

Jumpchain CYOA Created by WalkingSixPaths
Version 1.5

Five hundred years ago, as legend goes, a feudal lord was attacked by demons wanting to retrieve his mysterious inner power to take over the human world. The famous mage, Tokimori Hazama, was called upon, and with his two students, managed to save the whole land. Unfortunately they fell ill for three days, and upon returning to the manor, found everyone inside the house dead, including the lord. The lord's power was buried with him at the site of the Karasumori manor.

That’s not really how it went, but that’s the way the legend goes.

In the present day, Yoshimori Sumimura and Tokine Yukimura, heirs of the clans of Hazama's assistants, became the kekkaishi protecting the land of Karasumori. They use a technique called Kekkai, a form of magical barrier, used to capture and destroy Ayakashi (evil spirits and demons) that are drawn to the land as any Ayakashi that come near the power will grow stronger. Due to this, Yoshimori and Tokine are tasked with guarding the land from the intrusion of the Ayakashi.

Rumors are brewing of a powerful organization that are after that mysterious power. Do you want to join up with them and take that power for yourself? Perhaps you want to protect Karasumori instead? Maybe you don’t want to get involved at all.

Either way, this world is dangerous and you’ll spend 10 years here so take this.

It’s 1,000CP, spend it how you like.

ORIGINS

Drop-In – Free – *Jack of all Trades Type*

Standard Drop-In Option: No new memories, no history, you just appear in the world one day. You're an ability user and you've been given a letter of introduction to the Urakai (The Shadow Organization), the Night Troop in particular. Whether you choose to join up with them or not is up to you. **Pick any age from 8 to 50.**

Kekkaishi – 100CP – *Barrier Master Type*

There were originally quite a few families guarding Karasumori, before infighting took them apart and left only the Sumimura and Yukimura families. You had an ancestor that saw the demise of their family coming and left, creating their own family away from Karasumori, passing down the secrets of Kekkaijutsu to them, and thus to you. **Pick any age from 8 to 50.**

Ayakashi – 100CP – *Physical God Type*

Ayakashi are supernatural creatures (though the term is most often applied to demons), and come in a variety of shapes and sizes, ranging in power from mildly annoying to incredibly dangerous. Nearly all sentient Ayakashi seek greater power, generally through means of force. Most of the strongest Ayakashi have a tendency to only reveal their true bodies in desperate battles, and take on human forms which they spend most of their time in. This supports the theory that the underlying desire for most Ayakashi, whether they realize or acknowledge it, is to become human. Because they are primarily creatures of darkness, most Ayakashi only appear at night. The few that can tolerate sunlight either have special abilities, special items, or considerable power. **Age is irrelevant, Pick any from 1 to 500.**

Gender is up to you. You can even be genderless as an Ayakashi if you wish.

Your starting location is an apartment a few blocks from Karasumori that's been paid for in full for the next 3 months.

PERKS

General Perks

Physical Improvement – Free

A minor boost to reflexes, enough to dodge a pitch thrown by a professional baseball player. You also get a small boost to your body, enough to jump up three meters in the air and run at the speed of a mid-tier Olympian. You also receive a minor increase to your durability, increasing your resistance to physical damage slightly.

Log-Keeper – 100CP (No Discounts)

Brain and eye modifications that grant you a limitless memory, and eyes that perfectly record everything they see. You essentially become a living dictionary/human databank. You also get a neat-looking pair of eyes. Though, the eye shape change can be optional if you wish. You're also not beholden to any person or organization just because you have these. (Despite that being the case in canon.)

Mental Influence Immunity – 400CP (No Discounts)

Upon purchase of this perk you are immune to any and all forms of non-consensual mind control/mind reading. Whether it's technological in nature, mystical, or supernatural it doesn't work on you in the slightest. Even another person's charisma boosting stuff is only as effective on you as you wish it to be. Your mind can still be changed by convincing, well reasoned, and well thought-out arguments, but that depends on you and how stubborn you are.

Spirit Reservoir Owner – 600CP (No Discounts)

A limitless supply of energy… Kind of. The owner of a Spirit Reservoir has a secondary reservoir of power within them that has an upper cap that is so high that it's practically limitless. This well of power can be accessed at will, as easily as breathing. Not only that, but they're immortal… Kind of. You gain automatic regeneration capable of regenerating anything from minor wounds to your entire body (brain included), provided you have the spiritual energy within your reservoir to power your regeneration (entire body regeneration is ridiculously energy intensive though). Not only that, but your body is augmented by your power, giving a tiny increase in basically all physical aspects and granting agelessness. So how does this work? You just have to accumulate energy! There are two ways you can go about it, and **you can only pick one** (per purchase)**.**

Trickling Power: Slow and steady wins the race. Think of it like this, your reservoir for energy is like a hose filling a swimming pool floating above a bottomless void. Once it's full it the hose turns off since there's no reason to overflow it and sacrifice energy to an endless abyss. Now? the bottomless void is an empty ocean and the hose in your swimming pool is *never* turned off. This causes it to overflow into the empty ocean below and begin filling that. Just remember, the overflow only happens if your pool is full. Still, every last drop of energy inside the ocean below is yours to command at will.

