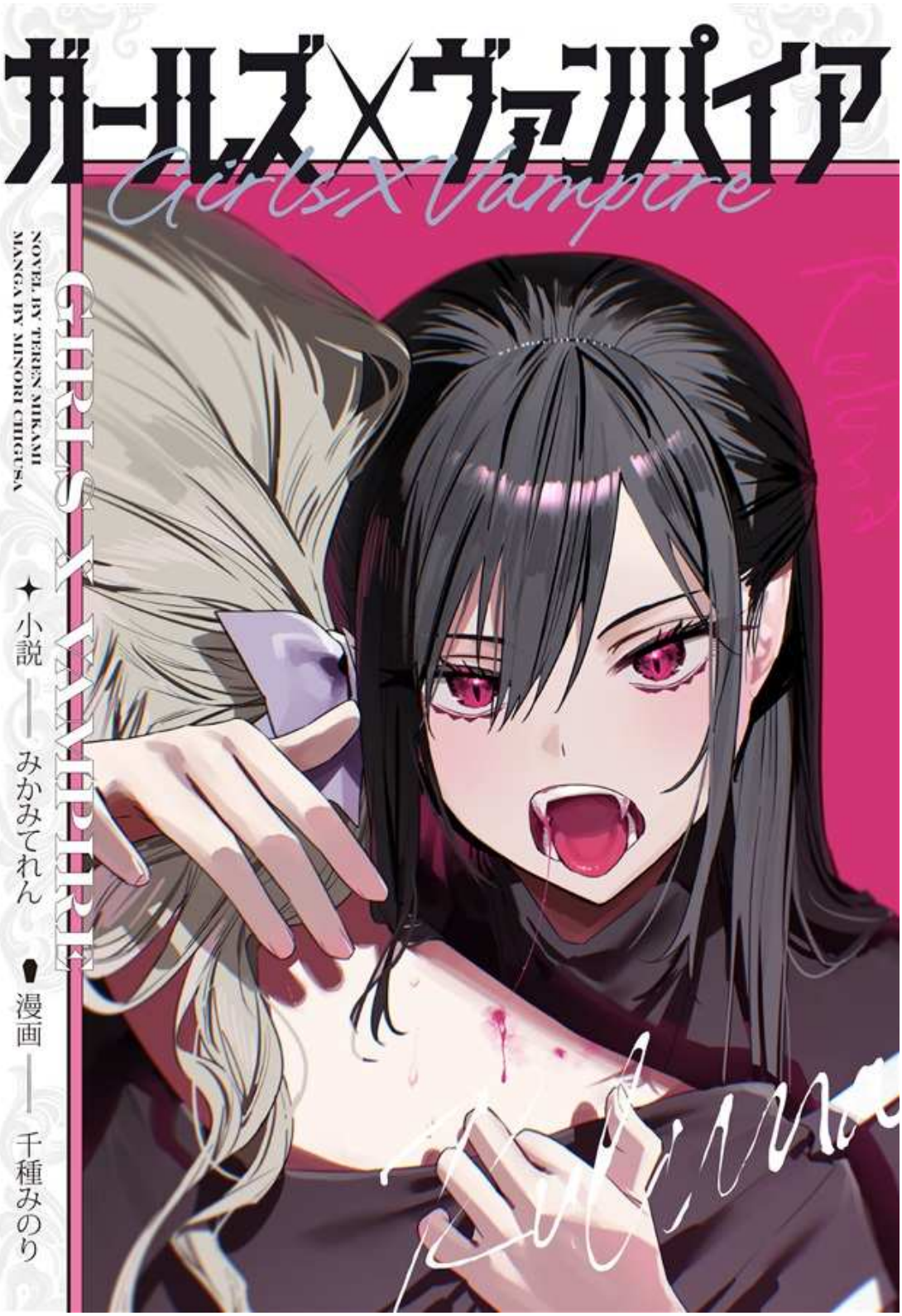
Girls × Vampire 0.1

By saiman010



Introduction:

Welcome, Jumper, to a world not so different from our own…
The streets are lit with neon, people scroll endlessly on their phones, and life ticks on with the rhythm of the modern age. But there is one crucial difference: the supernatural exists.

