jumpchain CYOA



By RavenloftAnon

Welcome to the world of Rosario + Vampire. A world very much like our own except monsters exist. Though forgotten by humanity monsters continue to exist.

You will be attending Youkai Academy, a school for monsters. It is a very horrifying place. The Academy itself is in a secret sacred world behind a mystical barrier created by the 3 Dark Lords. Humanity already controls the earth so this is a school to teach monsters how to coexist with humans. As part the school rules Monsters are expected to be in human form while they live at the Academy.

This is a dangerous school where fights are not uncommon. The disciplinary committee is corrupt and tyrannical. Also jealous school mates may try and murder you for petty and childish reasons. Though if you survive and forgive them they might become friends.

You begin school on the same day as Tsukune and Moka. You will be in this world for 10 years so good luck and enjoy your first day of high school.

Origin:

Choose your past in the Rosario + Vampire universe, comes with a full set of memories and possibly friends.

Starting Age: 15 (no roll needed, can't be changed except by drawback)

Gender: Choose whatever you want for free

Location: Youkai Acadamey (no roll needed)



Background

A bit about who were you before you came to this school and who you are now.

Drop In (Cost: 0) You know nothing of this world beyond what you know right now. You woke up in a school uniform on the on school grounds on orientation day with whatever you purchased. You also find an invite to the school among your things and fallow the rest of the kids.

Accidental Student (Only available to Humans. Cost: 0) Wait, What? A school for monster? Monsters exist? What's going on here? These might be what you are wondering to yourself as you realize where you are. By accident your parents picked up a pamphlet for a private high school from dropped by some crazy looking wandering monk. You find yourself thrust in to the middle of a school for monsters. If they find out your a human you will likely be killed. How will you survive in this new school and keep yourhumanity a secret?

Normal Student (Prohibited: human Cost: 0) You were a monster trying to survive in the human world. Likely it was very lonely with you and your family being the only monsters that you knew. You may have had friends that were humans but likely had to keep what you were a secret from them.

Race

Being a school for monsters there are many races of creatures attending this

school. You may choose one of the fallowing.

Human (Cost 0) You are human. That is a dangerous thing to be here. Any human found within the school is likely to be killed. However as everyone is in human form on campus if you can keep your race a secret for your time here you might survive.

Witch (Cost: 100) Known since ancient times, they are a race on the boundary of between human and Yokai . They live in harmony with nature deep within the woods, far from human habitation. It is said that they have the power to use magic by harnessing the power of nature. They can uses their magic to create a large variety of objects and weapons (which require magical attributes in order to use magic) However they are powerless without their wands.

Yasha (Cost: 100) A demon with its origins in India that become known in places such as China. They excel at transformation and use of yōkai techniques. Those forms range from lions, elephants, hermits, with either one eye or three eyes, they can use varied forms. In Japan they are similar to ogres. They are skilled at Shape shifting, Yōjutsu (Monster Arts; or the art of manipulating Yōki or spiritual energy) and Summoning.

Yuki Onna (Cost: 100) These mysterious creatures of snow and ice only appear during a large snowstorm or blizzards. They have a habit of freezing the lone travelers and abduct the males that they like. These cold and monstrous habits make them well known in Japanese society. They have the power to manipulate ice and snow. Yuki onna are powerful cryokinetic beings able to create clones of themselves and others out of ice, create powerful Ice claws and weapons. However as an Ice based creature Yuki Onna are afraid of fire and heat and their abilities are weakened in the presence of it. They also have a very short period of being fertile, being able to conceive for only a few years,from the age of 17 to their mid twenties. They are usually are expected to submit to an arranged marriage. Note: If want to be male you can play a Yuki-Otoko the male version of Yuki-onna. Just don't be surprised when people comment on you being a lot less hairy than they thought you would be.

Succubus (Cost: 100) A monster of the night known since the middle ages. The female version of an Incubus, it appears in the dreams of sleeping men to seduce them. They appear as beautiful women with wings, pointed ears and a tail in their true form. They also tend to be well endowed. They Are Super Strong being able to carry multiple people while flying, they have wings that allow them to fly, they have long claws capable of slicing through trees with minimal effort. They also have the ability to charm the opposite sex with their gaze. Using their tails they are able to enter the dreams of others and even take people along with them. They can learn to create powerful Illusions. However succubus are creatures of love they gain power from their loved ones and their "Mate of Destiny" their mate of destiny is the only person they can conceive a child with They are capable of deciding who their mate of destiny is. If they are rejected by their mate of destiny the succubus will eventually die. Note: yes you can play an incubus (male version of a succubus) if you're male.

