Witchblade: The Anime

By Valeria

Introduction

One year ago today, in Tokyo, there was a massive earthquake. Millions died in the chaos. Much of the city was reduced to rubble. But at the centre of this disaster was a woman and an infant, a red jewelled wristband around the woman's arm. This jewel is the Witchblade, the cause of this chaos and the impetus of this settings story.

A powerful magical artefact created through the union of ligh-…hmm, perhaps that's from another world. Well, how it was created matters little. What does matter is that its existence is known to many powerful people who would dearly love to have it. It was their experiments that caused the catastrophe in Tokyo and even now, imitations of the Witchblade are being made. The Doji Corporation, a military company involved with creating the X-Cons. A failed project that let loose hundreds of superhuman psychopaths into the urban jungle of Tokyo, who now hunt the wielder of the Witchblade. Their opposing side, the National Scientific Welfare Foundation, instead made the Cloneblades in a sick attempt to create life, powerful imitations of the Witchblade.

While these groups may seem good or evil on the surface, the truth may not be so clear. Greedy military contractors may turn out to be good men and kind grandfathers may reveal themselves as arrogant monsters. Good people will get trapped between their ambitions and creations in a few years when the Witchblade, wielded by one Masane Amaha, returns to the public eye.

In this world, you'll spend the next ten years. You have 1000 Choice Points (CP) to make your choices with.

Locations

1- Tokyo Streets

The mostly repaired streets of the capital of Japan. If you look closer, you can still see the signs of the huge quake that occurred a year okay. Over the next few years more will be fixed but some areas will be left to fall into disrepair entirely. Try to stay off the streets at night, there's some nasty guys roaming as of late.

2- **The Bar**

A warm little bar in the side streets of Tokyo. Run by a cheerful, if brutish, woman and with a friendly clientele. It's a drinking ground for the current Witchblade wielder, who sometimes lives here on really rough nights. They've got a job position open right now, if you'd like to get more involved.

3- Doji Corp

Man, weapons manufacturing pays well, huh? The sheer size of the Doji Corp headquarters just hammers that fact home. You're outside their front doors, though if you aren't an employee you'll probably be politely asked to stop cluttering the place. Unless you were going to hire them of course.

4- NSWF HQ

The home base of the Foundation itself. You're definitely not getting aside unless you work here and even being caught looking too long could be dangerous. It's not at all safe for work but depending on who exactly you are, it might as well be home.

Origins

Survivor

Life goes on. Even with massive earthquakes, roaming monsters and strange ladies dressed in very little clothing, you still need to make a living. Whether you have a history here or not, you're just another guy trying to make his way through the world. You're pretty street wise and you've got some good wits, enough that you can generally find work and food and shelter, enough to keep you going with some security on the side. If you're not wary, you could get dragged into trouble soon enough. Maybe you're even looking forward to it.

Corporate

Money makes the wheels of the world go round and round, a fact you knew even before you entered the corporate world. Long as humans are around, there's going to be trade and as long as there's trade, you know there's money to make. As a high flying executive in one of the many companies in Japan, you're probably responsible for a division or two of your own. Maybe you serve in the Doji Corporation and help with weapons manufacturing. Just don't get tangled up too deep in all the espionage and secret projects.

NSWF

The National Scientific Welfare Foundation. A research company led by one Tatsuoki Furumizu. A man who seems like a kindly old grandpa but really, really is not. You were born into the organisation as one of the Neogenes, a set of clones born to wear the Cloneblades and rapidly aged up to a more suitable teenage body. You might even be the first male Neogene, even if that's impossible. You don't necessarily need to be a Cloneblade wielder, there's plenty of research positions open for someone as fit in the physical and mental states as you are but you'll be…highly encouraged to join the Blade program.

Witch

You're just one of countless survivors of the great earthquake that rocked Tokyo. Only, there's something quite special about you. You're one of the few hosts that could really match with the true Witchblade and bring out its power. Right now, the Witchblade is with a woman called Masane Amaha but maybe you could find a way to show such a powerful weapon a better option. Or you could decide to use your potential to support a struggling young single mother like Masane.