Of course, not in the form of dozens of flashy monsters running amok—no, only a single race has been confirmed beyond doubt: Vampires.

Like the tales whispered through myth and legend, vampires possess the ability to create thralls, minions, and even fellow vampires through their bite. In ages past, this power ran unchecked, humanity living as prey under the shadow of fanged predators. But those days are over.

Now, in the present era, the law reigns supreme. Vampires have reconize human as citizens, bound by treaties and laws that protect both themselves and humanity. Any vampire who dares break these accords—who attacks, enthralls, or turns a human without consent—faces swift justice, either from human Vampire Hunters or from the ancient ruling elite known as the Vampire Counts. The punishment is no small matter: imprisonment for centuries in eternal confinement, cut off from the world.

Because of this, the world is (almost) safe. If you're just an ordinary human, your odds of being attacked are slim—99% in your favor, in fact. Life continues much like our own, with humans and vampires coexisting in an uneasy but stable truce.

But you, Jumper… you're not bound by the limits of ordinary life. You arrive with 1,000 CP in your pocket, ready to spend however you like. Powers, perks, companions—what you choose will shape your place in this twilight-touched world. Will you walk among humans unnoticed, or embrace the night and claim power for yourself?

Starting Location :

Lucky for you, choosing a starting location actually matters here, since every place in this world is valid. You can begin in any town you like—whether it's a real one from our own world, or a fictional one that fits within this setting. For example, you could even start in the town where our main character, Ruruna the vampire, makes her home.

It's a free world out there, so pick anywhere you like as your starting point.

Origins :

Because of the nature of this setting, you may freely change your gender to female at no cost. However, choosing to be male here comes at a premium, costing 100 CP.

Human[Free]

You are now a perfectly ordinary human being the kind that makes up the overwhelming majority of this world's population. Humanity exists everywhere here, just as it does in both fantasy and reality.

Your occupation and lifestyle will be determined by your age. If you are under 18, you will find yourself enrolled as a student in the appropriate grade for your years. If you are 18 or older, you may choose to either be a university student or step directly into the life of a working adult, with a profession suited to your skills and background. Your starting age here is 15 + 1d8 years.

Vampire[200CP]

You are one of the superior beings of the night, a predator whose existence has inspired myths, novels, and countless tales of both fear and forbidden desire. Humanity has long painted vampires as creatures who perish in sunlight, shriek at garlic, melt under holy water, and live only to seduce mortals and drink their blood in the most decadent ways possible. These stories, of course, are mostly exaggerations—fabrications born from human imagination, popular culture, and especially their love of erotic novels.

The truth is somewhat different. Sunlight does not instantly reduce you to ash; it merely feels deeply unpleasant, enough that most vampires prefer to carry an umbrella or stay in the shade rather than bask beneath its rays. Garlic and holy water? Their true effects remain uncertain.

What is clear, however, are the laws that now bind your kind. For at least the past four centuries, it has been strictly forbidden for vampires to bite humans, enslave them as thralls, or turn them into kin. Any vampire who dares to break this law risks centuries of imprisonment under the watchful eyes of the Counts, or worse, being relentlessly hunted down and executed by professional Vampire Hunters.

Still, despite these restrictions, you are not without power. As a vampire, you gain superhuman strength, speed, and agility, surpassing the limits of mortals. Your senses are sharper, your body tougher, and your presence undeniably alluring.

Your age is far beyond human reckoning—you begin at 1d4 centuries + 3d20 years old.

Perks:

Perks with the same origin will discounted unless mentioned with 100CP ones being free.

General

Yuri Standard of Beauty [Free]
For reasons tied to the nature of this setting, everyone here seems to rate surprisingly high in the looks department. In fact, by default, you're considered at least an 8/10 on the attractiveness scale.

On top of that, you may choose one defining attribute that sets your appearance apart from others. Perhaps you're irresistibly cute and kawaii, the kind that melts hearts wherever you go. Or maybe you radiate the aura of a hardcore badass, sharp and dangerous, turning heads with raw confidence. Alternatively, you could embody the charm of someone stylishly cool, effortlessly fashionable and always on-trend.

