# Seraph of the End

*By Carvin*

## Introduction

On the 25th December 2012, the world came to an end. A mysterious virus spread throughout the world, killing almost all humans above the age of 13 and, not long after, the endless hordes of the Horsemen of the Apocalypse first emerged, terrible monsters that seemingly have no desires other than killing all humans they come across. Those children who survived amidst the chaos soon came into contact with the vampires, who, emerging from their hidden cities deep below the surface, enslaved the survivors for use as little more than livestock. Seeing as even the weakest vampire is many times stronger than the best of humans, it wasn't long before most of the surface world was under their control.

However, there are still some places that managed to resist the vampires' control. Based out of Tokyo's Shibuya and Shinjuku wards, the Japanese Imperial Demon Army has managed to carve out a small niche in which humanity can survive. As their name implies, many of this groups' members aren't entirely human. In order to better combat the more supernatural threats of this world, they made pacts with demons, binding them within objects to create the Cursed Gear – powerful weapons that can put a human on the level of an average vampire, or even beyond. Of course, using these comes with ever-present risk of being possessed by the demon and going berserk, but such things are trifling compared to humanity's survival.

You will arrive in this world in 2016, almost exactly four years after the apocalypse. Though it may seem like business as usual (as usual as things can be, at least), in Sanguinem, the vampires' capital beneath Kyoto, events are about to be set in motion that'll plunge the world further into chaos. Two boys, Yuichiro and Mikaela Hyakuya, are about to attempt their ill-fated escape from Sanguinem, delivering one into the hands of the Demon Army and leading to the other becoming a vampire himself.

Take **1,000 CP** to prepare yourself.

## Starting Location

Roll 1d6 to choose your starting location. Alternatively, you may pay 50 CP to choose freely, whether it be one of the options below or somewhere else in the world.

1. **Shibuya**: Once one of Tokyo's many wards, this is the capital of the Japanese Imperial Demon Army, and one of the last remaining bastions of humanity, surrounded by a massive stone wall warded with spellcraft to repel the ravenous Horsemen of the Apocalypse. It's one of the safest places for a human to be, so long as you don't mind the occasional vampire breaking free from a research facility, the widespread use of human experimentation (which is almost always lethal to the test subject), or the despotism of the Demon Army's ruling clan, the Hiiragi family. Apart from that, though? Not too bad a place.
2. **Kyoto**: Before the apocalypse, Kyoto was the cultural capital of Japan, though now it serves more as the centre of the vampires' control over the peninsula. More specifically, they're based out of the hidden underground city of Sanguinem, the third largest vampire settlement in the world and the home of the Queen of Japan, Krul Tepes (who, despite looking like a child, is millennia old). Here, thousands of humans are kept as slaves, regularly liberated of some of their blood in a strange form of sustainable farming, so if you're not a vampire, it'd probably be in your best interests to leave as soon as possible.
3. **Nagoya**: Once Japan's fourth largest city, Nagoya has changed greatly since the apocalypse, becoming one of the nation's most prominent vampire strongholds. Judging by how run-down most of the buildings around here are though, they don't seem to have much of an interest in the area, though. Fortunately, though, the vampires who inhabit the area tend to be on the weaker end and there are very few Horsemen, making it a fair bit easier to survive here than in other places.
4. **Osaka**: Though one of the largest cities in both Japan and the world, Osaka seems to be rather quiet right now, with no significant presence by any of this world's major factions. Of note, however, is that the mansion of the powerful (and not just a little eccentric) vampire noble Ferid Bathory can be found here, where he stays every now and again to carry out the occasional human experiment in relative peace.
5. **A Peaceful Village**: A small, remote village situated on the Japanese coastline populated by simple, honest folk. Given how out of the way it is, it's managed to escape the apocalypse relatively unscathed and, though life isn't easy for its small populace, most would consider it worth it to escape the clutches of the vampires or the Demon Army.
6. **Free Choice**: Luck seems to favour you. Feel free to pick any of the above locations or anywhere else in Japan for free.

# Race

**Human** – Free

You're just your average, everyday human, with not even the slightest trace of inhuman blood. Though humanity's population was once over seven billion, the apocalypse has reduced them to under 10% of their former numbers. Though the average human has no chance against some of the more supernatural threats of this world, that doesn't stop them from turning to supernatural means of their own, such as spellcraft or Cursed Gear, in an attempt to even the odds.

**Vampire** – 200 CP

Long ago, you were once one of the many humans that populate this world, but that changed after you drank the blood of a vampire, the very act turning you into a so-called bloodsucker yourself. Though this option only makes you a common vampire and not one of the more powerful nobles, this still grants you a number of advantages that put you leagues beyond any normal human.

Physically, you appear much as you did when you were a human, except that fangs have emerged from your mouth, your irises became red, and, for some reason, your ears have become pointed. There are many more notable changes to your body, however. For starters, you have become immortal, and as such you never age or require any form of sleep or sustenance except for an occasional meal of human blood, and as a side effect of this you also produce no bodily excretions.

Secondly, all of your physical abilities are greatly enhanced: Specifically, your strength, speed, and durability are all several times that of a normal human's. Your senses are also sharpened to a similar degree, enough that you could see as well in pitch darkness as a human could in perfect daylight. And, if that wasn't enough, you have also gained potent regenerative abilities, allowing you to eventually recover from almost any injury and reattach severed limbs by holding them to the stump for a few seconds. What's more, all of these traits will only grow more powerful as you grow older.

Of course, there are a few limitations to being a vampire. For one, a number of things can still kill you, such as your head being destroyed, your heart being removed, losing massive amounts of blood, or suffering a mortal injury from something that can inhibit your regeneration, such as Cursed Gear. Secondly, you don't fare too well in sunlight, bursting into flames and suffering agonising pain for as long as you are exposed to UV light. Fortunately, though, special rings that allow vampires to walk in sunlight without suffering such effects are fairly abundant. Thirdly, being deprived of blood for too long can cause you to become overtaken by a craving that grows stronger the longer you go without, which can quickly become nigh-overwhelming.

Normally, becoming a vampire also results in one losing nearly all of their emotions and desires. Since you purchased this with CP, though, such emotional stunting won't affect you or those you sire unless you want it to for some reason.

# Background

Choose any one of the backgrounds below, any of which can serve as a drop-in option if you so wish. Your age is 12+1d8 if you are human, or ten times that if you are a vampire. Optionally, if you are a vampire and choose the 'Progenitor' perk, you may multiply your rolled age by 100 instead. Your gender is the same as it was previously. Alternatively, you can spend 50 CP to freely change both.

## Outsider

If there's one thing about you that's clear to everyone else, it's that you really don't come from around these parts. Perhaps you're something simple like a lone wolf who refuses to co-operate with anyone or someone with a few distinctly non-Japanese features, or maybe you're something a bit more out there, like a millennia-old European vampire loli. Whatever it is, though, you tend to stand out among your peers.

## Soldier

In a post-apocalyptic world such as this, is it any surprise that combat tends to be a fairly frequent occurrence in this world? After all, humanity wouldn't have survived this long if they didn't fight back against the Horsemen and vampires trying to exterminate them. You, it seems, have leaned into this part of the world, having dedicated your life to fighting in some form, whether that be as a human of the Imperial Demon Army or a vampire working to eradicate rebel humans. For now, you're only a rank-and-file soldier, but through your actions that may change.

## Visionary

Seeing how the world as it was has ended, for most people the biggest concern they have is simply finding a way to survive another day. There are a few, however, who have managed to rise above such petty concerns, to look beyond the present and pave the way for the future, whether that be by bringing back all who died in the apocalypse or simply plunging the world into even more chaos for the fun of it. You, too, are one of these people, be you a charismatic ideologue or a cunning schemer.

## Leader

There are two types of people in this world: Those who lead, and those who obey. Needless to say, you're one of the former, being a person with real power and authority. However, since the world's governments have already collapsed, you're unlikely to be something like a traditional politician. No, as war is the way of the world, your position reflects this. Most likely, you're a noble or high-ranking officer of some sort, though since a few cults and religious factions have managed to survive

the apocalypse and subsequent purge, you may well be the leader of one of these, instead.

## Perks

All backgrounds and races may discount two perks at each price tier on their corresponding perk lists, with a discounted 100 CP perk being free.

### General

**Seraph** – 600 CP

Though you may seem to be an ordinary human or vampire, during your childhood you were experimented on as part of the Seraph of the End project. Though the overwhelming majority die agonising deaths in this process, you didn't, resulting in the you becoming something that is no longer entirely human. As such, you became a rather special existence in this world – one of the seraphs, a human (or vampire) host to a powerful angel.

As a seraph, you have the appearance of a normal member of your species, though your regenerative abilities are notably a lot higher than normal, enough that you could quickly heal from lesser injuries and, with some time to rest, fully recover things that should kill a normal person, such as severe internal bleeding or being infected by a supernaturally lethal bioweapon. It's when you truly embrace your angelic side and enter your seraph form, however, that things truly become extraordinary.

By entering this form your body undergoes a number of changes, most notably that a pair of great wings will sprout from your back, allowing you to soar through the sky with ease. In addition, your physical abilities are tremendously enhanced, such that a normal human would possess the strength to level entire blocks of apartment buildings with a swing of his sword, enough speed that you could move faster than sound, and a regeneration factor that would not only allow you to survive having your heart torn out, but heal from it in a matter of seconds.

More interestingly, though, is that each seraph gains access to a unique supernatural ability, seemingly styled after those of the seven trumpets of the Book of Revelation. The King of Salt, for example, can turn whole groups of living creatures to inanimate pillars of salt with a wave of his hand, the Angel of Destruction is able to fire off powerful lasers that can blow high-rise buildings in two, and the unnamed 6$^{th}$ trumpet is capable of summoning and directing endless hordes of superhuman Horsemen of the Apocalypse. Whether you take one of these abilities or create one of your own of a similar level of power is up to you.

Assuming your seraph form does have a couple of downsides, however. Aside from being rather tiring to maintain for too long, it is also incredibly difficult to control as the angel within tries to take control and turn you into a berserk monster hellbent on exterminating any human you see, be they friend or foe. Fortunately, with experience

and a strong will it is possible to resist the angel's influence and maintain your lucidity.

## Human

**Practiced Suck Up** – 100 CP

Humanity likes to think that it's at the top of the world's food chain, but this was merely a delusion. After the apocalypse, it became clear that there are many beings of supernatural might that a human has no chance again. Even the lowly, mindless Horsemen could tear apart whole squads of well-trained human soldiers without a second thought, to say nothing of what the average vampire is capable of. Sure, some can try to narrow the gap using Cursed Gear, but the overwhelming majority who try will end up dying in the process.

You have an uncanny talent for getting in the good books of people or factions more powerful than you. So long as you defer to their authority and don't act out against them in major ways, you can expect to be treated well and possibly given some preferential treatment. At the very least, you can be sure you won't be mistreated and you'll be able to get away with some minor things that would get others punished, such as stealing food or lacking the expected degree of respect. Maybe the emotionless vampires might even end up seeing you as something more than cattle?

**Heaven Denies** – 200 CP

It's not a fact known by many in this world, but the occurrence of the apocalypse was not by mere chance or accident. No, it was a punishment sent down by Heaven in response to humanity's hubris in breaking the greatest of taboos: Resurrecting the dead. As such, in exchange for one man's choice to bring a mere five people back to life for another decade, 90% of humanity was wiped out in a matter of days. Doesn't really sound very fair, does it?

Fortunately, the Heavens seem to be a bit more lenient towards you. When you break a taboo or divine law decreed by some sort of higher power, you'll get off far more lightly than you really should do. For example, if you break the taboo against resurrection in this world it might only cost you a significant personal sacrifice, such as losing a few limbs, your memories, or the life of someone dear to you, instead of most of the world population. To a lesser extent, this perk also extends to laws of a more secular nature, such as those governing countries.

**The Cure** – 400 CP

For as long as human civilisation has been around, plague and pestilence has been a constant thorn in its side. From the Plague of Justinian to the Spanish Flu, disease has claimed the lives of untold millions, and, more recently, the apocalypse virus has proved to be the world's deadliest pandemic yet by a staggering margin. Even years

after the apocalypse, the virus has proved incredibly difficult to cure: The world's most advanced spellcasters can do little more than slow its progression. Maybe you, however, will be the first to find a cure.