Energy Vampire: Unlike with Trickling Power your Spirit Reservoir has no means of filling itself. Your 'pool' doesn't overflow and fill the ocean below it. So how do you get energy? Steal it. By making physical contact you can (at will) rapidly drain someone of their soul/life energy and add it to your Spirit Reservoir. Rather than the slow increase of Trickling Power you gain a large amount of power very quickly since you aren't just draining their spirit energy, you're also draining their soul, and the power from every living cell in their body as well. While that is incredibly detrimental to the health of the person you're draining you gain an enormous amount of power. Fully draining a person would probably give 8 to 10 times the spirit energy their body could hold. Even an absolutely normal, standard human, would give a fairly decent amount of power, equivalent to the power a low-class ability user would have when full.

See NOTES for more details.

Drop-In

If you chose the 'Drop-In' Origin the 100CP perk is free and the rest are discounted by 50%

Power – 100CP for Each Purchase (First Purchase is Free for Drop-In, No Discounts on subsequent purchases.)

The **First** Purchase is for **Mid-Range Spiritual Power**. As normal people can't even perceive the spirit world you'd need to purchase at least this as a **Drop-In** unless you already have some ability to see spirits. **Mid-Range Spiritual Power** ability users are fully capable of perceiving the spirit-world and interacting with it. People with this level of power are considered Low-Class to Mid-Class Ability Users. Examples include: Yurina Kanda, Sen Kagemiya, and Yumeko "Mama-san" Hananokoji.

The **Second** Purchase is for **High Spiritual Power.** High spiritual power ability users typically have professions in dealing with spirits and interact (typically battle) with them on a daily basis. People with this level of power are considered Mid-Class to High-Class Ability Users. Examples include: Tokine Yukimura, Gen Shishio, and Reiji Kakushino.

The **Third** Purchase is for **Enormous Spiritual Power**. Enormous spiritual power ability users tend to be extremely powerful and are often considered supremely talented, highly dangerous opponents, and as having no peers within their chosen profession. Examples include Yoshimori Sumimura, Ichirou Ougi, and Shichirou Ougi.

The **Fourth** and Final Purchase is for **Immense Spiritual Power.** Immense spiritual power ability users are usually people who possess spiritual power that humans can't even hope to possess like Land Gods, and Spirit Reservoir Owners. That's not to say it's impossible for an ordinary human, as Sumiko Sumimura managed it, but it's beyond rare. Examples include Uro-sama, Kakeru, and the aforementioned Sumiko Sumimura.

Experienced – 100CP (Free for Drop-In)

With any ability/item you buy in the Drop-In or Item sections you receive enough training in it/with it to be considered a decent expert, but by no means a master.

Remote Viewing – 200CP (Discount Drop-In)

So long as you know the exact location, you can open a large floating eye-shaped 'screen' in front of yourself and at the location. This screen can **only** transmit audio and video to it's paired screen. Think of it as if the screens were equipped with an invisible ultra-HD video camera and microphone. With this you can video conference in style, or investigate a hostile area without endangering yourself. There's no range limit to this and there's absolutely no time lag between screens. Whether it's a meter or 500 light-years distance between them it'll be instant. The maximum number of screens you can have at any one time is 10, (5 pairs of 2).

Dimensional Doors – 300CP (Discount Drop-In)

At will you can summon up to a maximum of 9 ornate doors that leads to any other door you have summoned. The maximum range that you can summon a door from yourself is 300m and as long as the location is within your eyesight. However, any summoned doors can be up to 15,000km from you before they disappear (Earth has a diameter around 12,700km so your doors shouldn't disappear as long as you're still on the planet.) You can open any door you have summoned at will and they're incredibly hard for anyone but you or those you authorize to open. It's not impossible for someone to open them with brute force, but it would take considerable effort. You also have a sense of what is within 15m of any of your doors so you don't get surprised on exit.

Puppetry – 300CP (Discount Drop-In)

At will you can grant 'life' to any inanimate object you touch and control it. It will do it's best take on the shape you imagined at the time you granted it 'life'. It will only 'live' as long as you supply it spiritual power and larger puppets require larger spiritual power to create and control. Pretty much any inanimate object can become a puppet, but it is limited a bit.

You could animate a log but it would still be a log, so… it'll basically only be able to roll around. Trying to animate and puppet a glass window will just cause it to shatter to pieces. Animating a pile of dirt however will allow you to create a dirt golem. A length of rope can fold itself into human or animal shape, an actual puppet or doll would work as expected. So basically, if it's inflexible it won't work unless you have a bunch of it together, like rocks, a bunch of logs, or a pre-shattered pile of glass (although it's still glass and very fragile).

Summoning – 300CP (Discount Drop-In)

With this purchase you now have the ability to call and command a creature to aid you. Most creatures have some sort of condition for working for you though. Some require payment, like one of your organs after your death, or a sacrifice of your blood or something precious to you. Some just want to be friends. Others want a favor from you. Some want power and some you can just dominate with overwhelming power. The stronger they are, and the weaker you are, the more they can demand for their services. You can negotiate with them if you like, whether or not they decide to work for you is up to them in the end.

Since this ability is possible for anyone with spiritual power this purchase also **guarantees** absolute loyalty and no word-play shenanigans from any being you summon and contract… so long as you intend to make good on your deal/payment they will honor the spirit of the deal rather than the exact wording. If you don't plan on making good you don't get the guarantee.

This purchase also comes with instructions on summoning circles which can call forth demons from other dimensions as well. Demons summoned this way usually take on whichever form you imagine as you summon them.

Some notable summons and payments are Kouya who wanted Masamori to unseal his mountain as his payment. Kamina required Yuugami to store a large amount of his blood over the course of three years. Heisuke offered different organs and various parts of his body to a bunch of different demons that they would then receive upon his death.