No Males Anywhere [Free / 100 CP]
In this world, you'll quickly notice something unusual: the presence of men is almost nonexistent. At most, you may catch rare glimpses of them in the background, but they never play a significant role in daily life. Don't mistake this for them being wiped out completely—they still exist—but due to the nature of this setting, their appearance is minimized to the point of near invisibility.

While here, this perk is free and simply reflects the tone of the world. However, if you wish to carry this effect into future worlds, it will cost 100 CP. In that case, you gain the ability to toggle it on or off at the start of each new Jump, reshaping the demographics of your setting as you see fit.

Immunity Toward the Law [600 CP]
This isn't true immunity from the laws of this world—or any future worlds you visit. Unless you want to be caught, or you are spectacularly, recklessly careless, any illegal or morally questionable act you commit will simply go unnoticed. The universe itself seems to twist in your favor, crafting convenient misunderstandings, misdirections, and outright coincidences to conceal your actions.

Did you trespass into a forbidden mansion where you made your first minion? Guards might "remember" seeing you elsewhere. Did you steal something valuable like for for example a replica holy sword ? The owner might dismiss it as misplaced. Even when the evidence is right there, it will be brushed off, lost, or explained away in your favor.

On the rare occasions where you are caught—for instance, if you deliberately choose to flaunt the rules—the consequences will always be minimized. No matter the crime, no matter the law broken, you will receive only the lightest possible punishment for the situation. Jail time becomes a warning. Execution becomes exile. Even the harshest judges will somehow find excuses to let you walk free.

Human

Social Butterfly [100 CP]
As a human, you've always had a knack for connecting with others, and that talent shines all the brighter here. You are naturally skilled at socializing, able to read the mood of a room, pick up on subtle social cues, and adjust your behavior to match. Whether it's blending in with classmates, chatting with coworkers, or navigating polite conversation at a vampire's midnight ball, you always know just what tone to strike.

This talent isn't locked to humanity alone. In future worlds, no matter what race or form you take on, this perk carries over. You'll remain approachable, likeable, and socially savvy among your peers—even if your peers happen to be demons, aliens, or eldritch beings.

Academic Proficient [100 CP]
You're not a genius who effortlessly masters every subject, but compared to the average student, learning comes much more easily to you. With consistent effort and diligent study, you can comfortably maintain around an 85% level of proficiency in any subject you dedicate yourself to. Whether it's math, history, literature, or even the finer details of supernatural law, you'll always be solidly above average.

More importantly, once you've learned something, your understanding will never slip below that level. Even years later, your grasp of the subject will remain clear and reliable, as though permanently etched into your mind.

Athletic [200 CP]
Your body is tougher, faster, and more enduring than that of the average human. In fact, you stand within the top percentile of natural human capability when it comes to stamina, reflexes, and endurance. Running long distances, swimming for hours, or powering through grueling training sessions comes almost naturally to you.

With just a single year of focused training, your body would be capable of competing in the Olympics in nearly any sport you set your mind to—as long as it remains within human limits.

Delicious Blood [200 CP]
There's something about you that the supernatural just can't resist. Whether it's the scent of your blood, the taste of it, or even subtler things like the aura of your presence, you are simply irresistible. Vampires, spirits, and other supernatural beings will find themselves drawn to you with an undeniable curiosity and interest.

Normally, being this enticing would be dangerous—after all, such allure could easily make you prey. But because you've purchased this perk with CP, the attention you attract will always be positive in nature. Rather than seeing you purely as food or a tool, supernatural beings will view you with fascination, respect, or even affection. At the very least, they'll want to interact with you, and at best… well, they may decide you're worth protecting, cherishing, or even pursuing romantically.

Good Servant [400 CP]
You possess an extraordinary talent for serving others with unwavering dedication. Whenever you are performing duties in the name of someone you genuinely believe in, fate itself seems to conspire in your favor. Obstacles smooth themselves out, complications fade away, and tasks proceed with minimal hiccups. Your work consistently exceeds expectations, and your service feels almost flawless.

