Rosario+Vampire Jumpchain



By: BK

Introduction

You find yourself in a bus traveling through a pitch-black void. Through the rear-view mirror, you can see a humanoid driver dressed in formal attire with the upper half of his face, save for his glowing yellow eyes, covered in a shadow cast by his hat.

The driver glances at you through the mirror, smiling as he speaks “Your benefactor hired me to chauffeur you here and give you a little introduction, so get ready for a long ride.”

After you settle down, the driver begins his obviously-rehearsed speech “Underneath the human world exists the world of monsters: supernatural beings who inspired

humanity's myths. Humans and monsters fought for ages until a certain trio created a school called Yokai Academy to teach monsters how to blend into human society. There're still incidents of monsters interfering with humans, but now their presence has been reduced to urban legends and wives' tales."

The driver paused to smoke an expensive-looking cigar before continuing. "Even inside Yokai Academy, this world is merciless. Show weakness for an instant, and you'll be eaten by a bigger fish; sometimes literally. With that out of the way, why don't you tell me a little about yourself?"

Origins

All origins can be taken as drop-in origins which do not come with a pre-existing identity and set of memories.

Human Student (+200 CP)

"Just an average guy? Not a drop of monster blood in you? Well, that's alright. I'll drive you anyway. Just try to keep it a secret or you'll have a target on your back. My advice? Make some strong friends."

Human Students are regular humans who have somehow been accepted into Yokai Academy through either dumb luck or the machinations of a certain shrouded exorcist. If your status as a human is ever made public, you will be executed and possibly eaten.

Monstrous Student

"A student? What a coincidence; I also drive the bus to Yokai Academy. I'll see you there once the semester starts. I'd give you some advice, but I'm sure you already know how ruthless monsters can be."

Monstrous Students are monsters who're about to or currently attending Yokai Academy. Over the course of their school life, they'll learn how to seamlessly blend into human society as well as the same subjects one would learn in a human school.

Adult Monster

"An alumnus of Yokai Academy? Glad to see you're doing well. Whatever you're up to, I wish you luck." The driver grinned before stroking his chin thoughtfully, "I'll put in a good word for you with Mikogami if you ever consider a career in teaching."

Adult Monsters have graduated from Yokai Academy and successfully integrated into human society or have made a name for themselves in the criminal underworld. If you choose this origin, you may become a teacher at Yokai Academy or a member of an existing monster organization besides Fairy Tale or ANTI-THESIS.

Terrorist

"Well, not all of my passengers are nice people. I'll still drive you, but I want you off my bus as soon as we arrive. You hear?" The driver scowled, "Most humans aren't that bad. Go easy on them will you?"

Terrorists are monsters who have grown disillusioned with the current state of the world and wish to overthrow humanity so they can rise as the dominant species in a world where one's status is determined by strength alone. If you choose this origin, you can be a member of ANTI-THESIS or Fairy Tale.

Age and Gender

"It's not my business, but I'm afraid I have to ask for the record. Age and gender?" The bus driver asked sheepishly as he drove through the void.

Human and Monstrous Students can freely choose their age as long as they're in the High School age range.

Adult Monsters can be anywhere from 18 to the maximum lifespan of their species.

Terrorists can be anywhere from 15 to the maximum lifespan of their species.

You may freely choose your gender.

Monster Species

To determine the type of monster you are, use the Monster Species Supplement
At the end of this jump, your monster body becomes an alt-form.

Locations

"So where are we headed? Your benefactor told me to drop you off in this world, but I'll need more than that. Wouldn't want to leave you stranded in the middle of nowhere!" The driver chuckled.

You may choose your starting location from any of the following options or roll 1d6 to determine your starting location for an additional 100 CP. You begin the jump at the moment Tsukune gets the Yokai Academy acceptance letter.

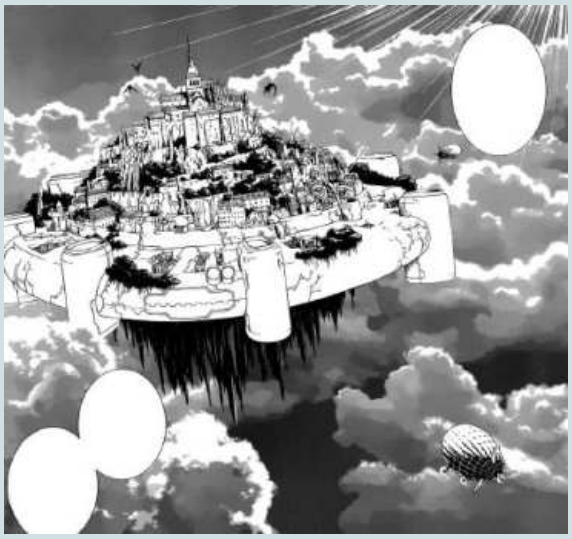
Yokai Academy (1)

Yokai Academy is a school built in a hidden dimension founded by the Three Dark Lords for monsters to attend so they may learn how to integrate into human society. This school forbids humans from enrolling, but that didn't stop Tsukune and perhaps it won't stop you from attending. If you do choose to attend, be warned that the staff and students have a 'survival of the fittest' mentality.



Floating Garden (2)

Even more dangerous than Yokai Academy, Floating Garden is the base of operations of the anti-human terrorist organization known as Fairy Tale. Floating Garden is a fortress resembling Mont Saint-Michel that floats 4000 meters above Japan and is concealed by a barrier that prevents humanity from sensing it.



Aono Family Household (3)

Your typical Japanese household. The only thing to note about this place is that it's where Tsukune's family lives. It also appears to be close to Yokai Academy.



Shuzen Family Estate (4)

The Shuzen Family Estate is a gothic castle hidden deep in the wilderness of Japan inhabited by the infamous Shuzen Family and their army of vampires. In addition to housing the main members of the Shuzen Family, it serves as a sanctuary for vampires all across Japan.



Huang Family Mansion (5)

A western-style mansion that houses the Huang Family: a notorious Yokai crime syndicate based in China. This family is headed by Fei-Hong Huang and Ten-Ten Huang: a powerful summoner descended from Touhou Fuhai and a gifted martial artist respectively.