Spellcasting – 300CP (Discount Drop-In)

As this ability is something that can be learned by pretty much anyone with spiritual power, after purchasing this you gain a special affinity for spells, charms, and incantations which pushes their efficiency to the maximum, thus allowing you to get significantly more out of a spell using less power. Some uses include:

Marking: Used to mark a target or location.
Analysis: Used to examine something.
Neutralizing: Used to undo a Spell.
Sealing: Used to seal, limit, or control something.
Destructive: Used to cause damage to something.
Healing: Used to repair damage.
Transport: Used to move people or objects.
Illusion: Used to create illusions.
Kekkai: Used to create (non-Kekkaishi) kekkai (barriers).

The more spiritual power you put into a spell the more powerful and/or long-lasting it is. Spellcasting is an incredibly vast discipline and listing everything that can be done would take days. Just think of it like this, you can mimic or duplicate basically any cantrips in D&D. It's an incredibly broad field.

Prognostication – 400CP (Discount Drop-In)

You have the power of prophecy. Your predictions are usually vague, but they'll always come true. There's more than one way for things to happen though, but actively involving yourself in predictions you make might let you steer things in a direction more agreeable to your own desires.

There are downsides to this ability however, as predicting the future cuts down on your lifespan and drains a considerable amount of spiritual power. If you wait 7 days between predictions you can avoid the downside of having your lifespan cut down. Although 'seeing' incredibly minor things like what the school is having for lunch today, or if the bus is going to be late, are basically no problem.

Elemental Manipulation – 400CP (Discount Drop-In)

You can produce, manipulate and control any single natural element. Options include Earth, Wind, Fire, Water, Ice, Plants, Lightning, Mud, Crystals, Acid, Poison, Ink, Magma, Light, Darkness, Gravity, Oil, Smoke, Ash, Clay, and Sand. If you can think of another element, you can use that but beware these are spiritual abilities so things like metal, glass and concrete wouldn't work very well. Gravity is fairly power intensive while Time is completely off the table.

The amount of the element you can produce or control is directly proportional to how much spiritual power you have. This can be purchased more than once for additional elements.

Jiugenka – 400CP (Discount Drop-In)

With this ability you can create and control temporary items/weapons/etc. Makio has 'Shadows' which creates physical tentacles made of shadow that he uses as whips. Miki has 'Black Wing' which creates physical energy wings on her arm that she can shoot out at high speeds like arrows. Hakudo has 'Moon Blade' which creates sharp discs of energy he can shoot to slice things. Zero has 'Sword Rain' which he uses to create large numbers of blades in a large area around him and launches at his targets. Hiura has 'Blade Materialization' which creates energy blades in any size and number from any part of his body. Takemitsu has 'Katana', Dai has 'Illusion Clones', Higurashi has 'Magical Wings'.

Those are just some of the uses of Jiugenka. You can pick any of those or make up one of your own. Things created with Jiugenka only exist as long as you feed them your spiritual power. They fade away into nothing if you stop giving it to them.

Psychic – 600CP (Discount Drop-In)

With this you can create an avatar, a representation of your power, to affect and attack the minds of others. The Sousui used sea snakes, Yumeji used weird starfish, and Yashiro had a massive crane, so feel free to choose/create a fixed form for an avatar that you feel represents you. Creating more avatars at a time usually takes up considerably more spiritual power, the same goes with large avatars. Because of this most people would rather use small avatars and just increase their number if they need to, but who can actually fight off an avatar T-rex?

Although… an avatar is only semi-corporeal so while they can touch and move people, they generally can't break, damage, or destroy non-people things and attacks that do hit humans rarely ever leave a visible mark on their bodies, so smaller might be better. It's up to you.

Connecting your avatar to someone (usually through attacking) opens up a whole host of possibilities for you. So long as your avatar is in contact with someone's head/brain you can read their minds and view their memories at will. You can also

control them as if they were but a puppet, or just give ‘em a good ol’ fashioned brainwashing. Their mind is yours to do with as you please in most cases. Some people with incredibly strong wills or minds can fight against you, and maybe even break free though.

The ultimate ability of **Psychic** is **Possession**. If at any point you take lethal damage, you can leave your dead body behind and transfer your mind to your avatar. From there you have a few hours to possess the body of anyone or anything you touch as your avatar (so long as it has a functioning brain). You would of course lose access to all perks/abilities you possess (with the exception of **Psychic**). This isn’t permanent however as you will slowly regain your lost perks/abilities at a rate of 1 per year starting with the restoration of the form/body that died in the first year.

The upside of **Possession** though, is that you get to keep the body you’ve possessed as an Alt-form and you have access to all of the abilities the original owner had. Careful though, if you try to **Possess** someone and they somehow manage to fight you off, you’re kinda screwed, so I’d avoid trying to use this on someone/something you think might be able to do that.

Kekkaishi

If you chose the 'Kekkaishi' Origin the 100CP perk is free and the rest are discounted by 50%.

Basic Kekkaijutsu – 100CP (Free for Kekkaishi)
(Grants Equivalent of **Mid-Range Spiritual Power**.)