This doesn't mean you are magically infallible—you still need effort and skill—but luck and circumstance will tilt heavily in your direction whenever your actions are framed as service.

Easy Job [400 CP]
Choose one mundane profession available in this world—anything from office worker to barista, teacher to mechanic, or even something as simple as cashier or delivery driver. Whatever you pick, you are now a top-tier professional in that field, operating with the skill, speed, and efficiency of someone at the very peak of their career. Your mastery is such that tasks which would normally take others hours to complete will take you only a fraction of the time—roughly one-quarter the effort and time compared to peers of similar age and experience. Reports that would take a coworker all day, you can breeze through in the morning. A shift that would exhaust someone else leaves you with energy to spare.

The result? You gain far more free time for yourself, without sacrificing quality or performance. Supervisors love you, coworkers admire (or envy) you, and customers walk away satisfied.

Part of the 1% [600CP]
You are no mere rich girl—you're the heir to an ultra-elite global conglomerate, the kind that practically owns half the stock market. With nearly unlimited wealth, you've had the best tutors, training, and education possible. You're a natural leader, a cunning negotiator, and a marketing genius. Whether it's building friendships, closing business deals, or seducing girls with luxury, you're a total powerhouse.

And it gets better: in future worlds, you'll often find yourself as the heir to whatever elite group exists there—like the Celestial Dragons in One Piece, the Four Great Clans in Bleach, or the head of a noble house in a fantasy kingdom. You're not just rich—you're a legend in the making.

Vampire Hunter [600 CP]
You are no ordinary human, you are a vampire hunter. As Vampire Hunter, your body has been honed to the peak of human capability. You possess strength, endurance, reflexes, and speed at the very limit of what mortals can achieve. In addition, you are trained in the art of combat, both ranged and melee. You begin proficient with firearms, as well as one melee weapon of your choice—be it a sword, spear, whip, or something more modern.

You must also decide what variation kind of hunter you are :

As Western Nun, A servant of faith and discipline, cloaked in the habit of devotion. You are skilled in preparing holy bullets, sanctified water, and charms, granting your weapons divine potency against vampires and other dark creatures.

Or as a Japanese Exorcist, A practitioner of esoteric knowledge, you wield the Tao arts and Shinto-derived spells that are especially effective against vampires. From ofuda talismans to binding wards, you bring ritual and incantation into battle. Your tools may be less reliant on modern firearms, but your mystical arts compensate with flexibility and hidden power.

You may pay an extra 300CP undiscounted to gain both variation here.



Vampire

Vampire Biology [Free]
As a vampire, you are naturally superior to mortals in every way.Your senses are heightened, allowing you to see, hear, and smell far beyond human limits.You can gain your entire sustenance through drinking blood, though you can still eat human food with ease.Your body heals faster, shrugging off injuries that would cripple an ordinary person. Your muscles carry superhuman strength and agility, letting you move with predatory grace and explosive power. You are resistant to disease and aging, and are eternally youthful no matter how many centuries you live.

Also you have gain the ability to make slaves and or your fellow kin by bitting humans. Of course, your biology comes with quirks. Sunlight is not lethal, but still unpleasant, pushing you toward a nocturnal lifestyle. The truth of garlic and holy water remains ambiguous—and because of this they will only give you some minor irritations.

Perfect Memory [100CP]
As a vampire, centuries may pass in the blink of an eye, and countless events, faces, and conversations could easily blur into fog. But not for you. You can recall any memory with absolute clarity, no matter how distant. A conversation from two hundred years ago, the details of a painting you glanced at once, or the exact words of a book you read long ago—all of it remains sharp and vivid, as though it happened yesterday.

Anti Social [100CP]
Eternity is a long time, and many vampires spend decades—or even centuries—living in solitude. And now you can comfortably survive extended periods of isolation without suffering the usual mental or emotional tolls. No crushing despair, no creeping madness, no hollow emptiness gnawing at your soul. Whether you are holed up in a crypt for decades, wandering alone through city streets, or quietly waiting out the passing of centuries, you remain mentally stable and unshaken.