You're a master in the art of curing all sorts of ills. To you, it's nigh-effortless to create incredibly effective vaccines or cures to any sort of disease, the only limitations being whether you have the necessary apparatus or samples to carry out your research. It's not just mundane diseases you're capable of treating, but also ailments of a more supernatural nature, such as curses. You're even capable of creating cures for creatures that have lost their humanity, such as vampires or seraphs, in order to return to being ordinary humans. While this won't be as easy as curing a mundane disease and will require a great understanding of the nature of such beings, the fact that it's within your reach still puts you above pretty much anyone else in your talents.

**Unrestrained Desire** – 600 CP

The key difference between humans and vampires is not one of physiology, but one of the mind. In embracing undeath, vampires give up not just their mortality, but also their emotions: Love, hate, and sadness all fade away into nothingness. So rare is it for a vampire to care about anything other than blood that those who do are considered freaks and eccentrics. Humans, on the other hand, are beings overflowing with desire, enough that vampires see it as the driving force of humanity.

To you, however, desire serves as more than just motivation, but a literal source of power. Whenever you take action towards furthering your desires, you become better in every way: Faster, stronger, tougher, smarter, more charismatic, and everything else. The stronger the desire you're acting on is, the greater this increase is. The boost gained from a casual, passing desire, such as a desire for food due to being a little hungry, will only be negligible, while acting in accordance with a strongly held desire of yours, such as protecting one you dearly love above all others, will be enough to let you fight on par with enemies you'd normally have no chance against.

## Vampire

**Everyday Eccentricities** – 100 CP

For all that they supposedly lack emotions, vampires tend to be a rather unusual bunch, and nothing demonstrates this more than their appearances. Multicoloured neon hair, putting on the height of fashion from many centuries past, and excessive use of lipstick and eyeliner are all so usual that no vampire would ever see fit to comment on it.

For you, it's not just vampire society that seems not to care about your appearance, but everyone else, too. No matter how eccentric your attire or behaviour, nobody will even bat an eye at it unless you want them to, seeing it as, at the most, a little bit curious but nothing worth getting bothered over. Even if you had the appearance of a pink-haired loli, people would take you just as seriously as if you were an adult in full formal attire. There is a limit to this, however – if your behaviour is obviously threatening or dangerous, people will respond how anyone would in such a situation.

**Loser of Limbs** – 200 CP

The powers of regeneration that vampire's possess are undoubtedly potent. Outside of the malign power of Cursed Gear or having their hearts destroyed, there's very little that could kill a vampire. Even an injury as severe as being cut in two at the waist or being decapitated is, while inconvenient, definitely survivable, as all one would need to do is have someone hold their two severed body parts together and they would reconnect nigh-instantly. Because of this, many vampires have a rather carefree approach to combat. After all, losing an arm isn't all that threatening when you can just stick it back on again.

You, however, have taken this approach to combat to a whole new height. Any injury that doesn't outright kill you won't faze you in the slightest, even if it's something as being shot in the head. Pain simply doesn't bother you, allowing you to continue fighting as if nothing had happened even as your body is torn asunder. What's more, you can instantly adapt your fighting style to compensate for losing any of your limbs, making you capable of continuing to fight with as close to full strength as possible.

**Old but Gold** – 400 CP

There are two things that influence a vampire's power: Their lineage, being how closely descended they are from the First Progenitor, and how old they are. While lineage has a far greater influence on power than age, older vampires definitely have a significant advantage over their younger peers. Between two vampires of a similar

pedigree, the elder will most likely win, and it's entirely possible for a newly-turned progenitor to fall to an ancient bloodsucker of common blood.

You've taken it a bit further than most vampires. Not only shall your abilities never decline from age or disuse, but, more importantly, they'll also grow in power as the years go by. What's more, it's not just your physical abilities that become stronger as you age, but also your supernatural ones, too. While this increase is very gradual, taking years to get a real, noticeable boost in power, over time this increase will definitely add up and will only grow faster if you put effort into training.

**Progenitor** – 600/800 CP

The progenitors are the nobility among vampires, the individuals most closely descended from the Sika Madu, the original vampire and First Progenitor. Though they have long served as the rulers of vampire society, the progenitors have become even more powerful since the apocalypse, with those of higher ranks serving as the governors of entire countries and all the humans who live in them. Not all progenitors were created equal, though – The closer a vampire is in blood to the First Progenitor, the higher their rank is, and those of a higher rank have not just more political power, but more physical power, too. Still, even the lowest-ranked of 20th progenitors are vastly superior in strength to any common-blooded vampire, making them a threat to be reckoned with.

By taking the 600 CP version of this perk, you have become one of the 7th progenitors, making you far more powerful than any normal vampire. With your strength, you could quite casually stop speeding trucks with a single hand, create massive craters with a single punch, and run straight through brick walls as if they were made of fibreglass. Your speed is equally impressive, allowing you to move as fast as a speeding car with a light jog, run a hundred metres in the blink of an eye, and rain down blows faster than the eye can see. Your regeneration is also enhanced, letting you recover from any injury short of having a limb torn off or your heart ripped out in a matter of seconds. At this level, even the strongest of humans with Cursed Gear wouldn't stand a chance against you, requiring whole squads of them to even have a chance of taking you down. Seraphs and other progenitors of an equal or higher rank still pose a very real threat, however.

By choosing the 800 CP option, however, you are much stronger than even this. You're one of the highest ranked vampire nobles there are, a 2nd or 3rd progenitor sired directly by Sika Madu. At this level, fighting even one of the 7th progenitors described above is like child's play to you. You're fast enough to cross miles of difficult, winding terrain in mere moments, effortlessly run across ballistic missiles as stepping stones, and strike with such speed that a lesser progenitor could barely even react to your movements. Your strength is similarly great, enough that you could create massive fissures in solid reinforced concrete with a casual swing of your arm, demolish large buildings with an offhanded strike, and effortlessly restrain lesser progenitors with a single hand. There are surely very few who could defeat you in a fair fight.

## Outsider

**Eye Spy** – 100 CP

There are many beings in this world which, due to their overwhelming physical power, cannot be beaten by a normal human in a fair, one-on-one fight. Even those with strong enough wills to wield the mighty Black Demon Cursed Gear will still be hard pressed to triumph over even some of the weaker progenitors. Naturally, this makes ambushes the weapon of choice against such creatures, taking them by surprise and slaying them before they can even react. It would be a shame if such a death would befall you, wouldn't it?

Fortunately, your senses have become far sharper than normal, enough that, even as a normal person, you could detect someone on a distant high-rise's rooftop by the slightest movements they make and hear the faintest breathing of someone sneaking up on you that would go entirely unnoticed by your peers. What's more, even when you're not actively keeping an eye out for people, you'll still pick up on enough subconsciously to detect people by their 'presence', a sort of sixth sense that can be nurtured with practice.

**Tit for Tat** – 100 CP

After deserting the Japanese Imperial Demon Army, Yu and his army were forced to flee Tokyo to escape their grasp. For months, they wandered Japan until eventually finding an odd settlement – a small village of humans who had, somehow, passed beneath the notice of the Demon Army, vampires, and Horsemen for years. What's more, instead of being suspicious of this obviously shady band of vagrants, they welcomed them with open arms.

Now, you too shall be extended such a warm welcome no matter where you go. So long as you aren't an obvious threat to them and their way of life, places you visit tend to be rather welcoming to you no matter who or what you are. What's more, they'd be willing to provide you with food and shelter for as long as you need so long as you do the occasional odd job for them. Even if you were a vampire, a village of humans normally suspicious of all outsiders would be almost as friendly towards you as they would one of their own and, with time, they may even willingly start providing you with their blood.

**Designated Maintenance Man** – 100 CP

Seeing as almost all adults lost their lives in the apocalypse, it's no surprise that most things have fallen into disrepair. The streets are overrun with plant life, almost every single building is well on its way to collapsing, and abandoned, broken-down cars

litter the roads. As shown by the relative cleanliness of the vampire and Demon Army strongholds, however, it's evident that the knowledge of maintaining things hasn't been entirely lost, knowledge that you're well-acquainted with.

You're surprisingly talented at carrying out repairs and maintenance, able to fix up pretty much any relatively common machine you come across and get it back to working condition. Your skills especially shine when it comes to tinkering with vehicles, however. Even if a car's been battered about by superhumanly-strong monsters and left at the side of the road to rust for a decade, you'll be able to get it running again as good as new in a matter of hours, even if you're forced to carry out the repairs with whatever parts you can scavenge from around you. In a world where a working car is worth its weight in gold, your skills are bound to be widely sought after.

**Spellcraft** – 200 CP

Though spellcraft was once widely used throughout Japan and the rest of the world, its usage has since has significantly declined since the apocalypse thanks to its power being massively superseded by that of the Cursed Gear. That's not to say that it was rendered completely obsolete, however – While the Cursed Gear may have traditional magic beat in terms of raw power, the variety of effects that can be achieved with spells is far greater.

You're a master of the traditional arts of spellcraft, which mainly focuses on the creation of paper talismans imbued with a specific magical effect that can be activated with a brief chant. Not only are these spell tags quite quick and easy to make, requiring only a slip of paper and something to write on it with, but you're also capable of uttering the arcane incantations needed to use them much faster than normal people can. The effects of these spells, though not too powerful individually, are also vast in breadth, including being able to create small explosions, conjure bolts of lightning, heal minor injuries, weave complex illusions, increase the power of weapons the tags are attached to, bolster the resilience of an object it's affixed to, and far more.

**Obvious Traps are the Best** – 200 CP

Direct combat is a risky affair – even if you win, there's still a high chance of getting severely injured or losing allies, and that's just when fighting foes on your level. When up against those stronger, the risks only climb higher. Fortunately, for those who are a bit more risk averse, traps make quite the difference in evening the odds in your favour. Some may call their use cowardly or dishonourable, but what does that matter when you can potentially crush your foes without even risking a single scratch?

For some reason, you seem to have a lot of skill at creating highly effective traps for your enemies, both simple ones like snares or pitfalls and those that are more complicated, such as intricate ambushes. What's more, so long as you truly hold

some leverage over your intended targets – for example, a family member held hostage or an item they desire – they'll always seem to walk directly into your traps, even those which are incredibly, blindingly obvious. This only guarantees they'll trigger the trap, however, not that they'll be harmed by it.

**Severance Package** – 200 CP

The regenerative abilities all vampires possess are undeniably potent, but that's not to say they don't have their weaknesses. For one, vampires are unable to regrow limbs, requiring them to retrieve the severed body part and reattach it to the stump. Though this process only takes a few moments, there's nothing to stop other people from destroying the limb before its owner can retrieve it, ensuring that they'll be an arm or leg down permanently without the aid of incredibly advanced medical technology. Strangely enough, though, you've developed an almost unique ability to aid in avoiding this fate.

Whenever one of your body parts are severed from you, you'll still be able to control them as if they were attached to your body. With this, you can direct your missing limbs to crawl along the floor towards you, move things about from a distance away, or perform pretty much any other function they'd normally be capable of. Even if you're decapitated, you can still direct your headless body about, allowing you to reattach your head without the aid of an ally or even for you to continue on fighting as normal, a feat which will be sure to shock most of your foes.

**Who Holds the Strings?** – 400 CP

Sometimes, it can seem like everyone and their mother is the mastermind of some shadowy conspiracy around these parts. Even among the Hiiragi family alone, who should by all accounts be following a unified goal, it seems that even those members who have long since left this mortal coil have some kind of plot going on. So often do these intricate schemes collide and intertwine with each other that it's hard to figure out where one begins and the other ends, and it's hard to find anyone who isn't wrapped up in at least one web of intrigue.

Perhaps you don't appreciate being pushed about like a pawn on a chessboard, because you seem to have a kind of sixth sense that's the bane of any would-be webweaver. Namely, you're always aware of when someone is trying to manipulate you or make you act according to their schemes. Even better, once you're aware of such a scheme, even just vaguely, you'll have an easy time dismantling it. Even the most carefully constructed of plots can be sent careening off the rails by your hand with a bit of effort, potentially destroying entire centuries of work in a matter of days.

**Lions and Sheep** – 400 CP

Just as a cat and a mouse can never peacefully co-exist, it is said that neither can humans and vampires. To a vampire, humans are seen as little more than livestock,

and to a human, the vampires are emotionless predators that feed off of them for their enjoyment. This needn't be the case, however – as shocking as it may be to some, all vampires were once human, and it's been shown that in the right circumstances the two can work together well enough, so long as they put their differences aside.