All origins roll 16+1d8 for their age. NSWF origins will only be a few years old chronologically (5-10 years) and so this will be their physical age instead. Your gender is the same as it was previously. Both of these may be changed to any result for 100CP.

Perks

Masamune- 100

Some people get all the luck in life. You were born with a body that well…it really stands out. Curves, features, hair, legs, chest, anything about your body seems more out of some pervy manga than it does reality. You really could have people stare at you just by walking down the street or garner some rather embarrassing nicknames due to just how absurdly fantastic some of your features really are. Masane Amaha has some serious competition now that you're in town.

Drop In

Future Housewife- 100
You need to be able to support yourself in these times, even if you happen to live with another person. Doubtful you can rely on them, at the very least expecting them to keep up with your level of household skill is just foolish. You can cook, clean and manage with the best of them, even if you happen to be just a child. Your size won't limit you from managing an entire household and you'll even find yourself being treated much more seriously by your elders, who trust you're able to take on the responsibility of doing what you do. Now if only the actual adults could pitch in some time.

Pillar of Strength- 200
When the day turns to night and hope feels like it's fading away, you'll be there for others. No matter what kind of person you are or what you look like, you can become an emotional pillar for other people to use as supports. People can keep fighting and resisting for far longer when they have you around and you can easily drag them up and out of any muck they get mentally stuck into. Of course, if you took that support away, purposefully or not, it could really ruin someone who'd come to rely on it over time.

A Right to Know- 400
Like a dog with a bone, you've got a burning need to find the truth and once you catch the scent, you'll never let go. Investigating is ingrained into your bones and uncovering secrets is like breathing. Sneaking into even fortified compounds, unlocking physical and electronic locks, and all manner of espionage is just child's play. When you're after a secret, it'd have to take some heavy duty supernatural protections to stop you uncovering it and getting away unnoticed and that's without any powers of your own. Once you have those too, who knows what could stop you finding out the truth once you know that a secret is waiting for you to find.

Light of My Life- 600
You're more than just someone to be friends with, more than just a friend or a comrade or a lover or family. To your allies and friends you go beyond just being someone they feel they need to protect. You become a shining light in their lives once you've been their long enough, one they couldn't live without. You're someone they'd die for, happily even, as long as they were genuine allies already they'd soon reach this state just by remaining close allies long enough. And when they do decide to give up their lives for you? Their power will increase many times over so that they really can ensure that you'll be kept safe and happy. For those to whom death is not permanent, this will be reduced greatly, but still enough to more than triple their power in their last moments. And those who really are giving up everything for you will far outshine that.

Corporate

Stout and Smart- 100
You weren't always a businessman. Years past, you were once a fighter. Arms like tree trunks and a body that towered over other men, at the very least in their perceptions of you. You're not really trained in the martial arts but when it comes to a brawl, you can put guys down left and right, as well as hold your own drinking before and afterwards. Years of sitting behind a desk may have dulled your fighting skills but at the very least your physical form remains in pretty good condition as long as you work out now and then and don't scoff yourself with sweets.

Slippery Snake- 200
The world of business is every bit as treacherous as the world of politics. You might even have trouble telling the two apart some times. You need a quick eye and good mind to tell who is on the winning side and to get yourself onto that side. You have exactly that. When it comes to conflict, the internal turmoil within a business or an all-out war, you're able to easily tell which side has the advantage and is on track to win. You can be surprised still but with your ability to connect the dots, it'd take some pretty crazy amount of obfuscation to conceal any advantages from you. Once you know the winning side, you're quite good at worming your way in too. Long as you've no garnered any ill will from that faction before now, it shouldn't be hard to get a place amongst them, even if on the low end. Well, even if there is some ill will, it shouldn't be too hard to get them to forgive you. You're really quite good at kissing up to others.