Werewolf (Cost: 200) A wild beast like monster that is normally in it's human form but transforms in to a werewolf on moon light nights. It lacks the unique abilities of most monsters but is a physical powerhouse with speed and agility unrivaled by any other kind of monster and the potential for strength nearing that of a vampires. Their strength and speed increases proportionately with the light of the moon. On a full moon they are capable of matching even a shinso vampire in battle do to their blinding speed. They have super human strength, agility, endurance, toughness, they have a regenerative healing factor. They have wolf like senses and in their werewolf form their claws and fangs are very tough letting them bite through cinderblocks and some metals.

Vampire (Cost: 200) This nigh immortal race is among the strongest Youki. They look human but tend to be very attractive, pale, have red eyes and silver hair. They are super strong, Super-fast, boast incredibly regeneration and toughness. They also possess the ability to transform their Yōki (Spiritual) energy in to strength to increase it further. They Possess the ability to hypnotize people by gaze convincing them to let them suck their blood. They also excel at deception and lying. They are able to sense other monsters by detecting their Yōki (Spiritual) Energy. They possess the ability to bite a person and inject them with their blood possibly reviving a human or vampire who is freshly dead. Humans may gain temporary vampiric powers from this but doing it too often may kill them or turn them in to ghouls (a mindless degenerate version of a vampire). Vampires also possess the ability to shape shift though most vampires are loathe to use it because they tend to be obsessed with creating and maintaining an attractive form. Vampires as the strongest Youkai paradoxically possess the most weaknesses. They are weak to holy weapons/abilities, Silver, Crucifixes, and their abilities are nearly debilitated by pure water which also causes them immense pain as if they had been exposed to electrical current and negates their Vampiric Abilities. Vampires are forced to use herbal blends in water so they can bathe and cook. Vampires avoid Garlic and are very susceptible to sunburns

Youko (Cost: 200) A generic term for various classes of spirit fox. Represented by the Nine tail fox, many of which have very strong supernatural energy. It generally appears as a Human sized or larger fox with one or more Tail. They are actually humanoid though possessing hands and the ability to stand upright; though they may choose to walk around on all fours. Their appearance is prone to changing as they gain more tails. A jumper choosing this race start with one tail but will gain more as they grow in wisdom, power and increasing their Youki (Each extra tail represents a doubling of your power with a maximum of nine.) By Beating together their tails (or tail) they can generate Kitsune-bi a fire powerful enough to fatally injure a human. They can also learn techniques with this to cover their bodies with it and to generate it from their hands. Certain particularly powerful Youko can learn to take on a battle form. In battle form their bodies are optimized for combat greatly enhancing their strength, speed, durability and power overall.

Siren (Cost: 200) A mythical half-man half-bird creature from ancient Greece that lived by the sea. In their monster forms sirens appear as humans with large wings, some (possibly only males) appear to have rough double jointed legs like a bird. Sirens are known for their powerful voices that can enchant the minds of humans or be used as a powerful sonic attack that kill humans and lesser and mid-tier Youkai in a very short amount of time. Certain Sirens have shown techniques letting them harden their feathers to being as strong as steel and throwing those feathers as weapons.

Import (Cost: 0/200) Do you have a monstrous or non-human alt form that you wish to import as a race here. Well as long as they are not another version of one of the races represented here. I will allow you to do so. In face I will even allow you to do it for free. You can have an alt-form of yours be your race here. I will even allow you to have companions you import choose that race as an option. For you since you aren't gaining anything the it's free, however for Imported companions that you wish to share that form with its 200 cp.

Perks

Do you need some skills, abilities and powers to get by, here you go.

Human form (Free, Restricted to non human) You have a human form it helps you pass as a human

Tasty (100) Well you have a strange gift, though some wouldn't call it a gift, you blood and body are particularly tasty. You are not any more likely to be eaten or fed from than anyone else. However those inclined to who do feed from you will find it very enjoyable. As an added bonus you have a natural pleasant scent.

Above the Influence (Cost 100, Free: Human) You are a master at resisting temptation. No matter how many times half naked beautiful members of the opposite sex throw themselves at you. You have the resolve to say no... if you want to. It's totally up to you. Your self control is incredible. Your willpower is similarly increased

Combat Skills (Cost: 100, Free: Drop In) You know how to fight. You have been trained in Combat both unarmed and armed. You can handle most common weapons and are capable of protecting yourself unarmed even against an opponent who is bigger and stronger than you are.