You're incredibly talented at working together with those who might otherwise be your enemy. Even those who would ordinarily despise you and try to kill you for your very nature would be willing to hold off from attacking you, at least for a little while, and listen to your words if you wished to talk to them. Even more so, by talking to them you'll find that what you say seem to get through to them far more easily than they should, piercing through any preconceived notions or biases they have against you or your kind, allowing them to consider your words free from anything that might ordinarily cloud their judgement. Naturally, however, this effect will be instantly broken should you decide to attack them.

**Friends Through Eternity** – 400 CP

Despite coming off as your standard edgy, lone wolf protagonist at first, devoted to nothing but the genocide of his most hated foe, through a series of chance meetings and coincidences Yuichiro Hyakuya somehow ended up with a rather large circle of steadfast friends in no time at all. It's a good thing for him, too – lone wolves don't tend to last long in a Tokyo overrun by superhuman monsters.

Now, it seems that your friends, too, tend to be incredibly loyal to you, with even those you've only just met sticking together with you through thick or thin and never abandoning you in the face of overwhelming odds. Even if you've done absolutely nothing to deserve this kind of devotion from them, constantly berating or otherwise just being a terrible person to them, they'll won't seem to mind much at all, laughing off your flaws as just part of who you are. It'd take you doing something irredeemably awful, such as murdering one of them in cold blood, for any of your friends to lose their trust in you.

**Sacrificial Lamb** – 600 CP

Sacrificing your own life so that another may live is widely regarded as one of the noblest actions a person can perform, largely because it's not just something anyone can do. When push comes to shove, many would simply choose to save their own hide and abandon those they promised to lay down their lives for, no matter how much they say otherwise. As such, isn't it fair that one of those selfless few who would truly be willing die to save another deserve a little extra reward for their sacrifice?

Whenever you would selflessly sacrifice yourself for the sake of another, it seems that things always work out for you in the end to ensure you survive in one way or another. Oftentimes, you'll end up in a better position than you started with. Holding off a vampire you have no chance of beating alone so your family can escape to

safety? They might decide to turn you into a vampire yourself instead of killing you, or maybe even let you go out of a sense of amusement. Step in front of a car to save a stranger? You'll get off with a few broken bones at most, and the person you saved will try to generously reward you for your heroism. Agree to give up your life so that your enemies will release a loved one they're holding hostage? Just before said enemy kills you, your allies will unexpectedly swoop in and rescue you from the clutches of death.

**Rule Breaker** – 600 CP

Though many of the power systems are rather vague for the most part, there are a few concrete rules that have been set down, for instance that a higher-ranked vampire progenitor will always be stronger than one of a lower rank. However, this rule isn't as universal as most might think, as is shown by the case of Crowley Eusford, a 13th progenitor who, thanks to his sire carrying out a little experiment as he was turned, is actually as strong as a 7th progenitor.

For you, the supposedly fixed laws that govern your powers are now a little bit more flexible. With practice, experimentation, or a bit of creativity, these rules can be bent or even broken entirely. A power which should only be able to used once per day can be trained to have two, three, or more uses, while an ability that is powered by the sun could be modified to also work with the light of the moon, though at a lessened effectiveness. This kind of loose interpretation of the rules can even be applied to other things you come across, too. A piece of Possession-type Cursed Gear, for example, could be forced to develop a special ability as found in Manifestation-types, despite such a thing supposedly being impossible.

**Gains Done Quick** – 600 CP

To most, spending months or years swinging a sword in the same downward arc over and over again just to master a single technique sounds like a terribly dull way to spend their time, and it seems as if the people of this world agree. Very rarely is anyone ever shown training and, when they are, it's often using a method to master their new abilities far faster than normal, though such methods aren't always the safest.

Now, having taken a leaf out of this world's book, you're able to figure out ways to train your abilities much faster than normal at the cost of increased danger to yourself and others. For example, instead of spending months or years learning how to safely enter a new transformation state, you could enter a meditative trance to gain the same master in a single night at the cost of risking going on a mindless rampage if your willpower falters. Likewise, if you wished to improve your physical strength, lifting weights that have a very real chance of crushing you like a bug if your grip falters would provide similarly incredible boosts in power.

## Soldier

**Maid in Heaven** – 100 CP

While it may not be the first thing people associate with trained soldiers, there's a surprising amount of overlap between the Demon Army's strongest and the domestically gifted. Some, like Kimizuki, are simply unusually good at cooking and household chores. A few, however, take this a step further, serving as elite bodyguards when in combat situations, but outside serve as devoted maids to their commanding officer.

Now, you too have the skills of one of these multi-talented individuals. First and foremost, you have a surprising amount of skill at all things expected of a servant, from cooking to cleaning, enough that the rich and powerful would pay well to have you in their service. Of course, this is supplemented by your skill at arms – you also happen to be highly proficient in melee combat, enough that you could fend off a small group of soldiers through skill alone, and maybe hold out against a vampire for a little while.

**Sniper's Calm** – 100 CP

While melee combatants get most of the attention around here, that's not to say that those who prefer fighting at range are completely ignored or useless – far from it. They just don't tend to spend too long in the spotlight, usually serving as support to the frontline fighters. And it's not an easy job to do, either – after all, it tends to be far easier to hit someone in melee range with a sword than with an arrow from several hundred metres away.

Now, you have all of the skills necessary to be a well-trained sniper. You're incredibly accurate with whatever ranged weapon you use, from bows to guns to kunai, enough so that you could reliably hit a target hundreds of metres away with pinpoint accuracy, even if said target is a vampire with superhuman senses and reflexes. In addition to this, you're able to keep a cool head in all but the most overwhelming of situations, ensuring that your nerves never affect your performance.

**Nice Boy** – 100 CP

It's always the quiet ones. By all accounts, they seem to be cheerful and friendly, if a little bit shy and anxious at times, but deep down, when they think nobody can see them, it turns out they have a much darker, more twisted side to them. It only makes sense, though, that they'd do their best to bury this side of themselves under an affable veneer – not many people would want to associate with someone who's so obviously twisted.

Of course, it could bode poorly for you if your true emotions ever came out, which is why you've become really rather adept at hiding your true feelings and personality traits. Your skills are such that, even if you one of the cruellest of killers about, not even your closest of friends would ever know or even suspect this, instead wholeheartedly believing in whatever façade you decide to show them. The only way this mask could ever break is if someone caught you doing something 'out of character' or by reading your thoughts.

**Orders? Who Cares**? – 200 CP

At first, Yuichiro Hyakuya was nowhere near being the model soldier – though he was undeniably talented in combat, he regularly ignored orders from his commanding officers and abandoned his teammates to do whatever he wanted to. Strangely, though, he never really received any of the sort of punishment one would expect for such insubordination. In the end, for all of his disobedience he was given the galling task of going to high school and making some friends.

Such a lenient attitude is now applied to you, too. From now on, so long as your actions get results, neither those you work alongside nor your superiors will care all that much if you deliberately disobey orders. At worst, you'll be given a light slap on the wrist, but more often you'll end up getting praised or even rewarded for your successes, such as with gifts to aid you in claiming further victories or promotions to higher ranks. This protection only applies if your insubordination gets results, however – if it results in failure, and those in command won't be best pleased.

**Danger-Free Drug Use** – 200 CP

The curse stimulant pills are a useful supplement to any wielder of Cursed Gear, with just a single dose boosting their power to half-again their usual maximum. However, they come with a number of terrible side effects that make even the most bloodthirsty of soldiers reluctant to use them, which only get worse the more you take. At two pills, there's a significant risk of the user going into shock, potentially killing them. At three, death is certain as their organs rupture.

You needn't worry about such concerns, however, as you suffer none of the negative side effects of any drug you take, be they for combat, medicinal, or recreational purposes, including things such as addiction or overdoses. As such, you could take as much of any drug you wanted with no chance of ever suffering for it. The higher the dosage you take, however, the more the benefits you gain from them begin to plateau, until it reaches a point where any further doses you take provide no additional benefit.

**Form Up!** – 200 CP

In the Imperial Demon Army, there's no such thing as fighting solo – typically, even the most low-risk of missions is carried out in a group of at least five. This is because,

outside of human strongholds in Shibuya and Shinjuku, Horsemen or vampires could lurk around every corner, making going out by oneself tantamount to suicide. But there's more that contributes to a group's effectiveness than just having strong members – one aspect in particular in consistently emphasised in this world, that being using the right formation.

Now, when fighting as part of a team, you're incredibly talented in the use of battle formations. You're capable of analysing the strengths and weaknesses of those you're working alongside and the abilities of those you're fighting against in mere moments, allowing you to arrange your allies in the most optimal way that'll you draw out the best from each of them. There can be some situations, however, when there isn't nearly enough time to direct your allies into their proper position, so it's a good thing that, whenever battle commences, they'll tend to immediately and instinctively organise into whatever formation you're thinking of.

**Smells Like Team Spirit** – 400 CP

As has already been mentioned, there's more to fighting as a team than just a bunch of individual people doing their own thing. No, to truly get the most out of a team, a number of things are needed, trust, co-ordination, and tactics being the most obvious of them. It took the protagonists many weeks just to realise this, and many more after that to effectively put what they learned into practice.

Unlike them, however, you've got an extraordinary ability when it comes to fighting as a team, both due to a comprehensive expertise in small-scale tactics and an inspiring presence that boosts the morale of others just by being around you. Your skills are so great that you could easily get a small squads of allies who've only just met each other to work together with such efficiency that their overall power becomes a few times the sum of its parts. Those fighting alongside you are also much more co-operative than normal – even if they're usually the defiant type who protests at every available occasion, once in battle they'll follow your orders without a second thought.

**Follow the Leader** – 400 CP

Though large-scale battles can be a spectacle to behold, they can be rather chaotic and tedious to actually fight in. Instead of the flashy single combat so often depicted, it's more likely that even the strongest of combatants will be stuck fighting through endless hordes of what could almost be considered cannon fodder. Fortunately, by taking this perk, you'll be able to avoid most of this tedium while potentially reducing friendly casualties significantly in the process.

Whenever you're in a battle, opportunities somehow always seem to arise for you to take on the enemy leader(s). Even if you were on the other end of the battlefield, convenient pathways through the enemy lines seem to open up, allowing you to bypass fighting against all of the grunts to make a beeline right for the main event. Once you actually make it to face off against the leader, you can be assured there'll be

minimal interference from any other foes trying to join in on your fight. Additionally, if you happen to be victorious, enemy morale will dramatically plummet, making all but the bravest among them a soft push away from fleeing.

**Ranged Attacks? What are Those?** – 400 CP

Ranged attacks can sometimes get the short end of the stick here. While they're a powerful tool for dealing with foes from safety, they tend to only be effective against those on the weaker end or who are caught unaware. Those stronger foes, including many progenitors and certain powerful humans, are so fast they can swat whole barrages of projectiles aside with ease, even those shot from the best Cursed Gear. Even if you only had the physical abilities of a normal person, however, it seems you've become capable of similar feats.

Ranged attacks of all kinds, from bullets to arrows, have a far harder time hitting you. This isn't because they've become less accurate, but because your reflexes are massively enhanced for the purposes of dodging, parrying, or even cutting straight through them, enough that, even if you were just an average human, you'd be able to cut hails of arrows out of the air with ease and even dodge a bullet or two. It'd take a ranged attack being overwhelmingly fast or powerful for it to have a chance of harming you, and even if they do, the wounds they cause tend to be far shallower and less damaging than they'd normally be.

**Stupid Strong** – 600 CP

While skill at arms is important and all, its usefulness begins to wane a little when up against someone with far superior speed and strength. The greatest of human martial artists would have little change of even wounding a vampire who can casually dodge missiles and shatter whole buildings with a single strike, after all. Even among the mighty progenitors there's a huge disparity in power, enough that being just a couple of ranks higher than one of your peers could mean a nigh-insurmountable gulf in raw strength.

You, however, are a bit of an oddity, in that you're much, much stronger and faster than you have any right to be. If you were previously an average person, by taking this perk you'd have the physical parameters of a normal vampire, several times greater in all areas to even the greatest of Olympic athletes. To a regular vampire, this would mean abilities on par with one of the progenitors, and a progenitor would find their strength on par with one of their peers several ranks higher than themselves. This boost in strength carries over to whichever form you may take on or become, your physical abilities always being many times better than what should normally be that form's peak.

