form kagune-like cysts and tumors (that aren't combat capable). Thankfully, they can managed with Rc suppressants except there's a teensy, tiny side effect. They make it impossible for you to use any out of jump power or ability and additionally your warehouse and any tech are locked automatically. It's going to be a delicate tightrope you walk on. Use too much and risk your foes taking advantage of your lack of powers, use too little and your Rc cells will rapidly turn into tumors and you die. For your 10 years, you'll have to deal with nausea, intense pain, slowly losing your senses even while on suppressants. Before you ask, no the suppressants in items won't work, it has to be made in jump. By the way, Rc suppressants have a really high cost. Have fun!

Endings

Was it a grand adventure or was it a tragedy starring you? Either way, it's come to end and so you must choose what happens next.

Well, if you're a ghoul or you have any companions that are one, you can now eat human food again. No longer will it make you want to throw up or give you food poisoning. Now go show your friends what cake tastes like. Though sadly, there won't be any Rc cells to gain from this whereas eating humanoids would in the future. You'll be fine without them anyway.

Anteiku: After all of this, it's only natural to feel weary and nostalgic. It's time you went home and it's been a pleasant experience with you. You keep everything up until now and return with your newfound friends (hopefully) to your old world. Take care now.

I'm Here: Sometimes it grows on you, you know? It's fine to stay here after everything you've done and enjoyed life with your friends. I mean you did make some right? Please don't stay here because you want to watch it burn or something.

I'll Wait For You: The road goes on and on and so do you. There's no time for breaks because there's always another adventure, another story, and hopefully, it won't be a tragedy, yeah?

Notes

A normal human has a Rc factor around 200 to 500 while ghouls can have one from 1000 to 8000. This means that a human won't ping on a Rc scanner but a ghoul will and likely will be promptly dealt with. Additionally, while this means that ghouls can gain a kakuja from eating other ghouls, it's quite bland and more importantly doing this instead of getting the perk won't grant you the automatic familiarity and having to go through the sanity hits.

CCG Investigators rankings look something like this.

- Special Class: The highest possible rank and only those extremely talented have reached it. They're the deadliest and considered the strongest here. Their duties have them watching over how their ward runs and commanding operations.
- Associate Special Class: The second highest rank, they have the authority to command whole operations or oversee an individual ward. Only contain a small percentage of Investigators.
- First Class: A Senior Investigator, many often retire once they reach here and those that don't typically train a junior member. Very few move beyond this rank.
- Rank 1: The highest rank a junior Investigator can achieve, experienced but haven't reached the peak of their career.

- Rank 2: Almost all Ghoul Investigators start here after graduating from the academy.
- Rank 3: Bureau Investigators (AKA mooks) and special case Ghoul Investigators start here.
- Ghoul Investigators may choose any rank below Associate Special Class. First Class means that they have a lot of leeway but they also have to train and watch over a Junior Investigator. Lower ranks mean that they have to follow the orders of a higher ranked Investigator but they're often strong and have valuable experience to share. You may take a canon partner provided they're the opposite of your ranking i.e a First Class and a Rank 2 is fine but a Rank 2 and a Rank 1 is not.

As for whether or not a synthetic meat could be made for ghouls, fanwank it. Just keep in mind that the CCG do keep some ghoul prisoners and it's never shown what they eat.

Since there likely won't be any ghouls for you to use Q bullets on, they instead get special bonuses depending on their type.

- Ukaku: Rounds move much, much faster than normal bullets would. When they hit flesh, they break and tear into it. Best used on unarmored foes.
- Koukaku: When you absolutely want something down for the count, accept no substitutes. Best used on heavy foes.
- Rinkaku: Punches through armor like a knife through cardboard. Best used on armored foes.
- Bikaku: Best used on regenerators.

Remember, don't think of Q bullets as an instant death type of round, instead, consider them as effective poisons against beings with certain powers. They're not guaranteed to kill high-powered beings like other ammunition may, but ignoring them is foolish.

The Monster Pulling Strings: Investigators and Ghouls will find that they're instead a Rank 3 Ghoul Investigator, and often come under the scorn and derision of their comrades until they prove themselves. In a nutshell, the drawback removes all memories from past jumps and you get to experience them again in traumatic nightmares. The memories and things purchased here you still have, except you've been drafted by the CCG somehow.

Special thanks to Allen from the IRC for telling me when I focused too much on fluff instead of mechanics.

Changelog

V1.1: Grammar, spelling, and format corrections. Also clarified that companions don't keep their powers for the 600 CP drawbacks.

V1.0: Almost everything had something added to it. Everything's changed, anon.

V.9: Formatting, placed general perks and items before discounted ones. Reworded Red One, Half-Human now Sunlit Garden, and Unshakeable, Unbreakable so they matched my original intentions. Actually have a quinque customization and endings. Added 600 CP item for Drop In.

V.8: Released to thread for criticism.