Free Choice (6)

You can freely choose your starting location from one of the above options.

Perks

"Well, here's your stop." The driver nodded politely before parking. "As a parting gift, take **1000 CP**."

You have a 50% discount on all perks for your Origin. You have one discount per price tier for perks in the General Perks section. All discounted 100 CP perks are free.

General Perks

Human Transformation (Free to all origins except Human Student.)

Human Transformation is a fundamental technique taught to all monsters before they even attend High School. By spending a negligible amount of Yoki, you can transform into a human with various quirks depending on your species. A lizardman might have vertical pupils, a succubus might be well-endowed, a werewolf might have long hair, etc.

In this human form, the physical and supernatural abilities granted by your species are reduced to a miniscule fraction of what they would be in your natural form. Sufficiently powerful magical items or spells can forcefully revert you to your true form. Also, any racial weaknesses you may have are still effective on your human form.

Club Activities (100)

It's no surprise that the martial arts clubs at Yokai Academy compete at such a high level given their emphasis on strength. With this perk, you're given nationally-competitive (compared to others in your age group) skill in one martial art of your choice. You'd be a great recruit for any of Yokai Academy's martial arts clubs and, with enough training, a great sparring partner for Haiji.

Butler or Maid (100)

You'd be the perfect participant for Kiria's cosplay hobbies since your domestic abilities are comparable to the best professional butlers and maids. You're world class when it comes to things like cooking, cleaning, garden maintenance, budgeting, etc.

Shining Road (200)

"No matter how popular, a pervert is still a pervert." - Morioka Ginei. You might not get up to the same activities as Ginei and Haiji, but you share their talent when it comes to creating and finding secret pathways. Your secret pathways will never be uncovered by bad luck and you can sniff out secret pathways concealed by anything short of magic and advanced engineering.

Womanizing Wolf (200)

Despite his red flags, Ginei's list of exes stretches on for miles due to his surprising charisma. You now share this quality; you're no longer nervous when speaking to people you're attracted to, can reliably get one night stands if your partner is willing, and your stamina and technique in the bedroom is unmatched.

A Succubus Dies for Love (400)

You can slip past anything with such ease. It's talent, or rather the result of your wholehearted feelings. You can make the impossible possible through the power of love and accomplish feats like forcing your way through a Dark Lord's barrier or reversing a Ghoul's transformation. If what you're about to do will help out the one(s) you truly love with all your heart to the point you're willing to die for them, your chances of success will never fall to 0%.

Our Yokai Academy (400)

Like Tsukune, almost nobody will refuse your friendship or judge you on the basis of factors outside your control like your race, gender, etc. You're also a great friend and your friendships passively deepen over time to the point where 1-2 years of daily interaction would result in friends willing to die for you as long as you're willing to do the same.

Human Student Perks

Average Guy (100)

Most harem leads are intentionally made bland so the audience can identify with them, and now you're no exception. With this perk, you have a perfectly nondescript appearance with essentially no visual quirks or easily-observed distinguishing features. In addition to your incredibly forgettable appearance, you're skilled when it comes to blending into crowds and assimilating into groups. You wouldn't be out of place anywhere from the craziest house parties to the saddest funerals; most people won't even think to question your presence unless you're in a secure location, dressed incredibly-inappropriately, etc. This perk is toggleable.

Horehore-Kun (100)

This perk makes the world operate on ecchi anime logic. You'll constantly find yourself 'accidentally' catching glimpses of your preferred sex(es) in suggestive circumstances and even 'accidentally' ending up pressed against them. Although these situations

would warrant sexual assault accusations in the real world, this perk stops ecchi situations from meaningfully damaging your relationship with all parties involved unless you're actually sexually assaulting them. However, this won't necessarily make them enjoy being seen or touched in these circumstances. This perk is toggleable.

Their Feelings (200)

You're a sensitive soul like Tsukune, capable of clearly understanding the hearts of your loved ones to best support them. This perk grants you a subconscious understanding of the general emotional states of your loved ones and the ability to perfectly predict how any action you take will influence your relationship with your loved one and their mental state. Even things like brainwashing, split personalities, or stonewalling can't block out your empathy.

HareMC (200)

This world is full of exotic beauties, so isn't it a shame that you can only have one? With this perk, that won't be a problem. You may go out with multiple partners and they won't feel bad about your polygamy. In fact, your partners will be inclined to forge strong friendships with each other while fighting for your affection. This perk also ensures that events occur so the partners you're interested in happen to meet you in favorable conditions that guarantee you'll end up as at LEAST an acquaintance by the end of the interaction.

Royal Blood (400)

I don't know if you're into getting licked, but you should get used to it. With this perk, your entire body has the same properties as Tsukune's blood which makes you an exceptional delicacy for creatures that eat people. However, only those of your choosing can smell this scent. Creatures that feed off you are inclined to leave you alive so they can eat more later and they develop friendly feelings towards you after repeated feedings. This perk also prevents you from dying from blood loss, although you can still

suffer other effects of anemia. This perk also prevents feedings from transmitting things like toxins and diseases.

Modified Human (400)

After going through a torturous process where 109 Yoki-infused needles were plunged into your acupoints, your body has been reconstructed. If you're a human, your body now possesses countless Yoki-amplifying channels. If you're a monster, this procedure simply expands your existing Yoki channels. In both cases, you gain Yoki equivalent to the reserves of an A-Class monster as well as a talent for Yojutsu allowing you to go from a complete novice to being able to fight with a veteran vampire with only a month of training. In addition to your talents, you have knowledge of how to perform a similar technique and grant others access to your power systems by performing an incredibly-painful acupuncture procedure on them.

Infused Bloodline (600 CP)

Somewhere in your past, you've received a blood transfusion from a monster and have become an unstable hybrid akin to Hokuto or ghoul Tsukune. Most of the time, this blood remains dormant but you can call upon it to enhance your strength and use the supernatural abilities of the donor's species albeit at a level slightly below them. On the bright side, your human body gives you immunity to your donor's racial weaknesses even while channeling the power of their blood. While in this state, your body is temporarily mutated to reflect the origin of mixed blood and you enter a berserker rage where you blindly attack living things in your vicinity. However, you can train to call upon the power of your mixed blood without losing your sanity. Overuse of this blood without sufficient rest time can cause permanent physical and mental disability due to its degenerative effects on the body.