Since this hidden strength isn't immediately apparent to any onlookers, though, you also happen to have cultivated a talent for hiding your true power. It's a breeze for you to get your foes to underestimate your abilities by a significant margin, right up until you show them otherwise.

**Heir of Helsing** – 600 CP

It's no secret that the average soldier of the Japanese Imperial Demon Army is little more than glorified cannon fodder. Despite being armed with the Enchanted Gear that quite significantly boost their abilities, they have little chance against even the lowliest of vampires, requiring them to group up in fairly sizeable squads just to stand a chance. There are some soldiers, such as those in the elite Moon Demon Company, who stand far above that, however, whose abilities are talked of in near mythical terms. But even among those of the elite, there are some who truly stand out above all others, one-in-a-million prodigies whose presence can change the course of a battle. You are one of these people.

Now, you're a far cry from your average run-of-the-mill conscript – no, you're the type of legendary warrior whose name is spoken of in reverence and fear, a modern-day Achilles or Miyamoto Musashi. You possess incredible skill in all forms of combat, both in melee and at range, enough that, as a human, you could fight off a horde of common vampires armed only with the weakest of Cursed Gear.

There is one weapon in particular which you have mastered beyond all others, however. This can be any type of weapon you choose, from something conventional like swords or bows to something a bit stranger, such as rope darts. Whatever you choose, your abilities with it are great enough that, if you were just a regular human, you could fight on equal terms with a lower-ranked progenitor and have a very good chance of being victorious.

**Family Man** – 600 CP

It's not exactly subtle that family is a major theme of this world, as is demonstrated by everything from the centuries-old enmity between the Ichinose and Hiiragi families to, most obviously, the familial bonds Yuichiro tends to form with his allies, despite his borderline tsundere personality. It makes sense, too – to be constantly fighting against vampires and one's own (rather literal) inner demons alone without any friends or family to fall back would be a rather bleak existence.

Now, much like Yuichiro, you tend to form friendships and familial bonds very easily with those you meet. Those you fight alongside on the battlefield, for instance, will very quickly warm up to you, becoming fast friends willing to lay down their lives to save you over the course of just a few days, despite hating your guts when you first met. A mentor, on the other hand, may well come to see themselves as more of a parental figure to you, willing to help you more than they would any other student.

It's not just that you forge these connections easily, though – you also seem to regularly encounter people who'd make great friends for you, too, almost as if they were tailor-made to complement your personality and interests. These people don't tend to be ordinary, either. Every one has something special about them, be it something obvious like them being a powerful, yet oddly affable, progenitor, or

something a bit more subtle, such as possessing a high rank in a powerful organisation. It might even be something as simple as them being an unusually talented musician.

## Visionary

**Teasing Master Hiiragi-san** – 100 CP

Since the Hiiragi family isn't really one to promote close bonds between family members, none tend to have too much love for each other. That's not to say they have nothing in common, however. While the men tend to share a lust for power, if the women of the illustrious Hiiragis have one thing in common, it's being rather adept at teasing people. That, and having Shikama Doji, an immeasurably powerful demon who was once the first vampire, bound to their soul and trying to possess them, but the teasing part's a bit more significant.

Even if you're not a Hiiragi, it seems that you, too, have become rather proficient in this time-honoured tradition. You have a real way with words, one suited incredibly well for teasing people. You know just how to get a rise out of pretty much anyone you meet, able to drive them to indignant blushing and stammered denials or fits of outraged fury with just a few well-timed suggestions. While you're well within your right to use this solely for your own entertainment, you're equally adept at using it to provoke people into doing or saying things they otherwise wouldn't if they were in a calmer state of mind.

**Sayonara, Vampire-Sensei** – 100 CP

Sika Madu is a rather elusive figure, to say the least. Despite being the original sire of all vampires, his motives are completely unknown even by those who were his closest subordinates. A millennium ago, he vanished without a trace from vampire society, leaving his followers without direction, and only recently has he made his presence known again, having been revealed to be the demon controlling the Hiiragi family from the shadows for generations.

If, for whatever reason, you too feel the need to go into hiding for a century or two, you now happen to have an uncanny knack for it. Simply by willing it to be so, you can seemingly vanish off the face of the Earth, with any would-be pursuers finding it nigh-impossible to track you down or discern your location by any means. Any clues to your location seem to disappear too and, if you wish it, so do any records of your existence. Soon enough, it'll be as if you're a phantom existing only in the memories of those who knew you.

**Absolute Loyalty** – 100 CP

Seeing how every other character seems to have some kind of hidden agenda or plot they're working on behind everyone's backs, true loyalty can be very difficult to come by around here. This probably isn't helped by the fact that torture is rather liberally applied to any supposed dissenters. Every now and again, though, a subordinate

comes along who is above suspicion, whether that be because they obsessively love their superior, they're too cowardly to ever betray them, or simply that they happen to have this perk.

From now on, so long as you're genuinely loyal to a person, organisation, or cause, nobody will ever see fit to question your loyalty or devotion, naturally giving you an air of trustworthiness and preventing your superiors from ever putting you through some arbitrary test of allegiance. Similarly, so long as you sincerely believe you're telling the truth, what you say won't be doubted as falsehoods either. Perhaps most unusual, however, is that nobody will ever notice that this effect is in play.

**Deception Detector** – 200 CP

While having your loyalty be beyond all question is good and all, this simply means that your superiors need not view you as a potential threat – it does nothing to prevent your subordinates from having those same disloyal inclinations those above might otherwise suspect you of. While this isn't too much of a problem in smaller organisations where you know each of the members personally, in bigger ones, there's just as much threat, if not more, from those below you than whatever enemies lurk on the outside.

While many succumb to paranoia out of fear of betrayal, you needn't worry about such a thing happening to you. It's incredibly clear to you whenever someone is lying to you or their loyalty is feigned, both thanks to an instinctual sense for when you aren't being told the whole truth and your keen eyes and ears, which pick up on even the subtlest of tells with ease. So good are you at picking up on any deceptions that it'd take an absolutely flawless lie to have any chance of tricking you. Be warned, however, this ability won't be able to tell the difference between the truth and a lie someone truly believes in.

**Amnesiac No Longer** – 200 CP

In the Hyakuya Sect and other organisations which work on the Seraph of the End project, it is common practice to alter the memories of their experimental subjects. While this may seem cruel, it was only done for purely pragmatic reasons. After all, it's hard to get the best results out of children too traumatised to even speak by the torturous tests they've been put through. Perhaps you were a member of such an organisation once, as you seem to have picked up the skills necessary to practice this art.

You're rather skilled in altering the memories of others. By putting someone into a hypnotic trance, you can, over the course of a few hours, manipulate their memories as you see fit, erasing, modifying, or even inventing new, entirely false ones wholesale. So experienced are you at this process that those whose memories you've affected won't even notice that anything's changed, even if whole chunks of their lives have suddenly become missing, without someone else making it clear that something's amiss. If you force one of your subjects to forget something, only in the

most extraordinary of circumstances will they be able to recover more than the slightest vignettes of what was lost.

**Testy** – 200 CP

The biggest difficulty in the Seraph of the End project wasn't the complex theory or spellcraft involved, nor obtaining the funding necessary to make it a reality, but procuring enough test subjects. Even to the mighty Hyakuya Sect, it wasn't easy finding the large number of children necessary for success, especially since the experiments themselves had an astronomically low survival rate. To this end, a large number of orphanages were constructed for this sole purpose, serving as both a plentiful supply of candidates and far less conspicuous than randomly abducting kids off the streets.

You needn't go to such extreme lengths, however. Somehow, candidates for your research needs always seem to fall into your grasp by themselves, in quantities enough to satisfy all but the most excessively expansive and overblown projects. These test subjects will always be suitable for whatever research you're performing, such as those afflicted by a condition you created a drug to treat or others who possess just the right genotype for a new super soldier serum you invented. Strangely, nobody will seem to question where these people came from and nobody on the outside will even notice their sudden disappearance, almost as if they were conjured from thin air just to suit your plans.

Perhaps more worryingly, though, is that by making your experiments more ethically dubious, the time it takes to get the result you're looking for is actually reduced. So long as it'd never get past an ethics committee, it'll make your research progress much faster than it actually should, reducing what should take years down to mere months.

**Scientist of the End** – 400 CP

What the Seraph of the End project actually is can be rather vague at times. While it seems to have initially been an attempt to use both science and spellcraft to resurrect the dead, it also involved the binding of angels within human hosts for use as unstoppable weapons of war. Since both of these require the use of demons in some way, the Cursed Gear – weapons which draw upon a powerful demon sealed within – were also developed as a side project. Though it was the Hyakuya Sect who first pioneered this research, since their (alleged) destruction the Hiiragi family has only pushed these developments further and further thanks to their talented team of researchers, one of which may well be you.

You have a in-depth understanding of all of the science involved in the Seraph of the End project, particularly the aspects involving the usage of demons. You have full knowledge of how to transform vampires into demons and how to seal this newly-formed demon into a weapon or other object, producing a piece of Cursed Gear. Furthermore, you also know how to force those possessing the seraph gene to shed

their humanity and become seraphs, how to use bound demons to control these seraphs, and even how to apply this knowledge to resurrect the dead, though this particular process tends to exact terrible costs upon the world.

As an added bonus, this knowledge can quite easily be adapted to work just as well in other worlds, allowing you to seal the supernatural creatures of other settings into weapons to produce new variants of Cursed Gear. Naturally, the properties of this new weapon may well vary from those found in this world, expressing different properties based on the creature sealed within.

**The Fool** – 400 CP

Though vampires as a whole tend to be rather unusual, particularly the nobles, there is one whose eccentricity exceeds all others by a vast margin: Ferid Bathory, a 7th progenitor whose personality can switch between being whimsically cheerful and unspeakably cruel at the drop of a hat. It's likely, however, that this playfully twisted personality is partly a façade, for Ferid is also manipulating both the humans and vampires alike, manoeuvring them about just to further his own, mysterious goals. It's even believed by some that, when he was nailed to a cross and burned alive for several days in a row, it was just another step in his inscrutable master plan.

Now, you've become a master of the art of intrigue and scheming, capable of cooking up incredibly intricate plots that come into fruition over the course of entire centuries and effortlessly manipulating people so that they act just the way you need them to. Even being the mastermind controlling both sides of a war with neither being any the wiser would be well within your grasp, in part because you're incredibly adept at seeming pretty harmless when you need to. Most will never see beyond the mask you decide to show to them, and as such will never question whether your motivations may be more than you're letting on.

**Strong of Heart** – 400 CP

In the Imperial Demon Army, only a small minority of soldiers are given access to true Cursed Gear, and for good reason – they require incredible amounts of willpower to control properly lest the demon within possess the user's body and go on a bloody rampage, indiscriminate of friend or foe. The burden this places upon the wielder's will only grows the stronger their Cursed Gear is, as most powerful demons are more than willing to pounce upon the slightest weakness or momentary lapse in morale to take full control.

Fortunately, you needn't fear such things ever happening to you, for your will is among the strongest around, making you more than capable of resisting any attempt at temptation, illusion, or possession even the most cunning of demons try to throw at you. Even at your lowest points, your determination and morale will never falter, allowing you to get up and keep fighting on no matter what tragedies or suffering you may face.

Moreover, if you were to willingly let yourself get possessed for any reason, it would be a trivial matter to expel the possessing being after you're done with them, preventing them from sticking around for longer than you'd like.

**Demonfriend** – 600 CP

As different as humans and demons are, it's little surprise that the relationship between the two tends to be an uneasy alliance at best. Most humans see their demon as little more than a source of power, while the demons in turn eagerly await any chance they can to take control. There are some humans, however, who have managed to befriend their demon to great effect, such as Guren with Noya or Yuichiro with Asuramaru, allowing them to reach heights that shouldn't normally be possible.

Now, such a feat is well within your reach, too, as it seems that beings that you serve as a host to, be they spiritually bound or contracted to you or some kind of physical symbiote, have an innate fondness for you, enough to consider you a friend even if you've only just met, and this friendship rapidly deepens the more time you spend interacting with one another. Such beings will never attempt to possess you against your will or otherwise work against your interests, but, more importantly, you'll also be able to draw more power from them the stronger your bond grows, up to several times the normal maximum. Soon enough, any Cursed Gear you're using with this will provide you with far more strength than most would consider possible, enough to fight on equal terms even with some of the mightier progenitors.

