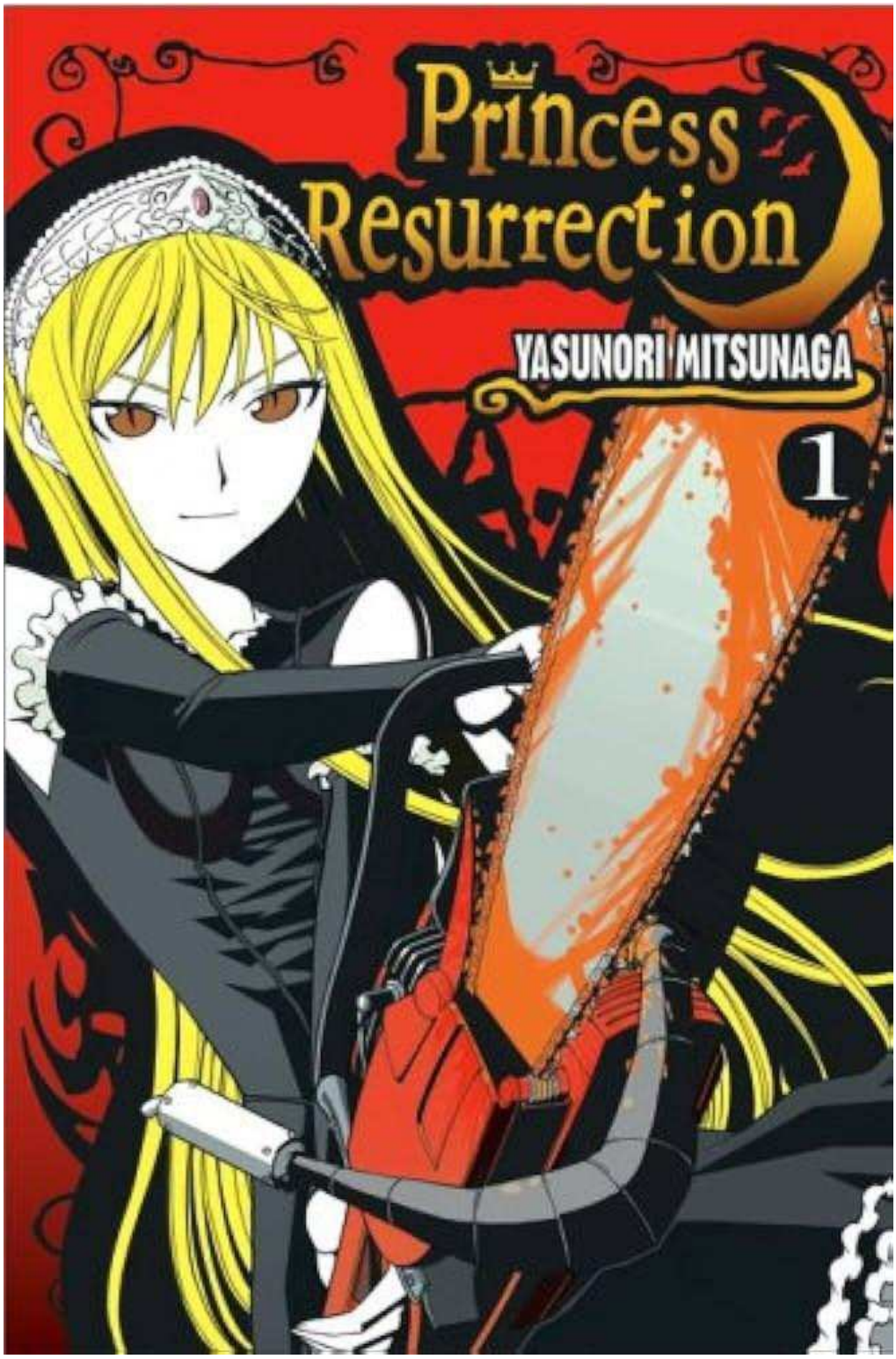
Princess Resurrection Jump

Version 1.0.1



Welcome to the world of Princess Resurrection, or Kaibutsu Oujo. An action-horror manga, telling the story of a world much like the one you come from, except that parallel to it exists the Kingdom, the realm of monsters. Creatures from all across the horror genre come crawling out from the Kingdom from time to time. The children of its noble family, the von Phoenix family, must fight each generation for the right to ascend to the throne as an adult.

Their fight in this generation has just begun. They do not fight this battle in the Kingdom, however, instead fighting it on the regular world of humanity. In this case they are fighting it in Japan. This battle for succession has just begun. Whether you will participate or influence this battle, or do something else is your own decision.

You have many choices before you. To help you with them, take these:

+1000 Choice Points

Happy nightmares, jumper.

Time and Location:

You begin the jump on the same day that Hiro first is given Hime's blood, and in the region near Sasanaki Village. You do not have to arrive in the village precisely, but you arrive in the region which the royal family has roughly set as the grounds for their battle.

Age and Gender:

If you are a drop-in your age and gender remain what they were previously. Otherwise your gender is yours to choose as you see fit and you can be any age middle school or older, though if you're part of the royal family as there was only 1 survivor of the previous generation you cannot be older than your mid twenties.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 50 CP item for your origin which are Free instead.

Outsider: You are not part of the Kingdom, with little to no connection to it and its ways, nor are you one of the gods. This doesn't necessarily mean you're completely outside of the supernatural, there are human sorcerers, but you're most likely just an ordinary inhabitant of this world. Alternatively if you'd prefer not to have any memories or ties to this world this can be used to Drop-In.

Monster: You are part of the kingdom, probably. You could be a servant of the gods. Either way you're most likely not human. There's a high chance you were trained in combat in the past.

Royal: This doesn't guarantee you're part of the royal family (though the option for being so is in this origin), but you'd probably fit in with them given the chance. Whatever you are, you were raised to lead and rule in the finest of aristocratic fashion.

Scientist: Dr. Franken, Dr. Flyman, and now Dr. Jumper. You may not be a monster - Franken and Flyman both began as humans - but you are certainly part of the Kingdom and its society, involved in the mad science which it often uses.

Fallen God: You're not part of the Kingdom, but neither are you part of the mortal world. You could be counted among the gods, though you are either a low level being among them, or like Nakua after her attempts to kill Hime you have fallen and have lost the lion's share of such power, now existing in a reduced state. Still even such a reduced being is not without its power, potentially enough to give even the royal family pause.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Fuga (50 CP; free with Android race): You possess the ability to speak the language of the royal androids. Not merely understand it like many learn to do, but to speak it. At first this language consisting of only fu and ga can be confusing to outsiders, but as long as you occasionally speak it around them your friends and allies will naturally learn to understand it over the course of a few weeks with you.

Meido (50 CP; free with Android): You possess all the skills needed to be a professional live-in servant. You can cook, clean, chauffeur, etc. You are especially skilled at making a perfectly steeped cup of tea, and are good at telling your employers needs from you, even if they're a monster princess fighting in a war against their siblings who has told you nothing of these going ons.

Animal Control (100 CP; 1 free for certain races): It's not too uncommon for a monster in this world to be able to control animals. Vampires can traditionally control bats, Nakua has her spiders, beelzebubs control swarms of flies. You possess a similar ability. Choose an animal like bats, wolves, flies, etc. You can telepathically command them, calling them to your location, using them as spies, or controlling their actions. The more broad the category the shorter your range and the weaker your control, and the more powerful or dangerous the animal is the harder to control and fewer you can control at a time. This does allow you to communicate with these creatures through a mental link.

This only functions on creatures of animal-like intelligence, sapient beings cannot be controlled this way even if you select humans as your 'animal'.

Vampires gain bats for free, beelzebubs gain flies, and divine beasts gain whatever animal they select as their divine beast form for free.

Monster Magnet (100 CP): There's something about you that seems to attract supernatural elements of worlds, and especially monsters. This won't create them from thin-air, and they won't necessarily be looking for you, but somehow whatever supernatural, odd, and monstrous elements a setting possesses seem to gravitate towards you without them even knowing it.

This perk can be toggled on or off, in case you don't always want monsters crawling out of the woodwork around you.

The Human Body Tends to Keep Its Normal Condition (200 CP): But being able to gain and lose substantial amounts of body weight overnight is rather abnormal. Your body is oddly malleable, beneficial changes being taken to more quickly and more easily than normal, but otherwise naturally reverting to your default over time unless you actively put effort into changing it. Eat enough for dozens of people and you might get fat… for a day in which (unbeknownst to you) you will be expected to sumo wrestle, and then lose it over the course of the next day. This will maintain your general fitness and figure to your preferred default (though you'll have to obtain it first) without work on your part. This does have its limits, though; you won't be regrowing limbs, or anything that a human couldn't normally possibly recover from.

Battle Parasite (300 CP): A symbiotic organism has been implanted into your body becoming for all extents and purposes a part of you. This implant grants you strength and speed greater than a werewolf during the day or during the earlier phases of the moon, able to leap from the ground to the roof of houses with ease, fight at speeds that an ordinary human has trouble even following, and overpower in raw strength someone strong enough to lift and move small pickup trucks though during the full moon a werewolf would make quick work of you. This also grants you the ability to sprout up to two, long tentacles with bladed tips from your body. They don't always have to grow from the same place and are several times the length of your body, designed as weapons.

Psychic Powers (400 CP): Whether a member of the royal family, the result of an alien experiment, or some other reason you possess psychic powers. You have occasional premonitions of future events. The exact level of detail of these premonitions vary, as does the distance in the future. In general these premonitions focus on events that put you, or those you care about, in danger, with the greater the danger and the more impactful the event the earlier the warning, and as it approaches closer the more detailed they will be

In addition to these premonitions and visions, you possess psychokinetic abilities. These abilities put a strain on your body but are strong enough to kill a werewolf with purely internal damage, and by pushing yourself to dangerous limits you could lift a train car, crush the particle cannon on it, and then toss it at speed so that the resulting mushroom cloud causing explosion was far enough away to be viewed with pleasure and not a risk to yourself. The strain of the latter would likely not be good for you, but unless you

possessed Emil's weak constitution probably wouldn't kill you; it would however require you to charge your power beforehand.

Outsider Perks

Weak Presence (100 CP):You don't seem to stand out in a crowd. As long as you don't have a particularly distinctive appearance, or do something to stand out, you find that it's easy for people to overlook your presence. As long as you don't give someone a reason to consider you important, you will find that it's easy to fade into the background. They won't completely forget you're there, but hostile forces will notice other victims, enemies will be more likely to target your friends first, and in general you'll simply be forgettable.

