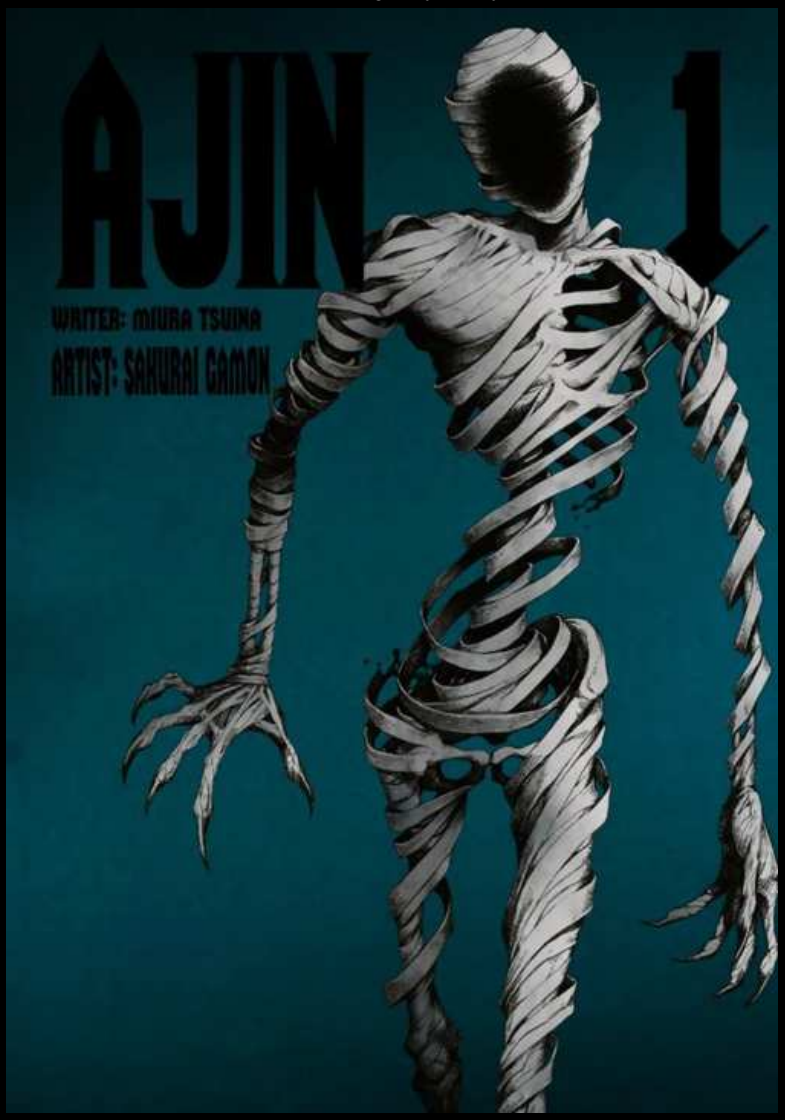
On the surface, this looks like any other normal mundane world except for one detail: A new “species” was discovered in the 1990s and many more are slowly being discovered around the world. These “creatures” do not die and even if they do, they come back to life.

Those creatures that cannot die, People call them…

AJIN: Demi-Human

By Aurum, Augum, Aes
With additional changes by Ammy and Diron



+1000cp

Time and Location
Choose either of the following or Roll a 1d8 for 100cp

1.) **Divine Warriors:** *"Discovered in a certain war within a certain country"*
Specifically in Africa when a group of soldiers discover a target that can't die, sparking the worldwide shift towards what might be the next step to human evolution. Whether that is good or bad for you specifically will have to depend on the choices you make in this doc and in the jump proper. Be prepared for what is to come

2.) **Triad Troubles:** *"Someone put in a quarter"*
Inside an unnamed dock in Japan's borders, one man will be executed for the Five Years of chaos he'd sowed. However, this will be the birth of a new kind of evil with the potential to devastate the nation. What will you do when you find this new opportunity?

3.) **Japan's Very First:** *"Those last 40 chapters were so incredible"*
In an unspecified part of America more than ten years before canon within or nearby a classified research facility specialized in Ajin Testing before they receive a new arrival. Maybe you can get some connections here if you're confident enough

4.) **002's Capture:** *"Damn! That's amazing, ain't it?"*
Ten Years before Canon in front of a TV Store the moment they announce the bounty of Japan's Second Demi-Human, a lie but effective enough to make even the most neutral of strangers turn a young man in for the sake of money. An Intervention is in order

5.) **Phone Call:** *"I'm sorry, Yōko"*
Two Weeks before a more grievous incident, 19 Months before canon. Arriving near an apartment as the sounds of struggle can be heard crucial moments before a shocking discovery, the attempted call, a brief but mutual death of a couple and the start of a runaway. Saving the relationship between mother and daughter can foster some goodwill for later

6.) **The Nakamura Shinya Incident:** *"What the hell happened?!"*
Either on the side of a specific highway before a motorcycle experiences a fatal crash or on the other side of a chain-link fence when two friends arrive to discuss an important event. Whatever choice you could prevent the discovery of a new "subspecies"

7.) **Summer Break Truck Accident:** *"The light was green, I swear!"*
Near the sidewalk as a truck is about to run over a Highscholer. Welcome to the start of Canon

8.) Free Choice: Lucky you

Origins

Depending on your choice, you end up with a brief refresh of your background and supposed character. You may freely choose your sex and any age between 15 and 70. All 100CP Perks & Items are Freebies under their respective Origins while everything else is discounted by a half

Outsider

Before any of this, the life you had was as normal as they come in this mundane life with the only concerns being just going through the common life goals from graduating from school to getting that ideal job. But now that this new discovery seemed to look like it is shaping into something dark with the shift of more inhumane treatment of this “new species”, you might have to stay on your toes. Ears on the ground, Jumper

Researcher

Maybe you were a Scientist in your original life, one with enough smarts and/or experience that you were among the first to be called when a near-supernatural phenomenon was discovered, or maybe you were one of the first test subjects acquired during the first wave of reactions. Either way, you are one of the major elements in the worldwide attempts to unlock the secret behind your unkillable nature and the other such impossibilities attributed to you. Let’s hope you are at least treated well

Demi-Hunter

You were born into this life, of hunting down your fellows or simply of always being prepared to take them down the moment they proved themselves too dangerous for the masses to handle. Welcome to the Gray World of the Anti-Ajin Committee where the deadly world of politics is but another front to look out for dangers when you’re not too busy risking your life to put dangerous “creatures” people barely know about. Better make sure your nature isn’t discovered or else it’ll be you who’ll be hunted

Terrorist

At some point in your life, you have realized the truth: that this life in the modern world is boring, where the supposed peace everyone is glad to be a part of is a lie used as a mask to cover the selfish greed of corporations with too much power. Maybe you wanted to fight against the overwhelming forces against the Demi-Human Minority or maybe you just decided that it is all just a game where the goal is to have the most fun. Either way, get ready to fight for it

Perks

General

Draw the Line (Free, 100 CP to Keep): *"Nice Painting"*
Sometimes, it doesn't hurt to just take a step back and enjoy the scenery especially when it looks that damn good. You can apply the aesthetics of the manga, anime, live-action film, or an impossibly beautiful blend of the three to this jump.

Pay the extra CP to bring this to future settings or even apply their own original aesthetics in combination. Appreciate the art made here

Demi-Human (Free, 200 CP to Keep): *"What the hell is happening?!"*
Oh, it seems your entry into this wasn't as safe as expected cause whatever identity you were supposed to have already died but here's the caveat: you lived again.

Welcome to the ranks of the undying; the Ajin. In spite of their cursed status in the world, they do have some things going for them, even if it doesn't quite make up for their suffering. You now have access to the Ajin Customization table. However, you are also part of a group hunted down the world over, with bounties high enough to turn anyone who isn't also an Ajin against you just for the *promise* of a bounty.

You can get this as a freebie for this setting alone just to survive the kind of bullshit that might happen here but you need to pay 200cp to keep this for future jumps

High IBM Density (400 CP, "Demi-Human" Required): *"How long were you a Demi-Human?"*
Maybe you had perinatal hypoxia at birth, maybe you died in the crib, or maybe it's a strange temporal side-effect of your entry into this world, but whatever the case you appear to have been an Ajin for close to fifteen years.

You possess an IBM density around three times that of a rookie Ajin. You can manifest enough IBM particles to perfuse a large room or manifest your IBM constructs, like Ghosts, for longer durations, and in greater quantities. But that isn't all, taking this perk grows your innate supernatural resources in a manner and rate similar to IBM, regardless of whether or not they're used up. You cannot get this with the freebie version of Demi-Human

Outsider

It's a Matter of Utility (100 CP): *"Look around and you can find more than what you expect"*
Resourcefulness and Common Sense is an underrated ability most people with supernatural abilities in fiction tend to ignore, arrogant as they are when they forget that they are still human.You, however, just see all these new things as just another tool in the arsenal that is your creativity if not a little more for every scrap can be useful in some way or another.

You now have an instinctive grasp on how things in your immediate surroundings can be used based on what you know and understand, it would be recorded in instinct as long as you caught it with any of your senses no matter how subtle.

You're a Weird Guy (100 CP): *"Must be nice to be that carefree."*
It is hard to make friends when you are wanted by the government, strangers being more likely to have you sent to the nearest Police Station than helping you out the moment they recognize your face.

You can now easily build up a friendly rapport with any neutral party, those who are unaware of your inhuman nature in this case, through your acting skills, your inherently good-natured disposition or a combination of the two.

…Though they might feel understandably betrayed when they find out their trust in you driving their car home led to said car being used in a chase in the direction of a hospital or something. They can be friendly enough with you that you don't have to worry about betrayal at the first meeting.