Tough (Cost: 100 Free: Accidental Student) For your species your exceptionally tough nearly super human or super youkai as the case may be. If your human you are not bullet proof but can take a beating and survive even a few hits from a youkai. If your another species then your toughness is increased in a similar fashion.

Bluff (Cost: 100, Free: Normal Student) You are a master at concealing your emotions and giving others a false impression of what your feeling. You are quite capable of telling lies believably.

Sneaky (Cost: 100 free Yuki-Onna) You are very good at sneaking around without being noticed. You also gain exceptional skills at stalking people and an instinctive knowledge of good hiding places.

Cooking Skills (Cost: 100, Free: Succubus) You are an excellent Chef. Your cooking is incredible and people greatly enjoy it. Those who eat your cooking are likely to have a higher opinion of you.

Genius (Cost: 200 Free: Witch) Your Intelligence is increased to at minimum Genius levels. You learn difficult subjects much faster than your peers and are likely to score at the top of your class in any exam.

Summoning Technique (Cost: 200 Free: Yasha) a demon-calling technique which uses the user's own yoki (Spiritual Energy) as food. If the user continues to summon even after running out of Yoki, it will eventually devour their life energy, leading to their deaths. However what you summon is random and may or may not be helpful. With Training and hard work you can actually choose what you summon

Lucky (Cost: 200, Discount Drop In) things just tend to go your way more often than they should. While you may not win the lottery bad things tend to happen to you less than other people.

A little help from your friends (Cost: 200 Discount: Accidental Student) Whenever you are badly hurt or in grave danger your nearby Friends and Companions combat effectiveness greatly increases as they try and protect you.

Attractive (Cost: 200 , Discount: Normal Student) You are among the most beautiful people in the school. Members of the opposite sex (and some of the same sex) will find you very attractive. You are likely to spawn fan clubs just based on your appearance..

Harem Protagonist (Cost: 400, Discount Accidental Student) people of your preferred sex(es) just are drawn to you. They find something about you endearing to them. With a show of kindness and a little effort you can turn even a former enemy in to a lifelong friend and potential love interest. Expect lots of Harem and love decahedron shenanigans.

The Power of Friendship (Cost: 400, Discount: Normal Student) Your bond with your friends increases you and your friends strength and abilities. When in close proximity to each other you and your friends and companions all gain a significant boost in ability. Also working together greatly increases your chance of success even for seemingly impossible tasks.

Transformation Magic (Cost: 400 Discount: Drop in) This allows the user to change their shape into that of an animal. With effort and training you can learn to do a partial transformation allowing you to gain traits of an animal (Like one or more sets of wings to help you fly) which also can be used as natural weapons (like creating wings that are equipped with blades)

Ghoul Transformation (Cost: 600 Discount: Accidental Student) At some point in your life, you were saved with the injection of vampiric blood. However the vampiric blood was turning you in to a ghoul. A near mindless killing machine with all the strengths of a vampire but none of the weaknesses . Your life was saved again when you received a holy lock that prevented you from turning in to a ghoul. Now you can turn in to a ghoul for a short period of time but it damages your lock which is hard to repair. Eventually with the right training you will be able to use your abilities without damaging the lock.

Hougetsu Jigen-tou (Cost: 600 Discount: Drop In)The Youjutsu Moon dimension sword technique lets you use your bare hand as a weapon. This works by "Delaying your existence" allowing users of this technique can cut through virtually anything. It works like a saw that can come and go through dimensions. Experts in this technique can manage 100 repetitions a second. You can only do 10. Those who have mastered it can use it to phase through solid objects for a short period of time.

Not Quite Dead (Cost: 600 Discount: Normal Student) You are one hard person to kill. Not necessarily due to toughness but fate also seems to be dead set on your survival When it comes to matters of your survival your luck is Exceptional. You will just be knocked unconscious by fatal attacks as they just miss your vital organs. If you are alone, gravely wounded and bleeding out someone will find you and save your life. You have exceptional luck for surviving things that you shouldn't. However if you rely on your luck too often it will run out. This perk will not save you if someone checks to make sure that your dead. Nor will it save you if there is no possibility of your survival.

Items

Here is a selection of items that may prove useful during your stay.

School uniform (Cost: Free) You receive a number of school uniforms. If they are damaged they will be replaced for free.