**Genius Party** – 600 CP

While it's often not as emphasised as raw martial power, in part owing to a certain protagonist whose strategies often amount to little more than direct confrontation, intelligence is still highly valued in this world, enough so that many would consider a sharp wit a more powerful weapon than any Cursed Gear. Nothing demonstrates his more than the case of Mahiru Hiiragi, who had a level of intellect that allowed her to create plans so complex and vast in scope that it was as if she could see the future. While she still lived, her brilliance had few rivals. Except, maybe, for you.

You're a natural genius among geniuses, of such intellect that getting a perfect score in even the hardest of exams would be a breeze for you, even if you didn't study at all and slept through most of the classes, and you could quite quickly come up with complex theories and ideas that could revolutionise any field you truly devote yourself to. Your analytical abilities, however, are even greater than this, allowing you to draw conclusions from what you know to predict the future with alarming accuracy, enough so that many would think you capable of prescience. Even events that would seem like pure chance to anyone else, such as a certain person riding a taxi past a seemingly random location at a very specific time, could be predicted by you and worked into whatever plans you're concocting.

**Most Gracious Sire** – 600 CP

While all vampires possess the ability to produce more of their kind by feeding a human their blood, very few actually do so. This is partly because it is highly illegal for anyone except a progenitor to sire a vampire, the punishment for such a crime being a fate worse than death – the offender's head is cut off and buried deep in the earth, condemning them to an eternity of going mad with solitude and hunger for blood. Few would do such a thing even if it weren't a crime, however, due to the common view among vampires that most humans are little more than livestock, most definitely unworthy of the noble state of vampirism. Still, if you're a vampire and willing to face the risks, you're more than capable of turning as many people as you like into other vampires. But what if you could do more beyond that?

By having someone else partake of your blood, you're able to pass down to them copies of any of your biological abilities, be they traits similar to vampirism or something stranger, such as a mutation that lets you shoot lasers from your eyes. Furthermore, any who gain your abilities in such away are guaranteed to be loyal to you, the thought of using their newfound power against you or even leaving your side never even crossing your mind unless you cause great harm to them. There is a slight limitation, however, in that, much as a newly-turned vampire will be much weaker than their sire, any abilities received from you in this way will be a few orders of magnitude weaker than your own.

You can control what abilities are passed on in this way, whether it be all of your biological powers or just a specific selection of them, and any who ingest your blood without your permission will gain no benefits from doing so.

## Leader

**What a Man** – 100 CP

At some point in every squad commander's life, he is faced with a tough choice: Should he fill his team with those who are actually good at their job, or just make a battle-harem of attractive women willing to satisfy his every desire? If you're anything like Guren Ichinose, however, there's no need to make this choice – despite making it very clear the only woman for him is the dead lover-turned-demon sealed within in his sword, somehow every woman under his personal command seems to fall head over heels for him. And now, so too do they do the same for you.

Any subordinates of your preferred gender(s) who are under your direct command seem to quite readily develop feelings of attraction for you. Though this process is rather slow, especially if you don't put any effort into winning their affections, over time even the coldest of hearts will eventually thaw and fall for you. While this is rather useful for, as mentioned above, building a harem of combat maids, even if you had no such intentions it's undeniable that a soldier whose feelings for you run so deep would be far more loyal than normal.

**Humanity's Only a State of Mind** – 100 CP

While becoming a vampire causes great changes to one's body, it can be said that its change to the mind is just as significant, if not more so. Once someone becomes a fully-fledged vampire by drinking the blood of a human, their emotions begin to fade away until all but the strongest desires are nothing more. In most vampires, this leaves behind only a listlessness filled only by their hunger for blood, with any who manage to hold onto any of their human emotions being considered abnormal.

To you, however, this is not a fate you need to fear, for no matter how inhuman in form you become, what processes you undergo, or what events you witness, it won't undermine your fundamental humanity or affect your ability to feel the full range of human emotions. Even if you were stripped of your physical form to become a purely immaterial being or made to undergo centuries of isolation, your emotional capacity would remain just the same as it had always been. Of course, this perk's protections can always be dulled or nullified at-will if, for some reason, you wished to lose the ability to feel certain emotions.

**Greed with a Vision** – 100 CP

Being a good leader isn't easy. Among from all of the necessary skills expected of a ruler, perhaps one of the most important is the ability to make difficult choices for the benefit of those you're responsible for. Sometimes, there really is no option but to

decide between the lesser of two evils. Worse, no matter what you pick, people will still blame you for the suffering that resulted, not the far worse evil that you prevented.

Strangely, however, this kind of backlash never seems to affect you. So long as you're truly acting for the benefit of those you rule over or are responsible for, those people under you won't hold any morally reprehensible deeds you take against you. While they might not like what you did, they'll understand the situation you were in and accept the reasoning behind doing what you did, even if your deed is as horrible as mass murder. Be careful though, for if you choose to act out of self-interest instead, this perk will provide no protections.

**Is This a Diversion?** – 200 CP

Regardless of how many idealists put an emphasis on honourable conduct, deception has always been a key pillar of warfare. As far back as Sun Tzu, it was common wisdom to appear weak when you are strong, or strong when you are weak, and many times throughout history has this advice been used by a general to defeat a force far superior than their own. Even now, after the world as it was has ended, deception is still just as important as it always was in battle, perhaps even more so – after all, the warriors of old never had to fight against the bloodsucker menace. Such strategies have never seemed to work against you, however.

You have some kind of instinctual sense that allows you to accurately assess how dangerous something really is to you. At a glance, you can get a rough estimate of someone's true power, letting you know whether they're superior or inferior to you, even if they're taking great lengths to hide how strong (or weak) they really are. This doesn't just apply to singular opponents, however – you're equally effective at approximating the strength of organisations or armies you come up against, and even in the midst of combat, you can tell whether a tactic being used against you is a genuine threat or merely a diversion meant to distract you from the real danger.

**No Matter the Cost** – 200 CP

To the vampires, humans are a terrifying species not due to any inborn physical or supernatural power they possess, but their limitless ambition which lets them go to any lengths, no matter how despicable, to achieve their dreams. Nothing demonstrates this more than the Seraph of the End project, which has performed countless torturous experiments in order to put humanity on an equal footing with the vampires. Not everyone is capable of carrying out such acts of cruelty, however – for most humans, their morals and emotions would get in the way of it. Unfortunately, the people working on the Seraph of the End are not most humans.

For better or worse, however, you are one of those few who can do what is necessary, regardless of any moral quandaries that might be involved. With a thought, you may enter a state in which your emotions are dulled, allowing you to act based on pure logic and rationality unclouded by any moral or ethical qualms you may possess. In

this state, even acts of unspeakable cruelty will not bother you, making you capable of doing anything necessary to further your own ends.

As an added bonus, any actions performed while in this state will not bother you emotionally when outside of it.

**Rescue Bait** – 200 CP

When the 7th progenitor Ferid Bathory was arrested and tortured under suspicion of treason against vampire, he never stopped cracking jokes no matter how much agony he went through. In part, this was because it being burnt alive was all according to plan, though mostly it was due to him believing he would be rescued soon. And he was right – days after his capture, a loose coalition made up of humans and vampires alike came to his aid. This rescue wasn't done out of any form of friendship – almost all of Ferid's saviours hated his guts – but instead pragmatism, knowing that if he died, all of his invaluable knowledge would be lost.

From now on, if you're ever imprisoned or otherwise incapacitated by your enemies, you'll never stay captured for long. Not only do opportunities for escape seem to line up with unusual frequency, but even if escape isn't possible on your own, you can be assured that others will try to mount a rescue attempt for you. It won't only be your allies who attempt to rescue you, though, but quite often people you might consider enemies, too. So long as you helped them somehow in the past or you have something they need, be it knowledge or an ability, they'll be willing to come to your aid, even if you've done terrible things to them in the past.

**Namanari** – 400 CP

When someone tries to use Cursed Gear, the demon's influence over the wielder is normally quite limited unless their will is weak enough to allow for possession to occur. However, this is only because of certain safety features implemented during the creation of such items, preventing the full power of the demon's curse from manifesting. In early models of Cursed Gear or those where such seals are somehow broken, there are no such protections. In such cases, the demon begins to merge with that of the wielder's soul, eventually resulting in the user becoming a being known as a Namanari: A person whose soul is host to a demon, making them a half-demon.

However it happened, you are now one of the Namanari, though unlike most you tend to have a great deal of control over your demonic side. The first benefit to this is that you now have a demon living within your body, an ancient, immaterial being born from passionate desire, that you can communicate with via your thoughts. Unlike most demons, this one is rather amicable towards you, willing to advise you whenever you want or just chat casually, and, more importantly, it will not attempt to possess your body against your will, though it can still do so if you let it or in order to protect you if you're otherwise incapacitated, such as by being knocked unconscious.

More notably, however, is that the demon's curse has led to you developing a new, demonic personality, which you can switch in or out of at-will. This demon

personality is much like your ordinary self, though it is typically characterised by a far greater inclination towards violence and fulfilling your desires through any means necessary, owing to the demon's influence.

In this personality, it is not only your mind that changes, however, but your appearance and abilities, too – as soon as you enter it, your appearance will become notably more demonic, with possible changes including growing a pair of horns, your teeth sharpening into fangs, or your irises becoming a blood red in colour. Your physical and demonic abilities are also greatly enhanced in this state, enough to let you decapitate people with a casual punch even if you were a normal human, move faster than most common vampires could perceive, and regenerate from normally lethal wounds in seconds. Naturally, however, you'll be a fair deal more violent and uncontrollable in this form, though, seeing as it is your demon personality in control.

**Strategic Mastermind** – 400 CP

Contrary to what movies would have you believe, most battles aren't fought by two armies screaming and charging into each other until one triumphs over the other. While such tactics might work in smaller-scale combat, in larger engagements attempting such a thing could very well be suicidal, especially in a world like this where the enemy could well be stronger and faster than even the greatest of mortal soldiers. No, for humanity to succeed over such a superior foe as the vampires, good strategies are undoubtedly needed, as was shown during the Battle for Nagoya.

Fortunately, it seems that you actually have a very good mind for strategy and tactics, on the level of the Imperial Demon Army's Kureto Hiiragi or Guren Ichinose. You're well-versed all forms of battle, from straightforward engagements on relatively open fields to guerrilla warfare making heavy use of ambush, and with this knowledge you can quite easily lead your forces to victory against a far superior foe in numbers or physical power. What's more, you're excellent at adapting your strategies on the fly based on new or unexpected developments in the field, ensuring that your plans do, in fact, survive contact with the enemy, at least in a heavily modified form.

**Sanctioned Patricide** – 400 CP

Usually, betraying and killing your father in cold blood so that you can take his place as head of the family doesn't tend to go too well for any of the parties involved. Yet somehow, not only did Kureto Hiiragi get away with murdering his own father, most people simply accepted the new shift in power and decided to follow the new leader. Sure, there were some rebel elements who resisted the new regime, but they were few in number and didn't last longer than a few hours, mainly thanks to the fact that Kureto was more than willing to use the skyscraper-destroying seraph bound to his will against any who resisted.

Still, even if you don't happen to have an angel of mass destruction at your beck and call, you have a rather unusual ability that helps any such transitions in power go more smoothly than they should. Namely, by soundly defeating anyone directly and

immediately above you in the hierarchy of whatever organisation you happen to be a member of, you're allowed to take their position without any complaints. While the person you deposed may resent this shift in power, everyone else, including the law, will see it as completely legitimate, since your victory obviously meant you were more suited to the position. You don't even have to kill your former superiors, either – forcing them into submission in a duel or even just resoundingly defeating them in a major debate would also count for the purposes of this perk.

**Enraptuing Rhetoric** – 600 CP

Some leaders believe that they can become great simply by being good at their jobs, but the sad fact is that competence alone isn't enough. No, to truly become great and leave a name for yourself that will resound through the centuries, one must shine with a light so bright it inspires normal men to strive for greatness too, latching themselves to your banner and ideology in hopes of becoming like you. Though few leaders ever reach this level of greatness, there are, surprisingly enough, a few alive in Japan today who could. And it just so happens that you're one of them.