The Hazama-ryu Kekkaijutsu is an incredibly versatile technique. Kekkai meaning barrier, Jutsu meaning technique. Kekkaijutsu specializes in barriers, most used for creating cubes of containment, called Kekkai. Kekkai are not indestructible however and a sufficiently strong enemy can break out of them. This purchase gives you knowledge of the basic training required to use **Kekkaijutsu**, enough spiritual power to use it frequently, and scrolls detailing it's use. This is the standard version that would be taught to the rank and file, don't expect anything groundbreaking. The basics of **Kekkaijutsu** is as follows:
"***Hōi (Engulf)"*** designates the target for the Kekkai.
"***Jōso (Cornerstone)"*** determines where to place the Kekkai.
"***Ketsu (Bind)"*** creates and activates the Kekkai.
"***Metsu (Destroy)"*** collapses the Kekkai, destroying what is trapped inside.
"***Kai (Release)"*** releases the Kekkai without damaging what is trapped inside.
"***Tenketsu (Heavenly Hole)"*** opens a portal to an inescapable void world that sucks in the destroyed remains of an enemy destroyed by "Metsu", thus preventing it's regeneration. Requires a **Shakujo** (ringed Buddhist staff) to use. Your purchase of **Basic Kekkaijutsu** comes with a free **Shakujo**.
"***Sekkai (Untimely Interference)"*** is a technique to disable another practitioner's Kekkai without their permission. Can only affect a Kekkai weaker than one you would be able to create.
"***Shuufuku (Restoration Technique)"*** is a technique to repair any non-organic object (also works on non-sentient plant-life). Can be used in conjunction with Shikigami to increase the number of objects repaired simultaneously. This is very energy intensive unless you're within proximity of Karasumori.
"***Nenshi (Sense Thread)"*** is a technique that creates that creates a flexible thread-shape Kekkai from your palm that is used for binding, capturing, and torture by squeezing. Basically: A force field lasso.
"***Shikigami (Paper Mat)"*** You are also given the knowledge on creating shikigami, paper dolls that follow the commands of their creators. Popular uses include using them as proxies for yourself, messengers, and workers. (Not an exclusive technique to Kekkaijutsu)
See NOTES for more information

Kekkaijutsu "Power" - **500CP (Kekkaishi Discount)** (requires **Basic Kekkaijutsu**)
(Grants **Enormous Spiritual Power** for free.)

With the purchase of **Power** you gain vastly increased spiritual power, which increases the strength of your Kekkai making it so all but the strongest of enemies will be unable to break out of them. **This overabundance of power does however reduce the precision of your Kekkai a fair amount.** This purchase also comes with scrolls detailing the highest-tier techniques that require large amounts of power to use. Notably:
"***Zekkai (Absolute Boundary)"*** is a black flame-like spherical Kekkai that surrounds the user both serving as a shield and an attack. Zekkai have considerable offensive and defensive capabilities: it can corrosively destroy virtually any object foreign to the user, and can repel all

but the strongest attacks. A Zekkai is created by a Kekkaishi's domination of negative feelings so it's recommended to not overuse it.
"***Musou (Thoughtless)"*** is a blank state of mind, where the user is uninfluenced by outside forces, and greatly increases the speed, power, and effectiveness of Kekkai. Mastering Musou is one of the hardest tasks for a kekkaishi to pull off. Training it consists of three steps: accessing the state, maintaining the state, and finally creating and successfully summoning a landlord, a spirit born from your soul that maintains the connection to the user's heart. Using this technique vastly improves the senses and allows you to bring out your immense power to the absolute fullest. However this blank state cannot be used indefinitely as it is fairly tiring.
Mastering this technique also permanently removes the penalty to precision gained upon purchase of this perk.

Kekkaijutsu "Precision" - **500CP (Kekkaishi Discount)** (requires **Basic Kekkaijutsu**) (Grants **High Spiritual Power** for free.)

With the purchase of **Precision** you gain an extreme level of control over your spiritual power allowing you to use exactly the amount of power required for any given function. It also vastly decreases cast time, significantly increases the number of Kekkai you can create at once, and grants absurd levels of stability to the kekkai. Creating needle-like Kekkai with enough stability to pierce an opponent without shattering becomes entirely possible. This purchase also comes with scrolls detailing the highest-tier techniques that require absolute control to use. While not as powerful as **Zekkai** and **Musou,** the techniques are more varied and versatile.
"***Spatial Phasing"*** is a technique used to pass through an ability user's technique without disrupting it. With enough practice, there are no spiritual techniques capable of keeping you out (or in) as you can pass through any spiritual barrier. With mastery you can even walk through objects in a spiritual world.
"***Utsusemi (Empty Handed)"*** is a technique used to absorb and assimilate other spiritual techniques used against you, thus rendering them null and void. While using this technique, attacks without an actual physical real-world component are completely incapable of harming you. With this technique, when combined with **Spatial Phasing**, you are basically invincible within a spiritual world, though this is a difficult technique to maintain for too long.
"**Filtering"** is a technique that allows you to select what can and cannot pass through your kekkai. A normal kekkai not only traps something within it, but it also prevents outside objects from getting in, with this technique, that's no longer the case. A famous trick is to lift a cup of liquid into the air and place it within a kekkai, then using this technique to have the cup fall out of the kekkai leaving the liquid still within your kekkai. Another more violent trick is to trap an enemy inside a kekkai and recreate the Sword Box illusion, only there's no illusion and you're actually stabbing the enemy. Or perhaps let air travel outside the box but not allow it to travel back in, thus creating a fairly effective vacuum chamber, try not to be inside if you do this.
"**Sensory Kekkai"** is a technique meant for detection. This technique allows you to spread out an incredibly thin layer of your spiritual power in a sphere or dome over a large area allowing you to sense and track anything within the area. When a less skilled practitioner uses this technique it can easily be detected and will feel stifling to anyone else inside the area. Mastering this technique however makes it completely undetectable. Putting more power into this technique increases the area and the only real limit to it's range is your power and how well you can handle sensing every single thing within an area. Obviously, sensory overload at a high enough extremes will be able to drive a person insane.