Must take the Monster+Mongrel=Monstrel drawback if you take this perk without being a Human Student.



Monstrous Student Perks

Best Girl/Guy (100)

Your appearance has been altered to resemble whatever you consider a 10/10 for your body is. You're always spotless, as dirt and grime simply slides off you or gives you a rugged appearance without detracting from your majesty. Furthermore, you don't smell like anything to those you're not attracted to and you smell incredible to those you are attracted to. Even terrible clothes can't conceal your beauty; no matter what you wear, you'll still look great. Furthermore, you can eat whatever you want without visibly becoming fat. For after your appearance does its job, you can control your fertility and menstrual cycle at will.

Valedictorian (100)

Although Yokai Academy students have to fight for their lives, they also have to fight for their grades in a surprisingly rigorous academic environment. Luckily for you, you're a genius on par with Moka and Yukari. Your work ethic when it comes to studying is endless, you'll never get bored or distracted while learning, and you have a photographic memory when it comes to academia. Due to your prodigious intelligence, you can attend

any school or work any career that you have the ability to succeed at regardless of your age.

For this jump, taking this perk would removes the minimum age requirements on origins as long as you're still old enough to function on your own.

Black and White Duet (200)

You weren't taught by a certain scummy wolf, but you're still as good at working together as his pupils. You and your allies work together as if you've fought together for lifetimes, capable of synchronizing to pull off complex combination attacks without a single rehearsal. In addition to pulling off these attacks greater than the sum of their parts, you instantly come up with fitting names for these attacks on the spot.

Dominant Bloodline (200)

Vampires are a proud species and seldom mate with others due to their unwillingness to dilute their own bloodline. With this perk, your bloodline will never be diluted. Your offspring always inherit the biological perks and abilities you wish to pass down and will never suffer from birth defects. If you mate with a member of another species, you may choose to make your offspring a full-blooded version of your species.

Blood Transfusion (400)

Normally only Vampires and Chimeras have this ability, but regardless of your species you've obtained a set of syringe-like canines capable of injecting and siphoning blood into and from others with a bite. Your blood injected through these fangs allows the recipient to temporarily use your biological/species-related perks and powers in a manner similar to the Infused Bloodline perk. These alterations can become permanent with either repeated injections over the course of a few months or one injection containing a fatal amount of your blood. Injecting your blood into someone in this way for the first time completely repairs their body and can even revive them if they've passed away in the last few seconds.

Empty Fist (400)

Martial arts and Yojutsu are both respectable paths to power, but mixing both can result in something greater than the sum of its parts. Like Haiji Miyamoto, you possess an incredible natural talent for blending your supernatural powers with your martial arts. You're capable of freely altering your magical abilities to be used in tandem with your martial arts, allowing you to do things like create barriers by putting up your guard, shoot bursts of Yoki with your punches, etc. Things like chants and hand-signs can all be substituted for martial arts techniques.

True Ancestor (600)

You've become a Shinso variant of your original species, pushing you past the peak of what's normally possible for your species and granting you a slew of benefits befitting your status as a superior lifeform. Your innate physical abilities far eclipse the peak that a normal member of your species could reach with training and your racial weaknesses no longer affect you. Furthermore, all your racial abilities may be trained without limit and even evolve into qualitatively superior versions of themselves should you find ways to keep challenging yourself.



Adult Monster Perks

Ice Cool (100)

It's fine for children to overreact and get scared, but an adult has to put on a brave face and keep on moving. This perk causes you to remain calm and collected in nearly all circumstances. Although you're not immune to emotion-inducing abilities with this perk alone, you're far more resistant to them than you would normally be. In addition to your cool head, you project an aura that naturally reassures those younger than you and inclines them to look up to you as an authority figure.

Neko Sensei (100)

Like a certain cat-eared instructor, you can slack off on the job with basically zero consequences as long as you aren't actively opposing your employer. This guarantees that you won't be fired as long as you put in the bare minimum effort into your job. Furthermore, the standards for things like promotions and raises have been dramatically lowered when it comes to you. Somehow your coworkers won't complain about this blatant favoritism. You also gain the credentials and knowledge to teach one subject of your choice at a High School level. You can learn to teach more subjects for 50 CP each.

Masochist (200)

You're cut from the same freaky cloth as Ruby Tojo. You might not be a masochist, but you have Ruby's incredible resilience and pain tolerance. You're absurdly hard to kill and can survive things like the Iron Maiden spell which tears apart your muscles and shatters your bones or the Ghost Bop technique said to dissolve flesh and boil blood. You also respond to medical treatment very well and are exceptionally easy to bring from a dying state to a stable state, but you'll still have to recover normally after that critical period. Furthermore, your mind is as tough as your body and will not break with physical pain alone; in fact, pain has no meaningful effect on you and actually hardens your resolve.

Black Artsmith (200)

Yukari's inventions are one thing, but it takes a true artisan to make artifacts as legendary as Belmont or Lilith's Mirror. You might not be able to replicate such items yet, but you have the potential to eventually reach that level. By investing a significant portion of your Yoki in the process of crafting an object, you can imbue it with the power to cast a Yojutsu or other magic power that you have the ability to use. The imbued item has a reserve of energy equal to the amount you invested during the crafting process and this reserve must be refilled by the item's wielder.

Nurari (400)

Looks like you're as well-read and well-connected as the supreme commander of monsters himself. This perk gives you encyclopedic knowledge on all but the rarest mystical artifacts and supernatural beings. The only gaps in your knowledge are when it comes to beings or items that are literally one of a kind. Furthermore, you have the ability to contact leading experts in all fields ranging from STEM to literature to finance. These experts won't do you any big favors, but are more than willing to share their knowledge with you; given that said knowledge isn't classified of course.

