Kyoukai no Kanata / Beyond the Boundary

By Misdreamer



Welcome, Jumper, to this world. Here you will find a millenary battle between mankind and the youmu, beings born of humans' negative emotions. While most people are unaware of this threat, a thriving community of spiritually aware people persists to this day, with their own laws, customs and society. Here is the customary 1000cp for you to spend in this document.

Time and Location

Daybreak - you start 3 years early, in the mountain town Akihiko's hiding in, just a couple hours before Hiroomi and Mitsuki arrive at the train station.
Daylight - you arrive at the very start of the series, the day Kuriyama Mirai and Kanbara Akihito have a 'talk' on the school rooftop.
Nightfall - you seem to have missed most of the series' events. You may start at any time after Mirai's disappearance and before her return.
Both Daylight and Nightfall have you arrive by train to whatever that city is actually called, because I can't find a name anywhere.

Race

Human - Just a regular human being. No special powers or anything, those come later.
Youmu - A youmu is a collection of human emotions given physical form. This form can be basically anything, from small, rat-like creatures to towering giants. They can be seen only by spiritually aware people. Intelligence can vary - some are quite human-like, but most youmu seem to be more akin to animals. They can possess and feed on people, and most have some kind of 'unique' ability like phasing through walls, controlling bandages or manipulating water. When killed, a youmu leaves behind an ore-like substance that is quite prized by the Spirit World Warriors.
Half-Youmu - You are one of the rare youmu-human hybrids. This doesn't do much for you, in all honesty - the powers of a half-youmu don't tend to be much greater or better than a regular Spirit Warrior, and they come with the threat of getting hunted by any trigger-happy exterminator that happens to pass by. Most won't even care you're half human.

Origin

Normal Guy - You're just a normal guy, unaware of the spiritual world. You can't see youmu, but they can certainly see you. Still, you could try and get a normal life if you wanted to.
Spirit World Warrior - This is an umbrella term that covers basically anyone that deals with or fights against youmu, including, funnily enough, even some of the more reasonable youmu. This origin grants you some knowledge of the spiritual world, including the general laws to follow, who is important in the area you will find yourself in, and even customs and traditions followed in the spiritual world. You can also further choose between:

- **Fallen Clan** - while you have little knowledge of the modern workings of spiritual society, you are part of a long line of Spiritual Warriors. With this comes a significant boost in your physical and spiritual potential.
- **Exterminator** - you have quite a bit of experience fighting youmu, and contacts with both the locals and the Society at large. On the other hand, many of the more entrenched families may regard you with suspicion, as you may have been assigned a task by someone higher-up on the hierarchy.

Shopkeeper - while you have less experience fighting youmu, your position grants a firm grasp over the area's spiritual community. Much of the economy will pass through people like you - appraising and purchasing youmu stones, and in turn selling useful items like wards to keep the normal folk from an area.

While Humans may choose any of the above, discrimination against youmu and people with youmu-like powers is widespread in the spiritual world. In light of that, Youmu and Half-Youmu are barred from picking the Normal Guy origin.

Perks

You may get any one perk at a discount for each pricing category (100, 200, 400 and 600). Discounts do not stack. Discounted 100cp perks are free.

Ranking System - because it's Japan, and it's gotta have a ranking system. Goes from E to A, plus S for special. Each rank grants you increased physical and spiritual abilities, going from someone who can barely even see youmu to the level of Nase Izumi for a human, and from being a literal rat to something closer to a natural disaster, like the Hollow Shadow, if you are a youmu.
Each rank costs 100cp, but not everyone starts at the same place.
Normal Guys may not take this perk at all.
Members of a Fallen Clan and Exterminators start at B Rank.
Shopkeepers start at C Rank.
Youmu, regardless of origin, start at E rank. The S class for Youmu, being much stronger than for humans, costs double the price, for a total of 600cp.

Youmu Basics (free, mandatory and exclusive to Youmu) - being a youmu has its perks. You are invisible to normal people and can possess human beings to feed on their energy. Your shape is based on an animal or an object of your choice, though your strength won't be affected too much by this. You also have a power loosely connected to your form, which could be anything from manipulating water to splitting into multiple smaller versions of yourself. The strength of this power depends on your rank.
On the flip-side, your nature makes you vulnerable to the influence of stronger youmu, and other similar effects.

Cute (100cp, free Fallen Clan) - be it appearance-wise or your personality, you have something that endears you to other people. Others will find it difficult to stay angry at you for small misdeeds.