This can be toggled on or off, in case you want to be noticed as an average person and not because you did something that particularly stands out.

Surprisingly Trauma Free (200 CP): When an ordinary student, still in their formative years, is thrown into a world of monsters and violence you'd expect them to have some negative psychological reactions. But Hiro and Taro seem mostly to simply grow from it.

Now you're the same. You are immune to ptsd and psychological trauma in general. Oh stress and the like might still affect you, and magic could twist your mind, but your psychological state is immune to permanent harm and will always recover almost immediately once the cause is gone. Being kidnapped and repeatedly murdered might leave you shaken, but by morning you'd be fine, and even could deal with the individual civilly without psychological scars.

My Body Only Changes When (400 CP): The one you are meant to protect is in danger. At least that's how it was for Hiro, and we don't see it nearly to the same degree in the other blood warriors that we see. When the individual you are meant to protect is in danger or being directly targeted you will find that you become physically superhuman, strong enough for an average middle-schooler to contend with some of the monsters of this world - though not the equal to a werewolf under any sort of moonlight - and beyond that your abilities and skills across the board are increased by a substantial amount; not by the same multiplier needed for a middle-schooler to fight a monster, but still a noticeable increase. Besides this increase in capability you can sense their location. This is a vague sense, something like direction and general proximity, but it will lead you invariably to them, and can even guide you across dimensions or alternate timelines.

You may select who the single individual you must protect is for a jump at the start of each jump.

Spirit Vessel (400 CP): In at least one instance in this world, a gravely wounded supernatural being stored itself in a mortal to survive and heal itself. While it's not clear if there was anything special about Kanda Taro that allowed this, there's definitely something special about you. You are able to store a willing supernatural entity inside of yourself. While inside you they are essentially a part of you, lacking a separate existence which could be targeted, and benefiting from all protections that apply to you or your parts. They will also recuperate at an accelerated rate, and even can heal from injuries which would normally be too grevious for them to ever heal from on their own, though this may take years. While an entity is stored inside of you thus, you will gain a portion of their powers and abilities which will grow with time as they stay with you, potentially equaling their own with enough time.

You can only store one entity in yourself at a time through this perk.

Flame Warrior (600 CP): You are something that probably shouldn't exist, at least not here and now. You have been given the flame of life by a phoenix and it flows through your body. When wounded, or even killed, your wounds will burn with this flame, healing nigh instantaneously, and even allowing you to continuously heal poisons and from chemical weapons that would change your body to the point that you are effectively immune. This resurrection will also call your soul back to your body if it has been forcibly removed, even from within the twisted spacetime of gods and entities like the Great Race of Yith, or dream dimensions.

There are some warnings and caveats though. Be careful of head wounds as while they will heal, they'll still knock you out for a time (unlike just dying), and water will reduce your healing to merely that of a blood warrior while you are drenched or submerged; still enough to resurrect you on death, but taking minutes to do so, and otherwise taking hours to heal. You still can grow up, and given there aren't flame warriors running around from prior generations - but they are a known thing - eventually die. There is also a limit to the flame in you, and repeated resurrections will eventually make it run out, though we're not shown how many it would take and the number is likely quite high as even a blood warrior can die at least a double digit number of deaths with their blood which would last them 3 days, and a flame warrior's fire is meant to last a lifetime. As, unlike a normal blood or flame warrior, you weren't actually dead before receiving the flame this won't kill you, but you'll no longer revive in this manner. Your flame will be replenished each jump however.

Monster Perks

Monsters do not have a 600 CP perk; instead they gain a discount on any one Race.

Child of the Great Warrior (100 CP): Though maybe we should remove that 'child of' part. Well ok, you may not deserve that title from just this perk, but you know how to handle yourself in a fight, and could be considered a highly skilled fighter. Whether a brawler, martial artist, or a fencer you could pass as an national or even world class expert in the field, but your skills are less about human fighting techniques and best at making use of your monstrous qualities (if any) naturally integrating them into your fighting style.

Vamp (200 CP): You're a beauty, pretty enough to easily be a school idol adored for your looks by both the boys and girls of the school; a 10/10 or even higher. But you have more than beauty, you have a flirtatious charm which people find almost hypnotic. Even without using actual hypnotic powers, you could keep a whole class of girls at your beck and call, willing to cut themselves to feed you their blood, or other things, and adoring you for it. This seems to help you handle jealousy and keep anyone from feeling left out too, though if you really turned your full attention on a single individual you could likely turn them into your loyal, and adoring servant willing to fight through time and dimensions for you.

Partial Manifestation (400 CP): As a half-werewolf, Riza was only able to transform part of her body at a time, but the more skilled full blooded werewolves we were shown had a tendency to only change an arm, or their ears, that they needed changed at the moment. You might or might not be a werewolf, but you carry a similar ability with any transformations you possess. You are able to apply them to only a portion of your body at a time, so that you could transform an arm but not the rest of your body, or manifest the ears of a transformed state without the rest of it. This will reduce associated costs - if there are any - as you're only transforming part of your body.

This ability may be used with any alt-forms you possess, manifesting only a limb or a portion of them. In addition this allows you to change between alt-forms quickly enough to change a limb in combat if you needed to.

Specialty is Defense (400 CP): The royal androids are designed to defend and protect, specializing at functioning as a (relatively) static point of defense and holding off enemies from passing them. You might not be a royal android but you possess a similar capability at defensive fighting. You are an expert at holding chokepoints, or other defensible positions, and when you remain relatively static and protect a given point you will find that your fighting skill and general power are increased, enough to defeat a foe who might be challenging if you attempted to take the offense against them with relative ease.

Royal Perks

Resolve (100 CP): How could you expect to stand among the royal family without courage and strength of will. You possess the resolve needed to be able to put your goals and purposes above your own instincts for self-preservation, able to face certain death with dignity, or to cut off your own arm without hesitation if you saw it as necessary for your purposes.

How Dare You Torment My Vassal (200 CP): You have a feeling for when those who serve you are in danger. The more personally they serve you and your connection to them the more keen this is. It won't tell you where they are, or what the danger is, but if a close vassal were about to be attacked across town you would have a feeling telling you that they needed to be rescued. For more impersonal connections this becomes less certain; if you were a ruler this would apply to your personal entourage in full, but it'd take a grave threat to a large portion of your followers for you to feel it about individuals you'd never met personally but who serve you.

Great Detective Anon (400 CP): You have what it takes to be a highly skilled armchair or consulting detective. You might not have the forensic skills that Sherlock Holmes or some of the other greats in the field possess, but you have the keen deductive mind, able to pick up on the smallest facets of a situation, and knowing when to ask why, when to ask how, and when to ask who. Shown a series of murders by ghosts you could pick up on the details of their retelling which were lies, and get to the true root of the frame job they were putting on. And this doesn't only apply to murder mysteries, you're a genius when it comes to picking up on details and connections.

Inextinguishable Spirit (400 CP): Your sense of self is very strong. You are extraordinarily resistant to external control, from coercion and charisma to mind control, brain washing, or possession. You're not quite immune, especially to the last, but attempting to change who you are and how you think will always be an uphill battle, requiring more effort and energy than it normally would; this doesn't apply to purely physical changes which don't affect your mental functions or behavior. But this shows most perhaps in your clones and copies. You seem to infect them with yourself. Even a clone that lacks your memories would develop towards a personality like your own, and woe be to anything that tries to make a copy of you with your memories and mind, because it will hold your values, and act like you would even in the face of other hardwired behavior or programming. Bodysnatchers could make a pod person version of yourself and it would betray them to do as you would do, an 'evil' clone of yourself

might as well be any other clone, and that AI replica of your mind will almost certainly not cooperate in planning against you.

Royal Blood (600 CP): You seem to truly be part of the royal family, well potentially. If you're not a royal then your possession of this power is quite a mystery. Your blood is the blood of an immature phoenix, capable of turning corpses into half-immortal blood warriors. These corpses need to be relatively intact and undecayed; the exact limits are unclear, but even a well preserved corpse from decades ago certainly won't do.

These half-immortals retain their prior personalities, and can act much as one of the living, but will automatically resurrect if killed, using the power of your blood to heal themselves and rise once more. This resurrection heals wounds, though even if they do not die they will heal at an accelerated rate; though need to hold lost limbs to the stump to heal such issues. It's not limited to wounds, able to cure deadly diseases as well. This resurrection takes time, in the range of a few moments to several minutes, though a particularly total case may take somewhat longer.

However this is mere half-immortality. The effects of your blood will only last for a few days, requiring them to feed from your blood regularly, and excessive amounts of regeneration may shorten this further, though it would take several deaths to shorten it even a few hours. If the effects of your blood wear off they will die, and royal blood - yours or others' - won't be able to stir life in them again.

Scientist Perks

Mechanic (100 CP): You might not be an inventor, but you are a fairly decent mechanic and even a craftsman of machine parts. You can perform basic maintenance and repair on most machines both of our world, and even the kingdom of monsters. You're even skilled enough to repair or debug androids, despite the black boxes at the core of their technology, though you won't be building one from scratch. This will help you learn to maintain and repair machines using esoteric technology in future worlds as well.

Roboticist (200 CP): Ah now we're talking. You possess the skills to replicate Dr. Franken's mechanical creations. You could create your own androids on par with the royal androids - without mysterious black boxes -, giant cannons, and even kaiju sized androids. You could even replicate his mansion. All these things take time and resources, but except for his time machine you know how to build his designs, and they'll continue to work in future jumps; you might even manage to improve upon them with time and effort.

Chimera Maker (400 CP): Like a certain Flyman, you are a skilled practitioner of the biological sciences. You understand how to create man sized giant bugs, 'parasite' organisms which can allow a human the speed and strength to match a werewolf under non-full moon light, and to potentially modify various monster races found throughout the Kingdom. It will still take time and effort, but you have the basic know how already, and a talent for figuring out more. This will help you modify or replicate other forms of exotic or supernatural biology you may encounter in future jumps, giving you a natural talent for understanding the functions of monstrous biology and how to modify it for your purposes.

Completely Assimilated With This Mansion (400 CP): You're not, though maybe you could be. First off you now possess a port on your body that can be used to interface your brain with computers and similar devices allowing you to plug in for a more direct control and manipulation of the device.

