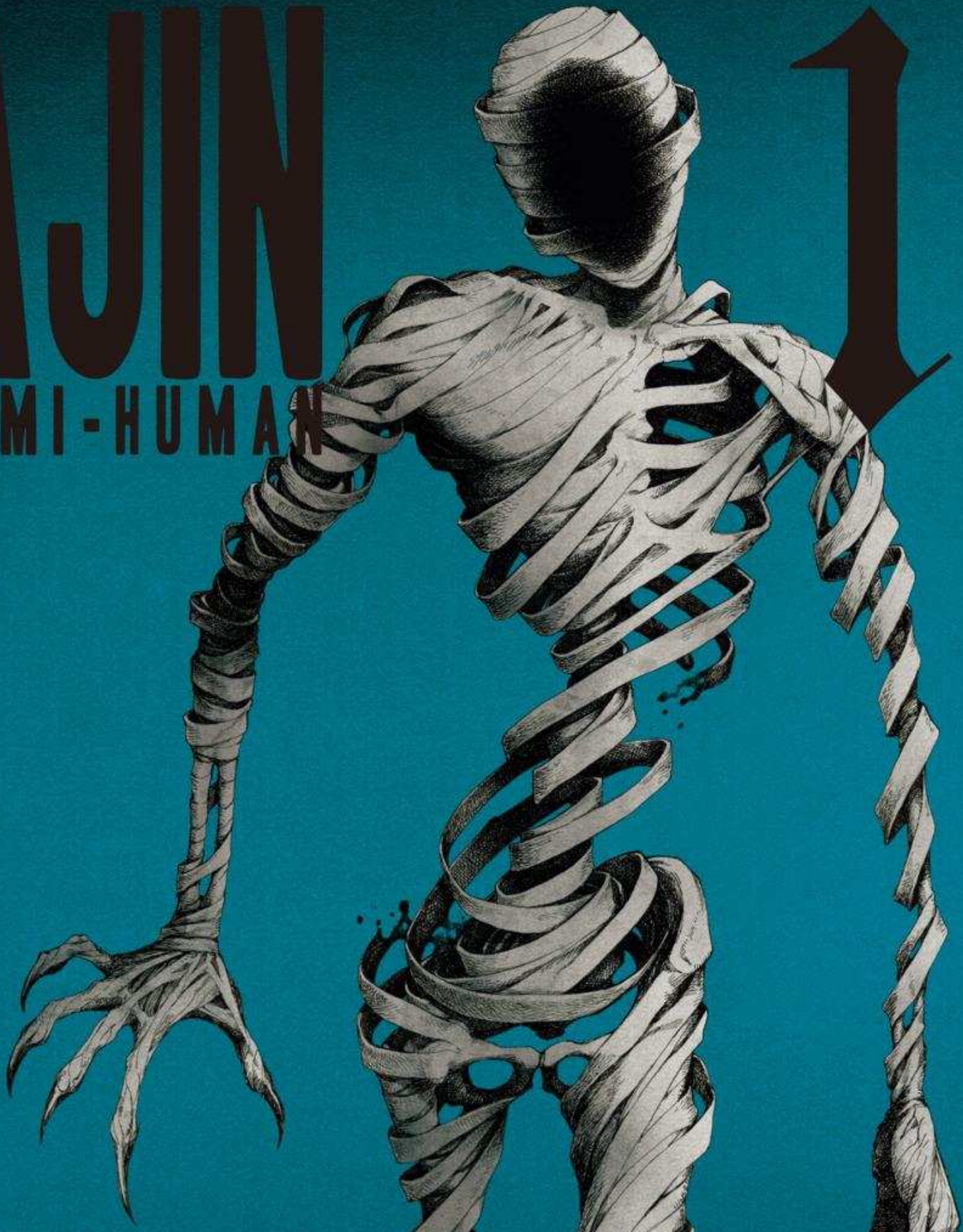
# AJIN 1

## DEMI-HUMAN



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# Introduction

17 Years ago in Africa, an immortal soldier walked onto a battlefield, becoming the first documented instance of a demi-human. In the coming years, demi-humans would appear the world over. Their true number is unknown, as no pattern can be found as to who is born human or demi-human, and the difference only becomes apparent after one has died. Different countries responded to the phenomenon in different ways. Some places revere them as gods, some monitor them, but otherwise treat them as regular citizens. On the island of Japan, where you will be appearing, the treatment of demi-humans is a point of debate and controversy.