Discerning Eye (100cp, free Shopkeeper) - you can tell at a glance the value of youmu stones, and in future jumps of any item obtained from a monster's remains.

Weapon Trick (100cp, free Exterminator) - combining the manipulation of spiritual energy with an item you are familiar with, you can do something unusual, like lengthening a piece of cloth, or hardening it to use it as a weapon.

Small Happiness (100cp, free Normal Guy) - you can find a measure of happiness in small things. Be it love for glasses or even just enjoying good food.

Common Interest (200cp, dis. Normal Guy) - making friends becomes much easier, if you share a common interest. And even if you can't find one, you're pretty good at reconciling two different sets of beliefs and bringing people to your side.

Call the Cleaners (200cp, dis. Spirit World Warrior) - this lets you call a crew of cleaners to hide evidence of supernatural phenomena. They can deal with destroyed buildings and the occasional witness (by rewriting their memories of the events), but won't help you fight and they can't do anything if you blow open the masquerade or there isn't one. Can also be called in future jumps, where they upgrade with any tools used by those protecting that world's masquerade.

Not-Your-Problem (200cp, dis. Youmu) - you may now extend your 'invisibility' to any effect of your power, so normal people will ignore you, your fireballs, and even the scorch marks they will make. People won't ignore being set on fire, but a near miss may be rationalized as a warm gust of wind. Can be toggled at will.

Second Chances (200cp, dis. Half-Youmu) - people tend to give you the benefit of the doubt, once. If you have done nothing wrong, you won't find yourself accused or hunted down.

Spiritual Crafting (200cp, dis. Shopkeeper) - crafting perk for talismans and similar stuff in the setting. Among other things, you are able to set up barriers to protect an area, create wards that selectively turn people away, arrays to track youmu and other similar creatures in a city-sized area, and more.

Everyday Life (400cp, dis. Normal Guy) - this perk protects you from the supernatural side of this world, as long as you don't dive into it. As long as you don't wish to, luck will steer you away from anything of a supernatural nature. Youmu and Spiritual Warriors both will be something you never encounter, as long as you keep your normal life going.
As a bonus, you are now completely immune to possession and corruption from outside sources.

Specialization (400cp, dis. Spirit Warrior) - buying this will further increase both your physical and your spiritual abilities. You gain masterful skill in any one weapon you wish, and some kind of flash-step analogue that also doubles as amazing air maneuverability/time. If you are in touch with the Spirit World society, you may choose to be a respected member or be known as a threat not worth going after if you are a Youmu.
Each Spirit World origin will gain more specific benefits:
Shopkeepers gain knowledge of how to better integrate their talismans and spiritual paraphernalia with technology, for example letting you monitor barriers through a computer or a smartphone.
Exterminators become more adept in creating a fighting style that fully utilizes both physical weapons and any supernatural ability you may have, be it flinging fireballs or lightning kicks, or even more general things like shapeshifting.
Fallen Clan Members gain instinctive knowledge of what youmu they face are capable of, granting them increased ability to predict their moves and even powers they may keep in reserve.

Shapeshifting (400cp, dis. Youmu) - you now have pretty good control over your physical shell. You can transform into a human-like figure, or half-transform, or disguise yourself as anyone.

Immortality (400cp, dis. Half-Youmu) - this grants you really good regen. Not recover-from-an-atom good, but easily-regrow-missing-limbs-in-minutes good. Also comes with eternal youth for good measure.

Cursed Blood (600cp, dis. Fallen Clan) - the cursed bloodline Kuriyama Mirai is part of. This manifests in the ability to freely control your own blood, easily shaping it as you wish and even hardening it to be as strong as

steel by coursing your spiritual energy through it. Your control is partially dictated by your emotions, as strong negative feelings tend to manifest into blood spikes flying in every direction. In addition, and maybe the most important feature, your blood is an incredibly strong acid, capable of eating through steel plates in a matter of seconds. Spiritual creatures are particularly susceptible to this effect, much more than normal.
The drawbacks of this power are two: you cannot shut off the acidic properties of your blood with this perk (but you may toggle it at will after this jump) and it does not give you any sort of regenerative ability - any blood you use comes from inside your body, so blood loss is a rather important risk factor if you do not have other ways to replenish it. Putting blood back inside after flinging it out is fine, as long as you have kept a spiritual grip on it.
With this perk (and the relevant origin) you may choose whether you are actually related to Kuriyama Mirai, and your eventual relationship, or simply take the power without it.
In this setting this ability is considered a 'youmu-like' power, for some reason.