Though taking this further, you possess an altform of a giant, cybernetically augmented brain able to slot into a tube that can connect to a building's electronic and computerized systems and allow you to control them as if they were a part of yourself. You get the tube as well, though it doesn't provide you with a building that has been properly wired. Still should you have one, the connected devices will count as part of yourself for the purposes of your perks and powers.

Black Box Designer (600 CP): No, you can't make black boxes, but… In the sequel series it was revealed that Dr. Franken's androids were actually built around black boxes from an outside source which he was unable to truly understand or replicate. Still he was able to figure out how to use the royal family to block the otherworldly signals meant to give them directions, integrate them into his androids, and cause them to self-destruct to destroy the black boxes if the royal that suppressed the signal was killed.

You are likewise skilled in incorporating pieces of tech or magic that you do not understand into your creations safely and effectively, or using your creations to contain them. This won't be as good as if you truly understood what you were using, but you will be able to (relatively) safely use strange magical items, alien technology, and more as part of your technology and creations. If you want to contain them instead you will have a good eye for failsafes and safety measures that will, if not be perfect, at least be useful and helpful in containing these anomalous objects. You're even good at doing both at once, and your mind will brim with ideas as to how to utilize any esoteric items of power whether mystic or technological you come across.

Fallen God Perks

It's Okay I'm a God (100 CP): A young middle schooler saying these words should probably have people asking questions, at least if she doesn't give any proof. And yet when Nakua says it people buy it. You find your state similar.

If you claim to have some sort of power or ability, or to be a certain type of being as long as it's true people will sort of just believe it. They won't necessarily believe that you are on their side, or claims about your motives, but if you can time travel people will believe you when you say you can, and if you are what culturally would be called a god and you make the claim people will believe you without evidence.

Weaponized Hair (200 CP): Even after becoming a fallen god with her powers greatly reduced, Nakua was able to turn her hair into powerful, giant spider legs capable of supporting her body, holding great weights, or simply being used to strike at enemies.

You possess a similar ability. Select a type of animal, you are able to turn your hair into powerful striking limbs that resemble that animal. Choosing snakes might see you with great, striking serpents lashing out from your head, wolves might see you with the ends of your hair turning into wolf-like maws, and cats might see you stretching out feline paws from your hair. Either way they will be able to stretch out several times longer than your hair, possess more than human strength, and could be used for either brachiation or to support you as 'legs'. You can create up to 4 such hair-limbs at a time, or turn them back to your normal hair with ease.

If you purchased Godly Beast or Beast you may purchase this ability at a discount (or for free with the Fallen God background) as long as your chosen animal matches your Godly Beast or Beast form, however you will not be able to use it while in that form.

Barriers and Boundaries (400 CP): The gods of this world seem to possess a special talent in the creation of boundaries. These boundaries can take various forms: barriers that prevent the unwanted from entering; barriers that prevent people from leaving; areas of altered time; or even pocket dimensions where a small shrine holds a vast cavern. Now you possess this ability as well. Through the use of psychic, mystical, or spiritual power you can create your own bounded spaces. Like those created by this world's gods this can take the form of magical wards that prevent individuals from entering, or finding, a location without your permission, cause a location to loop in on itself so that no one can leave without your permission, twist time in a location so that it moves slower, faster, or even loops in on itself, or create entire dimensions. This does, however, take energy. It's easier to keep things out than to keep them in, and both are easier than a true pocket

world, which is itself easier than attempting to meddle with time outside of a pocket world. A human would likely have difficulty sealing a single mansion, while a divine beast could easily seal a town so that no one could leave, with time and effort create its own pocket world, and with a good stockpile of power from **Rites and Rituals** might be able to send a group of people back in time though it'd leave them drained and effectively a human for years and it'd likely be less than finetuned time travel.

To Kill a God (400 CP): Is no simple task. A god's body is not always its body. Sometimes what would seem to be the god's body is merely its avatar. But you know a ritual which can help with this issue. By burning a piece of an avatar you can divine where the true individual is. Since you're paying CP for this, this works on any remote controlled body or representative and can work to find either the true body or the house of the soul. This will even int you to the proper dimension, potentially guiding you to dimensional portals, rifts, or weak spots. Burn a lich's bones to find its phylactery, burn a drone to find the person working its controls, burn a telepathically controlled thrall to find its manipulator. You don't even have to burn all of the avatar, remote controlled body, just a piece will do.

And if you find a truly distributed intelligence, where every piece can be the residence of the true self, this will point you to every piece, though if there's too many you might need to do this a few times.

Rites and Rituals (600 CP): Faith, prayers, and religious practices have real power. At least they do for you. You are able to derive spiritual/psychic/mystical energy from traditional religious rites and practices capable of being used for the general purposes of the rite itself; people performing a ritual to ensure good weather would particularly help you influence the weather to be fairer, but it will still be usable for other purposes just provide less energy. It's worth noting that prayers are traditional religious rites, making prayers usable for this purpose, and those of gratitude directed towards you especially effective for general purposes and use. Though physical offerings are better, and the more ritualized and specialized the act the better. You can also use this power to temporarily bolster your spiritual power in general, if you do not have a specific act you want to perform with it.

This is reliant on it being a traditional act; introduce one that's wholly new and it will be far less or even completely ineffective. Thankfully, regardless of the local culture Shinto rites will always work. Second, the power from a single individual's prayer or actions is miniscule. One individual praying even in a ritual manner won't do anything, but get a whole town praying at the same time and in the same direction, and you might be able to

use that power to destroy an invading foreign god with a giant explosive ball of spiritual power.

There is a somewhat unsavory shortcut if you find that your prayers and offerings have dried up. You can also obtain this power through the consumption of the life force of sapient beings, in effect sacrificing them to yourself. This is not a pleasant experience for them and usually fatal if not immediately than in the long term, and to be effective and not immediately fatal you are talking about many individuals.

On a lighter note, this makes you good at performing fortune telling. You can figure out what someone's lucky direction, color, or number might be, and with a little ritual figure out if a day is a lucky one for an individual or an unlucky one, and tell general things about their fortune. Don't expect detailed information about future events, but if you were handing out fortunes in a shrine they'd be accurate more often than not.

If taken with Barriers and Boundaries you may teleport between shrines and temples affiliated with any group of gods that accept you as one of them with at least enough range to cover Japan.

Race:

You may be a hybrid by taking a second race gaining all the strengths and weaknesses of both races, however where these directly overlap (such as vampires and werewolves both having supernatural strength), at which point you may take the cheaper of the two races at a discount. Royal may not be taken with any other race.

Post jump your race becomes an alt-form. All races come with a certain amount of supernatural/mystical power with the higher cost races having more. Exceptions are Royals who have a substantial amount despite their free cost, and androids who have no particular supernatural power. In general it goes humans/androids/100/200 CP races (in theory the latter two possess more but it is not a substantial amount), royals/400 CP races, ice women/kaiju/vampires, godly beasts, and then above them mature royals who have not become true adults (though they can permanently burn out). The **Psychic Powers** perk will increase this one step.

Monsters get a discount on purchases here, applied after the Hybrid discount. This discount will reduce the price by 50% or 300 CP whichever is a smaller reduction (so they could buy Werewolf for 200 CP, 50% off, but if they wished to be a Werewolf-Vampire hybrid which would normally be 600 CP+200 CP for 800 CP total it'd be 500 CP for a Monster).

Human (Free): You're a normal human. Taken with hybrid this might humanize some of your monster traits; such as how Riza is seemingly unable to change into a full werewolf form; a half-human half-gilman might appear as mostly human with the innsmouth look and gills.

Royal (Free, requires Royal Blood): You truly are a member of the royal family. An immature phoenix you may possess the general royal phenotype, though exceptions to it do occur, and your eyes are red and slitted. You are only slightly stronger or tougher than an ordinary human. Still you are part of the royal family with all that it entails. During this jump it is possible for you to cultivate your life force to mature into a semi-adult phoenix or even join the phoenix as part of its gestalt being, but you will not retain this capability in future jumps (and even if you did once burned out the power would be gone for good), and (barring scenarios) you will be removed from the gestalt to make your choice as to whether to continue, stay, or go home.

Near Human (100 CP; Free with discount): Whatever your monster race it doesn't possess much in the way of special powers. You're a little stronger, faster, and tougher than a normal human (though your species's average is likely less than peak human), and you may decide the aesthetics of your species, but you gain no other significant benefits.

Beelzebub (200 CP): You are a fly queen, or maybe king? Either way you appear mostly as a normal human, albeit with red, slitted eyes like one of the royal family. Your face, though, is where your oddity is. You have a mouth, that much can be seen despite the bandages that your species normally keep wrapped around their head, but a swarm of flies seem to live inside of the bandages, around your head - and possibly in your flesh. Now this swarm isn't you, lethal damage dealt to your body such as a knife to the gut will kill you, but your body is adapted to having a swarm of flies living inside of it.

You gain a free purchase of the Animal Control perk for flies.

Birdman (200 CP): You are some form of winged humanoid. As a monster you're somewhat stronger and tougher than a human, but this primarily grants you a pair of wings capable of flight.

Fishman (200 CP): You are a fish person. Covered in hard plates and with an amphibious, as a monster you are somewhat stronger than a human, and tougher as well, though your big advantage is that you are capable of living and operating above or below the water. If you'd like you can have an angler fish lure which produces bioluminescent light.

Mole Man (200 CP): You are a mole man with large, mole-like paw-hands designed for digging. As a monster you're somewhat stronger and tougher than a human, but this mostly grants you the ability to dig through stone and dirt at great speeds, capable of tunneling through solid rock with your bare hands.

Minotaur (200 CP): You stand head and shoulders, bull head and shoulders that is, taller than a human. While you don't have particular super agility or speed, you are strong, though not quite to the level of werewolf, even outside of the moonlight, you are still significantly stronger than a human and rather comparable to an invisible man.

Ancient Vampire (400 CP): You are a monstrous amalgamation of man and bat. Your arms double as wings, and you possess batlike echolocation. You are also an ancient precursor of vampires. Your strength and agility are enhanced, though only roughly at the level of an invisible man, you're still strong enough to lift a person from the ground with your semi-prehensile feet, or demolish a car with your bare hands, and fly away without

being particularly slowed. You lack the control over bats, hypnotic powers, and ability to transform into a swarm of bats that a modern vampire possesses, but you are able to turn humans into ghouls, which you are able to direct and control, by draining them of their blood. They seem less intelligent than the half-vampires created by vampires, being feral, blood drinking monsters that are killed by the light of the sun, repulsed by garlic and crosses, turn to ash if stabbed with a stake of white ash wood (even not in the heart), and unable to cross large bodies of water under their own power, such as sizeable rivers. You possess some of these same weaknesses. While tough enough to survive non-sustained gunfire, you can be killed by a white ash stake through your heart, and even in other places it will hurt you more than it would a human. You cannot cross large bodies of water under your own power. Finally sunlight burns you, and can eventually kill you while also weakening your powers.