Undefeated of the East (400)

Yojutsu is the art of manipulating Yoki to project energy, create seals, erect barriers, summon other yokai, create dimensions, and more. Ordinarily you'd need to either spend much time learning the art or be a genius to use it effectively, but this perk gives you knowledge of how to perform every Yojutsu spell in Rosario+Vampire and the talent to develop new Yojutsu spells with enough research and experimentation. Although you have a wealth of theoretical knowledge, you'll still have to develop the skill and Yoki reserves to use your knowledge to the fullest. If you trained hard enough, you could be called the second coming of Touhou Fuhai.

Fourth Dark Lord (600)

Three monsters united to end the threat of Alucard and earned the title of the Three Dark Lords for their legendary feat. Although their innate power played a great role in their strength, their skills sharpened to the very limit were what allowed them to triumph over the oldest vampire. You might not have the raw power, but now a skill or power of your choice has been honed to the same level as Touhou Fuhai's Yojutsu or Mikogami's strategy. In this world, you're arguably the best at your chosen ability. Even in future worlds with superior practitioners or new facets of your ability to master, you have the talent to rapidly adapt and become one of the pioneers of your field in only a few short months of intensive practice.



Terrorist Perks

Pitch-Black Yoki (100)

Your Yoki might not be as dark as Gyokuro's, but it's just as unnerving. Your Yoki is infused with your killing intent and negative emotions, giving it the ability to intimidate those around you when you exert it or when they attempt to sense your energy. This

intimidation chills those around your level, but weaker foes can be momentarily stunned or even paralyzed entirely when exposed to your Yoki.

Enemy of Humanity (100)

As a yokai terrorist, you're a misanthrope to the core. You might have a tragic backstory or you might just be crazy, either way, you won't be needing pesky things like empathy. This perk allows you to turn off your empathy, hesitation, and morality while also enhancing your feelings of anger and causing your anger to never diminish until the root of those feelings is resolved.

ANTI-THESIS (200)

Despite Mikogami's incredible planning, ANTI-THESIS still almost succeeded with their plan to destroy Yokai Academy. Like Hokuto, the leader of ANTI-THESIS, you're an incredibly-convincing liar and masterful planner. You also have the ability to tell if a prospective recruit is sympathetic to your organization's ideals or not. Organizations that you create will not lose sight of their original goal and will not be destroyed by internal conflict.

Monstrel (200)

Like a mutt, your monstrous bloodline has intermingled with so many other species that you're an unsightly mishmash of your ancestors. Despite your unusual appearance, your ancestry has given you a benefit that those purebloods don't have. You can use conflicting abilities at the same time. You're a yuki-onna, but want to use fire Yojutsu? A vampire, but you want to use purifying techniques? Go for it. Even abilities in other worlds that would normally clash with each other can be safely used together with this perk.

Must take the Monster+Mongrel=Monstrel drawback.

Black Devil (400)

The Black Devil is a legendary assassin in the Chinese underworld due to her lethal martial arts and black clothes. You might not have the clothes, but you have the martial arts prowess to compete with Akua Shuzen herself if your physical abilities are up to par. In addition to this martial skill, you've undergone a training regimen identical to Kahlua's, granting you proficiency in various fields relating to assassination such as stealth, infiltration, foreign languages, corpse disposal, etc.

117 to 12 (400)

Like Akua, you're gifted when it comes to maintaining win streaks in all types of contests. By defeating someone in any type of conflict, you subconsciously begin to pick up on and analyze their tendencies. Whenever you rematch your opponent(s) in the same type of conflict, you occasionally receive vague hunches of their next moves. These hunches grow in frequency and accuracy depending on how many times you've previously bested your opponent(s). However, if your opponent(s) undergo sufficient personal development, your predictive abilities experience a reset in accuracy and you'll have to build up another win streak.

Enemy Zero (600)

Like Gyokuro, you possess the Perspective of God. This ability drastically enhances your sensitivity to Yoki and other supernatural energies, allowing you to precisely track several targets over a distance of ten kilometers and pick out individual enemies in a crowd of thousands of yokai. This incredible sensitivity also allows you to read the properties of any supernatural abilities you lay your eyes on and even replicate them at a level scaled to your energy reserves. The amount of abilities you can copy depends on the size and precision of your energy, but this ability is incredibly taxing to the point where even one of the strongest S-Class monsters couldn't use more than two abilities at once with any degree of efficiency. The final benefit of this perk allows you to alter your energy signature to match that of anything you've scanned with your eyes.



Items

You have a 50% discount on your origin's items. You also have a 50% discount on 2 items per price tier below 600 CP in the general items section. You have a 50% discount on 1 item in the 600 CP price tier.

You have a 500 CP stipend to spend on this section only. If used/destroyed/lost/etc, all items will be replaced within 24 hours unless stated otherwise. All items can be imported into.

General Items

Money (100)

You receive the equivalent of one hundred thousand USD per year in a secure, tax-free bank account. This income can be freely converted into currencies of your choice. Also, nobody will question where you're getting this money from.

Monster Dictionary (100)

A book cataloging the commonly-known abilities, folklore, and appearance of every monster in this setting. Each species has a description around five to seven sentences long. In future worlds, this book will expand to have additional pages describing those worlds' supernatural species in the same manner.

Yuki-pop (100)

An essential item for any Yuki-Onna/Otoko. This lollipop regulates your body temperature to ensure that it never rises above healthy levels, preventing you from suffering from heat stroke, heat exhaustion, and fevers. However, this regulation is ineffective when it comes to heat-based attacks and things like lava or actual fire; although such things deal slightly less damage to you with this lollipop. As a bonus, the lollipop comes in your favorite flavor, never dissolves, and the flavor never fades.

Sukusuku Drops (200)

A genius witch's failed experiment, albeit one that still has its uses. This item is a pouch of ten pills that grow or regress the body of the consumer to their prime age for 12 minutes and 13 seconds. However, once the time limit is over, the consumer physically regresses to their species' equivalent of kindergarten age for a few days. Consuming multiple pills at once will not increase the time limit.

Warawara-Kun (200)

Another staple of the Witch species, Warawara-Kun is a voodoo doll made of straw. If someone's hair is placed within the head of the doll, moving the doll causes the hair's owner to mirror the doll's movements. This mirroring taxes your energies to maintain by an amount proportional to how powerful the hair's owner is in comparison to you.