Cage Specialization (600cp, dis. Exterminator) - cages are officially the shit™ in this setting. The specialty of the Nase clan, cages are a kind of spiritual barrier that work by conceptually separating the inside from the outside. You are proficient in all their most common uses, like using them as shields or lights, making barriers spanning even hundreds of meters long, moving them as needed, shrinking, expanding and detonating them, manipulating the light inside to become invisible or to project images and selectively choosing what can pass through them. They can also completely eliminate the space inside them, annihilating anything inside.
In addition, you are as proficient in the use of frozen cages as Nase Izumi, granting you the ability to freeze time inside your cages, and even mess with abstract concepts like people's consciousness and their inborn trait by restraining parts of their being.

Boundary (600cp, dis. Youmu) - the most powerful of youmu can actually affect the area that surrounds them. You too now possess this ability - you may choose one power you possess to be the basis of it. The more specific it is, the more drastic the effect. You can change it once per year. During this jump you have no control of it, as it simply blankets the area around you, but afterward you will have control of whether you want it to spread or not. Comes with a visual effect that can only be perceived by people with spiritual power, or in future jumps any kind of power, that can be chosen. Close to your core, you may even create a Labyrinth for yourself - an area where you have partial control of reality itself based on the power you chose.

Items

Again, you can freely apply a discount to any one item for each pricing category (except 50cp). Discounts do not stack. Discounted 50 and 100cp are free. Any item that is destroyed/lost/used will come back after a week, unless stated otherwise. You may import as appropriate.

A Nice Meal (50cp, free for Normal Guy and Half-Youmu) - and by nice meal I mean omurice. You get a fridge, containing both pre-prepared plates of various kinds of omurice and all the ingredients to make your own. Restocks every time you open it.

Bonsai (50cp, free Fallen Clan) - a collection of bonsai trees. They don't really do anything special, but they look quite nice, and they won't wilt or grow even if you don't take care of them.

Literature Club Anthology (50cp, free Human) - a book, containing an everlasting collection of short stories. Those are written by amateur writers, but this particular copy is full of scribbles and scathing commentary, which could be mildly entertaining.

Cash Money (100cp, first is free for Normal Guy and Shopkeeper) - the world revolves around money after all. Here is 5 million yen in cash (about 40k euro/46k dollars) to get you started off with your new life.

Appraiser Licence (100cp, free Shopkeeper) - not having one of these means nobody will take your word when buying or selling things like youmu cores.

Exterminator Card (100cp, free Spirit World Warrior) - a licence issued from the spirit world society. Gives you a degree of credibility when dealing with Spirit Warriors. Without one you are considered a renegade, and hunting youmu will eventually make the authorities go after you.

Tracker Shikigami (200cp, dis. Fallen Clan) - a slip of paper that leads to people, you can key it to someone by touching them with it. Comes with options like changing its speed to be higher or lower, setting a radius around you so it won't go outside it, and unlimited range. You get a new one the day after it's used. You can use this to track anything that has a soul.

Warding Rods (200cp, dis. Spirit World Warrior) - a set of rods that can be scattered around an area and charged with spiritual power to subtly repel the spiritually unaware. This charge is consumed over time.

Youmu Cores (200cp, dis. Shopkeeper) a small crate of youmu cores, with about ten stones of varying quality, restocks monthly. This will never give you something above B class.

Curse-Sealing Ring (400cp, dis. Fallen Clan) - suppresses side-effects and unwanted effects from any powers you have. May or may not be made of your dead mom.

Favored Weapon (400cp, dis. Exterminator) - a weapon that is specifically attuned to your spiritual powers, whatever they may be. An example would be a double-bladed spear that you can move telekinetically, or a scarf that is so steeped in your energy that it functions as an extension of yourself. This weapon, whatever form it may take, gains particular effectiveness when you use it against youmu and other spiritual beings.

Kanbara Yayoi's Amazing Warning System™ (400cp, dis. Half Youmu and Normal Guy) - every time some kind of event is going to come to your area, you will receive a postcard from Kanbara Yayoi warning you about it. It doesn't warn you of things targeting you specifically, but of general events that affect the area, like the Hollow Shadow or the Calm.