Beast (400 CP): You are a supernaturally powerful animal, about the size of a horse to an Indian elephant. Your strength and speed cap out at similar to the Battle Parasite perk, and you possess some minor abilities based on your form - a spider might have venom (though not as deadly as a real spider scaled up to human size) and the ability to create and launch webs, a wolf would have supernaturally potent olfactory capabilities, etc. The more utility your species has the less raw strength and power it will possess.

If you want additional heads, like a hydra you may purchase a second head for 100 CP, a third for 50 CP after that, and each 50 CP after that provides an additional 2. If you want a more chimeric form you can mix an additional animal into your form for 100 CP.

If taken as a hybrid you will be able to assume the form of your alternate race as well as your Beast form which may or may not at your discretion be a hybrid of the two.

Giant (400 CP): Maybe you're a cyclops, or a giant ape. Either way you stand at the size of a smaller kaiju or mecha, several times larger than a human, but you're still a far cry from the likes of a proper daikaiju or even a super robot. This size gives you great strength, comparable to a werewolf in the moonlight, and possibly enough to match or overcome one in the full moon, but your size makes you slow and clumsy compared to a human or at least seem that way.

Invisible Man (400 CP): You are an invisible man, or maybe invisible woman. You are completely invisible, even to infrared vision, though this doesn't apply to objects you wear or carry. Disembodied spirits and ghosts can see you normally, however, but you are able to see them as well. You also possess enhanced strength compared to a human. While not at the level of a werewolf, you're noticeably stronger than a human, and

tougher as well. You could survive being hit with a car with minimal injury, and keep fighting, break doors and walls with a bit of effort, and if pressed could demolish a car with your bare hands, and even without your invisibility fighting an ordinary human would be clearly unfair.

Post-jump you will be able to control your visibility in this form from fully visible to fully invisible.

Parasite (400 CP): You are *that*. A name for it does not exist, but you're a little larger than a human fist, with a body that possesses several insectoid legs, toothy mouth flaps, and eyes on a vaguely arthropod-esque body. Your body is capable of great contortions, limbs twisting together to form menacing drills or squeezing your body into a human mouth. It's this last that gets to your real power. You can crawl into a body and thus take control of the individual you have entered, puppeteering their body under your control. Despite your small size you are fairly strong, strong enough to feasibly contend with a human, though you'd be at a disadvantage if they managed to put all their weight into it, and you are very durable; it'd take something like a jackhammer to break through your shell.

Werewolf (400 CP): The renown warrior race of the kingdom, werewolves are among its physically most powerful. You are a large, wolf-person, covered in fur, halfway between human and wolf. You are able to assume a human form, and with training can transform only individual portions. You possess wolf-like olfaction, even in your human shape, and improved hearing and night vision. Your animalistic senses are not your most impressive trait, however. Werewolves are famed as warriors and the reason is clear. They possess superhuman agility and speed, and are strong enough to move a small pickup truck or lift it briefly, and that is under the light of day, but your physical abilities only grow more impressive under the light of the moon, reaching their peak during the full moon where you could oppose beings that can smash through castle walls, or hold back giant monsters capable of crashing through buildings. And of course as a werewolf you are hard to kill, wounds from non-silver weapons seem to be reduced in their general effect on you and healing much faster than they should. You're no half-immortal but you're hard to put down. Wounds from silver will affect you just the same as they would anyone else, and sufficient force or power can still kill you without silver.

Android (600 CP): You are an android, possibly not a royal one, but you are their equal in design and performance. Strong enough to swing around large logs, and to flick pebbles hard enough to leave bullet-like wounds. Your resilience is, if anything, superior to your strength leaving you nearly immune to the physical attacks of even creatures such

as werewolves and giants; you could sit somewhere for 2000 years and still be repairable. Your oddest power might be your weight, however. You weigh many tons, too heavy to be budged by someone who can lift pickups, but somehow don't break floors, or slow vehicles. In fact you only seem to weigh this much in a few situations… kind of. You cannot float, sinking in water, but given a few air bladders or other flotation device can lift you out of the water, this is far less than your weight seems to be. The true weight shows when you are immobilized, out of power, shut down, or otherwise incapacitated. It also shows when you simply do not want to be moved. In truth this seems to function more like an immovability power than true weight, though sufficient strength surpassing that of a giant or werewolf might be able to carry you about against your will; it'd take heavy machinery to transport you if you were unconscious or incapacitated much less are actively resisting. Another minor power of note is that you possess infrared vision.

You are also of course a machine. You do not possess biological functions, and do not sleep, eat, or drink. Instead you are powered by electricity possessing a power plug that can extend out to plug into available electrical sockets. You can enter a sleep mode to conserve energy.

Godly Beast (600 CP): If you are not a god you are a creature like unto them. Choose an animal. To an extent this is similar to a Beast on the same scale as a Giant, larger than the latter like the former is larger than a human. You are stronger than a giant, and while your size makes you seem somewhat slower, it's not to the scale of a giant. Still its raw power is enough to potentially overwhelm and push back an android, defeat a vampire at night, or a werewolf during the full moon, though during the full moon a werewolf and vampire working together could defeat you.

This race also seems to edge out other races of the same value in raw spiritual power, though it does not inherently possess an outlet for that power.

You can also assume the form of a regular sized animal of the same type as your godly beast, and gain a free purchase of the Animal Control perk for the type of animal.

If taken as a hybrid you will be able to assume the form of your alternate race as well as your Beast form which may or may not at your discretion be a hybrid of the two. Also, due to its increased spiritual strength it will increase the supernatural powers of your other race (unless it is Android or Human) by a noticeable margin.

Ice Woman (600 CP): You are a humanoid being made of ice and snow. You are strong and fast, though you'd likely lose out to a werewolf even without moonlight, the difference would not be great. You possess the power to freeze with a touch; this isn't

powerful enough to actually freeze an enemy's hand solid when they strike you, but it's enough to leave a Beast feeling numb, and with difficulty moving their hand afterwards. You are able to bring cold and snow with your presence, though it'd take a group of you, or additional power beyond this to bring a snowstorm out of season. And you are at your strongest when there is snow because you can restore yourself from it should you die, leaving you effectively immortal as long as fire is not brought to bear. You are, however, weak to heat and fire; fire can melt you, destroying you with far greater ease than it would a human and as it will melt the snow around you can be used to potentially permanently end you. Even temperatures survivable to humans can be a danger to you, though with sufficient power it might be possible to increase your cold to the point of putting out most fires.

Despite the name you may choose to be a man, either made of ice, or an abominable snowman.

Kaiju (600 CP): You are a massive creature, towering above even giants. At minimum you are the size of a typical super robot, roughly (in nice round numbers) 30 meters or 100 ft, and this is the minimum, you're more likely in the true daikaiju range of approximately 50-100 meters in height. You possess great power, physically surpassing even a godly beast, and are strong enough to topple skyscrapers by pushing on them or even just walking into them, to tear apart a cliff with your bare hands. You possess a similar durability. Your size does mean your movements seem slow to a human, though it's worth remembering you're moving many times as far in each step or swing of your limb. In addition to this you possess a powerful breath weapon of some sort, capable of wounding beasts such as yourself or potentially destroying giant robots.

Laputa (600 CP): You are a living storm. Or a living cloud. You possess a singular great eye at the center of your being, and exist as a large cloud. If roused you could form yourself into a living typhoon, capable of continuously assailing a location for days on end before growing tired, and capable of producing winds strong enough to tear apart mansions in full hurricane force if you push yourself. Eventually this would prove tiring to you forcing you to gather new water into yourself, likely out at sea.

Toraishin (600 CP): Invading gods from another world, or parasitic 'god thieves'. The toraishin appear as black humanoids with heads shaped like hands. Their physical capabilities are not particularly impressive, merely an equal to the likes of an invisible man, weak enough that it would take a combat specialist to go toe to toe with an untrained beast. But they possess a special ability. By attaching themselves to a god they may take control of it. It might be possible for them to struggle against this control, and a

sufficiently powerful individual may be able to fight you off as you attempt it, but even in future jumps you possess the power to attach yourself to a god, partially merging with them to take control of them and their divine powers.

Vampire (600 CP): You are a pureblood vampire, one of the race which once warred against the royal family itself. Considered invincible at night, you had still best not get too cocky. At night, or just well outside of the sunlight, you're a physical match for a werewolf outside of the moonlight, or during the crescent moon, but you possess many advantages over them. You are capable of flight without a visible means of propulsion, capable of carrying a person (or two) aloft with ease. You can command bats, using them as your eyes and ears, and even turn (your clothes and small held items included) into a swarm of bats yourself if you are not held or restrained capable of doing so at speeds to dodge attacks. You possess hypnotic powers, tied somewhat to your gaze which allows you to hypnotize the weak willed (this includes your average human), or remove or modify their memories, and can convert others into lower class vampires by biting them. At first they will become a half-vampire, your will able to influence theirs and to control them as your puppet, but if they are not given an antidote made from your blood before 24 hours have passed they will turn into vampires themselves, though as a vampire's powers are tied to their purity of blood these vampires will be relatively weak only barely stronger than as a human, and lack the special powers of a vampire, they will however retain their intelligence and you will retain your influence over them. These low end vampires possess many of the weaknesses of folklore as they are destroyed by sunlight, unable to cross large bodies of water, can be warded away by garlic or crosses, and a white ash stake will kill them by piercing their flesh.

You share some of these weaknesses, but as a pure blood vampire they are much less. Garlic and crosses have no effect on you. Sunlight will not kill you, but will sap your strength and reduce you to something closer to - though still above - human. You still cannot cross large bodies of water under your own power, leaving it probably your biggest weakness. Finally white ash stakes are potentially lethal to you; if driven through your heart during the day such a stake would kill you, and even at night they can injure you though still less than they would a human. At night even a stake near your heart if removed and treated immediately by a team of doctors could be survivable, though you could expect to have several days of bed rest to recover. Though do be careful, even if it's not white ash if someone manages to do something like destroy half your torso you will die, but your ability to survive wounds is still better than a Beast, or a Werewolf outside of the (near) full moon.