The common belief is that demi-humans are cared for by the government, with no real loss beyond their agency. However, the reality is far more cruel. With the demi-humans immortality making them the perfect test subjects, a grand conspiracy between practically every major institution in Japan trades the immortals between themselves and subjects them to experiments too sadistic to believe they could be committed by human hands. Naturally, this reality is discredited by the media, with even regular civilians participating in hunting them for the rumored bounty.

Just as you arrive, Kei Nagai, a cold highschool student with a bright future, is publicly outed as a demi-human after an unfortunate truck accident. At the same time, the demi-human terrorist Samual T. Owen (Sato), sets his plans in motion to turn Japan into a warzone under the pretense of demi-human rights. On account of his complete lack of empathy, his actual interest in demi-human liberation is suspect. Japan will become a very dangerous place in the near future, and you'll have to navigate this chaos. But which side will you be entering the conflict as?

## Demi-Human [Stipend: 1000cp]

> A human who can't die. You are a demi-human, the central demographic in this conflict. In addition to their immortality, demi-humans have several special abilities, as will be described further on. Your status as a demi-human won't be publicly known to start, but should your cover be exposed, expect the government to make your capture a top priority. Should you end the jump held captive for experimentation or permanently immobilized by any party, then it will mark the end of your chain. Imprisonment for unrelated reasons will not. You must take at least one drawback worth 300+ cp or marked Demi-Human only. You'll still receive cp.

## Fully-Human [Stipend: 1500cp]

> A human who is very capable of dying. You don't have the safety net of immortality to protect you, but won't have to worry about being dropped in a hydraulic press in the near future. Depending on your choices, it is quite feasible to avoid the incoming conflict entirely. Will you put your one life on the line to change society for the better, fan the flames for your own benefit, or do as your peers have, and remain docile to the end?

# Origins

Your starting position in this world. Charming Fool and Lonely Genius can optionally be treated as Drop-In origins, with no history or connections in this world. All origins are free. Choose age & gender freely..

## Charming Fool

Someone with no future, the kind of person parents tell their kids not to grow into. Maybe society gave up on you, maybe you gave up on yourself. What you lack in education or status, you make up for in personal charm. Those who see past your rough exterior, know you have their back. If not taken as Drop-in, you're either a delinquent, petty criminal, or in a line of work that makes extensive use of your strong body.

## Lonely Genius

Someone with a bright future, but an off-putting gaze. Maybe you're already an accomplished scientist or doctor in your field of choosing, maybe you're still just a student. However, something about you just rubs people the wrong way. Perhaps the result of some trauma, or just a toxic upbringing. You won't have many friends to start, but you've got a good head on your shoulders, loose screws and all.

## Public Enemy

You feel no good will towards the current state of society. Maybe your abilities weren't appreciated, maybe you got screwed over by some big corporation, maybe you were unlucky enough to be born a Demi-human, or maybe you're just looking to fuck shit up. Either way, it won't take much convincing to get you on Sato's side, or some similar criminal faction like the yakuza. In any case, a little chaos is no skin off your nose.

## Twisted Official

Whether you're a grunt soldier, a secretive agent, a biased reporter, or one of the big wigs benefitting from the demi-human industry, you have a vested interest in preserving the status quo. Your job involves some level of direct or indirect conflict with demi-humans. You won't be one of the system's direct beneficiaries unless your purchases below reflect that level of wealth or importance. If you happen to be a demi-human yourself, be mindful to stay useful enough that they don't try to strap you down to an operating table.

# General Perks

## Any% Speedrun [Free]

Regardless of your constitution, you'll find suicide and self-harm unnaturally easy. Even with muscles as strong as steel, or the ability to survive decapitation, you'll be able to slice through your limbs like clay, and end your life as easily as any normal human, if you choose to. Of note, this doesn't do anything about the pain caused by these acts, and be mindful of how you use this if you're unable to get back up after dying.

## Blind Playthrough [50cp]

The eyes are the gateway to the soul, so it's best to keep that gate locked up tight. You are able to keep your eyes perpetually concealed while somehow still being able to see. This could be as simple as always having your eyes closed, or as elaborate as a thick shadow that hangs over the top of your face regardless of light sources. Nobody finds this odd. Doesn't impede intentional efforts to block your vision.