What a cute Girl [200CP]
Fate seems to enjoy throwing temptation in your path. You now have a much higher chance of encountering individuals you find attractive—whether it's their physical beauty, their talents, their charm, or simply the way they shine in your eyes. Even more enticing, once per week you will always gain a guaranteed opportunity to draw one such individual and attempt to make them into either your servant or your kin. This chance will always present itself—whether in a secluded moment, a willing exchange, or circumstances that conveniently align. The choice, however, is always yours.

Lovable Master [200CP]
Any servant or kin you create will be unquestionably loyal to you, their devotion unshakable and their love enduring across years, decades, or even centuries. No matter what trials come, no matter how the world may shift, their bond to you will never fade. Betrayal becomes impossible, doubts dissolve before they take root, and even the most stubborn personality finds joy in serving or standing beside you.

No Weakness [400CP]
In this world, the supposed weaknesses of vampires are vague, uncertain, and often more rumor than fact. Garlic, holy water, crosses, silver, mirrors—the stories are many, but their truth is inconsistent. For you, however, those questions are answered once and for all: none of them matter.

You have become completely immune to all traditional vampire weaknesses commonly found in myth and pop culture. Sunlight no longer burns or even bothers you, holy symbols hold no sway, and no superstitious herb or ritual will hinder your power.

Even more, this protection extends beyond this world. In any future setting, regardless of what race you may become, you will never suffer from the stereotypical "pop culture" weaknesses of that race. No silver vulnerability for werewolves, no cold iron banishment for fae, no kryptonite-style Achilles' heel waiting to drag you down.

Blood Magic [400CP]
Though whispered of in rumor and hinted at in forbidden texts, the art of Blood Magic has never been clearly defined—even by Ruruna herself. Still, you now grasp its secrets.Your mastery allows you to perform the following abilities:

Blood Control – You can manipulate your own blood outside your body, shaping it into simple weapons, tendrils, or barriers. With practice, you may also influence spilled blood in your vicinity.

Vital Surge – By sacrificing a small amount of your own blood, you can temporarily heighten your strength, speed, or senses beyond even your vampiric norm.

Crimson Healing – Your blood carries potent restorative power. By feeding it to another, you can close wounds, purge poisons, or stabilize the dying—though this risks binding them closer to you.

Blood Binding – You may create sigils or seals with blood, crafting wards that restrain or harm supernatural foes. More advanced bindings can tether someone's will or bind them into servitude, though consent or resistance affects difficulty.

Hemocraft Spells – By channeling blood as a catalyst, you may fuel destructive sorceries: blasts of crimson energy, curses that weaken foes, or enchantments that empower allies. These effects scale with the amount of blood offered.

Immortal Reservoir – With access to a steady supply of blood, your stamina in battle is virtually endless, letting you keep fighting long past mortal limits.

Count Vampire [600CP]
Your lineage traces back to the first and oldest of vampires, the true aristocracy of darkness. Your age increases by 1,000 years, and with that age comes an immense expansion of power. Every aspect of your vampiric nature—strength, speed, endurance, regeneration, and mystical presence—has been magnified are capable of taking on a hundred lesser vampires or kin at once and emerging victorious.

Your control over our own powers has also become absolute. You can restrain or dominate lower vampires with a mere glance, silence their instincts, or command them through sheer will.

Connection to the Ancient Gods [600 CP]
You are a priestess (or priest) of one such forgotten power, and their gift flows through your veins. Your blood has turned black as the night sky, shimmering faintly like liquid starlight. It is no longer merely the essence of life, but a manifestation of divine corruption and power. You can bleed endlessly without death or weakness, your body replenishing what is lost in an endless, otherworldly cycle.

This black blood dramatically enhances any blood-based abilities you possess. Blood Magic, vampiric techniques, and rituals tied to life essence all surge in potency, their effects amplified beyond mortal comprehension. Your power no longer depends solely on vitality—it now channels divine will.