Horehore-Kun (200)

Horehore-Kun is a magical urn with a heart on the side that sprays anyone who tries to look inside with a powerful aphrodisiac. This aphrodisiac releases the inhibitions of the victim and dramatically increases their sex drive for a few hours. Although it's a potent substance, those of exceptional willpower and fortitude can resist its effects.

Belmont (400)

One of Mikogami's most prized artifacts worth tens of millions of yen, Belmont is a magic-canceling whip formerly wielded by a legendary monster hunter. Even seals as

powerful as a Holy Lock or Moka's Rosario can be nullified while in close proximity to the whip. This whip is indeed powerful, but it can only nullify spell-like effects and not things like raw magical power or innate, passive supernatural abilities.

Talking Book (400)

The product of a lonely young witch's attempts to make friends, this grimoire contains countless arcane instructions corresponding to an endless variety of real-world living creatures and inanimate objects. By using a paper talisman and spending some Yoki, you can convert the talisman into anything recorded in the grimoire's instructions; if you convert the talisman into a living creature, it is perfectly loyal to you. Anything created by this item through a talisman can be dynamically converted to anything else recorded in the grimoire with an exertion of Yoki. By researching creatures and objects in future worlds, you can create a corresponding recipe within the Talking Book; however, more powerful objects require more research time and Yoki.

Summon Talisman (400)

A strip of high-quality, Yoki-infused paper covered in occult glyphs. This is a summoning talisman capable of performing Fong Fong's version of the summoning technique. By simply holding the talisman and willing it to happen, the talisman will summon a random non-sapient creature that exists in either this world or any world you have traveled to. Unfortunately, the pool of possible summons is weighted to favor those on the weaker end and summoning something stronger than you would be like winning the lottery. The summoned beast is loyal to you and will automatically guard you with its life, but it will vanish after five minutes have passed from its initial summoning. You may only summon one beast at a time using this item. There is no energy cost or cooldown on this item's use, but you cannot dismiss summoned beasts before the five minute limit.

Ishin-Denshin (600)

Ishin-Denshin is a magical item consisting of a cone-shaped base with two smaller cone-shaped ports connected to the base with elastic tubing; additionally, there is a dial to regulate power output on the bottom of the base. At low power, when the ports are placed on sentient beings, the device allows them to accurately relay their true feelings to each other without having to use words. At maximum power, Ishin-Denshin can permanently swap the minds of those connected to the ports. However, Ishin-Denshin requires a few hours to cool down after operating at maximum power.

The Yamato (600)

A legendary blade used by a human-monster hybrid of legendary strength, the Yamato is an unbreakable katana enchanted in a manner resembling the Hougetsu Jigen-Tou. The blade has three states that the wielder may swap between with a thought. The first state holds the blade in your current dimension, simply causing it to act as a well-crafted sword. The second state causes the blade to exist in a separate spatial dimension, rendering it visible but intangible. The third state causes the blade to rapidly cycle between these two states hundreds of times per second, spatially severing any matter it touches regardless of the target's durability. The handle and guard will remain tangible in all three states.

Alucard's Corpse (600)

A building-sized mass of bone and flesh twisted into a macabre warning of what happens when one takes their pursuit of power too far. This is a replica of Alucard's body as it appeared beneath the Shuzen Estate, although it has been stripped of the ability to awaken. In addition to being a valuable research specimen and conversation piece, Alucard's Corpse's primary use is to create artificial lifeforms and ghouls. This item comes with Fairy Tale's notes on how to use Alucard's flesh to create powerful Chimeras like Kiria Yoshii and malformed Ghouls like those of Black Parade. Despite being a 'corpse' Alucard's endless vitality still regenerates his flesh, resulting in a practically-infinite supply.

Yokai Mafia Family (600)

You're the head of an organization of yokai on par with the infamous Huang family. This organization has a veritable army of E to C-Class monsters led by a handful of experienced B-Class generals; the higher-ups of the organization consist of two veteran A-Class monsters and one S-Class monster. Furthermore, this organization is wealthy enough to send out private jets and limousines without a second thought as well as house the higher-ups in a sprawling mansion with the security of a top-secret military installation.

Human Student Items

Acceptance Letter (100)

Maybe you found it on the ground or some guy with glowing circles for eyes handed it to you, but you've somehow acquired a special acceptance letter that allows you to attend any academic institution with some very favorable conditions. The institution that you send this letter to will pay for your room, board, and tuition as long as you're attending, not publicly breaking school rules, and not a known criminal.

Omote's Bento (200)

A lunchbox filled with handmade food cooked with love. In addition to tasting incredible, the food in this lunchbox is incredibly healthy and allows you to recover from fatigue extremely quickly. If you were starving, dehydrated, hallucinating from sleep deprivation, and suffering from full-body cramps, eating everything in this lunchbox could bring you back to your peak state. This lunchbox refills once weekly.

Training Dimension (400)

A doorframe that, with your touch, leads to a pocket dimension similar to the one Tsukune trained in. This dimension possesses a discolored sky full of unfamiliar celestial objects, countless exotic magical creatures, and all types of natural environments. As you travel away from the dimension's entrance, the magical creatures and environmental hazards grow more dangerous; you'll always be able to find a suitable

challenge if you travel far enough. This dimension repairs itself and refreshes its stock of magical creatures whenever you're not inside of it. You may exit this dimension at will.

Holy Lock (600)

A Holy Lock is a chain connected to a lock engraved with a cross emblem meant to wrap around the user's wrist in order to partially suppress the wielder's power and monstrous nature.

When the wearer of the Holy Lock is exposed to something that can permanently change their nature, the Holy Lock can suppress that change. While that change is suppressed, the wearer remains in their original state while their body slowly acclimates to whatever the Holy Lock suppressed. The length of this acclimation period depends on the potency of the change and the wearer's vitality; it took a normal human 1-2 years to adjust to the blood of a Shinso Vampire. After the acclimation period is over, the alterations suppressed by the Holy Lock become an innate part of your current alt-form without the harmful- side-effects they would normally entail. During the acclimation period, the wearer can temporarily undo the suppression of the Holy Lock to access whatever it is currently suppressing at the cost of losing their protection from it. The Holy Lock can only seal one thing at a time and is freed up after the acclimation period.