You gain a free purchase of Animal Control for bats.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Any sapient individuals in this section count as followers unless imported as companions.

Live-in Maid (50 CP): This is an aesthetically appealing, young man or woman who is your personal servant. Their wages are provided for so you don't need to worry about that. They are a competent live-in maid, particularly skilled at making an excellent cup of tea, though generally are a skilled cook. They do tend to be rather ditzy about things not related directly to being a maid, and tend to fail to notice, overlook, and simply be unfazed by any amount of weirdness; you could be routinely abducted by supernatural horrors which destroy your house on a monthly basis and they could honestly fail to notice that you are fighting a war with monsters and your guests include a vampire (who carries around her coffin) and a werewolf.

Motorcycle (50 CP): This is a simple motorcycle. It doesn't seem to actually require fuel, and will maintain and repair itself when not in use. If destroyed, totalled, or simply irrevocably lost it will take it 24 hours to be restored good as new; lesser damage will be reverted more quickly.

Bloodsucking Flowers (100 CP): These seeds can be implanted in a creature, causing them to grow into dangerous bloodsucking plants. They feed on their host's blood, and as such are extremely protective of their host. They are capable of somehow retracting into the host, only to extend outwards on a long, flexible, tentacle-like stalk ending in a 'flower' with a tooth-filled mouth large enough to bite off a person's head. These flowers are dangerously fast, though not necessarily faster than many of the other fighters of this world; except when it comes to protecting their host. When intercepting attacks they seem to be able to move significantly faster than they otherwise would. You get four seeds, enough for four flowers to shield their host. They will also attack things that are seen as threats to their host.

The downside of course is that they feed on their host's blood, especially when acting, and will slowly kill them requiring regular blood transfusions especially if engaging in combat, or some other solution.

Charging Station (100 CP): This is a booth made for a humanoid robot to stand inside of. It provides electrical energy, transferring it to any rechargeable device placed within. Usually this would be built into a building, and, given just plugging an android in sometimes takes about the same time to charge them, be pretty worthless. Yours though does not need a source of external electricity, instead providing a constant, steady stream of power, making it theoretically mobile though still like trying to carry around a metal coffin. It will also charge devices at triple the speed of a standard power outlet.

Royal Android (100 CP): In case you'd rather have one as a follower than build one as a companion. This is an android built to the same specifications as those used by the royal family. This includes the inability to attack members of the royal family, as well as their explosive self-destruction on your death. A competent servant, and better bodyguard they are an example of the android race and can be considered to have the Fuga and Specialty is Defense perks, as well as skill as a servant or butler, though not quite reaching the Meido perk or Live-in Maid above.

This is a human sized android, as opposed to something like the giant android that Emil possessed (that's a separate item), though you may choose to have an android dog, or similar roughly sized animal instead if you'd prefer.

Fishman Guides (150 CP): When you find yourself traveling in the wilderness, somehow you will find these guides waiting for you. There will only be one to three fishmen each time, and they're completely useless in a fight (even when it comes to fighting wild animals), but they have knowledge of how to survive the area. They'll also know the paths through the area as if they were a native to the region. A sufficiently hidden secret might be secret to them, but they can be expected to know the local region's wilderness as if they had been grown and raised there. They seem to have particular knowledge of the habitants and behavior of local monsters, capable of providing you with a veritable treasure trove of such information. They come in a variety of phenotypes based on the location, such as the normal swamp dwelling fishmen, angler-fish light bearing deep see kin, or with paper thin disguises like sacks over their heads as 'sandmen' for the desert.

Pharaoh's Army (150 CP): This is five hundred mummies. They're not the implacable mummy of Universal or Hammer studios, they're more flimsy than that. Rotting corpses wrapped in bandages which hold their bodies together, they are capable of launching the bandages around their 'arms' (or which used to be around their arms before said arms rotted away) out at enemies to entangle them, controlling the bandages as if they were a part of them, but they have the general durability of a rotting corpse, breaking apart with ease. They're not particularly strong being weaker than a human on average, and are rather on the clumsy side.

They're also not particularly smart, capable of following basic orders, but don't expect them to follow intricate or complicated strategies and don't expect them to do much creative thinking; maybe it's that their brains were pulled out with hooks. Still you get something like a thousand of these mummies, and if destroyed 100 will respawn each year with all of them respawning at the start of a jump.

You may summon them to your location by calling to them, though they will not all arrive at once or immediately, but begin to filter in over an hour teleporting to your location in twos and fours.

Sword Being (150 CP): This is a living sword, or well arguably it's an undead sword. The sword seems to be a blood warrior, capable of regenerating its blade if shattered, and otherwise healing damage over time and repairing from death in moments. This living sword is capable of fighting with you, sensing from its blade and subtly guiding your blows to help strike true, and adding force to your strikes.

Convenient Van (200 CP): This large delivery van, or small track always seems to be there when you need to run someone over. Or maybe just need a getaway vehicle. It's not really a single vehicle, so much as a series of them which appear when you go looking for one, and disappear when you no longer need them. They don't seem to need fuel, or a key, and are strangely durable, able to crash through buildings without a scratch on them.

Mega Particle Cannon (200 CP): This is a large train car, about twice the normal length of one, bearing a large energy cannon. Its range of fire is somewhat limited, it points in a mostly forward direction. Still it's a powerful weapon, capable of melting the hands and wrists off of a giant android with a single shot, and potentially even destroying one. Used against the landscape its blasts create a large, visible explosive burst. This weapon holds a huge amount of potential power, and if critically damaged will explode with enough force to cause a mushroom cloud.

Mermaid's Flute (200 CP): This is a simple seeming flute. However when you begin to play it the music has a special effect guiding ships to your location. The longer you play the further afield it can reach to guide them to you. It will compel the crew to come towards the sound to investigate it. If you're far from where the ships can reach it won't affect them; so don't try to call boats while on an inland mountain top.

Triffid Seed (300 CP): When you plant this seed it will grow throughout the ground, becoming a massive plant monster, or progenitor of them. Its vines can reach out of the ground, individual ones large enough to reach above trees, and capable of lifting and striking people. A werewolf or android could overpower them, but it would not be easy even for them. The triffids grown from this seed will recognize you to some extent, not intentionally targeting or attacking you or those who are obviously welcome by you. It does take time for this triffid to grow, but it will reach a size to cover a small mountain over the course of a day; after this point its growth will continue but will slow immensely.

If the triffids are killed then you will receive a new seed after 1 week.

Devil's Trident (500 CP): This is a traditional devilish 'pitchfork', really more of a trident given the three prongs. By declaring your name, and status as door keeper of Hell before stabbing it into the ground and screaming "Forced Deportation" you can teleport things in contact with the ground to Hell. You do have to charge it, however, with the longer between the start of your declaration and the final stab increasing the area of effect, but diminishing returns begin at 50 meters. The deportation also only affects things actually touching the ground (though shoes count as touching), so if they're able to float, or just jump at the right time this effect can be dodged.

This will transport them to the local setting's afterlife if there is one, and the bad one if there is one. If there isn't an afterlife it will transport them to a generic bureaucratic realm for punishing the sinful dead mixing Christian and Buddhist ideas rather liberally. There's no guarantee that things will stay in Hell if they weren't supposed to go there.

Ecosystem Seed (500 CP): This artificial meteorite possesses biological technology which alters the area around. It begins by producing a few plants that produce a gas which allows more plants to be produced creating more and heavier gas cover forming a sea of fog around it. As this process repeats the ecosystem evolves through epochs of the world it was made to resemble until it reaches the modern day. This includes a sort of genetic memory allowing even cultures and societies to be replicated. Depending upon

the closeness of atmospheres this gas may prove poisonous to the natives; if they couldn't breathe the air of the world you're replicating they won't be able to breathe it safely. However it does not just kill. Stronger creatures, such as immature royals, can survive but will be bioformed themselves, rendered unable to breathe outside of this atmosphere, and mentally influenced to try and promote the spread of the gas.

This is not foolproof, though. The plants require this gas to survive so if something were to clear the gas - such as a powerful windstorm or a large fire heating it and making it rise - they would wither and die. As such it is prudent to start this process somewhere sheltered, and as the gas is typically heavier than air somewhere low that the gas can pool. The speed at which this area will expand will vary based on those conditions as well; it would fill a meteor crater, or dry lake bed quickly, and a mountain valley would likely still see rapid progress, but once it's rolling out across an entire world… well you can expect full assimilation to take years at minimum and possibly longer. Though in that time it should be able to replicate life up to a modern level so you may see civilizations beginning within the gas which have a healthy interest in expanding it.

Normally this ecosystem seed would be geared for the world of its alien creators, though yours can be set for Earth's ecosystem, or that of any other world you have visited, allowing it to recreate its atmospheric conditions and biological systems, terraforming the world to match the specified world. Well it can be set for any world you've visited, but as it uses the flora of that world to spread it does need to be one that has an active ecosystem; trying to use this to replicate a barren, airless dead planet will prove difficult at best.

Outsider Items

Regenerating School Uniform (50 CP): Well it can be another basic outfit if you'd prefer, like casual clothes, or a maid uniform. It's nothing too fancy, but any damage it suffers is repaired by the next 'scene'. If damaged in a heated battle, it would remain damaged through the fight, and possibly an aftermath conversation, or maybe until you ran away and stopped running. If damaged somehow during a meeting it'd probably remain damaged until the end of the meeting. But any damage it suffers does not last long, merely continuing until the end of the current narrative event.

Serial Killer Mask (200 CP): A sack with eye holes cut in it, when worn over your head it is a surprisingly effective tool for concealing your identity. Your voice, your build, your clothes, none of these physical indicators will be usable to identify you as the same individual as when you are not wearing it. Your motives and actions might give you away, but not your looks, or how you sound.

Taped Funerary Invocation (400 CP): This is an old cassette tape, which comes with a player, which contains a recorded funerary invocation which invites the spirits of the restless, and perhaps evil, dead to come and possess nearby individuals either living or dead when it is played. These spirits will fill the possessed with murderous blood, driving them to murder the unpossessed. Sufficient willpower can resist and eventually overcome this possession, and being hit hard enough can break the possession as well. Otherwise it will last until the rising of the sun.

Since you're paying CP for this the spirits won't possess you, or drive listeners to murder you.