He Studied as a Hobby (200 CP): *"My memory's good"*
A hobby, is that what you call it? In fact, your memory is more than good, it's perfect for a budding doctor like you unless you are pursuing a different job. Not only do you have a photographic memory, you also have a bit of a boost when it comes to your ability to learn.

Physical stuff still requires you to be physiologically capable of performing the movements, but the muscle memory will never fade. Recreating simple movements and steps like how to handle a gun by watching a demonstration is as easy as breathing for you. Yes it DOES include gun safety

I'm Just a Fireman (200 CP): *"I know a Guy"*
Aside from a few examples, most of the known Ajin already had a life of some sort before they were thrust into a life on the run, even having a job before that was taken from them due to being hunted down. You too had a job before you found yourself as another "valuable Demi specimen", one that had skills you long since applied into your now unkillable life. In future settings, this means you have the skills for at least one lifetime on a job with the skills taken from there universally applicable in any situation.

I Won't Quit (400 CP): *"I want to win no matter what"*
That is what a demi-human is, those that will keep trying again and again. Even if you aren't one, this perk will make you determined enough to match the greatest of wills here. What's more, it seems your very stamina seems to be tied directly to your own determination, allowing you to push yourself past even a gauntlet of physically draining tasks. That doesn't stop you from feeling tired doing so but that is the point of being more driven than your physical limits.

Let Go or You'll Die! (400 CP): *"Haha!"*
You can't seem to catch a break with all these people doing their best to capture you for whatever purpose they have in store for you. Luckily, you seem to be born under a good star or something cause there is always some factor that can help you escape from the situation.

Maybe stumbling with a bloodstained shirt is more likely to have someone call an ambulance that would be instrumental in your escape than someone calling the police for your suspicious behavior. For whatever reason, if you don't want your pursuers to die in their attempts to capture you then you can warn them that doing so would put them in serious danger before you put yourself in said danger. Note that it only works *BEST* when you are truly trying to get away from the situation, not to go around with intentions to come back to danger.

Because I'm Not an Idiot (600 CP): *"Compared to the Average Person, I'm Really Smart"*
You are able to pull up a lot of information from even the smallest of clues, calculating all information you have gathered up until that point in order to get a completely accurate view of the situation.The more information you can scrounge up, the faster your mental processes can go towards piecing it all together.

New information discovered through this method would add to the process which would further build up enough momentum to analyze plenty of things in a single moment of contemplation. With enough data on a phenomenon, you could derive an optimal solution to any problem.

In the most extreme scenarios, even if you get retrograde amnesia up to the moment you had your first "death" you can piece out the truth of your situation based on the immediate surroundings and whatever you have on your person in a manner of moments.

Only An Idiot Would Consider (600 CP): *"It could work"*
There will be times where every plan and every chance taken would not come close to accomplishing anything against overwhelming opposition. When that happens, there will always be an opportunity to do something even an unpredictable foe wouldn't expect with the chance of such a choice increasing with every option rendered moot. If you truly have exhausted everything you had before going for this option then it will be guaranteed to help you succeed in some way while using it as a first move has an improbable chance instead but there's always a chance for it to work. A fool you may be, but even fools have triumphed at times.

Researcher

“Are You An Idiot?” (100 CP): *“Can you see this?”*
You can be **abrasive** when it comes to your uncommon- read: Outright Disrespectful -way of discussing phenomena with others, almost to the point of having them shoot you on the spot. So why don’t they? It’s because you actually have something of a point to say. As long as you are doing something that is not just deliberately egging someone on, you can get away with a lot of rude behavior including flipping them off to show them how eyes work. Just don’t expect this to work once you are done expositing. It’s not like you are doing this to make friends anyhow.

Time is Money (100 CP): *“Do you even know how many hundreds of millions we’d lose if we closed our doors one day?”*
A lot, actually, because the thing about you and your businesses is that not only are you always successful in whatever financial ventures you explore, but you can actually thrive once you make a good enough foundation. For example, discovering the cure for certain cancers as a pharmaceutical company would be enough to generate millions if not billions of profits, even without having to directly manage things.

Sating People’s Curiosity isn’t Fun at All (200 CP): “*Baldhead*”
The problem with being a researcher in the unknown subject of Demi-Human Studies is that plenty of people would be more than happy to kidnap you for any insight you can provide for them.

Sucks for them, because should you not want any of your secrets to be spilled out, you will find yourself unable to do so. No matter how much their attempts to “coerce” you would make you feel like wanting to. It doesn’t exactly make you immune to pain, drugs, or other forms of interrogation but no matter how much you are gonna be put under their manipulations, you will always find it bearable enough to spout all sorts of nonsense instead of what they wanted.

If you do choose to yield, which will be by your own decision and not because you were convinced to do so, then you are guaranteed to ask your interrogators one simple favor in exchange, think on the level of “give me a smoke”. Don’t push your luck though.

Do You Like Money? (200 CP): *“Lives, Money, they’re all one and the same”*
Who doesn’t like money? Most people can’t deny the value of money these days in this capitalist-driven society, especially when profit is rewarded no matter how shrewd the methods are. You are no longer held to the ethical standards of society so long as you can provide a steady profit with your discoveries and as long as your methods are kept secret from the general public. For all intents and purposes, your work has too much value to be denied…just make sure you keep it up.

This is What We’d Call Two-Timing (400 CP): *“It’s Study Time?”*
The way you describe things can be...odd, but that doesn’t mean you are any less valid in teaching other people about things they do not understand.

Any method of teaching others is just as effective as investing everything into making the lessons clear, so long as you have a good understanding of what you are trying to teach and that your methods actually have something to do with teaching no matter how unorthodox

You Were Selected for Your Talents (400 CP): *"That look you have that says you're more likely to keep your mouth shut the more important something is"*
Things like that are definitely a talent in short supply these days. When it comes to companies and their ethics, even those with a smidgen of morality might end up betraying your ambitions for their own selfless ends. With this, screening potential applicants for whatever job you offer would be as simple as giving them a look-over and a brief personal interview to verify their character.

On the Threshold (600 CP): *"Demi-Humans are just plain Interesting"*
…but what if they are beyond the realms of science? Now, even that possibility is no longer an obstacle as even phenomena in the realm of the supernatural are no longer safe from your curious gaze. Anything that you study gradually becomes understandable and can eventually be manipulated by scientific and technological means alone. The time to accomplish something depends on what's being researched and the means available.

For example, discovering the truth behind IBM could take several lifetimes relying on modern technology alone. When you do succeed in discovering the secret, your methods will become universally applicable regardless of in-setting mechanics so long as you take steps to teach what you learned. The more people who are taught the more it becomes accepted by the universe at large.

For the Progress of Humankind (600 CP): *"The Greatest Discovery of Mankind"*
It is brought about through great sacrifice. The more you personally sacrificed for progress in your research the easier it is to get the next big discovery. You may have to subject yourself to torturous experimentation by your own hand or the hands of another in the name of progress. This must be done with complete consent, but with enough time you are guaranteed to make discoveries that could redefine entire fields of study.

Infect yourself with a deadly virus to eventually make a cure, or subject yourself to experimentation to learn the nature of your abilities and how to make it work in other worlds regardless of any outside influence.

Alternatively, you may also sacrifice large amounts of others to make progress through invasive monitoring and torturous experimentation for less substantial gains. In either case, the sacrifices have to match the levels of misery one would induce on their test subjects to make even the smallest of discoveries. It will always be worth it in the end, but the road towards progress will be paved with sin. And the one to hell is always paved with good intentions.

Demi-Hunter

We Are Not Humans (100 CP): *"During duties, we are different living beings called 'officials'"*
Jobs like these have you performing some less than ideal decisions but it needs to be done. And sometimes, things like emotion could make one freeze when they have the opportunity to finish the task. You can now enter a state where any emotion that is too disruptive to have on the field is dulled. It doesn't exactly eliminate emotion more than it allows one to emotionally distance oneself from whatever sin or atrocity you will probably be committing. And when you wish to stop staying in this sort of state, the transition is kept seamless to stop it from being too shocking.

"Highly Talented" (100 CP): *"Even when you're not the type"*
A cover identity, no matter how well-built, is only as good as the person underneath it and it can only work if one doesn't screw up slipping information they shouldn't normally have. You are given both a local identity in the form of a mundane life and job and the skills to keep it afloat. That job will be largely mundane so only expect a few minor skills, like that of an office worker, salaryman, secretary, or some other equivalent. If you do find yourself unemployed due to circumstances outside your control then it wouldn't be too difficult to be hired somewhere else, though it would have to be on a similar level previously mentioned

I will Keep on Killing Him (200 CP): *"Stop their movements by killing them"*
How easy is it to catch prey with a couple of drugs and well-placed shots? Not very, presumably, but what if it is against something not above self-mutilation and suicide to escape capture?

You are knowledgeable on very unorthodox methods of trapping targets, often engineered to use their strengths against them either finally getting them after an elusive chase or simply steering them where you want them.

It still requires you to actually know what your target is capable of and unforeseen information can ruin plans that leave no room for error, taking into account the limitations of what is available at the time and may be subject to change when a better solution is commonly available. Still, it is a bit much to have a corpse constantly shot at as it's being transported…

Playing Human (200 CP): *"Didn't expect that"*
A trump card is best used when no one is aware it even exists at all, your identity as something more than a human being is now similar to that. You are good at acting like you actually are as weak, squishy, and mortal as the rest of the mundane human race no matter what your true nature would be.

Aside from this, it actually gives you the feeling that even the most monstrous and inhuman would be able to regain their humanity as long as they want to by aiming that purpose alone because the best lies are covered in Half-Truths. This level of anonymity would be useful in making an opportunity with the surprise reveal itself but it can only work a few times. Fool me once and so on.