Monstrous Student Items

Lunchbox from Hell (100)

A significant amount of monster species seem to enjoy eating or even need to eat human flesh. Hunting people for a snack might rub you the wrong way, so instead you can get a lunchbox designed to fit your preferences that contains an infinitely-refilling supply of human flesh and blood prepared to fit your palette and nutrition requirements. One full meal from this lunchbox is equivalent to eating one average adult male human.

Devil Herb (200)

Vampires are (arguably) the strongest species, but also the one with the most weaknesses. However, they've cultivated an herb that nullifies their debilitating weakness to water; an herb you now possess in infinite supply. By mixing or coating anything with this herb, you can neutralize any extra damage or negative effects it would have on you due to your race. However, sufficiently powerful sources of your weakness will require more herbs to neutralize; holy water would need more Devil Herb to neutralize than regular water.

Enchanted Weapon (400)

Although the majority of fighters here use a combination of martial arts and Yojutsu, turning to a weapon can be a great idea to enhance your combat ability. However, most mundane weapons would shatter instantly in a fight between monsters so you've gotten your hands on a magic weapon similar to Ko-Chan or Fang Fang's coin sword. You may choose the appearance and ability of this weapon. For reference, your weapon's ability should be comparable in power and versatility to Ko-Chan's shapeshifting or the coin sword's fortune telling. No matter the ability, this weapon is an excellent channel for Yoki and can be reinforced as if it were part of your own body.

Rosario Cross (600)

A cross made of blessed silver with a ruby orb embedded in its center. In addition to the inherent purification power of blessed silver, the Rosario Cross was forged with top-class Black Arts to function as an almost unbreakable seal.

When someone puts the Rosario on themselves, their powers and personality are sealed within the cross while a fabricated personality created by you takes over their body. Once the seal is established, the fabricated personality can develop on its own and freely communicate with the body's original personality. You may set a condition that must be met for the Rosario to be removed which must be followed unless the one removing the Rosario eclipses you in raw power or magical skill. Whenever the Rosario is removed,

the original personality takes control of the body with restored access to their powers. If the Rosario is removed for ~24 hours, the seal begins to take permanent damage that can only be repaired by a top-class Yojutsu master. This permanent damage leaves the original personality in their unsealed state until the seal is repaired.

Adult Monster Items

Nurarihyon's Cigar (100)

A brand of cigar endorsed by the supreme commander of all monsters himself. When you smoke these cigars, you give off a powerful impression of neutrality that ensures nobody will attack you unless you've interfered in their conflict, are trespassing on a secure location, or if they have a grudge against you. These cigars also conceal your face in shadow except for your eyes which become circles of yellow light. They also have no adverse health effects or foul smell.

Lilith's Mirror (200)

One of the many rare magic items in Mikogami's possession, Lilith's Mirror is an artifact that reveals the true nature of anything reflected on its surface. In the face of this mirror, all but the greatest illusions, shapeshifting, and concealment spells are shattered like glass. This mirror is possessed by a fairy-like spirit named Lilith who is loyal to you. Unfortunately she can't do much besides move the mirror around.

Rosary of Judgement (400)

A replica of Tenmei Mikogami's personal Devil Item, the Rosary of Judgement is a bead necklace attached to a cross with the power to create and enhance seals and barriers of all kinds. At the most basic level, while fueled by an A-Class monster's Yoki, the Rosary of Judgement could create barriers of energy powerful enough to hold four A-Class monsters for around fifteen minutes. With greater Yojutsu prowess and Yoki reserves, you could do things like create a concealing barrier similar to the one around Yokai Academy, create barriers that contain pocket dimensions, and temporarily seal an individual's powers all at a fraction of the energy cost it would normally require.

Yokai Academy (600)

Concealed within a pocket dimension enclosed by a nearly-impenetrable barrier, this item is a plot of land the size of a small country that houses Yokai Academy as well as the surrounding buildings geographical features as seen in the series. In addition to the academy itself, this dimension also contains the student dorms, the abandoned dungeon, the durian forest, cemeteries, sprawling forests, and a hospital. Due to the barrier surrounding this dimension, its temperature is maintained at a comfortable level.

Terrorist Items

Limiter (100)

Using a similar principle as Moka's Rosario, this item takes the form of an accessory of your choice that suppresses your perks, powers, and physical strength. You can mentally control the degree of this suppression and even assign certain perks and powers to leveled release states that get progressively more powerful as you weaken the seal.

Unsealing Barrier (200)

This item takes the form of a foot-thick, hundred foot squared (~nine meters squared) slab of stone engraved with arcane sigils. When an object with a magical seal is placed in the center of this slab, the sigils form an incredibly-powerful barrier that traps the object and rapidly erodes the integrity of the seal. There's no limit to the strength of the seal that can be destroyed, but stronger seals require more time spent in the barrier.

Black Parade (400)

The dark side of the Shuzen Family, Black Parade was an army of vampires that Gyokuro implanted with Alucard's flesh which turned them into hideous, malformed ghouls. These ghouls are still incredibly powerful and loyal to you, but they're about as intelligent as a particularly smart dog and have a hard time resisting their instinct to eat people. This item comes with one hundred such ghouls.

Floating Garden (600)

A small island-sized castle floating 4000 meters in the air protected by a barrier that maintains a comfortable living environment and conceals the structure from mundane senses and surveillance equipment. This top-of-the-line secret base also comes with living quarters, kitchens, medical facilities, auditoriums, libraries, reinforced training rooms, and countless more of such amenities. You can direct this structure to fly at the speed of a commercial airplane.

Companions



Import/Custom Companion (50/100 CP)

You can import a companion with the chosen companion getting an origin, a 200 CP item stipend, and 600 CP to freely spend.

Instead of importing a companion, you can create a build using the resources granted by this option. A character will be inserted into this world with said build and will have the appearance and personality you're looking for in a companion.

Imported companions can take drawbacks, but will not receive CP for doing so.