Passport (Cost: 100, Free: Accidental Student) You have a valid passport and may travel freely between countries. This is something most monsters have trouble with. In other worlds you will always have valid travel papers to get from one place to another.

Mirror of truth (Cost:100, Free: Drop In) A lesser but easier to control form of Lilith's Mirror. This mirror reflects the true form of whatever is show in it. However it does not possess intelligence nor does it force shown creatures to change in to their true form.

Bite-sized monster dictionary (Cost: 100, Free: Normal Student) With this you can instantly recognize a type of monster when they reveal their true form and also grants you general knowledge of their strengths and weaknesses. In other worlds it will update to nonhuman creatures of that world.

Ordinary Can of tomato juice (100) You have an unlimited supply of cans of tomato juice. You have an ever full case of them in your warehouse that refills instantly when one is removed. The Tomato juice is delicious and nutritious. Optionally however instead of being cans of Tomato juice they Can be cans of blood of the highest quality and flavor. Guaranteed to please any vampire or blood drinking creature.

Fork of Deity Hunting (Cost: 100) Wait, what is this doing here? It belongs in another jump that has not been made yet. Oh well. This ordinary fork seems able to harm any creature no matter how tough it is however it can only do minimal (but comedic) damage and at most can only knock them out. It can make outer gods that are in the form of cute girls cower by showing it to them threateningly. May cause tsundere tendencies in wielders.

Horehore-kun (Cost: 100) This urn releases all hearts reasoning and purity and acts like an Aphrodisiac. You have 5 of them and know how to make more.

Hidden Arsenal (Cost: 200) You have a large collection of guns and modern weapons hidden away. This collection includes rifles, pistols and even a Gatling gun. Optionally they have been modified to shoot snowballs and Ice.

Belmont (Cost: 200) A legendary whip with magical canceling properties. It automatically Dispels any spells on what it hits and Suppresses the effect of magical items while it is touching them or their wearer

Waruwaru-kun (Cost: 200) this Voodoo doll allows you to temporarily control someone's body by moving the doll. Forcing the target to mimic the dolls movements. To use it on someone you must be a short distance away and require one of their hairs to be placed inside of it.

Ishen Deshin (Cost: 200) A magical item invented to allow people to relay their feelings without the use of words. However, when the dial is switched to maximum, it switches people's personalities. Both people must be next to the device and not move.

Ishen Deshin Bazooka (Cost: 300) A Magical item that fires a beam that allows the user and the target to switch personalities.

Rosary of Judgment, lesser (Cost: 300) You have a knockoff of the Rosary of judgment. It allows you to erect small sealing spells & barriers/prisons. It lacks the power of the real one only creating barriers that are fairly strong but it is able to be used by anyone. It has a limited amount of energy in it and the more damage the barrier takes the more energy is used up. The energy slowly regenerates taking a full week to recover from empty to full.

Companions

In this world friends and the bonds between them are powerful things that help people overcome seemingly impossible situations. Here is a chance to gain some friends of your own in your jorney.

Classmates (Cost: 100*) Youkai Academy can be a horrifying place however there is no reason you have to go it alone. With this perk on the first day you will meet a fellow student here and become fast friends. They will become undyingly loyal to you are considered a companion. Optionally you may import a companion in this role. They get 600 CP to purchase to perks and items with. They also receive a free race and background. They may not Take drawbacks. For 100 more CP you may make up to three more friends or import up to 3 more companions. This option may be purchased multiple or you can spend 300 CP to create or import 8 companions. For created companions you choose their gender and if you wish they can have romantic feelings for you.

Canon Companion (Cost: 100) Well it seems you are destined to run in to and make friends with one of the canon characters. They will be inclined to be friendly towards you and possibly open to romance depending on how you play your cards. Depending on who you pick this may greatly change the plot. They are considered a companion and may go with you if they choose at the end of your 10 years.

Bake-Bake Bat (cost: 200) a bat like creature that is capable of transforming into any melee weapon at the owner's preference, from a hammer to a baseball bat to a lance. An advantage for some and a hindrance for others, the transformer bats maintain the same body mass at all times, no matter what form they take it weighs around 200 pounds. It is able to talk to you and you are able to understand it, most will dismiss it as just a bat and part of the background unless it does something to draw their attention. This counts as a companion

Drawbacks

Youkai Academy is rough place. If you feel you need more than 1000 points you may take up to 600 points of drawbacks in exchange for making your time… a little more interesting.