Every essence of your being, every word you speak radiates a raw, powerful charisma, one that makes those around you look up to you with equal measures of fear and awe, almost as if you're beyond them by your very nature. Swaying all but the most stubborn or dogmatic of people to your way of thinking and convincing them to do what you want is almost effortless to you, and if you were to simply stand on a street corner and start speaking, you'd be sure to have a crowd gathering around you and hanging on your every word in no time at all.

But this isn't all your words do – those wrapped up by your charisma quickly become insanely, nigh-fanatically devoted to you, zealots who want nothing more than to serve you. So absolute is their loyalty that you could order a whole unit of soldiers to sacrifice themselves to an agonising death for seemingly little reason, and not only would they comply without question, the other units under your command wouldn't be shaken in the slightest, perhaps even becoming inspired by their comrades' devotion unto death.

**Chain Bastard** – 600 CP

Once, the man known as Saito was a 2nd progenitor, a vampire of such incredible might that only two others had a chance of beating him. However, after undergoing a number of mysterious and arcane experiments performed by the Hyakuya Sect, he transcended being a mere vampire, becoming something greater in the process. While what he is now, exactly, is unknown, the power he has attained is undeniable, one making him capable of easily crushing 3rd progenitors and overpowering those who were formerly his peers. But he wasn't alone in using this process – Tenri Hiiragi, the current head of the Hiiragi family, seems to have undergone something similar, and now so have you.

This process has granted you the strange ability to produce and control dozens bladed chains from anywhere on your body, each of which can be manipulated as if they were your own limbs and possess the same strength, speed, and durability as any other part of your body. The uses of these chains are incredibly varied, including slicing foes apart with their bladed tips, ensnaring and throwing people, moving about without touching the ground, and, as they can also be released from parts of your body that are no longer attached to you, even reconnect severed limbs. If you were a vampire who took this perk, even being decapitated wouldn't bother you, as even a single chain connecting your severed head to the rest of your body would allow you to function as if nothing had happened.

As if all of that wasn't already enough, the blades of these chains also bear a potent curse which drains the life force of those they come into contact with and uses it to temporarily bolster your own power. As such, as your enemies grow weaker, you will only become stronger.

**King of Hearts** – 600 CP

Saito isn't the only former vampire who possesses rather unusual abilities, though. Shikama Doji, the demon formerly known as Sika Madu, has displayed a number of strange powers related to controlling the minds of others, powers that no other vampire or demon has displayed since. This is almost to be expected, however – in life, Shikama was the first of the vampires and carried out centuries worth of experiments on thousands of test subjects, just so he could better understand how demons and seraphs alike worked. In what can only be considered a fluke, though, it seems that you have also attained his powers.

Firstly, your voice has a unique, ethereal quality to it that makes it hypnotic to listen to, making you capable of mesmerising people through your words alone. Any normal person would nigh-instantly fall under your sway, willing to mindlessly carry out any suggestions you give to them. Even those with an abnormally strong will are not immune to your charms, however, as by appealing to someone's deepest desires, your voice's spellbinding properties grow much stronger, enough to enrapture someone if they consider what you're offering for even a moment.

However, it can be rather difficult to appeal to someone's desires if you don't know them all that well, which is where your second power comes in. By making physical contact with someone you're able to metaphorically listen to their heart, laying bare all of their emotions and desires before you like an open book. With all of the knowledge you could gain through this, it'd be effortless to manipulate someone even without supernatural powers.

Additionally, using this second ability on someone you've already mesmerised will allow you to plant a small portion of yourself inside them, lying dormant within their soul until you choose to activate it, at which point it'll possess them, allowing you to control their body as if it were your own. Any part of yourself you implant within someone else using this will return to you upon the host's death or you leaving the jump you're in.

# Equipment

All races and backgrounds may discount the items on their lists.

## Human

**Stolen Gun** – 100 CP

This rather archaic-looking, but incredibly ornate and well-crafted, revolver once belonged to a centuries-old vampire, but has since fallen into your hands. Although it's no more powerful or accurate than a regular handgun of its kind, it does have a number of rather unusual properties about it – namely, that it never jams, misfires, or requires reloading, never running out of ammunition. Perhaps most notably, though, is has the peculiar property to pass beneath the notice of others, nobody even noticing that you have it until you pull the trigger.

**Cursed Gear Stimulants** – 200 CP

While the Cursed Gear are incredibly potent weapons to anyone strong enough to wield one, there's still a limit to how much power one can draw from them, which can be a quite a problem when facing progenitors or other powerful foes. That's where these little pills come in – upon taking one, the user's synchronisation rate with their Cursed Gear rises almost instantly to 150%, effectively making them half again as powerful as they normally would be. However, this effect wears off after about fifteen minutes, at which point their synchronisation plummets to 0%, preventing them from calling upon their Cursed Gear's power for a time.

Normally, only one pill is ever taken at a time due to both the diminishing returns of further doses and the greatly increased risks. By taking two pills, one's synchronisation rate rises to 180%, but this risks killing the user by sending them into shock and causing severe internal bleeding. The effects of taking three pills is even worse, instantly killing the user as all of the internal organs rupture unless they have some kind of regeneration far beyond provided by the Cursed Gear.

You have a total of twelve of supplements, stored inside a transparent plastic container and each replenishing a day after being used.

**Trumpet of the Apocalypse** – 400 CP

This solid gold trumpet, long and durable enough that it would make quite the effective club, is an artefact of great power, usually only able to be summoned and wielded by the seraphs. Somehow, though, this particular one has bonded itself to you and responds only to your summons, able to materialise in your hands if you will it or dismiss it with a thought.

The power of this trumpet manifests only when it is sounded, instantly summoning a small group of a dozen or so Horsemen of the Apocalypse from thin air to fight at your side, enormous monsters possessed of truly supernatural strength, each of which alone is strong enough to slay entire squads of humans without access to Cursed Gear. Unlike normal Horsemen, however, these Horsemen seem to be capable of following any commands you mentally issue you, and won't just attack humans, but any other creature you order them to as well. While they're not much of a threat individually to a vampire or anyone with a decent piece of Cursed Gear, it's worth noting that this trumpet has no limit on the number of times it can be used, requiring only that every Horseman you summoned before dies before you can call upon a new horde.

**Cursed Gear** – 600 CP

As the only things preventing humanity from being overrun by the vampires, the Cursed Gear are weapons of great power, created using complex sorcery by sealing a powerful demon within a weapon of some sort. Not all have the aptitude to wield such weapons, though, with only the strongest of wills being able to resist being possessed by the demon within. And yet, you must be one of them, for by purchasing this you not only have a Cursed Gear of your own, but one of the Black Demon series, the strongest of them all.

Wielding a piece of Cursed Gear comes with a number of benefits. Firstly, it provides a massive increase to all of your physical abilities, enough to make a normal person over many orders of magnitude stronger than the average man and capable of killing whole squads of vampires on their own. Furthermore, any wounds it causes are cursed, ensuring that they'll never heal naturally no matter how potent the target's regeneration abilities are. As such, even injuries that a vampire could usually survive, such as being bisected at the waist or being decapitated, will now be just as lethal to them as they would be to any normal human.

This is only the beginning, though, as you must also choose which type of special ability your Cursed Gear has: Manifestation or Possession.

Manifestation-type Cursed Gear allows the user to manifest the demon's power at a distance. Examples of such abilities include summoning shadowy entities that can attack independently of the weapon; firing explosive rounds that capable of splitting apart to attack from multiple angles, including from directly behind a target; manifesting a massive shield of energy that can tank enemy attacks; or emitting a smoke that can create potent, tangible illusions. In addition to this, Manifestation-types can also be made to disappear and reappear with just a thought, being stored away in the user's soul when unneeded.

Possession-type Cursed Gear, on the other hand, tend to be much more straightforward, directly imbuing the user's body or the weapon itself with the demon's power. While the majority of such abilities simply enhance the user's physical abilities even higher than normal Cursed Gear, there are a few that are a bit

more complex, such as being able to coat the blade in lightning or absorb the power of any attack that strikes the blade.

For an extra **200 CP** (discounted to humans), however, yours will instead lie outside of these two categories. Like Asuramaru and Kiseki-o, your Cursed Gear possesses both Manifestation and Possession-type abilities instead of merely one or the other, making it a weapon of nigh-unparalleled versatility and power.

You may decide the appearance of your Cursed Gear freely. The overwhelming majority are some sort of weapon and, although swords are the most commonly seen, many other types have been shown, including bows, rifles, axes, scythes, tridents, and kunai. Its form doesn't have to be that of a weapon – other objects, such as pipes, can also be used – though bear in mind that these tend to be far less practical in direct combat.

It's worth noting, too, that the demon within your Cursed Gear is also fully sapient and capable of communicating with you, either purely telepathically or within an imaginary space inside your soul. While entering this mindscape isn't too practical in urgent situations, inside of it both you and your demon are capable of taking on a physical form, allowing you too actually get to know each other much better. Whatever your demon's appearance may be is entirely up to you, whether they be a beautiful woman, a delinquent-looking man, an androgynous youth, a talking white tiger, or something else entirely. Likewise, their personality can also be customised to your whim. Unlike most demons, though, this one seems rather fond of you already, and so will not attempt to possess you against your will.

## Vampire

**Ethically-Sourced Orphans' Blood** – 100 CP

While vampires are far superior to humans in almost all areas, one of their few weaknesses is that they need to drink the blood of humans, something that goes against the morals of many of the newly-turned. Without blood, however, a vampire is bound to become quite literally mad with hunger. Some try to get around this moral dilemma by imbibing the blood of other vampires, though it won't be long before this is no longer enough. Fortunately, this item may provide a way around this quandary.

This is an unlimited supply of blood bags, identical to those used in blood transfusions, each filled nearly to the point of bursting with top-quality blood, guaranteed to be delicious to any haemovore who drinks it. Despite reportedly like the blood of young children according to most discriminating of vampiric connoisseurs, you can be assured with complete certainty that no sapient creatures, human or otherwise, were harmed in the making of this sumptuous treat.

**Anti-UV Rings** – 200 CP

Appearing to be a rather thin and flexible metal ring inscribed with various protective wards, this armband is an invention created by vampirekind to help mitigate another of their weaknesses: the sun. Not only does it fit perfectly around your arm, it also renders you immune to the harmful effects sunlight would normally have on vampires, such as making them burst into agonisingly-painful flames.

This particular ring is a little bit more potent than most of its kind, however, as so long as it's worn, any racial weaknesses your form may possess are also nullified, making them no more effective against you than they would be any normal human.

**Vampire Weapon** – 400 CP

This incredibly intricate, masterfully-crafted melee weapon is used by the vampires to enhance their own abilities much like humans do with their Cursed Gear, though how the two this is accomplish this is very different. While Cursed Gear draw upon the power of a sealed demon, weapons such as this draw upon the power contained within the vampire's own blood.

You may choose what type of melee weapon this item is, but regardless of what you choose, it is normally indistinguishable from any mundane weapon, both in appearance and power. By mentally willing it to, however, you can command this weapon to drink of your blood, which it does so by piercing your hand using either spikes or thorned vines produced from the hilt. As it does so, the blade becomes dyed a deep crimson red, and your physical strength grows immensely. Though it becomes

more powerful the more blood is given to it, even the smallest offerings of blood are enough to boost your strength to previously impossible heights, enough to rival weaker progenitors if you were a common vampire and clash with most Cursed Gear wielders on equal terms. Be careful, though, that you do not give up so much blood that you lose your own life.

**Secret City** – 600 CP

With this, you've become the ruler of a massive underground city populated entirely by vampires, hidden away deep beneath one of Japan's largest settlements. The entire place is a marvel to behold, each of its buildings constructed in stunning Gothic-style architecture that wouldn't look out of place in an old European city, and that's not to mention the rather lavish, cathedral-like palace set aside for you, equipped with every luxury you could wish for. The entire population is completely and utterly loyal to you, seeing you as their rightful leader and willing to comply with any order you give them.

Despite its size, the city is entirely self-sufficient in every way, ensuring that no outside support is needed for it to continue functioning. As a side effect, this also happens to make the whole city incredibly well-hidden, enough that, even though it's located right beneath a major city, none of those living on the surface would have any idea of its presence, let alone how to enter it, unless you or someone living within explicitly told them.