Canon Companion (Free/50/200)

The free version of this option allows you to recruit as many characters as you want as companions as long as you explain Jumpchain to them and obtain their freely-given consent afterwards. Your character(s) must be alive at the end of the jump to be recruited.

The 50 CP version of this option guarantees that you meet a chosen character in favorable enough conditions to make a good first impression leading into a strong friendship. Your character(s) must be alive at the end of the jump to be recruited.

For 200 CP, you can 'kidnap' a character of your choice and recruit them as a companion no matter what. If your chosen character is deceased, they will be revived once the jump ends to join you as a companion.

Drawbacks

Supplement Mode (+0 CP)

You can use this jump as a supplement for another jump.

Anime Toggle (+0 CP)

I'm judging you and think this is a terrible decision, but it's yours to make. This option allows you to end up in the world of the Rosario+Vampire anime rather than the manga.

Fanfic Toggle (+0 CP)

Possibly a little more respectable than the anime toggle, this option causes the plot to mirror that of a Rosario+Vampire fanfiction of your choice.

Insert Toggle (+0 CP)

You may choose to take the place of any canon character if you're the same species and chose the appropriate origin.

A Story for... RIGHT NOW (+100 CP. Max 1000 CP)

Want to be there for Tsukune's battles against the Fairy Tale headed by Kiria or his journey to become headmaster of Yokai Academy? Each time you take this drawback, you gain 100 CP and the jump's duration is extended by ten years. You can take this drawback as many times as you want, but it stops giving you CP after you get 1000 CP from it.

Damsel in Distress (+100 CP)

Regardless of how powerful or undesirable you may be, stalkers, blackmailers, and creeps of all kinds are attracted to you like moths to a flame. These weirdos will attempt to follow you around and gather compromising pictures of you to blackmail you with. The more desperate of them will straight up attempt to assault you. No matter how many of these creeps you send to the hospital, more will take their place.

Unfortunate Reputation (+100 CP)

It looks like you've accidentally defeated a powerful, well-known Yokai by dumb luck. Rumors of this incident spread like wildfire and your reputation has been greatly inflated. Due to this reputation, battle-oriented monsters will be lining up to fight you and prove their strength regardless of how obviously outclassed they are.

Companion Lockout (+100 CP)

You may not import companions into this jump.

Do NOT let Jumper Cook (+100 CP)

You're a terrible cook; even your best attempts result in culinary crimes comparable to the disasters created by Inner Moka's time in the kitchen. Attempting to cook anything more complex than cup noodles would somehow cause a series of disasters resulting in a charred, inedible mess and destroyed appliances.

Tsukkun (+100 CP. Cannot be taken by Terrorist)

Somehow, regardless of your race, you have a close human friend or family member. This human somehow manages to visit you once every few weeks regardless of how secure or well-concealed your residence is. If they find out that monsters are real, it might shatter their worldview. If monsters find out they're human, they'll end up as someone's snack.

I-murder-to (+100 CP)
In your childhood, you beat up your younger sibling countless times without letting them win once. This made your younger sibling wish to surpass you and now they follow you around and try to beat you up at least once a day. However, they'll suspend their attempts during troubled times.

Stalker Girl (+100/+200 CP)
The first level of this drawback causes someone to want to stalk you at all times. Furthermore, the stalker can see through any concealment effects you're hidden behind and has an accurate sense of your general direction. Luckily, the stalker won't do much besides watch you at all times. At worst, they'll leave you creepy notes and gifts.

The second level of this drawback makes your stalker much more violent. They will attack you and members of the opposite sex if you spend too much time together. Unfortunately, they perceive all but the driest interactions with the opposite sex as romance.

If your stalker is ever incapacitated or somehow convinced to no longer stalk you, a new one with the same tendencies appears within a week. People can only detect the stalker with mundane senses. You can add any level of this to anyone you've paid for in the Canon Companion Option on.

Item Lockout (+200 CP)

You cannot use items outside of the ones purchased in this jump. You can no longer access your warehouse.

Ura and Omote (+200 CP)

You have an accessory that functions similar to Moka's rosary. Your perks and powers have been sealed alongside a split personality opposite to yours, but still generally sympathetic to you. You and your split personality can telepathically communicate. When this accessory is removed, your split personality temporarily takes control of your body with access to all of your perks and powers. This accessory can only be removed by one canon character of your choice. Damaging the seal or leaving the accessory off for ~24 hours causes permanent damage to accumulate and if the seal is irreparably destroyed, your mind is destroyed with it.

Lilith's Mirror (Cannot be taken by Human Student. +200 CP)

Your body has been reflected in Lilith's Mirror and it looks like you're particularly susceptible to that artifact's effects; you're stuck in your monster form and cannot use supernatural abilities or advanced technology to alter your appearance.

Delicacy (+200 CP)

You give off the same smell as Tsukune, but dialed up to 11; monsters react to you like sharks react to blood in the water. This makes it so that monsters can easily detect your scent from a long distance and gives them a strong desire to eat you. Luckily, most monsters wouldn't actually follow through on it unless you were human or if they were incredibly evil.

Dhampire (+200 CP)

Regardless of your species, you share the same weaknesses as the vampire race. If you're a vampire, this drawback doubles the potency of your racial weaknesses.

When in contact with water, you experience a sensation akin to a strong electric shock and your ability to use your Yoki is severely impeded as long as you maintain contact with the water. Holy water results in twice the shock compared to normal water and water mixed with other substances can be touched safely. By touching silver or anything in the shape of a cross, your Yoki is drained at an incredible rate. Just touching a silver cross would noticeably drain your reserves and wearing one constantly could reduce an S-Class to lower than an E-Class monster in terms of strength. You also experience sunburns very easily and are severely allergic to garlic.

ANTI-THESIS's Antithesis (+200 CP)

Somehow Hokuto Kaneshiro, the leader of ANTI-THESIS, has a massive grudge against you. While he will still prioritize his goal of destroying Yokai Academy, Hokuto will do his best to make your life as difficult as possible and even kill you if given the chance. This grudge is absolutely irreconcilable as long as Hokuto is in Yokai Academy, but he may be more open to negotiations after leaving the academy.