Will To Power- 400
It's good for boys to be ambitious. It encourages growth, strength and determination. But all too often, that ambition can overcome you and drag you down towards failure. Not you though. You've got the will to effortlessly resist any corruption your ambitions might normally bring towards you, always keeping your goal and the path towards it clear in your mind. Your efforts to reach your ambition will never result in fruitless gain too. As long as you can actually achieve it, you'll find your prize has not been destroyed by your efforts or made to be worthless. Playing politics within your company won't leave you the CEO of a failing enterprise and becoming king of a country won't end with you hated by your people for clawing your way to the top.

War Time Production- 600
The Witchblade…incredible thing, isn't it? Such power, such beauty. And those Cloneblades are quite the imitations too. But they're not an effective business model. When you're in the business of making weapons for war, it's rarely about the individual. Even the bearer of the Witchblade cannot win a war against an entire country by herself. But a thousand of her? A million? They might not be as strong but numerical superiority is oh so useful. You can recreate powerful artefacts, technology or magic, on a much weaker but far wider scale. They won't be even half as strong as the originals, maybe just an eighth or a tenth, but you can make them in the hundreds or thousands without much issue. You'll need far less resources too to match the lessened power, allowing even a small company to churn out a fair few effective weapons. And best of all, what you create can be used by anyone, just in case the original artefact was limited in its wielders.

NSWF

Father- 100
Ah, children. The future of our world, they say. Growing up to be so bright and worthy. So adaptable, so malleable, so easily influenced, so easily tricked, so easily used. What do you really care about the future, once you have what you want? You've got the kindly demeanour one might expect from a grandfather, something that makes you both very easy to like and very good with dealing with children or teenagers. It's just so hard to imagine you as being evil or not having their best interests in mind, it makes it easy for you to manipulate the young. Against adults, it is a bit less effective, but it's still very hard to acknowledge the fact that you really are a stone cold bastard beneath the smile.

Stabilised- 200
Useful as they are, the Blades will eventually result in the death of the user. Most of the sisters are unaware of this fact, it doesn't exactly engender loyalty towards NSWF for them to be aware. Some are more resistant than others to it and you're above even them. You're totally immune to the negative side effects of weapons that you wield in this manner. You will not be eroded over time by wielding a Cloneblade, you will not have your soul devoured or corrupted from using a magical blade and even in the event of a catastrophic failure, your weapons will simply stop working instead of exploding or harming you.

Crimson Lady- 400
How did you ever think you'd be able to resist? The red hot liquid splashing across your face, the slowing drum beat of their hearts as your hand rips through their bellies. The light that fades from their eyes and the sudden limpness of their bodies. Aaaahn~. It's good, too good. Killing and fighting excites you to no end and giving into that limitless bloodlust within you will only reward you more. The more you give in, the more control you give up to that desire inside your heart, the stronger and more deadly you'll become. You'll not lose any effectiveness even if you take on so much lust that you can't think straight, indeed you'll only fight better and faster. Feels better than anything too. Once combat is done, which may vary depending on how far you gave in but will always be after all that you consider a target in the surrounding area are dead, you'll return to normal. It's not a physically addictive process, despite how euphoric it is, but be careful about the mental side of things.

Making of a Goddess- 600
Creating weapons is an art, not a matter of unfeeling production. It may be more effective for total war to have many models but there is so much more to life than just war. You can easily replicate artefacts that you see, magical or technological, and your imitations come very close to the real thing. A skilled enough user could even match the original. And that's just the start. Over time, you'll be able to improve your imitations to match or even surpass the original artefact you copied from. What you make may be costly and resource intensive and even be limited in who can wielder them but…when you're remaking the weapons of gods, can you really complain? Your creations will be safe to use, even if the original drained the life of the wielder, and the more time and resources you put into them, the higher the quality of the end product will be. That said, the further beyond the original you get, the faster these costs will increase.

Witch

Mother Den- 100
Can't be everywhere at once and when you're out fighting the bad guys, you're not at home guarding your family. Luckily things will work out even if you're not there. Long as you're not directly putting them in danger, like taking them along into hostile territory, your family will remain safe and secure, even if they might not be happy without you there. Even if you were to die, you'd have the surety that your family will be well taken care of in your absence. These protections of course, disappear if your family decides to go into danger on its own.