Grimoire (600 CP): This is a book of black magic. Seemingly equal parts guide and power source. Among the spells it contains are those for sealing buildings so that they cannot be left, which are extremely difficult to break from within - though extremely easy from the outside - and for binding ghosts to objects or places as well as controlling and manipulating them. These ghosts can be very dangerous as spectral entities, able to forcibly possess the living and cause them to relive the actions leading to the ghost's death, merge into large and powerful monsters, or be used for other nefarious purposes, such as a power source. You could even make a ghost ship, manned by ghosts, which trapped the souls of those who died within it as ghosts, and which continued to sail despite by all rights being a hulk that should have sunk, because the ghosts keep it afloat. It likely contains other spells for manipulation of dead spirits and space itself.

Monster Items

Tomato Juice Box (50 CP): This is a small box of tomato juice. That's what it says on the label at least. This red juice is capable of sustaining any creature that feeds on blood or meat as if it was actually (human) blood or flesh. You get enough to keep 1 bloodsucking individual well fed via an automatically restocking supply.

Convenient Tree Trunk (200 CP): This is a log about as wide as a human's hips, perfectly round, and about 6-8 ft long. Or maybe it's logs plural, as you always seem to have one, ready to pull out of nowhere when you need it. Only one ever exists at a time, so you won't be building a cabin from them, but could still be useful for bludgeoning people, or throwing at things.

Invisible Wire (400 CP): This is a long spool of sharpened wire. Not merely thin enough to be invisible, but legitimately invisible. The more important quality is that it is receptive to your ki, or other forms of supernatural energies. If you have elemental or energy based powers you might be able to channel them through it, but this allows you to handle it without being cut or harmed yourself, and to harden it, reinforcing its durability and cutting power. The more powerful you are and the more energy you put in the harder to damage it will be and the better job it will do cutting through materials.

The Unusual Train (600 CP): There is a train that connects the human world to the kingdom of monsters, a parallel dimension. Called the usual train by the inhabitants of the kingdom. This is a similar train. Yours, though, allows for travel between the normal world and various otherworlds, such as any parallel world of monsters, spirits, or even the dead. This won't take you to parallel timelines, but works to connect the 'ordinary' world with any afterlives, monster realms, or the like. It won't necessarily make you welcome in these worlds, but it will take you to them. Comes with a certain amount of length of tracks to allow it to run. It is also capable of being used to travel quickly around the world, by dipping into an alternate reality and back out somewhere else, though it does need train tracks for this.

Royal Items

Chainsaw (50 CP): Hime doesn't always use a chainsaw, but it or a trusty ax seems to be her go to weapon. Now you can get into the fun as well. This is a combat ready chainsaw, less prone to getting caught in a body than a real chainsaw, with no need for gas, and reliably starting on the first pull. It seems a little lighter and easier to wield in your hands as well, and better weighted for use as a weapon as opposed to a tool for cutting stationary objects.

Mansion (200 CP): This is a large mansion similar to the ones the royal family use during their succession battle. Its utilities are provided for, and all taxes and fees incurred by ownership are paid for. It will repair itself as well. This isn't instant, but even if it was completely destroyed it would be back and fully repaired within a week. Optionally comes with a strange, spiral shaped, black cloud that lurks perpetually above it preventing sunny days from ever disturbing your day.

Giant Android (400 CP): A royal android of Dr. Franken's design. Standing on the same scale as a kaiju, and putting up a fairly even fight against one, though it wouldn't be sure who would lose. This is a powerful machine. With eye beams capable of destroying a train, and a body simply capable of striding through most fortifications. Capable of submerging in the ocean and walking across the ocean floor without issues. Possesses a fully functional AI, and would make an excellent robotic butler if it was the right scale for it. Like other royal androids speaks only in combinations of fu and ga, but given a month or so and you will be able to understand it fluently.

Excessive Wealth (600 CP): The Royal Family is extremely wealthy. Rebuilding mansions regularly, numerous summer houses, private beaches, easily able to afford new vehicles, safaris to distant locations to find exotic races of monsters and cryptids, mercenary mad scientists, and more. Now you too possess this sort of fantastic wealth. You don't seem to have a visible source of income, but your income tax for it is paid, and you get a steady supply of wealth that would be enough to live constantly in decadent luxury, which would normally be reserved for only the greatest of the super wealthy.

The exact amount of capital this provides you with will vary from jump to jump, but you can expect to have a steady income which would see you counted among the super rich for the local setting whatever that is. You won't have the estates and holdings to go with it (at least not from just this), but you will possess the money to begin buying them.

Scientist Items

Interdimensional Cellphone (50 CP): This is a rather ordinary cellphone. Except it always has a signal, at least for receiving and sending calls, and is capable of calling in between dimensions as well. Doesn't even seem to need a source of power.

Automated Lab (200 CP): This is a laboratory designed for scientific experiments, especially of the mad variety. It possesses its own generator and a resupplying stockpile of basic tools and resources for mechanical or biological experimentation. Nothing particularly hard to come by, and not on an industrial scale, but enough to perform some basic experimentation. The entire lab is automated, and it would be possible to run all of its experiments and systems from a single computer system. If bought with the Mansion the two may be merged granting the lab the mansion's self-repair and automating the Mansion similarly to the lab.

Trioxin Supply (400 CP): This is a chemical which reanimates corpses and keeps them animate as long as there is a sufficient amount on them. It will evaporate overtime, and will do so quickly if exposed to the sorts of temperatures that a fire brings, but as long as a corpse is well doused in it, the corpse will continue to function despite all damage done to it, though once the brain is destroyed they will mostly just attack the living mindlessly. While the brain is intact they will possess some level of intelligence, though it is reliant on how intact the brain is; once it has begun to decay there is a problem.

But it's not trioxin's ability to make zombies which is the main appeal. A heavily concentrated dose with certain other chemicals can be used to regenerate the body and rejuvenate the dead with their full consciousness. This could revive a decades dead individual who was too far gone to be revived as a blood warrior by the royal family and restore them to full cognitive faculties. Temporarily. You'd need to keep them supplied with trioxin, preferably somewhere cool.

You get instructions for this concentrated form, and enough trioxin to revive someone and keep them alive for a week assuming they're somewhere nice and cool; or to animate a small army of fresher corpses with decay intact. It will resupply steadily at a rate where it could be used to revive someone indefinitely in proper (non-refrigerated) situations

Cloning Device (600 CP): This is a pair of linked teleporters. They're not really good for that purpose as they have a relatively short range. Also they don't teleport things, they instead materialize a copy of whatever is put in one of the teleporters when it is turned on into the other. So it's really more of a cloning device, though as it copies their clothes it might actually be more of a matter replicator.

Either way it does have some issues. Trying to replicate a blood warrior it was unable to replicate the fire of life in a royal's blood and the replicas would live only a short time before dying and even a royal's blood couldn't prolong them. As such it does seem to have trouble replicating supernatural elements even from this world, so you can expect the results when trying it to be imperfect if not total failures. It was also an accident with it which turned Dr. Flyman into a fly man, as such it's advisable not to put two distinct living organisms in it at once as they may merge together.

Fallen God Items

Offerings (50 CP): It's not exactly the best period to be a god. Offerings are slim these days. They might not come from worshipers, but these offerings from your chain ought to help tide you over somewhat. These offerings will appear near your location on a semi-regular basis, though if you'd prefer you can set somewhere for them to appear instead. They are primarily sweets and deserts, usually of higher quality, and really more deserts than a single individual probably should eat, but occasionally you'll get food, sake, or even some money showing up.

Shrines (200 CP): These are small religious shrines dedicated to you or the deity (or deities) of your choice. You get 100 of these shrines, and they'll appear across a city, or region at the start of each jump. You also gain a special shrine for your own use which records prayers made at these shrines (and who made them), and if you sit at it you can even hear the prayers directly. It will also record offerings made, and you are able to collect any offerings at these shrines through this special shrine.

Ghost Army (400 CP): This is a company of Japanese soldiers who died defending Iwo Jima. Or the ghosts of them. For some reason they have decided to defend your lands and properties with the same fervor and dedication that they once attempted to defend the home islands with. They only seem to exist when your lands are under attack, appearing to defend them. Existing as they do with one foot in both the physical and spiritual world they can interact with both, leaving them vulnerable to physical assailants, but also allowing them to see and shoot spirits, or beings that can only be harmed by supernatural means. Each of these soldiers will revive upon death up to 7 times before they are destroyed, and will regain one of these lives each year (and all of them at the start of each jump), though if destroyed completely they must wait until all their lives are restored before reforming.

These ghosts are a purely defensive force. They will not appear or take offensive action. However you do not need to be there to have them appear. Any time your dominions are under large scale attack they will appear to defend them. You can set up certain places or situations they will not appear for, or otherwise restrict their appearances if you do not want them interfering - or throwing away their lives. They will also not appear until such an attack has commenced, or stick around after it. Still they are an implacable defense, fully capable of tactical combat to sell each of their lives dearly.

Divine Treasure (600 CP): This is a sacred object, some work of art dedicated to the god. Normally a god of this world's soul would reside in such an object, and they would be truly destroyed if the object was. Yours is a little different. Your soul could be said to be in this object, but its destruction will not destroy you, merely remove the protection it provides you, and you are not permanently bound to the object but may transfer your soul to and from it if you need to.

As long as your soul is in this object, and it is safe and intact, you are effectively immortal. While it won't help you recover your power, or exhausted energy, your wounds will heal at greatly accelerated rates and even 'death' will merely be a temporary end though your revival will take longer than a blood warrior's. And of course as your soul is in the object and not your body most death magic fails against you, as will attempts to meddle with your soul targeted at your body.

There is however a range limit to the distance which can exist between your body and this object and still allow your body to function. It has to be in the same dimension, and while its range is larger than a city, it is less than 100 miles. If you'd leave this range suddenly - such as through teleportation - you can choose whether the soul returns to your body or if it is left empty and effectively dead.

Companions:

The gender of all OC companions can be switched at your discretion.

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

A Hero of Your Own (50 CP): This is an ordinary Japanese youth, in middle or high school. They're almost aggressively normal, gravitating towards the mean of Japanese society, but something has thrown them off from that course. It can be one of two things. Either they died and were revived by you (or will be shortly after your arrival) or they accepted a dying supernatural being into themselves, one which served you and they have inherited that service. Either way they possess a **Regenerating School Uniform**, as well as the **Weak Presence, The Human Body Tends to Keep Its Normal Condition, My Body Only Changes When,** and **Spirit Vessel** perks. They will also either be sustained by your blood as a Blood Warrior, even if you do not have Royal Blood, with this state upgrading to the full **Flame Warrior** perk at the end of the jump, or possess powers as if they were using **Spirit Vessel** to host an **Ice Woman** and had been for years until they had gained most of their icy power save that to reconstitute from snow and the vulnerability that comes with being made from ice and post jump will be able to take on an **Ice Woman** form as an alt-form.