Bracelet (400cp, dis. Youmu) - an accessory that lets you hide your youmu nature from spiritual senses. This does nothing to disguise your appearance, but a youmu skilled in transforming itself could easily pass for a human with powers while wearing this. Can be any accessory you want and the effect can be toggled at will. In future jumps it will have a similar effect, hiding any kind of energy that can be considered demonic or evil.

Shop (600cp, dis. Shopkeeper) - a small shop that attracts spiritually aware clients. It's mostly stocked with consumable items like talismans and anti-youmu bullets, and a small café that mainly serves sweets and hot beverages. It has a barrier to protect it from intruders, but it must be manually activated and will not stand against a concerted effort from multiple S class Exterminators. In future jumps you may import it as you wish, and its stock will upgrade with similarly small items.

Youmu Weapon (600cp, dis. Fallen Clan and Exterminator) - a weapon possessed by a youmu, that becomes stronger by absorbing youmu stones. Starts out barely stronger than a mundane version of it, but it channels

spiritual energy really well. It won't grow on its own and feeding it youmu is a pretty slow process. Eventually it will become able to grow masses of glowing tendrils of a color of your choice, and even shoot energy blasts. The tentacles are under your control and can easily burrow into the ground for a surprise attack. The weapon is completely lacking in intelligence. You may want to buy the crate to feed it.
You may choose to combine two weapons into this, like a spear and a gun, to create a hybrid.

Shard of the Boundary (600cp, dis. Youmu and Half-Youmu) - you have a piece of one of the strongest youmu in existence, Kyoukai no Kanata, in the form of a small, worthless looking youmu stone. You may absorb it in your body, which grants you increased spiritual energy and physical abilities (about as much as an A rank exterminator for a normal person), limited pyrokinesis in the form of exploding fireballs and a degree of unconscious control over space and dimension. Not enough to warp space as you please, but you can physically break through dimensional barriers and you are more difficult to affect with space-based phenomena.
Alternatively, you may craft it into an item or feed it to the Youmu Weapon, which will grant it a slightly lower degree of these same abilities.

Companions

Import - You may import your companions for 50CP each, or 200CP for eight of them. Each of them gains 600CP to spend as they wish, discounts apply for their origin.

Just a Friend - For 50CP, you may create a new companion to be recruited during the course of this jump. You gain 600CP to spend on them.

Youmu Pet - A small, animal-like youmu has become friendly with you, for the low cost of 50cp. They are invisible to normal humans in this jump, but after that they may choose whether to show themselves or not. They do not gain cp to spend in this document. They are C-ranked, a cut above most common youmu, but nowhere near the top of the pyramid.

Canon Companion - You may choose anyone else from this world to become your companion for 50CP, though you will have to convince them yourself. Taking this guarantees you will meet them more than once, the rest is up to you.

Scenario

Mirror World

Entering this world, something has gone wrong. You find yourself not in the city, but in an enclosed, mirror-like reflection of the world, the Labyrinth of Kyoukai no Kanata. A spherical boundary separates this world from the outside, one that cannot be pierced by teleportation, dimensional travel, space/time manipulation or other abilities. The world inside shifts as Kyoukai no Kanata moves above the world, reflecting inside what is below it. The only way out is to get to the center of this world and kill Kyoukai no Kanata itself, which will trigger the collapse of the barrier.
If you were expecting this to be straightforward, you must be pretty new to the whole scenario thing. This world works on different rules than you're used to. There is no edge to this world, instead it being a hollow sphere of

distorted space. Every day for one hour, a lynchpin will manifest somewhere in this world, accompanied by a lightning strike to signal its location. During this hour-long period, Kyoukai no Kanata will suck up youmu from the normal world into itself, take control of them and send them towards you in waves to protect the lynchpin. Meanwhile, every time you expose yourself to the mirror-like sphere that is the center of this world, powerful explosive fireballs and lightning will strike at you in quick succession. To make matters worse, Kyoukai no Kanata can exert pressure on powers you use inside of it - while there, any power you actively use will gradually become weaker and weaker until the point of uselessness. This applies to anything from specific 'shoot x thing' spells to the ability to manipulate magical energy itself. This is a battle of endurance, and you would do better to keep a few in reserve to use against the core. The youmu are freed of its control after the hour-long period, at least until the next day, but otherwise you are free to recuperate until the next day. You must destroy 90 of these lynchpins, one per day, before the impenetrable barrier protecting the core of this world - the sphere in the sky - is destroyed. Failing to destroy a lynchpin will merely delay your confrontation by one more day. Even then attacking the center directly is useless, as it can warp space to ensure you and your attacks never physically reach it. But in this case the mirror nature of the world you are in works in your favor - attacking a sufficiently big and clear reflection of it, such as the surface of a still lake, will cause the damage to reflect on the sphere. Good luck finding enough of those before they're all destroyed. Any kind of spatial manipulation you have is trumped by Kyoukai no Kanata's, so don't bother even trying.
As a reward for your victory, choose any one 600cp perk to take for yourself. And obviously you gain Kyoukai no Kanata's stone, the complete version. While this cannot be absorbed like the shard found in the item section, it makes for an amazing crafting material or reagent for items with an affinity for space and dimensions, or even a personal pocket dimension with the peculiar mirroring effect that characterized it.