Battle Ready- 200
The Blades can sense each other and the X Cons, given they're made from similar substances, and react in time against them. A useful feature for defending against ambushes, less so if it activates in a public space. Over time, you learnt to control this trait and direct it to both wider and more focused uses. When a hostile being is approaching you with the intent to harm you, your defensive abilities, such as a Blade you may possess, will automatically activate to ready you for battle. While this process is near instant, even faster than normal activations, it can be supressed beforehand if you decide you are in a situation where activating your powers would be worse. You'll still get a jolt that tells you someone is coming to attack you and enemies with really ridiculous speeds might even be able to get by this automatic defence.

Stage Two- 400
Weapons like the Witchblade have a lot of power to offer, even more then you might think at first, but they come with their downsides. Overuse, particularly of the true extent of its power, can bring one to the point of death or even actually kill you. Doesn't change the power it gives though. You can apply a similar process to other weapons or devices that have some sort of power in them. You'll grant them a second, new form at the cost of slowly increasing damage to the item or to yourself. This new form has greatly increased power, similar to the second state the Witchblade itself was able to take on, but too much use can result in the destruction of the item and, if it's similar to the Blades and bonds with you directly, even the end of your own life. Unlike the Blades however, you can give your item and body a rest for a time to lower this danger. A few days of not using this enhanced state will reset the contamination of the item and yourself.

Perfect Partner- 600
Just a substitute? Pshaw, don't be silly. You'd be a perfect match for any magical artefact and they should be damn happy for being with you. Wait, we sure you're talking to an object here? Never mind. The first part is very true however. You've got perfect compatibility with any sort of device, magical or otherwise, that you come across. You're not just able to use and bond with these things, you're able to draw out several times the power that anyone else could from it, even going beyond what the artefact should be able to produce normally. Once you've bonded, you'll be able to prevent anyone else from using the item too, though it might take a bit of time to get the process over with.

Items

Drop In

Camera- 100
A top of the line model, it's a camera that's going to serve you well in coming days. Whatever type and model you want, it's near impervious to damage from any source. Dropped from high places, dunked into water or oil, stashed in a burning building. The camera and the data or film inside will survive almost any abuse and still work perfectly afterwards.

Homeless Kit- 200
It sucks, not having a home to go back to. A whole lot of people are like that after the earthquake. At the very least, you'll be able to get by with this pack. A tent, some sleeping bags, mini stove, variety of utensils and tools, hygiene equipment and even some rations. It's all the basic necessities and some extra nice things to make those horrible nights out in the cold go by a bit faster. The pack will replenish each night and if lost or stolen, reappear by your side when you next need it. There's enough supplies to support only two people comfortably, though it can be spread further if you're willing to cut into the shares.

Home Away from Home- 400
A cost little bar of your own to own. Two stories, business on the bottom and a fair amount of living room on the second, it's not too popular but it does manage to bring in enough money to keep the business afloat without much work from you. The real draw is the regulars you'll get here. All sorts of friendly, interesting people will come by on a fairly regular basis, even if they originate from a good distance away. They've got interesting stories, useful information and might even make for strong allies in some aspect if you can befriend them. If you're lucky, you might even get a few guests of a supernatural kind.

Long Lost Parents- 600
Mum and Dad aren't quite who you thought they were. In fact, they're not even Mum and Dad. You're real parents are totally different people, though they both just discovered your existence and are very eager to meet you indeed. Your real parents are very powerful, influential people in this world and would dearly love to be allowed into your life to make up for their absences. Even if you're not all that into the familial love situation, they've got a lot of resources, contacts and raw power to offer as aid to their long lost child. And you'd make them both very happy if you learnt to like them back. Maybe they'd even get back together. In future worlds, you'll have a similar situation with either your real birth parents or just two people that knew you as a baby and raised you for a time.