“**Sealing”**: You gain a few scrolls on sealing techniques like how to open and close portals to nearby dimensions, and repair damaged Shinyuuchis. This also includes details on sealing away demons, objects, and areas.
Note: Nearby dimensions aren’t alternate dimensions/timelines, but dimensions hidden within the current dimension, like pocket dimensions, hidden worlds, and the like.

Kekkaijutsu Mastery – 1,200CP (Kekkaishi Discount) (requires **Basic Kekkaijutsu**)
(Grants **Immense Spiritual Power** for free.)

With the purchase of **Kekkaijutsu Mastery** you receive the benefits of **Power** and **Precision** and the scrolls that come with their purchase for free as well. With enough practice and training you can reach the same level as Tokimori Hazama, the founder of Kekkaijutsu, and Sumiko Sumimura, AKA The God Slayer. You will also gain a scroll detailing how to attain, use, and master the ultimate techniques of Kekkaijutsu:
“***Shinkai (True Boundary)”*** a similar technique to **Zekkai**, **Shinkai** produces a spherical aura, however Zekkai and Shinkai are fundamentally different. Compared to Zekkai that concludes with erasing everything, Shinkai initializes everything. In other words, you return to zero and then start from there. It is essentially a technique to create a new world. However, Shinkai consumes much more power than Zekkai, thus for a mere human to complete it would be a gamble on their life. Within the aura, you are able to manipulate virtually anything: creating or restoring that which you desire, and discarding that which you do not. In essence you become the absolute God of Creation and Destruction within your area of effect for as long as you can keep it active.
“**Connected Space”**, Kekkaijutsu is in essence a technique to ‘connect space’. With a little prep time you can bend space itself and connect two points together allowing for movement between them. Basically, teleportation. At the zenith of this ability, traveling between alternate dimensions is possible with around 30 minutes to an hour of work, not just pocket dimensions. (You can’t change settings/universes with this until post spark.)

Mark of the Legitimate Successor – 200CP (Kekkaishi Discount)

With this Black Square Birthmark you are recognized as a Legitimate Successor to Hazama-Ryu Kekkaijutsu. This comes with a slight boost to proficiency with Kekkaijutsu. However, the main feature is complete immortality as long as you stand within the grounds of Karasumori. You can still be injured, maimed, or horribly disfigured, but as long as you stand within the bounds of Karasumori, you will always somehow be able to cling to life. You can choose anywhere on your body you want to place this mark, The Sumimuras have theirs on their palms while the Yukimura’s are on their chests for instance.

Ayakashi

If you chose the 'Ayakashi' Origin the 100CP perk is free and the rest are discounted by 50%

Ayakashi-Majiri – 100CP (Free for Ayakashi)

Perhaps you don't want to be a full Ayakashi, with this purchase you become a half human hybrid. Choose an Ayakashi form.

Basic Ayakashi Form – 100CP (Free for Ayakashi and Ayakashi-Majiri)
(Grants **Mid-Range Spiritual Power** for free.)

You can choose any mundane animals for this. Wolf, Bat, Cat, Shark, Bird, etc. You'll gain a complete transformation into a spiritual version of that animal. For Ayakashi-Majiri you'll gain the ability to turn into a humanoid version of said animal and gain some of its physical traits. Claws for Cats, Wings for Bats/Birds, Sharp Teeth for Shark/Wolves, etc. You would have the same basic traits as the animal of your choice, like **speed**, **strength** and **senses**. You also receive a minor **regenerative ability**. You can select **one** of your traits to improve above the norm. (Think Sen Kagemiya and his enhanced senses.)

Non-Standard Ayakashi Form – 200CP (Discount for Ayakashi)
(Grants **High Spiritual Power** for free.)

All the choices available for **Basic Ayakashi Form** apply here but you can also choose to be a plant based Ayakashi instead. Roses, ivy, etc. You won't receive a potentially innate ability though, like being able to create poison as a Poison Ivy ayakashi so you'll have to purchase those abilities from **Elemental Manipulation.**

Plant based Ayakashi usually grow stronger faster than animal based Ayakashi and have a significantly improved regenerative ability. Ayakashi-Majiri at this level and beyond can fully transform into their selected form rather than doing it piecemeal.

Your traits also receive a decent boost in power. Increased **strength**, **speed**, **senses**, and **regeneration**. All of which easily outpacing a standard human. You can choose **Two** traits to improve even further at this level.

Greater Ayakashi Form – 600CP (Discount for Ayakashi)
(Grants **Enormous Spiritual Power** for free.)

All the choices available for the cheaper options also apply here but you also gain some newer choices and some concepts to choose from too. Like being made entirely of hair (chapter 139), Vampire, Hidden Blades (Kaguro), Oni/Ogre, Werewolf, Centaur, Unicorn, and other various beings/concepts at those levels.

Your traits receive a great boost in power. Highly increased **strength**, **speed**, **senses**, and **regenerative ability**. You can choose **Three** traits to improve even further at this level. You also receive a single discount that can be used for **Elemental Manipulation**.

Ultimate Ayakashi Form – 800CP (Discount for Ayakashi)
(Grants **Immense Spiritual Power** for free.)