So Even Rats Can Dream (400 CP): *"That's a Mammal for you"*
And you can do more than just that, you can make it a reality. You are an absolute master when it comes to the "behind-the-scenes" side of politics. Blackmail, Cutthroat Politics, PR, Laundering, manipulating the Social Scene from the Background and how to operate under the perceptions of the masses. All completely invisible to the law if not outright allowed certain liberties as long as you are not caught planning anything overt like trying to subvert the nation you "serve"

My Job is to Protect You (400 CP): *"Then you know what to do"*
Due to their rarity, there had not been enough Demi-Human cases to encourage any sort of plan or tactic to combat them specifically and even the few ones that exist doesn't account for everything they are capable of.

Maybe it's because you're one yourself with experience using these abilities to know their lesser-known limits but you have the aptitude to make countermeasures as well as enough combat skills to serve as someone's secret bodyguard.

The more you know about your capabilities the easier it will be to prepare for any threat with similar abilities. Even unheard of threats still give a bit of "newbie's insight" upon first meeting for improv plan changes. All of this may still not be enough to defeat a complete monster of a fighter, but you'll be able to hold them off long enough for a retreat.

There Will Be No Mercy (600 CP): *"You have to cut off logic and emotion...what you need is overwhelming determination"*
When one reaches a point of no return, one is expected to follow through with their decision. With this, you have the will to see things through to the very end no matter the odds or the stakes involved. Even if you find yourself sporting a mortal wound or two, you will always have the drive to accomplish your goals as if you weren't wounded at all for so long as it doesn't directly compromise your ability to accomplish the task at hand.

Be careful of relaxing by the end of your task as doing so is more than likely gonna have you succumb to your wounds. Good thing you're immortal…You *ARE* an Ajin, right?

To Set Things Right (600 CP): *"There Will Always Be a Chance"*
What kind of Boss would you even be if you can't even give what you have promised to your employees. Thus, the loyalty of those under your employ and the benefits you can provide to them are directly proportional to each other. Either providing them the necessary benefits would ensure their loyalty, their loyalty guaranteeing your ability to provide for them or both with the effects compounding on one another.

This can also work if you are the employee in question, allowing you to reap great rewards by being loyal to a specific employer, but you can still refuse to work for someone no matter what they offer. It is the perfect HR Plan

Terrorist

I Choose Yes (100 CP): *"This is Bad and Feels so Good"*
Sometimes, not even something like "dying" would bother you one bit, maybe makes things more enjoyable. Where others would be scared or drawing upon their courage to face a terrifying prospect, you are more than likely to laugh as you charge into the fire with as much care as a grenade in a china shop.

Instead of something like the immunity to things like fear or hesitation, you convert these debilitating feelings into something more fun like enjoyment. Take care when doing this however, this can be more than a bit addicting if used too much with the potential downside being the chase of that high. Quite the fun time to be alive, right?

Prepare for Impact (100 CP): *"This is the Final Battle!"*
Calm old man in one moment, heroic man on a mission the next. You are a bit of an expert when it comes to the more dramatic side of acting.Pretending to be pissed to egg others on, saying just the right lines to impress a dire situation when you couldn't care less, pretending to be the leader of a movement when all you want is some fun. This won't always succeed as you cannot truly fool those who know your true nature. But the masses who only know you on the surface can be played like a fiddle as you just ham it up.

Maximum Thrill (200 CP): *"To Make a Castle Fall, You must exceed the expected firepower"*
You are a master of combat and tactics, with enough training in the special forces to master skills to get the job done.Enough experience in Guerrilla Warfare to fight uneven odds, familiarity with weapons & firearms to wield them without too much trouble, all of which at least on the level of a "the Best of the Best" Special Forces, the kind not written on paper. What you get here is mainly the Skills so keep that in mind when you try doing stuff beyond the human physical ability, you would also have to learn other things through other means.

No One Can Keep Up With Your Speed (200 CP): *"You can't win against Sato"*
And now you might be on the same level. Of the combination of things that make the Demi-Human terror himself seem invincible, you share the unpredictable nature of his. You have an almost instinctive understanding of how to do things your enemies would least suspect, effectively thwarting them the more planned they are about a hypothetical situation with you.

This alone can go a long way in making all of your short-term/long-term tactics and choices hard to discern through subtlety, misdirection, and a brilliant kind of insanity. Even if those that would seek to understand you have a good lead on how you are going to act, you can still pull off a fast one and blindside them with a good trump card or three. What this doesn't cover is when you are facing what they would consider a desperate gamble, curiosity can stop the nigh-immortal terrorist. Do not be a victim of your own hubris.

Play Ball (400 CP): *"Just Practice, Simo Hayah said so too"*
With how rare Ajin are and their desire to not be seen in the public eye, there hasn't been enough of them to really test all facets of their abilities to the very limit. You, however, can be a one-man innovator team with the amount of creativity applied to the utilization of your powers. It may take a lot of trial and error, more than a few mistakes, and a LOT of time but you will never stop finding new ways to apply even the smallest aspect of your abilities.

This is so Exciting (400 CP): *"That was Fun"*
And it was even though your skills are more suited for the craft instead of the battle, your extensive knowledge and experience on the technical side of things. Enough hacking skill to make your internet connection anonymous, engineering experience to resolve technical issues with enough time analyzing it, the speed & knowhow to craft and ingest an improvised time-based IED made from a Phone Battery in the time it takes a single person to search whatever abandoned building you might have holed yourself up in to avoid capture.

Outside Crafting, you will be able to do something comparable to the DHCC's invasive monitoring of social media to recruit people for your cause. With enough practice, you can effectively make yourself disappear should things not be as safe as planned from erasing all of your documented history, trashing records kept by various governmental entities and even ways to destroy the hard evidence like hard drives should that be a loose end.

Recipe for A Heavy Bread (600 CP): *"If this works then you're gonna see something amazing, Mister Spock"*
With all of your skills doing some really dangerous work, you have taken a thing or few from them. You have a knack for making quite the impact on any society with whatever information you can find about it.From the knowledge of which local infrastructure to destroy in order to plunge it all into chaos or which leaders to kill to destroy chains of command, you too can find and use such information to devastating effect to incite war and anarchy. It is planning and execution simultaneously to make grand statements full of promise into reality.

Let's Start the 'CO-OP Play' (600 CP): *"Ever played Mario?"*
As cool as being able to do things single-player can be, it doesn't hurt to go multiplayer every now and then. You have the talent to not only attract the right people to serve your cause but can also foster their loyalty with more than a couple of forays into manipulation. Understanding what it is that makes others tick and the buttons to press to make them do most of the things you want.

Be careful, this level of manipulation is not mind-control, and pushing your luck might end up alienating an ally, though that would only happen with those with a moral compass to begin with. And while it doesn't really matter too much for dangerous individuals or perfectly neutral allies, what this perk is for is to convince good hearted people to stick by your side no matter what but maybe doing more than just using them like tools might yield more than that.

Items

General

Quick Suicide Weapon (Free/100 CP): *"All healed"*
Okay, this might be a little dark for an item to have but sometimes waiting to die can cost crucial amounts of time, not to mention all of these Tranquilizers so it can help to have something on hand to force a reset early.

The item you get here, a scrap of junk just sharp enough to cut or puncture an artery, is too unwieldy to be properly used but it serves its purpose by triggering a "Reset" and losing it would only mean you'll find it again in arm's reach after a minute. It cannot be used against you and it also does not use up any of your more important One-ups should you have any.

For 100 CP, you can upgrade this to something more combat oriented like any kind of knife or enough rope to hang yourself alongside the skills to wield them in combat, improv or otherwise. Try for the quickest death possible because there's no time to lose if you need this.

An Actual Weapon (200 CP/300 CP/400 CP): *"Look here Tanaka-kun"*
Now we're talking, a weapon that can actually be used in a real fight. It could be something that can be used on one hand like pistols or flashbangs.

Upgrading it to 300 CP could get something with a little more firepower like a revolver or grenades. At 400 CP, guns like shotguns, rifles, or high-yield explosives would be up for grabs..

As a special consideration, you'll be able to reload/replenish it by sacrificing a bit of IBM or any other supernatural source should you have either of them, an ability not quite shown by any Ajin. Be your own FPS protagonist, and perhaps fool them into thinking you've run out before blasting them in the face.

Personal Vehicle (300 CP/400 CP/500 CP): *"Two highschoolers on a Beemer look out of place"*
Life on the run is incomplete without transportation to get to places quickly.

For 300 CP you may choose any small vehicle, 400 CP for small medium vehicles and 500 CP, for something armored without firepower.

Don't worry about fuel or insurance because such problems are not gonna be relevant as you can wait every 24 hours for them to repair unless you want to pimp them out even further. Aircraft are not covered here so don't push it.

Outsider

Notes (100 CP): *"Here's the plan"*
Maybe there are times where you cannot be followed by others due to you accumulating a breadth of experience, you having too much power or you just being too smart for others to keep up.
With this item, you can do more than just have it as a good journal or record keeper. It has the peculiar property to allow you to write down your thought processes in a way that anyone can understand.
And while making a message clear is as easy as writing a single sentence, trying to teach others how to be as smart as you will still take time because the resulting collage might be chaotic depending on your mind but at least it isn't as hard to read as school textbooks.

Friend Maker (200 CP): *"I feel strange calling this an apology, but..."*
What is it with friendship and alcohol that works so well? Whatever the case, you have a "gift" that you can share to others in order to convince them you are sorry but you still need to work hard in convincing them enough that your gift can push them into accepting your apology. It also can't help you if you have been definitively proven to be an untrustworthy person.
Alternatively, you can trade this with an equally acceptable gift.
No, traps like a bomb armed to explode upon opening the package or Poisons do NOT make good friends.