But this blessing carries a terrible consequence for others. Any human or vampire who drinks your blood becomes corrupted by your god's influence. Their bodies twist and adapt to reflect your nature, and they fall under your control as your minions, utterly loyal and bound to your will. Their strength, speed, and magical potential scale according to your own, making them extensions of your power**.**

Items:

Items with the same origin will discounted unless mentioned with 100CP ones being free. And you can import items of the same nature for free.

General

Uniform [Free]
Whether you're a student, a teacher, or a working adult, you now possess a custom uniform suited perfectly to your role in this world. This outfit will never tear, stain, or get dirty, no matter what happens. Rain, blood, coffee, monster ichor—it all just slides right off.

HP [100 CP]
You now own a sleek, modern handphone with every convenience imaginable. It comes with unlimited service, internet access, memory, and battery life, ensuring you'll never need to charge or upgrade it again. The device is also completely immune to viruses, malware, or hacking attempts, unless the interference is supernatural in nature.

School [300CP]
Congratulations—you now possess your very own school!
Around 90% of the student body will be individuals of your own type—humans if you're human, vampires if you're a vampire, and so on—while the rest will be ordinary residents of the world, keeping things realistic. The school's curriculum automatically adjusts to match what is standard for this setting, but you have full authority to modify or add subjects as you see fit. Want to teach Blood Magic 101? Or Advanced Anti-Vampire Combat Studies? Go ahead—your students are ready.

Human

Cuddly Companion [100 CP]
You now own an adorable little teddy bear, soft enough to melt even the coldest undead heart. When you hug it, all your worries, stress, and mental exhaustion melt away like morning mist. It completely calms your nerves and refreshes your mind and body, restoring you to peak condition. This effect can only activate once per day.

Stylish Wardrobe [200 CP]
You gain a personal wardrobe filled with stylish, perfectly fitted outfits tailored exactly to your tastes—modern, gothic, regal, or scandalously magical, whatever suits your mood. Every piece of clothing always looks amazing on you, no matter what you wear or how you mix it. Best of all, your wardrobe's contents update automatically with every new world you travel to, always syncing with that setting's culture and trends. From vampire ball gowns to cyberpunk armor, you'll *always* be dressed to impress.

Vampire Hunter Set [400 CP]
You've somehow received a complete Vampire Hunter arsenal from a very, very questionable online store. Despite looking suspiciously like cheap cosplay gear, every item in this set is genuinely powerful.

The set includes: A set of nun's garments laced with holy enchantments (supposedly), but somehow incredibly durable and resistant. A pair of guns that fire "holy bullets" (supposedly), which are frighteningly effective against vampires regardless of what they're supposedly blessed with. A "holy lightsaber"—yes, someone glued a crucifix to it, but it hums with divine energy anyway. Several vials of holy water (supposedly), which seem to really burn the undead. And a handful of blessed grenades (supposedly), which definitely explode in very sanctified ways.

A company [600CP]
you become the proud owner of a multi-million-dollar business empire, complete with a gleaming 13-story headquarters that practically screams prestige.

Each floor boasts cutting-edge facilities, luxurious lounges, private labs, and meeting rooms fit for legends. The top floor? Naturally, it's your personal suite, with a view so breathtaking it could make even rival CEOs kneel in awe.

Your company's focus automatically adjusts to fit whatever world you find yourself in—be it a tech giant in a cyber city, a mysterious occult corporation, or a fashion brand adored by mortals and monsters alike. Whatever the setting, your business is thriving, well-staffed, and legally protected.



Vampire

Small Fortune [100 CP]
You now receive a monthly stipend of $10,000, automatically deposited into your preferred account. The funds appear reliably every month without fail, no matter the world or setting you're in. It's enough to live comfortably, travel, or quietly build your own projects without financial stress.

Black Umbrella [200 CP]
A sleek, unassuming umbrella that offers far more protection than it appears to. When opened, it can completely block sunlight, rain, and other weather effects, both natural and supernatural. It's nearly indestructible, always returns to you if lost, and even adjusts its size to comfortably shield multiple people when needed.