All the choices available for the cheaper options also apply here but you also gain access to legendary/mythical creatures to choose from such as Dragons (eastern or western), Phoenixes, etc. You won't receive any of their innate powers like a Phoenix's immortality, or flame manipulation, those will have to be purchased elsewhere. **All** your traits receive a monstrous boost putting you near the top of this world in **strength**, **speed**, **senses**, and **regeneration**.

You also receive two discounts that can be used for **Elemental Manipulation**.

ITEMS

Suit – Free

This is any **basic** set of clothing that could be called your 'battle wear' or 'uniform'. Wool, silk, polyester, whatever, so long as it wouldn't be classified as armor of any kind since practically no one wears any in this world. It's self-cleaning and it slowly auto-repairs. Some options include: 3-Piece suit, fancy kimono, traditional kekkaishi robes, bathrobe, hoodie and jeans, ugly Christmas sweater, tank top and boardshorts, track suit, cargo shorts, MC Hammer pants. You get the gist by now, pretty much any non-armor clothes.

Candy Castle – 50CP (No Discounts)

An intricately built castle the size of a fairly large wedding cake made completely out of candy. It's as if it was handmade by Yoshimori himself. Guaranteed to be delicious. You get one for free every 30 days. It's constantly fresh as if was finished merely minutes beforehand and it doesn't even start to go bad until the next candy castle appears.

Shakujo – 50CP (**Free Basic Kekkaijutsu**)

A traditional Buddhist ring-staff with a large sharp blade on top. It's made of Wood and steel but it's durability is similar to titanium. If it's broken it will disintegrate into nothingness and you'll find a new one within your warehouse. It's primary purpose is to be used with Tenketsu but it is still a fairly decent weapon even if you can't use that ability.

Lifetime Supply of Coffee Milk – 50CP (No Discounts)

Or any other flavor of milk really. Strawberry, Chocolate, whatever. You have 10 1-gallon jugs of milk that refill and refresh themselves daily. The milk is always fresh and always whatever temperature you would find most pleasing to drink at the time. You can change the flavor of milk as you wish.

Comfy Pillow – 50CP (No Discounts)

It doesn't reduce the time you need to sleep, but by using this pillow you can always be assured you'll have a comfortable nap/sleep. No pulled muscles, cramping, uncomfortable sweating, etc.

Donut Tree – 50CP (No Discounts)

This appears to be a gift from Uro-Sama. His love of donuts and absolute command of nature allowed him to create a twisted acacia tree that can actually, somehow, grow an assortment of donuts. Unlike the original however, this one is fully grown and will not disappear. Thanks to the strange nature of the tree it requires neither sunlight nor water.

'Picking' a donut will cause the tree to regrow another random type/flavor of donut over the course of a few days. The tree usually has enough donuts for a dozen to be picked each day and never run out. Don't worry about insects/birds/pests either, the tree emits some type of aura that repels them entirely preventing them from getting within 10 meters of the tree. The tree comes in a large pot so it can be moved at will. For some weird reason the donuts are always warm and fresh too.

Flying Carpet – 100CP (No Discounts)

It's a flying carpet that moves according to your will. Can hold 3 sumo-wrestlers worth of weight. The carried weight doesn't affect its movement speed. The Max Speed is 240kph (150mph). Anything/anyone carried is guaranteed not to fall off by high-speed movements or wind generated by movement. Getting knocked off by outside forces is another story however.

Training Rock – 100CP (Free Kekkaishi)

A special boulder used by the Sumimura family to train their strength. It's in the rough shape of a sphere with a diameter of 1.5m (5 feet). It has a solid steel core with a rock coating and weighs in at around 15 Metric Tons (32,000~lbs). This isn't the same rock as the one used by the Sumimura Family however as this one has a minor regenerative property. It will never increase in mass but any surface damage will be fixed within seconds while catastrophic damage will be repaired within 24 hours. Useful if you need to weigh something down, I guess.

Shikigami Paper – 100CP (Free Drop-In, Kekkaishi)

1,000 pre-made strips of shikigami paper, an instruction booklet on how to use them, and another booklet on how to make more.

Human Suit – 200CP (Free Ayakashi)

This is the final theoretical version of Aihi's Human Suit. It's a large black ring-box filled with a faux human skin that will envelope the being opening it and grant them a human appearance. The wearer is completely indistinguishable from a normal human in any and every single metric. However, any display of physical ability too far beyond that of a standard human can potentially damage the suit causing it to catastrophically fail. After the box has been opened and used it will generate a new Human Suit in around an hour.

Yoshimori's Dream – 300CP (No Discounts)

This is a warehouse add-on. It's an actual life-size castle made out of candy. It doesn't have to be a castle, I can be anything you live in, though the max size is castle size.The candy never goes bad and quickly regenerates any removed, eaten or damaged parts. It's made of candy so there are no electronics, but it does come fully furnished with period/theme-appropriate candy furniture and a candy throne that may or may not be comfortable. It's also self cleaning so don't worry about tracking in mud or ever having to dust. With this you can feed a practically unlimited number of people (provided you don't care about their health or impending obesity/diabetes.)

You can also summon this castle onto any piece of land that you own (that's large enough to support it) within any world you're in. It'll stand out like crazy since it's a candy castle but… it's possible. Now go and make that witch in the woods with the pathetically puny candy house feel completely inferior.

Karasumori – 800CP (No Discounts)

This isn't the real Karasumori, it isn't even a plot of land. This is a smooth black obsidian looking sphere the size of a baseball. This does have the properties of Karasumori though. Your spiritual power will increase by 1% per year so long as you are in possession of this item. Sure, it doesn't sound like a lot, but you're probably immortal by this point so you have the time to wait. Alternatively you can crush this orb to gain an immediate 5x boost to your spiritual power at the cost of this item. This item will return to you if lost or destroyed, unless you destroy it for the power boost. Only those you allow and/or authorize can also receive the benefits of this item over time.