Second Life (400 CP): *"Looks like it finally pulled through"*
Some might have enough being treated like an animal and want to just get away from it all. The less impulsive wouldn't go for the land borders or even the next flight out of the country. No, the first thing they would try is to leave their old life behind.
You have access to the papers necessary to start over as a completely new identity which won't happen unless you truly wish to abandon the past life. While you do receive another collection of papers just in case you need ANOTHER contingency, it is not recommended to use this too much in a short span of time, more than once per decade, or else you might be attracting unwanted attention. Other than that, it is ready for use anytime.

Safe Zone (600 CP): *"Now I can have a Normal Life again"*
Sometimes, you just don't want to deal with this shit and leave it to someone who can actually do something. You are now a long time resident of a Village away from any serious plot, taking the place of a relative of a trustworthy Elderly there.
Aside from a guarantee that you are mostly safe from outside matters so long as you stay within it, the perimeter is littered with plenty of "Natural Traps"that'll delay anyone who tries to interfere with you anyway.
You can also add a few more to enhance its defenses against invaders but you won't need to worry about that if you ***TRULY*** wish to not interfere with the plot of this setting or future settings.
The only thing that would disable this kind of protection is your own desire to leave. Even if you do decide to leave, which you might have to eventually, you can always come back and be welcomed with open arms. It just won't have the same protection as before you left.

Researcher

Cigarettes (100 CP): *"Where'd you get this?"*
This brand has been out of production for a while now! It seems you have a pack of Mild Seven FK cigarettes, a brand that tastes as bad as the tar going into your lungs. These have two weird properties. The first is that they're completely harmless to you no matter how big of a smoker you are, while the second is that the taste actually gives a reminder of better days. The moment you reach your last cig, you can always find another pack in the next pocket you reach into.

Documents and Papers (200 CP): *"This is their profile"*
It looks like nothing more than a pile of blank profiles when you first receive this item but after writing down information willingly given, with consent, onto the blank page, you get the full profile with all the necessary data for the coming trials. The moment you put the name in would be the only time the participant could decide whether or not they would agree to whatever testing you plan for them with the details perfectly communicating just what they would be signing up for before they make the decision final.

This is because the item will update with all relevant information about the subject in perfect accuracy without any need for devices. After said experiment is over or at least in between different tests, this can be toggled to make privacy possible. However, that alone wouldn't help discover that which is impossible to actually measure.

Forge Security Guaranteed (400 CP): *"Fight back until they surrender"*
Looks like you got yourself quite the base of operations there. Instead of an existing property, you can upgrade any of your properties up to the highest standards of the best security manufacturer around. This means heavy-duty security doors, an internal network closed off from any backdoor problems, bulletproof glass and enough secret hideaways to "evacuate" the whole building.

And if someone manages to infiltrate against all odds then the whole place can go under complete lockdown where your forces inside have pretty much free reign to do whatever it takes, legally speaking, to take down the intruder. If you lack a pre-existing property then you get a building equal to the main building of Forge Security.

Research Market (600 CP): *"This is what makes money"*
On the surface, it is just another "research facility" Item complete with its own facilities and even staff both competent & loyal to whatever you plan to do. It can follow you into future settings or even have a connection to the Warehouse as an add-on.
But that is not all because this property has a unique ability to make easy connections with various manufacturers through which you can "loan" anything from research notes to test subjects. Doing so would not only guarantee new discoveries but also an increase in profits which can be sent to you as either a percentage of that moolah or a few favors you can call in for free.

Demi-Hunter

Mints (100 CP): *"Want some?"*
Being on the job practically 25/8 is bound to be quite stressful, thankfully you have this tin pack of breath mints to keep you sane. Delicious, comes in any flavor and is guaranteed to actually clean your mouth and freshen your breath, these small consumables are the best medicine against the stresses of a life married to the job. Don't worry about running out, there always seems to be enough to fill your palm whenever you open the pack and if you lose the pack itself then you can always find a replacement on your person.

Tranquilizer Gun Set (200 CP): *"Isn't that illegal?"*
Yes, but this set of a dart pistol, dart rifle, dart boxes, and other curious apparel comes with the license and papers needed to use them legally. The formula itself is both fast-acting and completely harmless no matter how much is administered at once. Not only that, but this also has the blueprint and formula needed to make more as well as new alternatives for any occasion that requires you to capture someone without too much struggle.

Demi Human Control Commission (400 CP): *"We will stop at Nothing"*
You have your own Organization meant for the hunting of "Creatures" whether it be for live-capture or simply for elimination. It comes with not only its own resources but also more than a few connections backed by the government to work with agencies for several purposes.

Including monitoring anything related to the discussion of a target, pulling up surveillance footage to track them, or even sweeping incriminations under the rug to keep them secret. While this doesn't immediately follow you into future jumps or be attached to your Warehouse, this pretty much ensures you can make a network of connections as well as have the authority to manage them. There aren't even any traitors to sell you out, good for you.

Anti Demi Special Forces (600 CP): *"Move Out"* A few words on the phone, a brief uttering of words, or even just thinking it out loud and you suddenly find your backup forces. This small platoon of five soldiers is your best bet against any form of Inhuman opposition. They are outfitted to fulfill a variety of potential situations and they can account for any kind of mission but their most interesting characteristic is their ability to adapt to any new resource.

Every investment makes a significant improvement in their skills and team efficiency: upgrades mean they will train to effectively use any of them in future missions, information provided gives them time to polish implemented tactics and even every new ability you can possibly add would be a major boon.

They are highly competent, loyal to their mission and always operating under the knowledge that they WILL be labeled as criminals if they ever get discovered. You can command them directly or assign them to an ally for temporary leadership and they will operate to the best of their ability without any problems at all.

Terrorist

Iconic Cap (100 CP): *"I like it, let's fuck em up!"*
Pick a Cap, any civilian headgear, and it would be a part of your look. It matches you perfectly to the point of even elevating your sense of style and fashion but it is a normal article of clothing otherwise. Should you lose this, and it is highly possible during your stay here, you will always find a perfect placement whenever you need a change of clothes. Now that's what I call Stylish.

Live First Person Broadcast (200 CP): *"Who would win?"*
What better way to inform the world of the atrocities you are going to commit than hosting a Livestream Session? You have a small camera-like device you can attach to your ear without any worry of it falling off by accident.

What this can do is perfectly broadcast everything when turned on, uploading every site regardless of distance or security, though both can be adjusted with a few settings built into the device. It cannot be taken down or censored in any way so as to perfectly display what you want to show through your First-Person perspective.

It also has the minor protection of never being directly or indirectly broken in any form of conflict you might bring it to, though that boon doesn't last after you stop the broadcast. If you misplace it somewhere, you can always find another one among your supplies.

Black Market (400 CP): *"You're my valuable client"*
Being an agent of terror is hard work and you can't even go to the usual places to buy the usual supplies, it's like you're a target for a manhunt or something. It seems you have gotten yourself a number of some kind with instructions to use a burner phone.

Upon doing so, you can make contact with a good source of all kinds of things you cannot find through the legal channels. You can even make a trade without having to worry about being double-crossed by your guy or being noticed by the bigger organizations so long as you can deliver on your payment.

Plan Tracker (600 CP): *"I strongly suggest you get this"*
At first glance, this is your standard smartphone item, fiat-backed with the standard infinite battery, perfect connection, and a near-indestructible package. But when you unlock it, you will see an app that doesn't match any of the standard icons you would find in other gadgets.

Opening this app would reveal a variety of programs that would help plan the perfect mission. Organizing information into an easy to read pdf file as if it was masterfully prepared by a strategic genius tracking allies via GPS systems, and a call function to contact the person behind this technical marvel if you wish. With the right crafting skills, you can even turn it into an improvised IED in the event you are to be Tranquilized. If you somehow lose it then you can just reach into your pocket to pull out another one free of charge. Sounds like the perfect time to call for tech support.

Ajin Customization Section

Powers

You may take any number of powers at their base level for free, or you may pay the stated CP cost for the complete power. Up to three powers in this section may be discounted. Discounted 100 CP powers are free. “High IBM Density” grants you 200 CP for this section only.

IBM (Free/100 CP): *“Present within every Ajin is an unknown substance called Invisible Black Matter.”*
It is manifested from the Ajin’s body as a black mist and acts as the fuel for their abilities. With every passing moment after their first death an Ajin’s IBM density slowly grows; normally increasing by an additive multiplier of one every 5-10 years with no true upper limit. Higher IBM densities allow Ajin more uses of their abilities in the moment and spent IBM is restored at a constant rate regardless of density, taking a day at most to fully recover.

Outside of its use as a resource, what makes IBM so fascinating is its mystique. Unmanifested IBM essentially doesn’t exist and is impossible to detect by any means. Even when manifested, raw IBM is impossible to properly study- it is completely imperceivable to any modern technological observation and decays to nonexistence after a few seconds. All Ajin can perceive manifested IBM, and Non-Ajin may also briefly perceive it through an ill-defined interaction between an Ajin’s negative emotions and the non-Ajin’s proximity to the manifested IBM.

With an extra 100cp, your IBM’s mystique expands to both technological and supernatural methods of detection while granting you abilities beyond any normal Ajin. First, any supernatural energies, connections, etc., that you directly control can be subsumed into your IBM for as long as you wish, granting them the same mystique.

Secondly, you gain finer control of some aspects of your IBM particles, allowing you to fine-tune the speed of its manifestation and decay, and alter its perceptibility to yourself and any observers as needed. With practice, you could even have it mimic the appearance and characteristics of any material or energy it’s been sufficiently exposed to. At the most advanced levels, you may even have your IBM serve as a substitute power source for your other abilities. Just keep in mind that the learning curve for these feats is steep, taking years or decades of training to make headway, even for so-called geniuses.

Paralyzing Voice (Free/100 CP): *“In a way like triggering the Thanatos Reflex”*
An Ajin’s voice can be used to paralyze anyone who hears it, similar to being frozen in fear. This only lasts a few minutes, and the target can be snapped out of it with some external stimuli. Additionally, it’s only effective on those who already see you as a threat, and it can even be prevented by simple earplugs.