Another World (+ 0 CP) You seem to have landed in a slightly different world. Things seem lighter and softer here. It also seems to be filled with a greater amount of fan service. Instead of landing In the Manga you have wound up in the world of the anime. However the damage ramps up to be equal to that of the Manga.

Overly Excitable (+ 100 CP) you are easily panicked and tend to over react to any showing of monstrous abilities even if you have seen them before. With great effort and force of will you will be able to act normally. You may eventually grow out of this but it will take time and effort. Restricted: Accidental Student.

Lethal Chef (+ 100 CP) You are a terrible cook and are unable to create things that would qualify as edible in the kitchen without a lot of help from others and possibly massive property damage.

Young (+ 100 CP) You have skipped a few grades, Unfortunately being so young and so small you are a target for bullies Your starting age is 11 instead of 15.

Reputation (+ 100 CP) You have a reputation as a strong fighter expect to be challenged by students trying to prove themselves

Tasty (+ 100 CP) You have such a wonderful scent, and you are just so tasty that your fellow students might be very tempted to eat you. Your blood is also delicious so you may have to constantly fend off a certain pink haired vampire if you make friends with her. Though likely she will still prefer Tsukune's blood.

No means No! (+ 200 CP) Your fellow students find you to be very attractive and desirable. Many of them will try and take advantage of you and a few of them may try and take you by force.

Love Decahedron (+ 200 CP) Something happens early in the school year and you fall in love with either Tsukune and/or Moka (your choice). You wind up drawn in to the main plot

Berserk Tears (+ 200) For you combat is traumatic leaving you in a peculiar state. As combat begins you begin to sob and take leave of your senses. You will enter a berserk state attacking your opponents relentlessly an brutally to the best of your ability. While it will not detract from your skills in fighting you may not realize how badly hurt you are in a fight. Also you will not remember your actions after the fight. You don’t have to worry about attacking friends either you will not do that but you will keep fighting until all of your enemies are dead or gone.

Mute (+200) you can't speak. For reason or another you can't talk. If you are a Siren then you can still use your song based abilities to entrance or damage things but cannot speak regularly.

Monstrel (+ 200, Prohibited to human) So it seems your heritage is not so clear. You still get the abilities of whatever race you purchased but you look a little strange in monster form. You are a Monstrel. In general you are looked down upon by pure blood monsters. When Anti-thesis starts causing problems on campus you will be suspected as one of them.

Anti-Thesis (+ 300 CP) Hokuto Kaneshiro, the student president and leader of Anti-thesis has decided that you are an impairment to his plans and has marked you for death. Expect to be attacked often by members of Anti-thesis

Sealed (+ 300 CP) for one reason or another your powers from previous jump chains have been sealed. You wear some form of Rosary or holy lock that can be removed to temporarily let you use them. However Your powers will begin to fade after a while if you don't wear it. They will eventually be restored if you wear the item for a while. You cannot remove the holy lock or rosary. The item may only be removed by someone who means you no harm when you are in danger. IF you take this and it's your first jump it dampens any supernatural abilities of your race or that you have purchased. Here. (Barred from humans on their first jump with no supernatural abilities)

Alucard (+300) Well it seems you start a bit later than you would otherwise. You start during the second year that Moka and Tsukune are at Youkai Academy. The good news is that you missed a lot of dangerous events unfortunately you are just in time for the awakening of Alucard. Fairy Tale an anti human organization has managed to awaken Alucard a Kaiju sized, eldritch abomination looking Vampire who is bent on destroying the human world. The enemies you will face now are much, much powerful and more than willing to use lethal force. Good Luck.

After 10 years...

After 10 years if you survive that long, you will be given a choice. You may return to your own world, Stay in this world or if you were entertaining enough travel to another world. Whatever you choose all drawbacks are revoked. Also if you chose a race other than human you gain that as an alternate form and may use the powers of that race in whatever form you're in. If your race has inherent drawbacks like a weakness to water they are revoked. Also you get to keep whatever gear, skills, powers and abilities you bought or earned in this jump.

Choices…

Taking the first bus out - maybe you have had enough of this world, both the monster and human side of it. Or maybe making new friends and going to school has made you miss your old friends. Whatever the case it's time for you to return home.

Where I belong - Your home is here with your friends. You have built a new life here and wish to stay. Time unfreezes at home but Jumpchan will handle tying up your affairs.

Be careful kid the next jump is a horrifying place- It's off to the next jump. Your friends that you made here stay here but you might see them again one day.