If you have **Legitimate Successor**, it also applies to this item. If you store it within your warehouse the effects of **Legitimate Successor** will be applied there. If you physically carry it around with you, it'll also work that way too. By 'physically' I mean it has to be on your person, not in a pocket dimension or inter-space inventory. You should be careful though since it can still be destroyed… If you choose not to accept the power boost after an enemy smashes it, you'll still get it back within a day, but you lose the immortality function until it returns.

A boon for a Kekkaishi, is that by carrying this orb with you, **shuufuku** will always be incredibly easy to use.

COMPANIONS

Import – 50CP Per

Maybe you don't want to go it alone and want to bring your friends along? Use this handy-dandy import option. Imported companions get 600CP, an Origin of their choice, and up to +200CP in drawbacks.

New Friends – 100CP Per

Made some new friends you wanna make a companion out of? It's 100CP to do that unless you want Sumiko, that's below. You can't take any land gods either. They love where they live and don't want to leave.

Ghost Dog – 100CP

Create your own ghost dog! Pick a breed of dog and personality you want your ghost dog to have. It can also be a wolf if you want, or even a cat, basically any domestic animal.

You get a marble-sized sphere encased in rock which acts as their 'real' body. So they will appear as an apparition that is basically immortal. If it's 'killed' it will 'respawn' near the marble within a few hours no worse for wear. Ghost dogs typically have an incredibly heightened sense of smell, above even that of their living relatives.

Comes with a free dog house.

Sumiko Sumimura – 300CP

If you wanna take this lady with you, you're gonna need to fulfill a condition on top of paying 300CP. You need to figure out how to seal away Karasumori permanently. Obviously the canon method won't work. I do mean seal away too. You can't destroy/kill him. Technically you can I suppose but you fail the condition for Sumiko.

Summoning – 0CP

If you summon an ayakashi they belong to you so you can take them with you after your time here is over, and depending on the contract you agreed to, you may have to. If you wanna make a companion out of them, feel free.

DRAWBACKS

Take however many you think you can handle.

Sugar Fiend – +100CP

Sugar is your energy! Not literally, but the concept is the same. If you haven't eaten sugar (at least 30 grams) for 6 hours all of your powers and abilities become duller and less useful. 12 hours without sugar cuts your overall power in half. 24 hours without sugar renders you down to your body mod. Make sure you keep candy, soda, or something else on hand, and have some sort of immunity to diabetes and obesity.

Caffeine Addict – +100CP

You're addicted to caffeine, by going more than 8 hours without consuming any you'll start going into caffeine withdrawal. Expect headaches, fatigue, irritability, poor mood, poor concentration, and tremors. There is no cure for this specialized brand of withdrawal, neither magic nor medicine, nor waiting for it to pass, in this or any universe. The only way to make the symptoms stop is to consume caffeine.

Jealous Much? – +100CP

Not the jealous type? You are now. If you find yourself crushing on someone, liking someone, or are in a relationship expect your jealousy to be cranked up to 11. If someone even remotely attractive comes anywhere near your beloved, expect to throw hands. Better hope your beloved is into jealous types. Of course, you could just ignore it and not attack them, you do have free will, but you'll still feel the burning jealousy deep inside.

Wandering Ghost – +100CP – This drawback can only be taken once.

You've attracted the interest of a ghost, the ghost of an Insult Comedian who's favorite target for jokes is you. The ghost will follow you around for your entire time here. Sure, you can destroy it, exorcise it, trap it, seal it, or even banish it to another plane of existence, but no matter what happens, within 12 hours the ghost will be back… somehow. Thankfully the ghost seems to be unable to benefit from Karasumori's influence.

Ooh, Bad Idea. – +100CP (Requires **Wandering Ghost**)

This add-on to **Wandering Ghost** makes said ghost no longer immune to Karasumori's influence. The ghost now actively hates you and wants to destroy you. Expect incredibly hurtful jokes, and if it gains power, random attempts to kill you. Any increase in strength it gains from Karasumori is permanent, and killing/destroying it won't reduce it's power at all once it comes back. Thankfully it is now stuck within 100 meters of you at all times so it can't go off to Karasumori on it's own. You probably shouldn't go near there if you don't want a slow, nearly infinitely escalating problem on your hands…

Scars to Your Beautiful – +50CP – This Drawback can only be taken once.

You were damaged by an ayakashi at some point in your life and received a fairly large disfiguring scar as a souvenir on a body part of your choice (this isn't a cool scar that somehow makes you look better, but an ugly one that looks either horrifying, painful, or gross). This scar is only cosmetic, but it can't be removed in any way, or by anything during your time here (it will even appear on an equivalent place in any alt-forms you have). After your time here is up, it will magically disappear as if it had never been there in the first place.

Gain an additional **+50 CP** if you select to put the scar on your face (must cover more than 20% of total face skin).

Gain an additional **+100CP** if you select to make the scar non-cosmetic. Perhaps a chunk of your muscle had to be removed or was destroyed in the attack. This scar will drastically reduce the effectiveness or strength of the area that it's located in, and will ache with a dull throbbing on occasion.

To get the full **+200CP** this drawback offers the scar must be on your face and have cost you one of the following: a single eye, your entire nose, both of your lips leaving you with a permanent smile, or the skin and muscle on your cheek which will leave a hole in the side of your face. Maybe you can get a mask and recreate the Phantom of the Opera?