With an additional 100cp, you can modulate the vibrations of your voice to affect specific targets or even bypass the need to hear you entirely.

Immortality (Free/100 CP): *"Ajin cannot Die"*
This is widely considered the greatest property of being an Ajin. Anytime they physically die they will be revived and 'reset' to a functional state. With each death and reset, all acquired physical wounds, ailments, mutations, and even fatigue are removed and any lost limbs, organs, nutritional contents, and even indigenous flora are regenerated or recreated within seconds from their IBM at next to no cost. Should an Ajin's death result in their body being torn to pieces, any piece within a 5-10m radius of the largest remaining part of their body will be attracted and integrated into it while anything outside that range will be recreated from the Ajin's IBM. The processes of reformation and regeneration are unstoppable, and any integrated debris or obstacles will either be bypassed or destroyed, regardless of its durability. This isn't a perfect form of immortality and an Ajin can still succumb to advanced age and, presumably, total disintegration.

With an additional 100cp, you gain a measure of control over your newfound immortality while expanding its strengths. Die enough times and you may learn how to fine-tune the time between resets, select which piece your body will regenerate from after death, and even reset after advanced age or complete disintegration by recreating your body from IBM in any previously viable state.

Black Ghost (Free/200 CP): *"Do you like games?"* Being an Ajin is like having infinite lives. So, what if you had an avatar to play with too? Most Ajin can manifest a sapient IBM construct called the "Black Ghost".

Depending on the Ajin's IBM density, each manifestation of their Ghost only exists for a limited time before the IBM particles lose cohesion. Each Ghost is both an extension and a reflection of their Ajin and can be mentally controlled like any other part of the Ajin's body, even projecting their voice through it or using the Ghost's senses as their own with enough practice.

The connection between the Ghost and the Ajin acts like a radio wave and things like distance or conducting from air to water can introduce severe latency or interruptions. At first, they will be little more than proxies, requiring explicit mental commands to perform the simplest tasks, and if its signal is interrupted a fledgling Ghost will simply freeze in place. This is only the result of ignorance, and with experience, a Ghost will grow more and more capable of functioning independently to achieve its Ajin's goals.

In fact, so long as they are exposed to a mundane skill, like martial arts, farming, or even philosophy, it can be learned to the limits of what their Ajin would be capable of. Physically, a Ghost is strong enough to rip up street signs and leap between buildings, its surface is practically bulletproof, and it can pull itself together from sufficient damage, but it isn't invincible. A well-placed shotgun slug can push it back, high-yield explosives can tear it apart before it pulls itself back together, and a clean hit to the head by another Ghost is an instant loss.

With an extra 200cp, your Ghost becomes a focus for your supernatural abilities and with sufficient exposure it will learn to channel these abilities independently. This isn't perfect; the maximum potential of any ability is limited by your own, and the cost of any such abilities is still yours to bear. This isn't to say that the Ghost's abilities will always be a perfect imitation of your own.

For example, through your enhanced IBM control it could learn to control its color, and texture, or even burn its body to fuel certain abilities. However, abilities that require a unique existence may not translate perfectly or fail to work entirely. For example, your ghost will never manifest its own Black Ghost, but it may gain more control over its own existence, allowing for feats like self-manifestation or even overcoming its inherent weaknesses.

I Just Know (Free/200 CP): *"This is something that only Sato and I can comprehend"*
One of the phenomena rarely seen between Ajin due to their rarity is that when their Ghosts butt heads, the resulting impact briefly mixes the mental state of each Ajin. Due to this, both Ajin will gain a few of each other's memories up to the collision and an intimate, almost instinctual, awareness of each other's nature on a level no one else could match.

With an additional 200cp, you gain the ability to have your IBM facilitate similar connections to the minds of any sentient creature it comes into contact with. Unlike the near-instantaneous connection that results from the clashes between Ajin, it takes time to properly attune your IBM to a non-Ajin, and the more alien the mind is from your own the longer it will take. However, the time needed to form a bond can be reduced with enough training. The final aspect of this upgraded ability grants you the potential to manipulate what is shared in this bond. With time, you'll be able to hone in on specific memories, manipulate what you share to give a false impression of who you are, or simply choose to give/take nothing at all. Though it still requires you to smash the heads together, whatever counts as one depending on the target.

Form (Free/400 CP): *"Pretty Normal Shape"*
Sometime after their first death, most Ajin will be introduced to their Black Ghost. It will initially appear as a tall shadowed humanoid figure, but it will eventually develop into a design reflecting the original's character. Its development could include appendages like claws, wings, powerful jaws, or just cosmetic features like a uniquely shaped head, but it will never be to the Ajin's detriment.

Adding 400cp gives you a more visceral sense of your IBM. This allows you to manifest unique constructs, adjust their form and innate characteristics on the fly, and even channel your supernatural abilities through constructed IBM. The base cost of manifesting each construct depends on its mass, but by modulating your IBM appropriately you can significantly alter its mass, strength, and durability as you see fit.

Using this ability at its maximum potential is not a given; shifting the form of your IBM into rough shapes or flooding it with your supernatural abilities is the least of what you can do. Even in its rough state, this ability is objectively useful but incredibly inefficient. Mastery of this ability comes from finesse, knowledge, and creativity. It may take decades of work to truly grasp this ability, but with mastery, you'll be capable of manifesting precision-made mechanisms and pseudo-biological constructs intricately interwoven with channels for supernatural energies and effects.

Two of Them (Free/400 CP): *"This is the rise of the New Generation!"* That may be an exaggeration because any Demi-Human can theoretically give rise to multiple Ghosts simultaneously. You can have up to two Ghosts manifested at a time. This doesn't change the costs of manifesting your Ghosts, and you can easily spend your entire IBM reserves manifesting your two-man squad as a rookie Ajin. This does not grant you the ability to multitask, but your Ghosts now exist as part of a pseudo-hive mind with perfect coordination and understanding of you and each other.

At 400cp, you can manifest as many ghosts as you have IBM for with an equal amount of multitasking.

Like an Actual Deluge (Free/400 CP): *"This is known as a Flood"* A rare phenomenon that happens when an Ajin dies while having a "Once in a Lifetime" heightening of emotion, resulting in a massive accumulation of Ghosts. During a flood phenomenon, an Ajin's IBM density is seemingly magnified and manifests a large group of Ghosts, 10-20 for a rookie or 80 - 120 with sufficiently "High IBM Density" for 1 - 5 minutes.

The maximum amount is dependent on your overall IBM density, but sufficiently this feature can activate no matter how drained you are. As cool as the prospect of a cheap Ghost army sounds, this has a lot of limits aside from the highly improbable factors needed to make it happen.

Due to being created from intense emotion, not only are these Ghosts completely visible to every non-Ajin, they're also relegated to simple actions based on the triggering emotion. Intense fear and malice could translate into "kill *everything* on sight" while overwhelming joy could result in dancing and celebrating.

With an extra 100cp, you can trigger the flood phenomenon so long as you focus on a desired emotion to act upon when killed, but that still leaves the other limits to consider. Through experimentation, you may slowly push past these limits. Either way, it will always be quite the sight to see.

Limitations

If you're not satisfied with the power provided then you can subject your purchased powers to some limitations here for CP. These limitations are drawbacks specifically for this Section and they will be removed at the end of your stay here.

Visible (+100 CP): *"IBM Manifested and Visible"*
One of the neatest things about the Ghost is that it can act as the perfect spy with how it can hide from human and technological eyes. However, yours is completely exposed to everything, even animals. Don't expect it to use your powers inconspicuously.

Useless (+100 CP): *"Can't even make it speak properly"*
Most forms of the Ghost are useful to the Demi-Human in some way or another but yours is not the case due to something that happened during development and now your ghost is even less useful than you are in any task you could do. Maybe its limbs are unwieldy, or it never progressed past its immature form or something else entirely. Don't expect to use it for more than just simple instructions.

Loaned Heads (+100 CP): *"He is that kind of person"*
Normally, bashing in the heads of two different ghosts would result in a swapping of mental states. Unfortunately for you, this process is mostly one way with only the recipient receiving everything they need to know from you while you don't.

Changed Light-Bulb (+200 CP): *"I can't make one of those things"*
Oh, it seems you cannot manifest IBM whatsoever but you can still see IBM and revive like a normal Ajin. You can still play around with Regeneration & Immortality, just nothing else.

Kuro-Chan? (+200 CP): *"I see you sometimes"*
It seems something went wrong during your insertion and I mean really wrong, worse than dying for the first time wrong. Why? Because it seems you ended up as the IBM itself instead of the Demi-Human it occupies. That means you too are subjected to the limitations of a black ghost including the fact that you can only manifest a couple of times per day and in only a few minutes at a time. Even then that time can be cut short if you are disrupted by another IBM. The good news is that some drawbacks wouldn't apply to you but the bad news is that they will apply to the body you inhabit instead. This also means that Ajin limitations will apply to you instead.

Rebellious (+200 CP, "Black Ghost" is Required): *"A boy calls a woman across him fat but he's not a bad kid"*
Maybe you neglected your Ghost for years or maybe it's something else entirely, but it now has the tendency to ignore your orders and do whatever it wants to. Expect it to ignore your orders at best or go on a rampage at worst so it is really necessary to use it when you need absolute chaos or if you have a way of steering its behavior to something beneficial. If taken with Changed Light-Bulb then it still manifests, just at random times regardless of your input whatsoever.