Corporate

Company Desk- 100
Managing a company, even just a division of one, can be a pain in the deck. All that paperwork, all those calls, all those decisions. This lovely oaken desk will make it a fair bit easier though. It easily sorts and signs all your paperwork just as you would have done while writing out an easy to understand summary of what it all means and entails as well as allowing you to get a detailed, concise overview of your whole company that also lets you see things going wrong or where the money trails are going into or out of. Nothing you couldn't do without a bit of work but it'll save you a lot of time in your every day job.

X Cons/I weapons- 200
The first invention of the Doji Corporation after getting their hands on the Witchblade. An attempt to make mass produced male-viable versions of the Witchblade, it was…not successful. It results in humans that were driven mad but could turn parts of themselves into mechanical weapons or devices, as well as gaining superhuman physical strength. Hardly a match for the Witchblade but still beyond the limits of humanity. Eventually they would be improved to create I-Weapons, humans turned into living tanks, though even these were in danger of going mad in the presence of the Witchblade. You have in your hands blueprints for perfected versions of both of these models of being, ones that would retain their mental states and remain able to turn to human form or back at will. They're no match for a Blade but still worth a pretty penny in combat.

Ultimate Blade- 400
The most powerful invention of the Doji Corporation, this full set of powered armour is known as the Ultimate Blade. Made to match the Witchblade but be pilotable by any man or woman, it's quite the effective weapon…if it didn't drive the user insane. Your version lacks this flaw, leaving you all the power instead. Equal in power to a first form Cloneblade or Witchblade, the Ultimate Blade is an entirely technological marvel that has superhuman physical abilities and more than a few attached weapons, from rifles to rocket launchers, and is plenty customizable on top of that. It won't grow stronger on its own but it won't endanger the user's life either. You even get the blueprints on how to make more.

Weapons Company- 600
War is very profitable, even in times of disaster. Especially in those times some say. Your company is no different in their philosophy nor in the profits it can greedily rake in. You're the owner and CEO of a massive military-based corporation, a match for the Doji Corporation. One of the largest companies in Japan and a worldwide supplier of weapons, ammunition, vehicles and other military technology. You're very well paid and able to use the vast research resources of your company for personal projects as well. They're cutting edge stuff compared to what any other company in the world has and even researching and beginning to reverse engineer a Witchblade isn't entirely impossible, though it's still a task of many years of work. You'll be the CEO and owner of a similar company in the future.

NSWF

Family Phone- 100
It may seem like nothing more than a disposable phone, but that's only because it might be a bit troublesome if anyone found it on you. This phone, while a perfectly functioning mobile on its own, can keep track of the locations of all your family members, even ones you don't know about, at all times. Just like as if you had a tracking chip in their ears. It doesn't work on pets though. Blood relatives only. You can throw the phone away and this function will disappear instantly, the phone appearing back in your pocket the next time you need it.

Sisters-200
Some might find it creepy to keep genetic clones of yourself as young men and women floating in vats of strange liquid. Most actually find that creepy. Maybe you should keep these hidden away. It's as the name on the tin says though. Around twenty genetic clones of your own DNA, male and female, in their teenage years. All in perfect physical condition, though their minds are rather empty right now. Very handy if you're looking into experimenting on yourself and always want a reliable stock of substitutes. When one clone dies, the tube they came from will refill a week later.

Cloneblade- 400/600
The pride and joy of the NSWF. The Cloneblades are their imitations of the Witchblade, identical in abilities, not so much in the scale of power it has to offer. Normally as picky as the Witchblade itself, your Cloneblade works for you and only you, even if you're a man. It's a wristband that will manifest an armour over your body and clothes, which somehow makes you also look mostly naked, and grant supernatural powers to you. Extreme strength, speed and durability and several kinds of weapons are what you can expect. What those weapons are varies. You might have a bunch of swords and prehensile hair or energy cannons and a lance and shield combo. It's up to you, though whatever you choose is likely to be stronger than any modern day weapon short of heavy artillery. Your Cloneblade can take on an enhanced form over time but this will only happen once, a single evolution to boost its abilities. You won't be in danger of dying over time from using this device either. If you spend 200CP more, also discounted for NSWF, you'll gain a Dual Cloneblade. This weapon puts you on a level beyond the Witchblade's first stage and your second stage will almost equal the Witchblade's second stage. It's a lot more power to handle, lucky you don't have the drawbacks that come with.