Drawbacks

Money Troubles (+100cp) - you have an expensive, useless hobby that you funnel all your money towards, like bonsai. Can barely ever get enough money to pay rent. If you already have food and a place to stay, you get into some situation that leaves you in some debt you can't repay easily.

A Smell to Remember (+100cp) - All youmu you hunt have defence mechanisms like the one that makes stinky liquid, so you're never going to smell normal.

Youmu Attraction (+100cp) - Any youmu in your area feels compelled to attack you. Even the more intelligent ones will feel more antagonistic when dealing with you, including half-youmu.

Complex (+100cp) - You went from hobby to obsession. Liking glasses, or your feelings for your sister, or whatever else it may be has become an obsession - you'll think about it every single day, and often feel compelled to loudly proclaim it to anybody willing (or unwilling) to listen.

Fantastic Racism (+100cp) - Any power you use that doesn't fit in the Exterminator line will see you as subject of discrimination. If you are a youmu, people will treat you as a high-priority target and come to hunt you much more frequently.

Hollow Shadow (+200cp) - the influence of the HS starts growing exponentially from the moment you step into this world. Youmu become much more aggressive, if not particularly stronger.

What is this, an Idol Anime? (+200cp) - basically, if you want access to any power you had before this jump, you have to put up an idol routine. Singing and dancing, preferably in a costume.

A Calming Influence (+200cp) - the Calm comes early for you, and it stays for the next ten years. This makes you lethargic, disables perks and items that let you miss sleep, and make you sleep at least 12 hours a day.

Possessed (+300cp) - you are infected by worm-like youmu. While at first they don't seem to do much, they will gradually grow in strength by feeding on your negative emotions, with the goal of puppeting your body and using it to spread to the entire world. Deal with it for ten years, or die. They are resistant to any powers you may have that could deal with them, and you can't get rid of them for the jump. The only way to appease it is to continuously feed it youmu cores - though that also makes it stronger, which is kind of a problem. Definitely nothing like an STD.

Cursed (+300cp) - makes people you care about get into deadly situations. People start being superstitious about you, so you end up alone, and if you try and make friends they tend to get attacked. This is an actual curse you have, rather than plain bad luck.

Ending

Ten years have gone by, and now it's time to choose. As usual

Go Home - keep all your powers and go back to where you started.

Stay - in this nameless city, or maybe you've found home somewhere else?

Keep Going - the obvious choice. I doubt people even read the ending parts.

Notes

There is some kind of relationship between Mirai and her family, Akihiko's mom and Kyoukai no Kanata, but fuck if I know what that's supposed to be. It would kill them to spend two fucking minutes explaining.

To be clear, the Youmu Weapon does not absorb abilities from youmu stones, just energy.

About all the vague mentions on 'energy' and 'physical ability', well, what can I say. It's too vague. An S-rank exterminator can easily jump tens of meters into the air, a B rank can go from the streets to a two-floor rooftop. Strength is practically impossible to give feats about, let's say an A rank can crack a street in a 3 m diameter with a good punch. Most who count anything seem to have some kind of way to move in the air that is not quite flight, but more like boosting themselves up with sick weapon combos. Basically, they can keep airtime up as long as they're hitting something. Teleportation/flash stepping is probably a common thing, at least enough not to be a surprise.
Five A rank exterminators wouldn't last more than a few minutes against a S rank youmu.

There is a guy who can connect his mind to the internet apparently, because this setting didn't make enough sense as it was.

Youmu don’t seem to go after humans, even while restless because of HS. I don’t know why, don’t ask me.
Youmu are stated to possess people, and will consume them if left alone.
Youmu disappear after death, and their core materializes by condensing their energy in a rock-like form.
Some linger in an area, some travel.

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