Companions:

Import (50 CP or 200 CP for a group Import): Import companions for 50 CP each or pay up to a group of Eight Companions into an Origin of their choosing. Should you find this not to your personal satisfaction, you can import additional companions for 100 CP each. They each get 600 CP to spend on Perks and Items while they share the Ajin Powers and Limitations you took should they become an Ajin. Always good to have Friends

Friendly Elders (200 CP, Discounted to Outsider, Free with Safe Zone Item): *"Ah! He's that one from Tokyo?"*
It seems you ended up with two caring grandparents who seemed "convinced" you are their grandson. Don't worry about taking the place of any Familial Blood (like a grandchild), they never revisited the place since they left and you are a much better company than them (unless you give a reason otherwise). Eventually, the truth would come out or the truth has already been known by these two but it seemed they accepted you for who you are and are even willing to help you get away when things at home go south. Outside immediately pressing matters, they both help make your life in this setting and in future have a touch of that homely feel whenever you feel the need to destress, even offering helpful if not a little bit outdated advice like "the importance of chores" or "how to be a man". Reminds you of home, right?

Budding Doctor (600 CP, Discounted with Because I'm Not an Idiot): *"I just want a normal life"*
It seems you have developed a much unexpected friendship with a quiet and highly intelligent highschool kid. He may seem friendly enough that he wouldn't bother you as long as you return the favor, but there's something off-putting about him that you can't quite put your finger on. His intelligence can be of great help if you find a way past his apparently cold-hearted exterior. He is always a great help no matter how much he would try to dress it up as some form or sequence of logical processes so it's good to just accept it as it is. Maybe he'd be a really good doctor to patch you up

Weird Smoker (200 CP, Discount for Researcher, Free with On the Threshold): *"Maybe it's just something you wish is true"*
Who is this guy? With the way he conducts himself, he looks like he's just one step from getting kicked into the cold streets for his random bouts of strange unproven "theories" & "hypotheses". You could have been buddies in the same research field, a loyal assistant to his endeavors or even a bodyguard who's more than meets the eye but what remains the same is that he would always have his trust in you. Perhaps you can help him find the answers he spent the remaining time in his life in pursuit so he can finally be at peace with himself

Silver Bullet (400 CP, Discounted for Researcher, Discounted with Research Market): *"You will not manipulate me anymore"*
Oh, I heard of this guy, that one who had a bounty that one time. Had you saved him from his hellish fate, sacrificed your "life" to take his place, heal the wounds that were dealt to him or simply sparked his now blazing resentment for the ones responsible? Either way, you had earned not only his loyalty but also fostered a good foundation of a great right hand man. That is, unless you are a complete dick that sought to manipulate him more and he's not gonna like it if he ever finds out. IF he finds out...if is good

Young Runaway (400 CP, Discount with To Set Things Right): *"My Highly Talented Secretary"*
Did you pick her up when she was at the end of her rope, did you help give her the closure she needed with her family or did you intervene during a certain incident? Whatever the case, it seems you got yourself a girl who is kind of indebted to you, which might mean you may have her trained to become your very own secret bodyguard. Just make sure she doesn't slip up in her new job

White Suit (400 CP, Discount with There Will Be No Mercy): *"Bring it on"*
Something about this blank faced, sharp eyed, glove wearing gentleman. Was he that lover of that girl you saved from a terrible accident? Did you help him pay for some Hospital Bills before he was forced into something he would have been hated for? Regardless of the circumstances, you have made a reliable ally with connections to some very powerful people where the degree of his influence depends on how early and how much you have interfered with his life. Looks like you have a friend in some high places

Man Behind the Monitor (200 CP, Discounted to Terrorist, Free with Plan Tracker): *"I'm pretty good at technical stuff"*
Looks like you got a number in your list of contacts that you had never seen before, with a keen mind and eye for a lot of technical things from engineering to a bit of code. Does he know you in your life before all this or is he just a new comrade with that new fangled phone of yours? Doesn't really matter now that you got yourself your very own handyman. He's not one to make friends, though...Unless you want to change that

Pokerface (600 CP, Discounted with Recipe for a Heavy Bread): *"What kinds of games do you prefer?"*
Who's that with the Soldier gear and the cool hat? It seems that he has heard of your adventures and decided to join in. This jolly old man has a lot of combat experience and is quite creative in applying his abilities both as a soldier and a Demi-Human. Just keep an eye on him or maybe occupy his attention with games, who knows what would happen if he gets bored. Whatever the situation, he's your responsibility now

Drawbacks:

Was it a Building or a Plane? (+0 CP): *"What day is it today, again?"*
Did the Final Wave involve a Barrage of Planes or something else? Was Sato gonna be frozen or dunked? And were the Anti Demi Special Forces a small platoon or a Single Squad?

Use this drawback to toggle between the different continuities that exist including the Manga, Anime, or Live-Action Series. You can even go for a mix of all of them if you want but good luck trying to predict what happens next if that is the case

1845 in London (+100 CP): *"But I bet it's nice to not realize the biggest threat of them all"*
It can suck to be too smart for your own good, what with the expectations of having all the answers but this drawback isn't about that. What this does is disable any perk, ability, or mechanic like a Demi-Human reset from erasing your lack of stamina or annulling the need to sleep which means you do have to sleep or take a nap every once in a while.

The second part of this drawback kicks in whenever you sleep as any dreams or lack of them would be replaced by a weirdly realistic nightmare, usually based on the absolute worst-case scenario that can happen while you are asleep. Of course, the ridiculous odds of it happening and the absurdity of how badly it goes down would make it obvious that it is nothing more than a dream but the realization will always happen by the end of it. It may not be that debilitating but it can be pretty annoying after enough time experiencing this

This is Not a Job for a Kid (+100 CP): *"Just go home and get back to your ordinary life"*
You will be inserted as a child between 8-12 years old, with all that this entails. Your physical capabilities are diminished, and this explicitly disables any perks that enhance your physical strength or endurance. You still age normally, and you can still train yourself physically, but don't expect anything will hurry along the process or increase your physical capabilities beyond a basic human.

Scum (+100 CP): *"Let the Heart Guide and the Body Will Crumble"*
To put this simply, your only priority is your own self-interest and the most you can get when it comes to caring for others is a near convincing act of "Fake Empathy". Due to a combination of over-rationality and cold-heartedness, this lack of care has the tendency to alienate others who don't already have the capacity to deal with you. I guess you'll just get used to things like "helping others" the hard way

Are You Stupid? (+100 CP): *"He's a complete idiot"*
Something like this is what others are gonna say about you. And they'd be right, Definitely so, to the point where you can get sick of it. Even you can't help hating how much of an idiot you are. You have an uncontrollable tendency to help out others no matter how much in trouble they really are, butting yourself into incidents that would certainly be the death of a regular human being. But you gotta try, not like it hurt anyone...right?

“How Many Does That Make?” (+200 CP): *“I should have just kept it at Three”*
To put it simply, you get bored REALLY easily if you aren’t on the same level of thrill as being on the battlefield just a step away from death or just too immersed in video games. Maybe with enough boredom perks, you can handle at least six rounds of monotony but going beyond that is just asking you to abandon the mission or even sabotage it yourself to make it more interesting. Almost everything you do will be working towards the goal of staving that boredom. Let’s hope you don’t have plans to rule over a country or something, yeah?

Born Cripple (+200 CP each): *“I was born with a weak leg”*
You were born with a disability that crippled you to the point that even Ajin resurrection can’t fix it. You CAN replace it with cybernetics or something similar (if they even exist) but triggering a resurrection would end up resetting it back to zero in the process. You can choose this drawback more than once to permanently cripple yourself even more. I hope you have Spares!~

Phobia (+200 CP): *“You just have a slight dislike of heights”*
Either way, you have something that, while not enough to render you helpless, would instead hinder you for a scant few moments. Whatever it is, you are gonna encounter it regularly throughout the stay but you do have a chance of growing past that fear with enough time and exposure. Better have good Improv skills or enough determination to collect yourself cause this might put you on the back foot if you’re not careful.

Regardless of Who I Send to Hell (+200 CP/+300 CP): *“I WILL succeed”*
There is something you have to accomplish here in this jump and you will have to stop at NOTHING to have it accomplish it if you even want to be able to leave this jump. For the low price of 200 CP, it would be something feasible for a modern person like the payment of a loved one’s hospital bills when you lack the necessary funds which would require time and effort gathering enough money to even pay for a part of it.

But if you want more of a challenge and an extra 100 CP, you are given a task next to impossible but still possible with the perks you have going into this jump like “Achieving Rights for Demi-Humans” if you have the ability to do so. This is gonna take a while, good luck.

This is My Last Cigarette (+300 CP): *“This is My Last Stop”*
Maybe something happened during your stay here or sometime in your background’s past but whatever happened has got you to develop a lack of attachment to life to the point where you wholeheartedly believe you share the same life span as a brand of a consumable that has just stopped production. Once you are down to the last item of said brand, and you will during your stay here, something fatal will happen and you will be more than willing to let it happen to you, consequences be damned.

It is a gamble whether or not you will survive depending on outside factors like allies or luck but if you do, the event would reignite your desire to live and reward you with getting that Brand for free with the same fiat as the Cigarette Item

I'm Sorry, Do I Know You? (+300 CP): *"Doesn't seem like an act"*
Cause it isn't for this drawback has given you Amnesia, removing any trace of Memories aside from the ones provided by the Background and the last memory before your first death. Even if you piece together that you are not a normal human being, you can't use those powers to restore your memory that is outside the context of your own background

Don't Fail in your Job (+300 CP): *"Or else you will end up like that"* It seems you got yourself under the employment under another person and, unlike Tosaki, they are not bluffing that they'll let everyone know what you are if you screw up in whatever job they want you to do for them. If you take this with the Witch-Hunting Drawback then they'd threaten to sell you off to one of the Facilities that will have no remorse experimenting on you, going as far as to use illegal means to make it happen. This better be worth being bossed around

Witch-Hunting (+300 CP/+400 CP/+500 CP): *"Their lives up until now are upended"*
Despite being indistinguishable from human beings, sans their immortality, people in this world have been treated Ajin like they are a different species altogether at best or simply "valuable research for the sake of human evolution." Shortly after arriving here, you are guaranteed to have a very public display of your supernatural nature. Maybe you died and 'reset' in a public location or maybe you had a public display of power outside of the norm. Either way, the world has taken notice of your abilities as a potential step towards "evolution".