The Foundation- 600
Your very own organisation. Not necessarily a business, though you can certainly get a very healthy sum of money by seeling what you make, this group is entirely devoted towards you and your ideas. Some might accuse it of being a cult…and they'd be right, but that's bad for the public image. Your employees are slavishly devoted and picked from the cream of the intellectual crop of the country as well. With labs filled with equipment that makes even the Weapon Company earlier blush, you're years ahead of anyone else on Earth in terms of technology. Human cloning, rapid aging, memory insertion, all of that's possible in just a few years. And something like the Witchblade? You'd be able to unlock its secrets in full in just a decade or two. If you had it there anyway. The company will carry over to future worlds with you but only the equipment and facilities will do so as well, the employees will be replaced with similarly devoted and intelligent people.

Witch

Booze- 100
Sometimes you just need a distraction. A way to let off all the steam. Some good old booze always does the trick. It's not the best quality stuff around but it'll always get you drunk, no matter how tough or strong willed you are. Never runs out either and it's not unhealthy for you. Not healthy either but at least you're not killing brain cells by chugging it till you can't remember what you did the night before.

Custody papers- 200
Taking care of a child is a wonderful thing. A parent learns as much from their child as the child does form their parent. But reality can strike pretty harshly at times and even if your child really does love you, most people see it as the legal right for them to be with their 'actual' parent, the one that birthed them. With these papers however, you'll be able to make a child count as yours for every aspect that matters. As long as the child themselves really does consider you their parent, these papers will make it so in the eyes of the law and society as a whole. It'll even stop their birth parent pursuing them.

Witch Removals- 400
It'd be a heckuva lot nicer if you could get particularly grabby suitors to piss off without cutting off your own arm. Something like the Witchblade shouldn't need such an awful amount of effort when you never asked for it in the first place, right? This small apparatus, about the size a normal person would need to sit in like a seat, will allow you to easily remove such devices like the Witchblade or any other foreign physical thing in your body. It'll be painless and irresistible to whatever was in there. Won't work too well on viruses or spread out things but a parasite has no hope.

Witchblade- 600
The legendary Witchblade itself. Or at least a perfect copy of it. A magical artefact that attached itself to your wrist and seems impossible to get off unless you allow it too. The Witchblade bonded with you and chose you as a compatible host, allowing you to draw on its power. When you do so, the wristband will extend to cover your body and whatever you are wearing, turning into a powerful magical armour that somehow shows off a lot of skin, even though you're wearing clothes beneath it still. It grants superhuman physical powers to the wielder and a fair few other things, such as bladed weapons attached to the armour or blasts of energy from your hands. It also allows you to use your hair as super sharp tentacle weapons. More functions might even be discovered in time, as the suit will slowly evolve to show off more and more of it's' powers as you use it. Unlike the original, this will never risk your death from overuse nor will it have any influence on your mind, though it will also not work for any person but you.

Companions

Import- 50CP per

Everyone needs some support. It's no good if you can't take your supporters along with you. Every time you buy this option, you'll be able to import an existing companion or create a new one in this setting. They'll gain a free Origin, all associated freebies and discounts, as well as 600CP to spend on perks or items. They cannot buy 600CP items however, though the Dual Cloneblade is an exception.

Companion- 100CP per

Oh, I know what you're after. All the cute honeys to be found here, how can you resist? If you'd like to take one or more along, just buy this a few times. Every time you buy, you'll be able to get the chance to convince one character to come along with you. They'll be predisposed to like you and meet you a few times in good conditions, but it is up to you to convince them to become your companion.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

The Dark and the Light- +0
The connections this particular incarnation of the Witchblade has to the rest of the Witchblade universe are quite vague. If you'd like an assurance that this series takes place in the same setting as that of the Darkness and Witchblade comics, just take this option.