Katsaridaphobia – +100CP

Katsaridaphobia, The Fear of Cockroaches. You have it now. This isn't ordinary fear however, upon seeing a cockroach you'll experience dizziness, weakness in the knees, shortness of breath, elevated heart-rate and potentially, panic attacks. Not only that, but you'll find yourself so afraid of them that no matter what abilities or how much power you have, you'll be unable to directly kill them yourself. So, if one happens to enter your house and you see it, you have two options. Burn your house down, or get someone/something to kill it for you.

Flame Binding – +200CP

You've been marked with the Flame Rope Binding like Gen was. Now any supernatural power (anything not part of your body mod) will cause you intense pain, as if you were being baked in flames. The more power you use, the more intense the pain. Even if you're incapable of feeling pain, you'll still be able to feel this. Nothing but stopping the use of your powers will remove the pain. Yes, you can try to ignore the pain or tough it out as best you can but you'll still feel it. From there it's a matter of willpower if you want to keep using your power.

Bottom of the Barrel – +200CP

No matter what level of power you receive or have bought, for the rest of the jump you will be restricted to **Mid-Range Spiritual Power**. Getting overpowered by others will probably be pretty common for you. Better hope you can make up for your lack of power with skill.

The Perfect Being – +300CP

Unlike Mudou, you succeeded. You start this jump as an infant. Not only that but you start with nothing but your body mod and your memories. Thankfully you won't stay that way! On every one of your birthdays your birthday wishes come true! … Only if your wish was to have your powers back, because you get all of them back in limited form! You only receive 10% of their total effectiveness on each of your birthdays. 0% on birth, 10% when you turn 1, 20% when you turn 2, etc.

"So wait, won't I only be back to 100% power on the day I'm supposed to leave?" You ask? Nope. You're here for 18 years now. It would be totally irresponsible of me to let a minor go out and travel the multiverse. Mudou's dream was pretty crazy but maybe you can actually succeed at having a perfect life with absolutely no mistakes?

Sibling Rivalry – -300CP to +800CP (Can Only Be Taken Once)
(Can Only Pick One Option)

First Option: Congratulations! It's a boy! … Or a girl. In any case, you now have a younger sibling (1 year younger than you) who gets all the perks you purchased here and are better than you are at using them. The good news is that they seem to be a nice enough person. The bad news is that everyone knows about said sibling and you will constantly be compared to them. Because of this, you will always have a pretty severe inferiority complex. For this, you get **+100CP**..

Second Option: For a total of **+300CP** it turns out that they aren't a very nice person and they kind of really hate you for some reason or another and want to destroy anything you've ever created/made/built/succeeded at. Basically, Option 1, but they hate you, so you get more points for it.

Third Option: For **+800CP** they also somehow received a copy of every single perk and power you have ever had. Oh, and they still hate you. Fortunately their hate is only for you so they won't typically involve unrelated people. Basically I'm saying they won't blow up the planet or an entire city to kill you, but they might destroy a building that has you in it if it's only occupied by a few people. It's Options 1 and 2 combined and taken to the extreme.

Fourth Option: Maybe you just want a sibling? You can pay **-300CP** to get the sibling as described in Option 1 to take with you as a companion in further jumps. With this you're spending **CP** so the inferiority complex won't be applied to you. People still may compare you to your sibling though, that's just human nature.

Living Puppet – +800CP

Your humanity and will have been stripped of you. You're basically a human robot now. You feel no emotions and have no feelings. Select a character/companion to be in charge of you and to give you orders. You have no choice but to follow the orders you're given to the best of your abilities. Make sure you can trust them beforehand I guess, and beware, they can make you do anything and you **cannot** resist.

ENDING

You got three choices here.

Go Home. Your real home.

Stay Here. You like it here? Stay if you want.

Continue. Keep on jumpin' Jumper.

NOTES

Spirit Reservoir: The health detriment of **Energy Vampire** is no joke, you're draining the power from the mitochondria of their cells which effectively kills the cells. Even draining small amounts from someone isn't particularly good for them. It's not really something you would want to use on people you like.

Spirit Reservoir: If you have some other version of an energy drain ability, they would work with **Trickling Power** but they wouldn't be anywhere near as effective as **Energy Vampire**. It would be closer to 1-to-1 energy transfer rather than 1-to-8/10.

Spirit Reservoir: can regenerate your entire body, even if it was completely atomized. There are downsides though, you'll reform in the same place you were killed. Furthermore, if the attack had an effect that also kills/destroys souls, you would truly die. If any attack that can extinguish souls manages to destroy your brain and more than 80% of your body, you will truly die. You would however survive an attack that kills souls if it annihilates your entire body except your head. In short: Protect your head against attacks that can destroy or damage souls.

Kekkaijutsu: With enough training and practice the "Hōi" and "Jōso" can eventually be omitted and you can directly use "Ketsu". The highest level masters of the skill can even omit "Ketsu".

Kekkaijutsu: It's technically possible to learn the higher-tier techniques of Kekkaijutsu without purchasing the higher tiers but how are you going to learn them? Most of them are jealously guarded secrets, and some of them aren't even recorded anywhere.

Human Suit: Size doesn't particularly matter for the one being encased. They can be, at a minimum, as small as a house cat, and the suit will make up the difference. The opposite is also true. So long as the being is smaller than the size of house their physical form will be compressed to fit (it won't hurt).