Furthermore, the hunters that pursue you are guaranteed to find ways of restraining and containing you, if they don't have protocols in place already, but they will learn and improve with every defeat.

At the base price, you'll have to worry about the loss of your freedom with tracking devices, life in a research facility, and many other tests if you are apprehended.

For 100 CP more, a vast majority of the people you will encounter are fully indoctrinated to the belief that imprisoning and experimenting on you is for the greater good and turning you in is the right thing to do. Even close friends and loved ones aside from your companions are likely to betray you the moment they discover what you are.

For an additional +100 CP, if you're captured expect torturous experimentation for the rest of the jump unless you manage to escape. Be prepared for a life on the run, Jumper.

Be Careful Not to Get Decapitated (+400 CP/+600 CP): *"Just do a search for "Swamp-Man Online"*
And what do you get? The possibility that regeneration does not guarantee that you are still you. In the case of this setting, this includes the fact that replacing your head via regeneration does not mean that the replaced head is YOU.

By taking this drawback, not only are your abilities reduced to nothing sans what is bought in this doc but you are also no longer protected from the existential problem of being decapitated.

For an additional 200 CP, this affects ALL 1-Ups or similar revival contingencies you might have on hand. This doesn't exactly disable them, per say, but it means that whatever means of "death" regardless of whatever you have that would normally allow you to survive would count as Jump death and whatever came back doesn't count as "you", replacing you as the Jumper of the chain. I really hope you didn't go here just to be a suicidal imbecile

Trapped (+400 CP/+600 CP/+800 CP): *"Prepare the Cement"*
Something must have happened when in one of your deaths because it left you suitably trapped in some form of material be it concrete or steel that even you Black Ghost can't immediately clear. At its base price, this is just being stuck in a wall by the midsection which is humiliating but not inescapable with enough time and effort.

For another 200 CP, it is due to being stuffed into a barrel in the middle of nowhere which is both a cramped space and one isolated enough to prevent normal methods of determining your position.

For 200 CP more, you somehow got the Sato treatment by regenerating from an arm that SOMEHOW got itself thrown inside a utility pole, not only making escape next to impossible by yourself but you only have a scant few minutes of suffocation each reset to figure a way out.

At least you aren't being experimented anymore either due to outliving your own usefulness or something similar unless you take this with the Witch-Hunting Drawback which does mean you are already caught by the worst organization hunting you down with the CP gained here dictating the level of security you are put under to keep you as their lab rat. Maybe your companions can find a way to rescue you from your predicament before you go insane from the lack of stimulation

Sometime Way Before (+600 CP): *"Someone somewhere died"*
Are you ABSOLUTELY sure you can handle what this entails? Alright, let me give you the overview; Around 28000 BCE in the Northern Lower Saxony of Germany, a man dies in the arms of a friend before a strange black particle manifests for the very first time in the world. You will be sent into this period with the objective to survive until the timeline you originally chose which still means living throughout history into modern times.

I recommend having some form of extending your life for this cause not only do normal Ajin lack defenses against age but you start out with only enough IBM to manifest 1-3 particles upon death, hardly enough to even "reset" once

No One Can Keep Up with your Speed, Sato (+600 CP): *"You Cannot Beat Sato"*
It seems your unique nature has drawn the attention of Samuel T. Owen aka "Sato" the Ajin responsible for many of the acts of terror that scared Japan in either canon.

He's a Monster capable of pulling off all of his horrifying promises with a combination of his skill, ingenuity and unpredictable nature. Not only that but he also had done his research regarding all of your abilities and the extent that you have. After a period of planning, he will go for you and your companions with all the forces he could muster either by convincing them you are responsible for being part of the "Ajin Abuse" problem or some other excuse.

And if you took this with the Joined Heads Limitation, then the Ajin you "swapped with" is Sato himself, providing enough instinctual understanding of your situation that he can make several contingencies on the fly. And if you are wondering why something like this is worth 600 CP then it is imperative to let you know that this version of Sato will be having the ALL perks and Items of the Terrorist Origin as well as ALL the Powers from the Ajin Customization Menu. Hope you can provide a suitable enough battle for the rest of the jump

This IS War (+600 CP): *"This isn't a Joke"*
You enter an adjacent timeline defined by war between the Humans and the Ajin. Normally, something like this would be stopped by the sheer number of human military forces that can easily handle the negligible amounts of people who are confirmed to be Ajin. However, a combination of factors from International disputes to several new Ajin factions joining the fray have evened the odds a bit to make this conflict a never-ending War. Sato's gonna have a wonderful time here!

Game Over
Hopefully, you had a great time here

Please Choose one of the following options:

- ➢ Continue?
- ➢ Home Screen?
- ➢ Next Game?

Notes:

On the Origins

The Origins are based on the characters in the series such as
Outsider for Kei, Kaito, Nakano, etc.
Researcher for Professor Ogura and the people using Tanaka as their experiment
Demi-Hunter for Mister Hirasawa, Tosaki, Izumi and the other badass humans
Terrorist for Sato and his allies

It's a Matter of Utility, How it works

For example, you pass by a crowd of gossipers but you tune them out so you don't pay attention to that one saying that "That one house down the abandoned street might be haunted". Should you go to that location for whatever reason, you get this gut feeling of "this place sounds familiar" or "feels dangerous to go here" while having good memory would allow you to recall that one specific rumor among the noise of other rumors perfectly with a touch of "That house might be haunted, y'know?". In a way, you can get a lot of study by passing by lectures or even just get within hearing range of a research lab so long as you get the relevant learning material. When combined with "He Studied as a Hobby" or any other boost to your memory, you can recall any sort of information so much as gleaned by your senses.

I Won't Quit vs There Will Be No Mercy

The former allowed Kei to choose to get up and continue chasing Sato after a full day making all sorts of plans that amounted to nothing, creating a flood that caused one of the greatest recreations of the Zombie apocalypse by chance, saving Kaito with CPR and was nearly trying to convince himself to succumb to his exhaustion. For the latter, Mister Hirasawa was able to endure a fist fight with a fatal bullet wound long enough to even make someone like Sato have a hard time before dying of blood loss while Tosaki was able to hold an entire Emergency Press Conference regarding the DHCC's inhumane treatment of Tanaka complete with discussion and a Q&A period before he even sat on a bench and succumbed to his wounds.

On the Threshold and why it isn't exactly a Magitech perk...yet

The thing about someone like Professor Ogura and his theories is that while some of the things he says regarding Demi-Humans are well in line with what is shown in the series, it is ultimately dismissed as wild and crazy theories of a Quack. Even a Demi under his own study is giving him smack for using theories based on something like emotions as part of IBM origins. Even then, he was scouted because his theories do have SOME credit even if it is just on the slight possibility they are right.

I Will Keep on Killing Him, Not the best but it is all we got

"Killing to Restrain" was the old method of capturing Demi-Humans before the Nakamura Shinya Incident where Tranquilizers became the alternative but worse option before clarification of a Flood meant "Kill to Capture" was on the table again. Something similar might happen using this perk alone but it won't be as devastating

Prepare for Impact, Dramatic and Flair

For all that Sato is when it comes to actually caring for something (which is not really), he does have quite the skill in making grand speeches as demonstrated when he was recruited to rescue a POW in Vietnam and every video he makes related to his terrorist attacks. And as much as he makes it seem like he is serious, anyone who knows his true nature (like Kei) would just ignore all that and say he is just making a performance. Unfortunately, the Officials that DO have the authority to nip that particular threat by the bud sees it as nothing more than an empty threat. They found out the hard way that he had the capability to carry out his threats and maybe you can too with the right skills

Play Ball, neverending creativity meets a sort of uncapper

“You will never stop finding new ways to utilize even a single aspect of your abilities” Take something like a Demi’s Regeneration’s ability to go through ANY material (like an enzyme that breaks down alcohol into harmless chemicals, IBM breaks down any obstruction to regenerations) where upon you can use it for all sorts of things from Sato’s successful assassination of Forge Security’s CEO to Kei’s Guide to scale a 5m Wall in 5-10 mins

Forge Security Guaranteed as demonstrated by the Main Building

These are the kind of specs you should expect AT MINIMUM when upgrading your properties:

115 m Tall, 26 Stories, Sturdy Walls, Mirrored Toughened Glass capable of stopping a Tank Shell, Four Elevators, One Freight Elevator, Two Stairwells, One Lift for Postal Items, Security Gates, Metal Detectors, Body Search, X-Ray, Inspections, Office Spaces on Floors 2-13 except for the Tenth which is the Mechanical Room, AC with built-in defenses for chemical warfare, Untamperable Pipelines, Security Server Room on Floor 14 for Info & Crime Prevention Systems all completely isolated from any external hacking, Floor 15 as the Live-In CEO Office & rooms for receptions and meetings complete with its own lodgings plus its own secret room, Floors 16-26 as the Research Department sections, Police Patrolling the Perimeter & a private security force inside trained to follow an “out of sight out of mind” technically illegal protocol when the base is on lockdown

The Connections of Research Market as demonstrated by canon

-An Outpost with mercenaries for all kinds of Dirty Work from bodyguard duty to hunting
-Manufacturers for things like Equipment & Technology including Security Measures
-Pharmacies that can make the next best cure for Cancer with the right resources
-Weapons Research for Upgrades or something completely new
-Other kinds of Research Facilities for additional info and another POV in the process

Why is this 1-up ability so broken?

This perk explicitly counts as a repeating 1-up, but this form of immortality/regeneration, on its own, does not include your soul or metaphysical existence as those are not referenced in the source material.