In future worlds, this city retains its vampire population and can be placed beneath any city or major settlement of your choice.

## Outsider

**Little Pocket Watch** – 100 CP

You've come into possession of this sleek, modern-looking pocket watch which, though unassuming at first glance, is actually a rather useful tool to have. Firstly, despite being an analogue clock, it always tells the correct time no matter what happens to it, even adjusting automatically if you happen to change time zones. Stranger yet, you needn't even look at it if you wished to know the time – so long as you simply have it on your person, you'll possess a perfect recollection of the passage of time right down to the millisecond. Though this may not sound immediately useful, it can be an invaluable tool when using any kind of ability with a time limit, allowing you to know exactly how long you've got left without having to estimate or look at a clock every few seconds.

As an added bonus, it's also almost completely indestructible. Even if it were struck directly by the most powerful of Cursed Gear or vampires, it wouldn't even have a scratch.

**Reliable Ride** – 200 CP

This military jeep might not look like too much to the untrained observer, but in a world where most automobiles have long since fallen into disrepair, a working vehicle like this is a welcome sight for sore eyes. It's also far more than meets the eye, however, in that it both never runs out of fuel no matter how much it's used and never requires any maintenance, continuing to function just as if it were brand new even after being left abandoned at the roadside for a decade or two.

Furthermore, it also seems to be a fair bit more durable than normal cars – while it won't hold up against the stronger threats of this world, things like bullets or even crashes will barely seem to dent it – and even the most severe of damage it does accrue will quickly repair itself over a matter of hours. Though it's no faster than a normal car, with all of the above, what else could you need in the post-apocalypse?

**Sinful Key** – 400 CP

Appearing as slender, pitch black, cross-shaped daggers, little is known about the history or nature of the Sinful Keys, save for that there are only seven in them in total and that they are somehow related to the seraphs. However, what is known is that they are artefacts of great power, enough so that the former 2nd progenitor known as Saito devoted many centuries to finding just two of them. Seeing as you'd probably want to spend your time a bit more productively than that, however, you can obtain one of these items much more easily by purchasing it here.

The Sinful Key in your possession is an incredibly powerful weapon against any and all supernatural creatures associated of the night. Despite its small size, even a single cut from one is enough to severely weaken a vampire on the level of a 2nd progenitor and prevent them from healing, and common vampires would likely be slain outright. It's just as effective against demons and other evil spiritual beings, too – despite their intangible nature, the Sinful Key can harm them as if they were part of the physical world, and it's even capable of using its might to seal all but the most powerful of demons with but a short incantation.

**Sleeping Seraph** – 600 CP

For countless decades, the Seraph of the End has been researched by sorcerous organisations across the world, but eventually the project finally bore fruit – a living weapon of mass destruction on unsurpassed power in the form of an enslaved seraph. Normally, only one such weapon, in the form of a young girl called Mirai Kimizuki, would ever be completed, but somehow, you have not only found yourself in possession of a similar weapon, but you've gained control of it years before it would ordinarily be completed.

Usually, this weapon is kept within a protective chamber resembling a shipping container, covered in spells to keep it dormant, which is ported around on the back of a truck. When activated, though, this chamber opens up, allowing the being within – what resembles a human with four large, feathered wings, surrounded by a much larger, horrific demon of pure black that serves to control the seraph's power – to float up into the air.

This being has no will of their own, only answering to the commands you personally issue it. What it does have, however, is incredible amounts of power. Though it takes a little while to charge up, it's capable of firing enormous, overwhelmingly powerful rays of energy that utterly annihilate anything caught in their path, capable of obliterating a skyscraper with ease. With such a weapon at your disposal, it's possible to raze a small city of vampires to the ground in just a single day.

However, the main flaw with this weapon is that it cannot be used too frequently – after it has fired more than a handful of energy beams, it must return to its chamber to rest for a period of time ranging from days to several weeks, during which it will be unable to function until its energy is fully recovered. Furthermore, while inactive it is as vulnerable as any sleeping person would be, and killing the sleeping seraph would effectively destroy the weapon. If such a thing were to occur, a replacement seraph would arrive after ten years or at the start of the next jump, whichever comes first.

## Soldier

**Basic Vampire Hunting Gear** – 100 CP

Seeing how dangerous this place can get, especially for those fighting on the front lines, it'd be unfair if you weren't at least as well equipped as a regular combatant. As such, you've been given the two pieces of equipment issued to every regular soldier of the Japanese Imperial Demon Army.

The first of these is a rather snazzy uniform, consisting of a long-sleeved coat, trousers or a skirt, a cape, and a kepi cap, all coloured black with light green highlights. As well as being just as comfortable as regular clothes, the whole uniform is enchanted to provide protection on par with modern military body armour as well as a decent resistance to magic.

The second is an enchanted gear, a mass-produced type of Cursed Gear in the form of a katana. While nowhere near as strong as regular Cursed Gear, it's still good enough to increase a regular human's strength threefold, as well as carrying the same curse that prevents wounds it causes from healing naturally.

**Spell Tags** – 200 CP

While spellcraft has long since fallen out of common use in favour of the far more powerful Cursed Gear, there are some who still use magic in battle to get an edge over their opponents. The most common form of this makes use of spell tags, single-use paper ofuda that release the spell inscribed into them after a short incantation, and it is these talismans that you have received by taking this item. They're incredibly easy to use, simply requiring you to place them on the intended target before invoking them, and once attached to something, only you are able to take them off.

There are six different spells represented among the collection you've got here. Among them are those that can cause a small explosion equivalent to a grenade; those that can instantly close up any wound short of a missing limb; those that can create an illusion capable of deceiving all five senses up to the size of a person; those that can greatly enhance the durability of any object they're attached to up to the size of a wall; those that can fire a bolt of lightning at any nearby target; and those that can temporarily enhance the magical properties of any object they're attached to, including Cursed Gear. You've received ten of each type of spell tag, each replenishing a day after being used.

**Moon Jumper Company** – 400 CP

You're not just a rank-and-file soldier anymore – you've proved yourself time and time again and so not only have you been promoted to the rank of colonel (or

equivalent) in whatever faction you're in, you've also been placed in command of an elite company of approximately 100 soldiers, equivalent to Guren Ichinose's own Moon Demon Company.

Each of these men and women are among the best that humanity has to offer, all of them highly-trained and experienced in combat and tactics as well as being equipped with Cursed Gear, allowing even the weakest to easily match a common vampire on their own. A handful among them are even equipped with the powerful Black Demon series of Cursed Gear, making them warriors capable of taking on some of the weaker progenitors. No matter what, this group are completely loyal to you, too, willing to carry out even the most seemingly-suicidal of orders you give them without a second thought.

If you so wish, you'll be able to retain your rank of colonel in future worlds, automatically becoming a high-ranking member of a military organisation of your choice.

**Walled Ward** – 600 CP

After the apocalypse, very few major cities remain that aren't completely destroyed or under the control of the vampires. In Japan, however, the Imperial Demon Army administrates not just one, but two such bastions of humanity, entire wards of Tokyo cut off from the dangers of the outside world by massive walls. And now, a third such area exists – this one, however, belongs solely to you. Where it is located is up to you, but regardless, it's still an enormous settlement by this world's terms, being the size of one of Tokyo's wards.

Calling it a city may be a bit misleading, however – it's more akin to a city-sized fortress, surrounded by a thick wall of solid concrete, many tens of metres tall and enchanted with spellcraft that not only increases its resilience to truly staggering levels, capable of resisting tank shells with ease, but also greatly weakens any hostile creatures that come near it, be they mundane or supernatural. Inside these walls are around a hundred thousand human citizens, several thousand of which are full-time soldiers in your service who, though not as strong as those offered in the previous item, can still take down vampires with great enough numbers. Your word is considered absolute by any and all who lived here, and the city is entirely self-sufficient too, meaning that the only way to take it from you would be a direct attack.

## Visionary

**Hollow Dolls** – 100 CP

Though human experimentation is incredibly prevalent in this world, few would blame you for morally objecting to its use, especially as the kind used around here makes liberal use of torturing children. For those who want to reap its benefits without suffering a guilty conscience, however, this item may help to alleviate such burdens.

Through means unknown, a number of what appear to be humans have come into your possession. Though undeniably alive and genetically indistinguishable from ordinary humans, however, these beings lack any kind of consciousness, will, or even a soul, making them essentially mindless husks. As their owner, they follow any order you give them without question, though they struggle to carry out any particularly complex tasks and have no initiative of their own due to their lack of intelligence. Though primarily intended for experimental purposes, they might also make serviceable servants in a pinch, capable of carrying out simple chores you'd rather not do yourself.

You receive a dozen such bodies, any of whom that somehow end up losing their lives being replaced after a week has passed.

**Curse Detoxifiers** – 200 CP

These eight cylindrical tanks, appearing to be complex incubators made of glass and meta large enough to fit a grown man inside, are some of the most advanced medical machines ever created. Powered by a mixture of technology and spellcraft, anyone placed inside one of these machines will be sent into a state of suspended animation while it works tirelessly to heal the user of whatever injures or ailments they may be afflicted with.

So long as someone is still alive when interred within, the machine will not fail to restore them to full health, curing any diseases, neutralising any poisons, and healing any wounds they may be suffering from. Even injuries that usually cannot be regenerated from, such as those caused by Cursed Gear, can eventually be healed. This process is pretty fast, too, taking only a week or two for the most severe of bodily damage, and those convalescing within don't even need any supervision, the machines working fully autonomously and automatically waking the user upon their complete recovery.

**Magic Mansion** – 400 CP

You're now the proud owner of a rather opulent Victorian-style manor, situated in the centre of a vast plot of land a few hundred acres in size. Aside from being lavishly

decorated, the mansion itself comes with everything you could ever need to live a life of luxury. Its kitchens are constantly stocked up with the highest quality food, the wardrobes always contain the finest clothes, and there's even a full-sized private bathhouse. There's never even need of any servants, either, for not only does the mansion clean and repair itself, but it also attends to all of your needs, such as by preparing meals for you whenever you will it to.

This refined exterior hides quite a sinister secret, however. The basement, accessed through a hidden stairwell, holds a laboratory dedicated to sorcerous research, containing all kinds of devices and materials to aid in the study and development of this pursuit. In case you wished to carry out experiments on live subjects, there are several empty holding cells sturdy enough to keep a vampire locked up, as well as a sealing circle made by the greatest masters of human spellcraft that's capable of keeping even a powerful seraph or demon captive within.

**Sorcerous Syndicate** – 600 CP

Traditionally, Japan two magical organisations have always fought over Japan: The Order of the Imperial Demons, which later developed the Japanese Imperial Demon Army, and the Hyakuya Sect. However, it seems a third has come into being, just as influential as the other two: A magical syndicate of which you are the founder and leader.

Though not well-known by the general populace, this organisation is incredibly powerful, with thousands of members serving in roles ranging from soldiers that protect the group's interests to researchers that further the advancement of magical knowledge. As well as this, the organisation holds plenty of facilities across the nation, including extensive research facilities, businesses which serve as fronts for the syndicate's operations, and even military installations stocked with ballistic missiles

If this weren't the post-apocalypse, this syndicate would be powerful enough to hold significant sway over the government of the country it's based out of, enough that it could even cover up full-scale military operations in which hundreds are killed in the middle of Tokyo. While its grasp is obviously currently weakened, even now, after all the nations of the world have collapsed, it's still powerful enough that it could well carve out a small enclave free from the vampires' clutches all by itself.

## Leader

**Stupid Props** – 100 CP

You've come across a box filled to bursting with a bunch of, of all things, children's' toys. All kinds of stuff can be found in here, including little stuffed plushies of pretty much every animal imaginable, some eerie porcelain dolls that would fit right in with any doll's house, a whole bunch of generic military action figures, and a few matryoshka dolls to boot.

While obviously pretty useful for distracting any kids that happen to be bothering you, they also have a much more practical application, too. Namely, when used as props in the formation of a battle plan, you'll find your strategic and analytical abilities are both a fair deal higher than they would normally be, allowing you to much more easily concoct complex ambushes and notice weaknesses in your strategies. Some people may find the fact that you even have these a little bit weird, however.

**Attack Helicopters** – 200 CP

Nowadays, it can be very difficult to move large quantities of soldiers around at any decent pace, owing to how badly damaged the roads of this world have become and how the apocalypse have turned the oceans highly acidic. However, the vampires of Japan, ever the resourceful creatures, have come up with a way to get around this: Flying them in on a frankly ridiculous number of aircraft. After all, if the ground and sea are no good, why not take the air?