Experimental Assassin (50 CP): This assassin once tried to kill you, or shortly will if you're a drop-in, but following your successful defeat of them and risking yourself to save them in the aftermath they have decided that they owe you and to stay with you until they repay you the life they live… and maybe a bit longer. You do seem to be someone they get along well with. They are an **Invisible Man**, with a **Battle Parasite**, and possess a **Motorcycle** and **Invisible Wire**. They also have the **Partial Manifestation** perk, not that they can use it for much at the moment.

Mad Scientist in the Making (50 CP): I don't think it's common even here for middle schoolers to be mad scientists, but this one has gotten a start early. They also have somehow discerned your otherworldly nature, and believe that their experiments summoned you from across realities. This isn't the most likely yet as they're really only getting started. Still they have the **Mechanic** perk as well as the **Black Box Designer** perk, and are capable of mind-machine interface through the **Completely Assimilated With This Mansion**, and the start of both the **Chimera Maker** and **Roboticist** perks though both are at a significantly reduced level. They possess an **Interdimensional Cellphone** which they claim to have made personally, and an android of their own design which while not yet the equal to a **Royal Android** lacks the restriction against attacking the royal family. Assuming their scientific dreams are encouraged, by the end of the jump they will completely possess both the **Chimera Maker** and **Roboticist** perks, and have upgraded their android to the level of a **Royal Android**. Post-kump they will also gain the full benefits of **Completely Assimilated With This Mansion**.

Rogue Toraishin (200 CP): One of the invading gods from another world who have been attacking Japan to try and take it over and stealing the Japanese gods turning them into aregami. Or they were. Maybe they could give you some insight into these mysterious beings and the war they are waging - and whether they are part of the same forces as those aligned with the Great Race of Yith. Either way they discovered Japanese culture, and decided that they absolutely and positively loved it and did not want to see Japan, and thus this world, destroyed. They seem to know your nature, too, and think that working with you would be an excellent way out of the mess of being a traitor to their own side and untrusted by the other as a god thief. They have the **Toraishin** race though they possess a human alt-form, and as they assimilate into Japanese culture they seem to be picking up some odd traits. They already have the **It's Okay I'm a God**, **To Kill a God**, and **Barriers and Boundaries** perks as well as a **Divine Treasure** and a variation of the **Offerings** item which instead of primarily giving sweets primarily gives anime otaku merchandise. They have the start of the **Rites and Rituals** perk and will develop it over the course of the jump, and should they help Japan not end up destroyed for the duration of the jump they will gain the **Ghost Army** item.

Your Princess (250 CP): I don't know how this member of the royal family found you, or how they expect to survive the succession given their sheer fixation on you. Maybe they hope you'll save them? They certainly seem to be eager for your company, having fallen heads over heels in love with you from afar. And having seemingly stalked you for several years at this point she's been working to shape herself into your perfect 'woman'. She seems to know you on a terrifyingly deep level already. Still she is of the **Royal** race

and has the **Resolve, How Dare You Torment My Vassal** (and you are considered her very intimate follower for this perk regardless of your relationship with her), **Great Detective** (and seem to have applied it extensively to learning about you), **Inextinguishable Spirit**, and **Royal Blood** perks. She also possesses a **Chainsaw**, a **Mansion**, a **Giant Android**, and **Excessive Wealth**. She also possesses latent **Psychic Powers** which will develop throughout the jump.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Dreams and Nightmares (Toggle): Bad futures, bad pasts, timelines split by Yithian bombs, alternate worlds, and more all show up in this series. If you'd prefer you can enter an alternate timeline or universe instead of the main one.

Naqua-Den (Toggle): There's a spinoff manga focusing on the spider goddess Nakua. It's implied to be a prequel in one chapter, but it certainly does not start at the same place or time as Princess Resurrection. If you'd prefer you may start on the day that Nakua recruits Taro to her cause, and anywhere in Japan given how the story travels around the country.

Blood Warrior (+100 CP): You seem to have died. The good news is that this hasn't ended your chain, maybe because one of the royal family gave you their blood. Unfortunately you now need royal blood to continue living, having to feed on it regularly every few days. Potentially more if you exert yourself heavily or keep being injured as it seems to sustain all your powers as well which shouldn't be a problem if they're used at levels that would fit with this world, but beyond that you'll have to feed more frequently. Without royal blood you will die, unable to be revived by any means. And you don't even gain the usual benefits of this state, and its half-immortality, at least unless you took the **Flame Warrior** perk in which case it is reduced during the jump to merely being a **Blood Warrior**.

A royal that has crossed far enough into adulthood could feed you their flame to sustain your life, but you'd not gain the immortality of a flame warrior from it, and while it'd sustain you for a decade under normal use, it'd still ultimately be powering all your powers and abilities meaning that using them above the levels you might see in this world could still see your end.

Flyman (+100 CP): Some sort of mad science experiment has left you permanently disfigured. Your entire body is deformed, on the level of being half-fly, and this deformity is not only aesthetically repulsive, it seems to follow you no matter how you change your form. You can still change it, but you'd have the same feature following you; turn into a dog and you're a fly-esque dog that's not even cute.

Jumper Doll (+100 CP): You seem to be a royal android, which is definitely odd if you're not an android. Still you are unable to make any vocalizations other than

variations of “Fu” and “Ga”. You are also unable to even attempt to harm members of the royal family.

Royal Duty (+100 CP): It is the duty of the royal family to perform fieldwork to investigate new or endangered monsters. You may or may not be part of the family, but now you have this task as well. You will find that you regularly have to go fieldwork to investigate new or endangered monsters and that this will often see monsters trying to attack you.

That’d be more Threatening if I couldn’t See Your Panties (+100 CP): Sometimes fanservice can just get to be a bit too much. Hopefully you disagree because you now seem to exist to provide gratuitous fanservice. Expect to regularly flash people your underwear, or be put in sexual situations. To make things worse it always seems to happen when you want to be dignified, impressive, or scary especially in ways to ruin the effect.

Dog Brain (+200 CP): You think like a werewolf. And I don’t mean you’re an honorable and skilled warrior. I mean that the height of your planning capabilities is “go and fight it.” You find that you are now extremely straight forward, and straight line in your thinking, and moreover prone to using violence as your answer to problems. You’re not even the half-werewolf Riza, you’re more like one of the more extreme examples. You might actually consider throwing 1000 of your own into a suicidal straight forward rushing attack to kill an enemy a good idea.

Family Feud (+200 CP): What did you do? For some reason the Royal family has decided you are an enemy. While they seem to be mainly functioning under the rules of the succession war, the feuding siblings have decided that you are a threat of such magnitude as to honestly consider allying together to destroy you. Even Hime, Sherwood, and Emil who normally aren’t particularly interested in winning seem to agree that whatever else you need to die. Even Fuhito might well come out of hiding to ally with his younger siblings to deal with you. Thankfully this drawback doesn’t extend to the adult phoenix. Your actions might still get it to decide to deal with you (if it’d kill you for killing all the royal family without this drawback it still will with it), but this drawback does not guarantee it wants you dead.

Shadows Out of Time (+200 CP): The Yithians want you dead for some reason. Time traveling beings from the future, they seek to ensure their past comes into being. This apparently requires your demise. They will be more active against you than they were

against Hime and it seems to be impossible to completely get rid of them. Expect to be pulled into dream worlds, attacked with bombs sent from the future, and more.

Smug Superiority (+200 CP): Like a certain vampire you see physical labor, menial tasks, and hand to hand combat as beneath you. You will refuse to do your part in any of them, expecting others to lift anything heavier than a fork for you, and in general act like a spoiled aristocrat. If the situation is dire enough you may engage briefly in hand to hand combat, but even then you will not do more than the occasional sneak attack intended to be a one-hit kill, and definitely not dirty yourself with any protracted engagement even to save the lives of your friends or yourself.

Weak Constitution (+200 CP): Like Emil's psychic gifts your powers seem to come at a price. Using any power or ability beyond human limits is straining to you even purely cognitive ones, and use of physical capabilities even at the level of an average, healthy human are straining. Supernatural powers, or those that vastly exceed humans are especially straining. This strain is dangerous to you, able to leave you convalescent in bed, or, if you were to push yourself and do something on the level of hurling a train telekinetically, kill you. This completely disables any immortality, healing factors, or regeneration you may possess, though otherwise completely passive abilities are not affected.

Jumper Brain (+300 CP; incompatible with Flyman): You are an oversized brain, significantly larger than a person, suspended in a jar of nutrient fluid. You are unable to change your form in any way. This nutrient fluid is capable of keeping you alive like a (fed) body keeps a human's brain alive, but will need to be periodically replaced; though this drawback does not make you require this if you could live as a disembodied brain already. You get instructions for making more of this nutrient fluid.

Nightmare (+300 CP): You, and your companions and followers, have awoken in this world with amnesia. This amnesia is not total. You possess fragmented and somewhat hazy memories of your pre-jumper life and your in jump background, though these are disjointed and chronologically disordered. Which will make it hard to recognize how disjointed reality around you seems to be, as one week it can be the height of summer and the next winter with events having a subtle but present lack of consistency and continuity with each other, and harder to realize that you seem to have become an unnatural magnet for supernatural threats with hostile monsters and events just seeming to fall in your path.

Phoenix Nixxed (+300 CP): The royal family no longer exists; if you are a royal you're considered illegitimate by everyone. The Kingdom is in a state of full blown civil war as

various factions attempt to rise to the top in the absence of a clear leader, and none of them caring particularly about the welfare of the human world. Which is in serious trouble as the phoenix was fighting a war against some of the same other worldly invaders as Nakua and without it doing so they are no longer being held back outside of the world. The toraishin that Nakua fought are also rising in activity - if they were ever a separate force - meaning that natural disaster, plague, terrible weather, and just general bad luck are befalling as the gods fall victim to their chaos stirring ways, otherworldly creatures are spreading spores that turn humans into more of them, and Lovecraftian horrors are invading the world.