The WHOLE point of Demi-Humans is that they are just “people who can’t die”, still subjected to the limits of a human body but they cannot die, and still capped at the limits of human ability but they can’t die. One of the only ways to “kill” Ajin explored in the canon is the transfer/recreation of consciousness after decapitation.

Due to your out-of-context nature as a Jumper, you don’t have to worry about chain failure due to decapitation but it would still be an uncomfortable experience with how your consciousness would transfer the moment your head is replaced. The thing that makes this kind of thing powerful is “being a jumper” because suddenly, you are not dealing with just a “human that cannot die”.

Instead, you are dealing with a “potentially powerful dimensional traveler of sorts” who ALSO cannot physically die. Old Age is not a bother to them with some form of Agelessness plus some temporal immunity and the fact that jumping for decades gives room for IBM growth (and even if it CAN still affect a Jumper it would soon be incapable of killing them if the Ghost is capable of completely replacing the Jumper’s Body with themselves at their prime).

WTF IS IBM?!

At this point, the canon lacks a definitive answer to the nature of Invisible Black Matter and all of its complexities including whether it is supernatural or not. Buying the related power in the Ajin Customization Section reinforces its Indecipherable nature unless you plan to unravel that particular mystery. How this works is largely dependent on your discretion, fanwank responsibly.

Black Ghosts, their growth and Familiars

A rookie Ajin can manifest their Ghost 1-2 times a day for about 5-10 minutes, but with “High IBM Density” or 15-20 years of growth this jumps to about 5-9 times a day and 20-30 minutes per manifestation. IBM, Black Ghosts, and the mechanics of a Demi-Human’s nature are powerful enough on their own with a 5-10m regeneration range where going beyond triggers replacement. The only Numbers specifically stated when it comes to a Ghost’s Physical Capabilities was shown in the Iruma Base invasion where Takahashi’s Ghost was able to Clear a 5m wall in a single unassisted go and run 1km in two minutes so that it could make the ruse of a Fake/Real Sato ploy. Paying the CP allows you to not only train away the limitations not fiat-backed by drawbacks but also train existing feats like the ones mentioned above. HOW you can train them is up to you, it’s not like there is a muscle to strain...or is there?

Ghosts are the Pets that'll never leave

Normally, direct control and years of teaching would make a Ghost capable of complicated practices like skillfully operating a tractor while more simplistic actions like violence needs a bit of space just staring into the open air to improve its self-awareness. Hell, if the theory of Ghosts being attempts to recreate the Ajin’s body is true (which becomes fiat backed by *purchasing* the immortality power), it could even be just a copy of you in Ghost form. However, it is a lot more difficult to have it unlearn a few things like reckless violence if it had already cemented such a thing as part of its behavior.

Benefits of a Memory swap

When Kei said “this is something only Sato and I would know”, he means it. In Canon, there are two cases where this phenomenon was observed: Kei & Sato and Tanaka & Izumi. In the former case, it allowed Kei to sort of predict a nearly unpredictable element like Sato (even if that alone was not enough to keep up with him due to the massive skill difference, it DID have its effect) For Sato, a man who saw everything as a game, it actually gave him some purpose and a bit of real interest in another human being for once. In Tanaka’s case, it served as a focus of character growth after he observed and felt “the miserable life of Yōko Tainaka” while Izumi was able to know that Tanaka can be a trustworthy ally in the fight against Sato without any evidence aside from “I Know”.

What use is a Flood?

Aside from the vast numbers at your disposal should one somehow be capable of attaining a “once-in-a-lifetime” heightening of a DESIRED emotion on a regular basis (which can be done if you buy the related power), there is another important phenomenon involved called “thresholds”. Thresholds basically happen when a recently deceased body was present during a Flood, the unstable amount of IBM restoring ALL such recent cadavers the same way a Demi-Human is “reset”. They could still die as their body would still be stopped due to their death but a desperate application of CPR might as well save their life. Unfortunately, this is not the key to making a Demi-Human as it was demonstrated by the epilogue that those restored by a Threshold are still Human

Even Multi-tasking doesn't solve the resource problem

Yes, it is possible to use the bought version of this perk with Infinite Multitasking to control as many Ghost as possible but the limit is always capped to “as many as you can manifest” because thought processes, no matter how many, do not affect the amount of IBM you have in your body. However it can make things like teaching and/or developing a Ghost by basically manifesting as much as possible to train copies of the same ghost simultaneously, using them up as a squad of fighters should the situation call for it or simply just covering for multiple tasks

Potential Forms of Ghosts as demonstrated by Canon Characters

Head: Sunken (Takahashi), Tube-like (Okuyama), Viper (Sato), Human-like (Kei)
Arms: Human-like (Kei), Claws (Tanaka), Wings (Kotobuki),
Legs: Talons (Kotobuki), Flippers (Takahashi), Human Like (Kei)

Companions are either the character themselves or not

Basically, you can either have the character that matches the description or you can have the option for it to describe an OC companion

Not a Job for a Kid isn't that bad when considering the "kids"
Since you're getting some points you'll be reduced to being "just a kid" in age and strength. However, kids can be amazing, In the span of Four to Five weeks preparing for the raid of Forge Securities, both Nakano and Nagai were able to know how to wield a pistol and a dart gun, come up with their own specializations for the plan (Nakano was able to operate electrical machinery at a competent enough level for the plan to work while Kei was able to account for MOST contingencies). If you play your cards right then you too can catch up in a similar manner but only in a way that a normal kid can barring perk fuckery

Scum + Are You Stupid?
Kind of like Kei but more of "helping others so that they would end up being useful later on". Where Kei would be more trying to excuse the fact that he actually cares deep down with logic and reasoning. A Jumper with these drawbacks would be actually a bit of a scumbag, whatever "heroic tendencies" you would end up entertaining would be overshadowed by your newly acquired level of jackass

Disabilities you can try out
Weak/Missing limbs (Arm, Leg, etc.)
Missing Senses (Blind, Deaf, Numb, etc.)
Potentially a total of 1800 CP or more if you want to be a quadrapelegic without any senses, which is pretty horrifying if you ask me

Last Cigarette is a Gamble on your own potential suicide, be careful
When your "last cigarette" comes, you will end up submitting yourself to whatever danger is coming and DIE. You can't delay it by NOT consuming the brand you chose as a drawback fiat will compel you to consume it (maybe at the level of a chain smoker if you really push it) the more you try to resist. The good news is that this drawback becomes free points after said "death", you just need something to survive the event

Why Decapitated doesn't just straight up disable One-Ups
The way I see drawbacks that just disable One-ups are meant to make the Jumper feel mortal again after collecting things that would make them beyond the reach of death but this one is specifically meant to have the Jumper explore one of the setting's greatest existential horrors: that regeneration does not mean you stay yourself. And it really does replace the jumper with another instance of them to continue the chain should the drawback result in a chain fail so please be careful when taking this drawback

Sometime Way Before is a LONG time but that is not the worst part
We are talking at least Thirty Thousand Years before the selected timeline even starts which is a death sentence to anyone who didn't get any form of Agelessness ability but it gets worse for any Jumper who likes having bottomless reserves of power. It took THAT long for IBM to go from a single particle manifesting post-mortem to enough to revive a Demi-Human from death and even then, it was still barely for a meager percentage of the whole population that could become Ajin which means that all power pools would be treated similarly with this drawback

Always One Step Ahead CAN be cheesed at your own discretion

As much as Sato can be dangerous in this jump, an experienced Jumper would be able to paste him easily or just trivialize a lot of the dangers in this setting unless they get really greedy with the other drawbacks. No, I will not make him scale to Jumper any more than he can reasonably prepare for

This IS War, Eternal for its own reasons

Basically, it would be a worldwide conflict between Humans and Demi-Humans but the negligible amount of the latter somehow matching the former by drawback fiat (maybe there are Demi Sympathizer cabals, increased usage of mass destruction terror tactics or something) not only resulting in numerous amounts of fatalities but also having a higher chance of revealing more Ajin (due to the increased death rate). Maybe peace is possible, but numerous atrocities have been committed on all sides.

Breaking Down the Timeline (Manga)

Day 1: Nagai Kei is outed as a Demi-Human and the following chaos
Day 2: Kei meets Tanaka and Sato, Diplomacy leads to his capture
Day 3-12: Kei is left to horrendous experiments in an attempt to understand “variant species”, Sato invades the Research Center and makes an announcement on TV
Day 13: Sato meets up with the other Demi-Humans
Day 14: Kei Meets and Captures Nakano, Sato starts his first wave by crashing a plane into Grant Pharmaceuticals before facing and eliminating the SAT that was supposed to capture him, sparking public panic over Demi-Humans and their potential for violence
Day 15-65: In a bid to find allies, Kei and Ko, meet Tosaki for an arrangement to become “Immortal Pawns” while Sato starts the Second Wave via random assassination, Preparation to take Sato Down, the attempt to assassinate Tosaki Fails, Tosaki interviews a Vietnam Veteran about Sato’s True Nature, the DHCC has agreed to make a compromise but the Main Cast knows that is not gonna happen anytime soon
Day 66: The Raids on Forge Security, the first failed while Sato’s attempt succeeded
Day 67: Fall Back Regrouping & Meeting for Round 2
Day 68: Tanaka is Betrayed, the Final Wave and the Clusterfuck that followed
Day ??: Epilogue X days after the Last Wave

Change Log:

10/29/22 V1.3: Perk revisions spacing corrections and so on

8/15/2021 V1.2 Trimmed Descriptions down and the Notes section to save space

8/10/2021 V1.1 Changed a few Perk names and quotes to match the lines from the manga, Added a Notes Section, Added Personal Vehicle to General Items

8/2/2021 V1.0 Jump Released

Credits to Diron & Ammy over at Discord for their help with these changes and grammar corrections, wouldn't have considered some of these notes otherwise.

For Reference, I used this specific manga site (https://w2.ajinmanga.com/)