Homeless- +100
Oh dear, having trouble holding down a solid job? It's not an unfamiliar situation but the level of difficulty you have is certainly unusual. You'll find most of your time here is spent homeless and low on cash, though rarely so much that you go without the basic necessities. Even if you have an independent source of it, money just keeps drying up and your homes just keep locking you out or breaking. There's sure to be some nice shelters around with all those like you though.

Slimy Bastard- +100
Eurgh. I can almost feel the slime coming off your words. Everyone else can too. It's very hard to trust someone so obviously scheming and sneaky as you are. Even if you're the nicest guy, people can't help but view you as the most suspicious, shady guy on the planet. Just about the only time someone would willingly trust you is when they really have absolutely no other choice.

Bottom of the Bottle- +100
A problem? Who says I have a *hic* drinking problem? Basically everyone that sees you. It's quite obvious. You love the booze and the booze loves you back, given how easily you get drunk. A bottle in and you'll be giggling and dancing like nothing else. Not enough that you're black out drunk but enough to really hamper your day to day life, especially since the happy drunk thing can really wear on people after a while. Don't you ever take something seriously?

Ex-Con- +200
The X Cons that swarm through the city at night really do love your scent. Just like the Witchblade, they'll be out to hunt you down, only there's guaranteed to be at least a few each night. Thankfully the beefier I Frames won't be after you but you'll want to keep an eye out for all the X Cons in disguise as humans, since even a Blade user can be threatened if they walk into a large enough group of the guys, not to mention how those around them will fare.

Obsession- +200
Ooh, just the thought of your love makes you want to wriggle around in your seat…and then go murder something. That's totally normal for a girl in love, right? You love something to psychotic levels, whether it be a person, object, place or a concept, and you'll be driven to attack and kill anything you think might threaten that thing that you love. Unfortunately, your level of obsession is such that you'll sometimes even invent threats to your love if you've gone long enough without a good fight, just for an excuse to protect them. Are we sure you're not just into murder?

My Girl- +200
Who's this cute little thing? Your daughter? Or just a little girl you happen to be taking care of for a while? Well, that's so sweet of you. I'm sure the little girl thinks the world of you. You'll definitely want to make sure you raise this little girl right for the next ten years because you'll be getting

checked up on every month by Child Services. And they'll know if you've been doing wrong by your newly adopted daughter. They always know. If they decide things have gone too far and they need to take away the girl, you'll find your time in the chain will be up and you'll be counted as a failure. But how hard can raising one little girl be?

Obsessed Stalker- +300
Can you feel the eyes on the back of your neck? The gaze of that blushing young woman who longs after your heart? You better hope you do because she's not going to be just watching for too long. You've got your very own psychotic Cloneblade stalker, one who got their hands on a Dual Cloneblade and knows exactly how to use it to its full potential. They're strong, smart and totally obsessed with you. At first it might seem sweet. But over time they'll get more and more paranoid until eventually they think the only way to really keep you to themselves is to kill you. This particular madness won't be curable until your ten years here are up, so it's kill or be killed.

The Parent Games- +300
You sure your parents are actually your parents? Because it seems like a whole bunch of other people think otherwise. A lot of influential, powerful people truly believe that you are their child and will fight to gain you for themselves. One might think an actual parent would want what was best for the child but all these guys seem to want is getting you for themselves…or making sure no one else gets you. A fair few of your so-claimed parents may even seek to turn their influence to putting you down to deny the others the chance at having you with them. What awful people.

Witch Curse- +300
The Witchblade may be very cool but taking on this particular trait of it is not going to be fun at all. Your other powers will now risk your life in the same way that protracted use of a Blade does to witches. Fight too many times in a short period and you could even turn to crystal and die. Thankfully if you rest and don't use any powers, this build up will slowly lessen but each time you use your powers, the amount it can reduce by decreases. The more you power, the more you risk your own life.

Ending

The witching hour approaches and so does the end of your time here. Choices to be made, chop chop.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the world of Witchblade?
Do you want to *Continue On* to a new world?

Notes

Isn't NuBee the cutest thing? He totally is. Thanks for all the help baby.

My Girl and Obsessed Stalker can both be taken as companions if they survive until the end of the jump.