Exchange Student (+200. Human Student only)

You're an anomaly in the centuries-long history of Yokai Academy. Even though you're a human, you've been allowed to attend the academy as an exchange student. Although Mikogami and the teachers are understanding of you, the students are far less kind. You'll have a hard time making friends with monsters and they generally won't go out of their way to help you. The most violent monsters at Yokai Academy will keep an eye out for chances to kill and eat you.

Jasmine (+200 CP)

Somewhere in your past, you've closely befriended someone who died a tragic death. This unfortunate incident causes you to struggle to form healthy relationships with others and you subconsciously hold yourself back when fighting anyone who reminds you of your dead friend. You also suffer from nightmares and traumatic flashbacks of your friend's death.

Lolicon Captain (+200 CP)

Whether or not you're a tengu, you share their love for children. You find children extremely cute and are mentally unable to hit anything that looks like a child. You also implicitly trust children and put their safety above your own. If you want, you can replace children with another equally common group of people to love.

Gin-Chan (+200 CP)

Your long list of exes rivals Ginei Morioka's; unfortunately, it looks like all of those relationships ended on terrible terms. These exes will warn other people not to go out with you and they'll spread rumors of your scummy tendencies. Your exes won't assault you unprovoked, but they'll keep an eye on your every move and try to beat you up if they think you've committed sexual misconduct.

Monster+Mongrel=Monstrel (+200 CP. Cannot be taken by Human Students)

Your monstrous bloodline is a messy amalgamation of countless species, making you a monstrel rather than a proper monster. The appearance of your monster form and your supernatural abilities have been altered to reflect this mixed heritage, giving you a sort of patchwork appearance. In addition to the cosmetic changes, your status as a monstrel causes pureblooded monsters to discriminate against you. This discrimination can be overcome in individuals by repeatedly, positively interacting with them but it will take great effort.

Summoned Beast (+200/+300 CP)

You've been summoned here from another world as a summoned beast rather than an independent being. As a summoned beast, you're subordinate to a Yojutsu practitioner but the degree of this subordination depends on which level of this drawback you chose.

The first level of this drawback requires you to obey your summoner within reason, scales your abilities to match the summoner's Yoki reserves, and you can freely choose

your summoner. Instead of disappearing when your summoner dismisses you or runs out of Yoki, you revert to a chibi form that doesn't consume your summoner's Yoki but is far weaker than your true form. If your summoner dies, you can choose another Yojutsu practitioner to take their place.

The second level of this drawback is identical to the first level except for a few key changes. You now have to obey your summoner's every order, you chain fail if your summoner dies, and your benefactor chooses your summoner.

Perk Lockout (+300 CP)
You can no longer use perks and powers that originated from outside of this jump.

Make Peace (+300 CP)
A mysterious client has spent an unimaginable sum of money to hire Issa Shuzen to take your life. Issa Shuzen is the leader of all vampires in Japan, is confirmed to be the strongest vampire at the end of the series, possesses centuries of assassination experience, and was capable of defeating a fledgeling Shinso vampire in thirty seconds without suffering a single injury. Issa Shuzen can be convinced to let you off the hook with extreme negotiation, but he's immune to your charisma perks and mind-altering supernatural abilities. Issa Shuzen also receives excruciatingly-detailed knowledge of your skills, perks, powers, items, and an equally-detailed description of your companions.

sporD ukusukuS (+300 CP)
It looks like you've consumed a strange drug with the opposite effect of Yukari's Sukusuku Drops. This drug has permanently reverted your body to that of a kindergartener. Your physical abilities and Yoki reserves have plummeted and you suffer from bouts of infantile behavior and emotional outbursts characteristic of a kindergartener.

Just a Loser (+300 CP)

Whether due to the expectations of others or your own wishes, you've dedicated yourself to a path you have abysmal talent in while neglecting your most talented area. Similar to how Fong Fong dedicated himself to being a summoner and only used his talent as a martial artist in the direst of circumstances.

Your fighting style is now whatever you're most uncomfortable with. A striker would be forced to grapple, a martial artist would be forced to use Yojutsu, a Yojutsu user would have to beat their enemies into submission, etc. However, you may temporarily revert to your main fighting style if the lives of your loved ones are threatened.

Masked King's Gaze (+400 CP)

Fujisaki Miyabi, Alucard's clone, is made aware of your nature as a jumper and wishes to absorb your body in order to gain your abilities and achieve his dream of creating a nation of monsters. Before Alucard's main body awakens, Miyabi will dedicate all of his considerable resources to researching and killing you if possible. If Alucard's main body awakens, his first priority will be to find and absorb you. This drawback also gives Alucard innate knowledge of your location and immunity to harmful mental effects.

Everlasting Fantasy World (+400 CP)

You begin this jump in an alternate timeline at the end of the main story. This timeline is identical to the canon events of Rosario+Vampire except for the fact that Moka and Tsukune were killed in the battle against Alucard alongside the Dark Lords. The loss of Yokai Academy's strongest fighters caused the remnants of Fairy Tale led by Kiria Yoshii to succeed in their plot to reveal the existence of monsters and spark an all-out war between humans and monsters.

End



Next Stop

"Had your fun here? I hear ya. Get on board and I'll drop you off at the next stop."

Continue your chain.

Done Driving

"Something or Some*one* here catch your fancy? Well, it's less work for me. Maybe I'll see you around."

End your chain and remain here.

Two-Way Trip

"Done with your route? Don't worry, I'll get you home no matter how far it is."

Return to your original world with all acquired perks, items, etc.

Changelog

Version 1: Finished the jump

Notes

Using a Holy Lock with Infused Bloodline allows you to completely become the donor Yokai species after the adjustment period ends.

Some examples of things a Holy Lock would work on: Hollowfication from Bleach, Kakuhou implants from Tokyo Ghoul, zombie viruses, Madness from Soul Eater, etc.

Holy Locks only work on things that affect your fundamental nature, so things like separate entities being sealed inside you are not covered.

Thanks to BerialAstral and Status_Channel4944 for making suggestions.
Thanks to everyone who made kind comments, they really helped motivate me to work on this jump.

Kurumu is best girl.