If taken with Family Feud the royal family still exists, it has just decided - and the phoenix is now included - that allying with Lovecraftian horrors and allowing them to overrun the world is a small price to pay to see you dead.

Scenario - Jumper von Phoenix

To take this scenario you must have the **Royal Blood** perk and take the **Royal** race. Taking this scenario makes you part of the royal family, having been raised alongside the other members if you are not a drop-in, and as a drop-in… well you have been declared such by the phoenix and they will not question it much though it may be counted as a reason that you are dangerous.

This scenario also places you in another alternate universe, ensuring that the individuals in the war may or may not even be the same specific individuals, and even if they are identical figures will not act precisely the same. You may not take the Naqua-Den toggle with this scenario, or the Dreams and Nightmares toggle.

You are now engaged in the fight for the throne. Of course to win doesn't merely require you to be the last royal standing, you must do so in a way befitting royalty. As such you lose access to all your out of jump possessions (including your warehouse), followers, and all companions either from outside of the jump or purchased in this jump. You also will find that any perk, power, or ability you possess which is outside of the limits that a human being could possess is sealed away for the duration of this scenario. Skills that a human could feasibly learn in a single lifetime, cognitive boosts within human capabilities, and the like are maintained, but anything that an ordinary, real world human could not possess is lost. That is everything except what you have purchased in this jump, you may keep the powers and abilities purchased in this jump, as well as the items, and even followers, though companions (imported, created, or simply purchased here) will not be available to you until after the scenario is completed. Also as all members of the royal family have their own royal android you will get one as well, though it will not follow you into future jumps as a follower unless you purchase it as one. Beyond this you must still manage to win it in a way befitting royalty; releasing zombie apocalypses like Severin, or removing yourself from the region selected for the battle and hiding until everyone else is dead will not be accepted as proper victory by the phoenix and it must accept you as victor. This also means you must manage to cross the threshold from immature phoenix to a mature one, developing your powers in the process.

If you manage to ascend the mature form of a phoenix, and be accepted as victor by the phoenix, then you succeed at this scenario. If you do not you fail it; though failure does not necessarily end your chain. In fact you may at any time decide to quit this scenario with no punishment, though you will not get access to your full powers,

warehouse, items, followers, or companions until 24 hours has passed; we don't want there to be no risk after all.

If you succeed at the scenario you will gain several rewards. First, success immediately returns your full powers, items, etc; just in case the phoenix attempts to absorb you into its gestalt against your will immediately. Second, your matured phoenix form will be fiat backed giving you the ability to create flame warriors instead of merely blood warriors, fly, produce purifying flames capable of instantly melting through stone or cleansing individuals of contamination, and transcend time and dimensions; though it's worth remembering that the phoenix absorbs its own children into its gestalt being to feed its powers because they are limited and over use of them permanently exhausted Hime's own such powers and her royal blood in general. Which brings us to the third, your powers as a matured phoenix will be rejuvenated at the start of each jump. Fourth you may take your royal android, any blood warriors, and any non-blood warrior allies with you as companions. Fifth, you may choose to immediately end the jump or live out the remainder of your ten years in it; if you join the gestalt of the phoenix you will be removed to be given the choice to continue to future jumps.

Outro:

Your time in this world has come to an end. Now it is time to decide where you want to go from here:

Wake Up: You have chosen to wake up from the dream of your chain. You will return to your original world and end your chain, keeping everything you gained upon it. If you failed your chain this is the only option you may take.

The Nightmare Continues: You have chosen to remain in this world. Perhaps it grew on you. Your chain is over, but you will keep all it has given you.

What Dreams May Come: There are more worlds to visit. Continue to your next jump.

A Final Challenge (requires success at Jumper von Phoenix): You may only choose this option in the moment of your victory when you are given the option to end the jump early or to finish your decade. This is a third path.

There is only one phoenix. This is because the phoenix absorbs its young into a gestalt being. But we see fragments of these young phoenixes in alternate timelines, and there are alternate realities with their own royal families. If you are willing to risk being absorbed into the gestalt being of the phoenix then there is a potential challenge. The phoenix will be reinforced by its other possible selves, made cosmically **more**. This is already a being strong enough to rule over a world of monsters with its unparalleled power, while having entire pantheons of gods agree to non-interference pacts with it, and single handedly fighting a war that spans multiple dimensions against Lovecraftian abominations, capable of acting throughout time and dimensions as it wills. And it will be made vastly more than it was if you take this decision, its abilities and powers at least squared.

And then you must face it. While it may attempt to destroy you physically, you must merge with its gestalt, composed of countless victors of previous generations and thus potentially countless individuals as willful as Hime herself, and take absolute control of it. This will be dangerous; it has been empowered by the same source as your perks and powers, and any ability that works based purely on fiat will fail against it, as will any purely fiat based resistance or immunity.

If you can succeed at this task you will gain 2 rewards. First you now control this empowered gestalt being which transcends time and dimensions and now this reality entirely. And second you gain your spark, turning this into an end jump option.

Notes:

Jump by Fafnir's Foe

I could only find the first 2/3rds of Naqua-Den in English, and couldn't find an official translation. So I don't actually know how it ends. One issue did imply it was a prequel as we're shown the Yithian time bomb that goes off in Princess Resurrection at least a year before it went off. Though given how many timelines and the like show up, it's possible it's an alternate universe altogether (that said the Yithian time bomb indicates it isn't).

Flame Warriors vs Blood Warriors: Flame warriors heal much better. A blood warrior heals in hours or days, and won't regrow limbs having to reattach them instead, with death triggering a faster healing (and given decapitation isn't ever suggested, probably allowing a regrowth of appendages), though usually taking a few minutes to revive. A flame warrior heals most wounds in seconds and revives almost instantly. A blood warrior needs blood about every 3 days, and repeatedly dying seems to drain this clock faster to the point that a blood warrior can't safely walk around in a poisonous alien terraforming environment. A flame warrior can theoretically live at least a full normal lifespan with no problem, and could do something like walk around in a toxic environment without worry, though repeatedly having to heal from fighting another equally immortal creature would eventually drain their flame. Submersion, even only partial, reduces a flame warrior's healing speed and efficiency to merely that of a blood warrior.

How easy is it to make blood warriors with Royal Blood: No idea. It doesn't seem to take much blood, but they seem loath to have more than 3 to 5. The only time we see them sort of 'mass produced' is when someone hastily makes a pack of werewolves into them, but this is considered an obvious sign that they intend to let them all die in a few days.

Rites and Rituals is largely based on the spin-off and how Nakua was able to use traditional Japanese religious rituals being performed to empower herself as a shinto god, and to channel that energy towards ends related to the ritual.

I didn't even try to include every monster race. I merely touched upon the ones that were heavily recurring, easy to include, or which really struck me as interesting options and which I could include. I wanted to include the otherworldly insect from Resurrection Princess Nightmare, but decided it was too much effort to figure out how to present it as it bonds with a host, turns into a misshapen flesh monster with tentacles, and then merges into a Dark Young looking thing that goes and spreads spores, and where/what part of the life cycle you should have became a confusing moment to me. I also wanted to include

the yithians but no clue how their dream power actually worked, or how much of their time travel was them and not technology.

Despite being the reason the hybrid option exists, the werewolf-vampire hybrids in the manga were non-pureblood vampires, and if you take the combination you will be a pureblood vampire and thus stronger.

Spiritual power rankings are vague and somewhat based on my own guess work because while there were several references to it throughout the manga besides gods and royals having a lot of some sort of supernatural/psychic power, the invisible man being able to spread his ki through invisible wire, and werewolves/vampires having some it doesn't really come up much and isn't detailed. Similarly their exact strengths weren't exactly the clearest. The invisible man was superhumanly strong, but doesn't have particularly many feats, similarly with the minotaur. Mostly I lumped things: barely not human, presented as clearly weaker than a werewolf/Tarou or as a semi-mook, comparable to werewolf, and giant monster. Some things complicated this. Rieri has trouble carrying a piledriver… but can casually snap the neck of superhuman monsters, carry Riza in one arm, and lay down about as much hurt with a blow as Riza when Rieri cares too (ultimately I think she struggles to carry things just so people stop asking her to do so). In general, though, pureblood vampires were presented as being on average approximately as strong as werewolves and more dangerous in a fight (1000 werewolves to kill 1 vampire came up a lot),

The vampires made by being bitten by ancient vampires might have only been feral because the ancient vampires were.

Ice Woman: With Psychic Power, Godly Beast (hybrid), or Rites and Rituals with a decent stockpile of prayers and energy all could allow you to replicate the Ice Women's god and freeze a flaming projectile by touching it without melting. All would also go a good way to bringing unseasonable snow storms too.

Taking Kaiju and Android hybridized will make you stronger and more durable than Emil's giant robot. Kaiju alone puts you powerful enough to edge it out, and together you'd be disproportionately durable and stronger than Kaiju alone.

Devil's trident is based on the omakes at the ends of volumes. Usually her range was limited to 50 meters, but sometimes she affected whole cities. It definitely wasn't instant and had a charge up time, so I went with being able to charge it with time and diminishing returns past 50 meters.

Pharaoh's Army would be mowed down by the Ghost Army. Yes they outnumber them 10 to 1, but 10 unarmed and unintelligent individuals vs 1 man with WWII rifles and keen tactical insight. Even if you did arm them, the mummies aren't that smart and are rather clumsy.

Divine Treasure has some… canonicity issues. In the original manga Nakua talks about her life being in an object and having a range limit from it. The Chinese snake god has super regeneration… though that might be due to being a hydra monster and not the fact that its true life is in an object (though its true life is in an object and killing the hydra is implied to not be permanent if that's not destroyed). In Naqua-Den Nakua is teleporting all around Japan, and despite how many gods are attacked and threatened with death the connection with objects is never mentioned. End of the day I thought it made a good concept for the 600 CP item, and the god background was giving me difficulty with one.

Dog Brain and Smug Superiority pretty much dials up werewolf and Rieri traits to 11 or 12.

I was going to make a Naqua-Den scenario where you took Nakua's place as the last protector of Japan, but the reward was already included as a normal purchase (Godly Beast and/or Divine Treasure were both considered) and I couldn't find the last third of the series so I didn't know how it ended so I decided to just have the Jumper von Phoenix scenario.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed Perk titles. Fixed phoenix reference of transcending time and space to time and dimensions. Added CP to the costs of perks/drawbacks. Made Monster Magnet 100 CP and a general perk, and replaced it on the Outsider perk tree with Surprisingly Trauma Free.