It seems you've taken a note from their book, as now, you too have your very own fleet of military helicopters. All types of these aircraft are represented here, from smaller attack craft loaded up with machine guns and missiles to those more specialised for personnel carrying. Their numbers are not inconsiderable, either, your fleet being large enough to carry around a small army of a few hundred soldiers. Though these helicopters don't have unlimited fuel or ammunition, you'll get a decent supply of them delivered to you every month, enough to keep your fleet up and running so long as they aren't deployed excessively.

**An Ordinary High School** – 400 CP

Though it may seem odd given the state of the world, the Imperial Demon Army seems to believe in the importance of a good education. And you do too, apparently, as you've become the owner of what appears to be a regular high school. So normal, in fact, that it looks like it was ripped straight out of modern-day Japan and dropped into the post-apocalypse. If it weren't for all the ruins scattered around and the

constant presence of soldiers equipped with magic swords, one could almost forget that the world had ended here.

However, this normality is merely a façade. Though all the normal lessons one would expect are still present, this school also doubles as a military training academy, dedicated to turning its students into skilled soldiers and hunters of the supernatural. Martial arts, marksmanship, strategy, spellcraft, and more are all taught here in its top-notch facilities and, though the training can be brutal at times, leading to severe injury or possibly even death, it's undeniably effective. The real draw, however, is the hidden shrine, its entrances covered with protective talismans, that lies deep beneath the school. In here are a number of demons of all levels of power, sealed within Cursed Gear and waiting for any you deem promising enough to try and claim them.

Strangely enough, even in more peaceful worlds where such a dangerous school may be considered highly immoral or illegal, governments and law enforcement will tend to turn a blind eye towards anything that occurs within its walls.

**Family Matters** – 600 CP

You're not just some random pleb anymore. No, even disregarding any other abilities you might have, you're someone important, just by the very nature of your birth. By taking this perk, you've become the new head of an incredibly ancient, wealthy and powerful family of magic users, with each member being a talented spellcaster and combatant. Though each of them tends to be rather individualistic and haughty given their upbringing, they all seem to be loyal to you and willing to follow your directions.

With a history stretching back hundreds of years, if not over a thousand, your new family has incredible influence in its country of origin, holding countless connections with wealthy conglomerates and political institutions. Your family's assets, too, bring in such great income that its own wealth rivals that of a small country, and its power is such that even the least capable of family members are guaranteed to find themselves in positions of significant power, such as CEOs, major politicians, or generals.

Your family isn't alone, either – a number of smaller branch families have also been created to serve yours. Each of these branches are utterly subservient to your own family and each serve a certain specialised purpose, such as one branch being a family of dedicated bodyguards while another branch as assassins. Be careful, though, that you don't abuse their loyalty too much, for a branch that suffers too much mistreatment may not be willing to remain subservient.

## Companions

**Jumper's Big, Happy Family** – 50 CP each/300 CP

You may bring one of your current companions into this world. They gain a free background, along with all of the associated free stuff and discounts, plus 600 CP to spend on perks or races. Alternatively, you may instead create a new companion. They gain all the benefits an existing companion does, but you also get to decide their appearance and personality.

If you wish to import a full cohort of eight companions, it costs a discounted price of 300 CP.

**Canon** – 100 CP

You get the chance to make any one character that appeared in the Owari no Seraph manga or light novels, be they the weakest of humans or the most powerful of vampires or demons. Though you will have to convince them to accompany you, they will be naturally predisposed to like you and you will be guaranteed to have several opportunities to do this.

**Goth Loli** – 200 CP

Soon after you arrive in this world, you'll meet a special someone who might be considered pretty unusual in other worlds. Though they have the appearance of a young girl, they're actually, as they're quick to inform you, a centuries-old vampire noble, and a rather powerful one to boot. Despite any differences you may have, such as you being a human, they'll quickly take a liking to you and soon become a close friend, one more than willing to accompany you on your future journeys. Somehow, they've also somehow managed to retain all of the emotions a human would normally have, though they still possess the usual condescending attitude of vampires have towards all of humanity (unless you happen to be a human. In that case, you're the exception).

Aside from what's already been stated, their appearance, personality, history, and even whether they're actually a young girl or just very easily mistaken for one are all up to you to design. On top of coming with all of the benefits of the Vampire race and the 800 CP version of the Progenitor perk, they also gain a background and 600 CP to spend as they please.

## Drawbacks

There's no limit to the number of drawbacks you may take, and all are removed at the end of this jump.

**Catastrophe at Sixteen** – 0 CP

Instead of the normal date you'd enter this world, you're instead starting about four years earlier, in early April 2012. On the day you arrive, a 16-year-old Guren Ichinose will be starting his first year of high school, soon setting in motion a chain of events that will lead to the apocalypse itself on Christmas Day of that same year. Perhaps you'd like to change this future to something less bleak?

**Chronic Loner** - +100 CP

You're not the most sociable of people, are you? You're a lone wolf through and through, seeing love and friendship as pointless activities you'd rather not engage in. As such, you have a lot of difficulty getting close to or connecting with others, actively pushing those who might otherwise be your friends away so you can spend a bit more time brooding alone or practicing the blade. With the right people, though, it's possible that you may eventually break out of your shell.

**Senpai-sama** - +100 CP

Unfortunately for you, it seems that you've become completely and utterly devoted to a certain character of this world, much more than any person should be. Not only are you quite unhealthily obsessed with them, they're fully aware of this and willing to take full advantage of your love. While they won't make you do anything suicidal or particularly dangerous, they're more than happy to use you as a servant and bodyguard, and you'll be utterly delighted to be able to serve them in carrying out even the most menial of chores.

**Death and Doom** - +100 CP

Catastrophe seems to follow in your wake. From now on, any kind of large-scale military operation you lead, organise, or take part in always seems to suffer unforeseen setbacks and disasters. Even the most flawless of strategies you come up with will always seem to have some kind of surprise to mess up your plans, making success much more difficult to achieve. Any victories that are obtained, however, are

very likely to be pyrrhic. Fortunately, smaller scale operations, such as those making use of only a squad or two, aren't affected by this.

**Obligatory Oddball** - +100 CP

There's no two ways about this – you're weird. Annoyingly so. Everything about you, from the way you speak with others to the way you act on seemingly random whims, is overbearingly eccentric, enough that most people you meet will doubt that you're even sane. As a result of you being so odd and unpredictable, the majority of people will be loathe to even associate with you, whether that be because you unnerve them so much or just that your antics are so irritating they can't bear to even be around you.

**Eternal Loli** - +100 CP

For the entirety of your stay here, you now have the body of a young child regardless of how old you actually are. No matter how many years go by or what kind of powers you use, you will be unable to escape this childish form. Fortunately, your mind is completely unaffected, but this isn't much consolation since not only are you much physically weaker than you should be, but everyone around you treats you like the kid you appear to be, refusing to believe you're any older than you appear unless presented with undeniable proof.

**Thirsty** - +100 CP

A constant thirst now haunts you night and day – the thirst for blood. Not just any blood will do, however. It has to be blood drained directly by you from a live human. If you're a vampire, this means that your innate bloodthirstiness is much more intense than usual, while if you're a human this means you have the cravings of a normal vampire. Regardless of your race, going for too long without drinking blood will quickly cause you to become less and less rational, until you're little more than a hungry beast.

**Plague Child** - +200 CP

Oh, this isn't good. Normally, the apocalypse virus that wiped out 90% of the world's population shouldn't even be able to affect you, but you seem to have contracted it regardless. Though it doesn't seem to be having much of an effect on you right now, it won't be long before the symptoms set in – agonising pain across your whole body, weakness so severe you can't even walk, and, eventually, organ failure. Fortunately, its progression can be slowed or even halted, though this requires frequent application of medical treatments using spellcraft unavailable to civilians. No matter what, it will be incurable, though.

**Anaesthetised** - +200 CP

Perhaps it was a result of you becoming a vampire or some kind of trauma, but whatever the case, you've become completely and utterly emotionless. Anger, happiness, and all other emotions are completely alien to you in your current state, as are any and all desires except for those that are necessary for your continued survival, such as eating or sleeping.

**Intoxicating Blood** - +200 CP

There's something strange about your blood. More than any human, it has some kind of quality to it that makes it completely and utterly irresistible to any vampire, the mere scent of it enough to make them drop whatever they're doing and try to drain you of every last drop. To make things worse, even a single drop spilled can be picked up on by any bloodsucker for over a mile around, making even the smallest of wounds potentially life-threatening.

**Straight to the Point** - +200 CP

Wouldn't the world be so much better if everything was just straightforward? You certainly seem to think so and, as such, you've become incapable of any sort of subtlety or real planning. A head-on charge is the most complex strategy you're capable of, and even if your allies devise a plan for you, you'll likely just ignore it to rush at the first enemy you see. Perhaps even worse is that this makes you pretty inept in delicate social situations, too, as you're unable of even considering lying and you never fail to speak aloud whatever's on your mind.

**Forbidden Experiment** - +300 CP

You were once one of the many experimental subjects of the Seraph of the End project but, somewhere along the line, you managed to flee and earn your freedom. Unfortunately, word of your escape got out, and the consensus seems to be that your mere existence is taboo and, as such, your continued survival is unacceptable. Every major faction – the vampires, the Imperial Demon Army, and the Hyakuya Sect alike – wants you dead, sparing no effort to hunt you down and sending nothing less than their best soldiers to ensure your demise.

If there's any silver lining, it's that even now, the factions hunting you down seem unwilling to cooperate with each other, and so are each pursuing you individually.

**Jumperamaru** - +300 CP

You were killed a long time ago, but somehow, you managed to keep on living, shedding your physical form to continue on as an immaterial demon. You will live like this for the next ten years, sealed inside of a Cursed Gear and wielded as a weapon by one of the soldiers of the Imperial Demon Army.

However, it seems that the process used to make your Cursed Gear was rather unusual, for better or worse. On the one hand, your new wielder is able to use their connection with you to wield all of your supernatural powers, though naturally all of these powers be significantly weakened, reduced to the level of those normally found in Cursed Gear. On the other hand, you'll have no influence over your wielder, unable to possess or control them in any way except by giving advice. Furthermore, if your new wielder is killed or separated from you for too long, you will die too.

If you manage to survive like this for the duration of your stay, though, you can transform back into this piece of Cursed Gear as an alt-form.

**Man Among Monsters** - +300 CP

The mandatory power sealing drawback. For the duration of your stay here, all of your powers, perks, and equipment from other jumps will be inaccessible to you, including any access to your Cosmic Warehouse. Good luck.

## Ending

Now that ten years have passed, what will you do next?

### Go Home

Perhaps you've made some friends you can't bring yourself to leave behind, for you've decided to end your chain and settle down here.

### Stay Here

It seems you've grown tired of this endless journey, for you've decided to return back to where it all started – your home universe.

### Carry On

Was there reallyany other choice? Your adventures continue, leading you on to the next world.

## Notes

- Due to the manga still being ongoing, the exact nature and functioning of certain abilities several characters have demonstrated are not completely clear, requiring a fair deal of extrapolation and guesswork based on what little is known. If the true nature of these abilities is ever explained, however, this jump will receive an update to reflect this.
- **Imports**: If you'd rather import an existing item you already possess instead of getting a new one for any of the equipment options, you may do so for free.
- **Namanari**: It's worth clarifying that the demon your soul now plays host to and the demon personality are completely separate. The demonic personality is merely a version of your original personality that is altered by the demon's influence, not a different entity.
- **Chain Bastard**: Though several characters have displayed this ability, including Tenri Hiiragi and Saito, it's currently unknown how this power was gained or what exactly it truly is. It's likely they have some connection to the seraphs, however.
- **Vampires and Demons**: A number of things can turn a vampire into a demon, including being deprived of blood for too long or having their heart removed. As becoming a demon isn't a particularly desirable fate, if you purchase the 'Vampire' option with CP, you and those you sire needn't ever fear the fate of succumbing to demonhood.
- **Progenitor (800 CP) + Stupid Strong**: This combination would give you physical power on par with the First Progenitor, though not his more esoteric abilities that have yet to be explained, such as his apparent ability to command Seraphs and demons under certain circumstances.