Familiar [400 CP]
You now have a loyal familiar bound to you through a supernatural pact. This familiar can shapeshift into any form it wishes—animal, human, or otherwise—making it excellent for reconnaissance and infiltration. It can easily gather information, defend you from danger, and is strong enough to defeat a single vampire hunter on its own. However, facing two or more at once would be beyond its limits.

Keep [600 CP]
You now own a large, self-sufficient keep that serves as your home and base of operations. The keep is fully protected from the outside world and automatically adapts to the environment of whatever world you're in.

Inside, it has more than enough space to comfortably house every minion or servant you may create, no matter how large your following becomes. The keep is lavishly furnished, complete with luxury amenities such as a pool, a game room, a personal bar, and extensive private quarters.

It also maintains a full staff of loyal servants who handle daily chores, upkeep, and maintenance. The keep never falls into disrepair, always remains supplied with food and essentials, and cannot be permanently damaged or destroyed by normal means.

Companions:

My Old Team 50
You may create or import companions you have brought with you, or create them for 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks:

You are limited to +600 Cp from drawbacks

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Rule 63 [+0]:
Well then… looks like we are entering a world where instead of focusing on the Yuri but instead the Yaoi. If you want to see bishonen gay couples, be my guest.

Stripped A lot [+100CP]:
It seems like you'll find yourself getting stripped quite often, either due to your antics or perhaps because the universe has a peculiar sense of humor. To make matters more interesting (or embarrassing), you'll now exclusively wear the most flamboyant and outrageous underwear available. This ensures that whenever you do get stripped, your fashion choices—or lack thereof—are on full display for everyone to see.

Bad Sense of Direction [+100 CP]:
You have a legendarily terrible sense of direction—like, "how did you end up on the roof when you were trying to find the gym?" level bad. You constantly get lost, take wrong turns, and show up fashionably (or frustratingly) late to classes, dates, and even club meetings.

Side Character [+100CP]:
It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interactions.

Hikineet [+200CP]:
Looks like you're a shut in. Going outside is a pain. You'd rather stay inside your room and play video games. Unfortunately you need to go outside, and some busybody will always try and get you to leave your room every day. You hate being outside your room and your complaints will be ignored. I hope you don't go stir-crazy…

Amnesiac [+200CP]
You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world

Scary Movies are Stupid [+200CP]:
It seems like you have a habit of watching scary movies every month, which has an interesting side effect: you gain a new phobia related to a place or type of creature each month. This means that every time you watch one of these movies, you're likely to develop a fear of something new. The upside is that you can typically overcome these phobias within a month, although it's a continuous cycle as new fears replace old ones over time. It definitely adds a unique element to your life, keeping things suspenseful and perhaps a bit nerve-wracking!

I Don't Need My Brains [+300CP]:
I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that.

No Powers[+300 CP]:
You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

Playgirl [+300CP]:
It seems that you have a rather complicated situation on your hands. Despite not having any recollection of your actions, you frequently wake up beside different women, much to your dismay. What's worse is that these women claim to have been seduced by you and demand that you take responsibility for your actions. Many of them hold significant power and influence, making it possible for them to force you into marriage if they so desire. If you do find yourself forced into marriage, your chain breaks. If you’re still unmarried at the end of the Jump you can take all of the women with you for free.

Targeted [+600CP]
seems you've caught the attention of a powerful being in this world. If you are human you will be hunted by a vampire lord, If you're a vampire you will be hunted by a strong vampire hunter as the instigator of their aggression towards you. Throughout your entire stay in this jump, they will continuously send squads of warriors , to your doorstep, armed with potent equipment and magic to counter your abilities.

At the end of the 10-year period, the leader of the faction will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

Sealed Away [+600 CP]
You've been sealed away, either by the Vampire Hunters or the Vampire Courts themselves. Maybe you were too powerful, too dangerous, or just really unlucky. Whatever the reason, you now begin your time in this world imprisoned in stasis, locked away by powerful seals that suppress everything you once had.

All of your perks, powers, and items from outside this jump are temporarily sealed, leaving you to rely only on your basic abilities and wits until you're freed. The seal isn't permanent, though—it can be broken through effort, planning, or the help of your companions and allies.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.