## Next Generation Graphics [50cp / 100cp]

Perhaps you find the black smoke and bandage look of the demi-humans appealing. With this, you may choose to apply this aesthetic to any psychic/regeneration powers you possess. Just know that if a power's effects are normally invisible, so is this effect, unless the target has some means to perceive it. For 50cp, you can apply this perk to make normally invisible powers you use visible to the power's target, togglable.

## Easter Eggs [Free Demi-Human / 100cp, 100cp Fully-Human / 200cp]

The invisible black matter particles that demi-humans make use of are imperceptible to humans unless some direct intent or emotion is aimed at said human. Still, some are more capable of seeing invisible black matter particles than others. You are able to see IBM particles as a smokey black matter, or condensed into mummy-like black ghosts, regardless of the demi-human's emotional state. The default version only applies specifically to IBM particles from this setting, and is naturally free for demi-humans.

IBM particles are similar to dark matter in many ways. For an extra 100cp, this translates to a sensitivity towards similar exotic forms of matter or particles. If the exotic particles are dense or structured enough, your brain is able to translate the matter into visual form for ease of comprehension, even if it doesn't reflect light, much like how it does for invisible black matter radiation.

# Demi-Human Abilities

Exclusive and mandatory for Demi-Humans

## Continue? [Free]

The defining power of demi-humans. When your body dies, it is “reset” to peak health within a few seconds. This won’t restore any deformities you were born with, but even exhaustion or malnutrition can be reset, creating the necessary nutrients from IBM. Until your body “resets”, ailments and injuries accumulate as normal. Regeneration always starts from the largest part of your body. Nearby body parts reattach to the main piece, but anything beyond is recreated wholesale, even if it’s the head. The new head has all the same thoughts and memories as the original, but most demi-humans consider this equivalent to death. Interestingly, matter that gets in the way of the regeneration is seemingly annihilated. This means you won’t have to worry about bullets trapped inside you, and can even be weaponized with some creativity.

## Pause [Free Demi-Human]

All demi-humans can release a shriek that paralyzes all non demi-humans in the vicinity. As this reflex is based on fear, this is generally more effective on those who don't expect it, and less on those who trust the demi-human in question. This can be easily countered by earplugs, or sufficient noise pollution.

## Player Two [Free / +200cp]

Taking this makes you a “Variant” or “Advanced” form of demi-human, an embodiment of the true threat of the demi-human race. You can  construct a second body resembling a black mummy out of the same IBM particles used during regeneration. These “black ghosts” or IBMs are invisible to humans, except when you direct emotion and intent towards them. While technically modeled off humans, they have none of the built in limiters, allowing for displays of superhuman strength with no drawback. IBMs find “savage” actions significantly easier than “civilized" ones, but they can be trained to operate complex tools or even vehicles.

There are some properties to be aware of. IBMs are immune to cutting or piercing attacks, but blunt-force attacks from other IBMs result in mutual annihilation of the body parts in question. The destruction of an IBM’s head will force it to disperse, but damage to the IBM has no effect on the demi-human using it. IBMs are inherently unstable, so most demi-humans are only able to use it once or twice a day, and only for 5 minutes or so, before the inherently unstable matter composing it disperses. On top of that, the signal that allows a demi-human to command their IBM can be disrupted by falling water like rain or sprinkler systems. You can choose to receive 200cp in return for being unable to summon an IBM of your own.

# IBM Customization

This section can only be accessed as a Variant demi-human.

## Artificial Intelligence [Variable Price, Must pick one]

**Level 0 [Free] -** Your IBM has little to no sense of self. More like an RC car than a separate entity. You can control it like an extension of your own body, but rain renders your IBM completely useless. The most independence it'll show is a habit of repeating random phrases and sounds said by its demi-human.

**Level 1 [300cp] -** What you have could be considered the ideal relationship between a demi-human and their IBM. You are able to take full control over them like at lv0, but at any time you may take them off the leash, allowing them to act independently and develop a sense of self like lv2.

**Level 2 [200cp] -** For all intents and purposes, your IBM is a separate being. It's capable of complex thought, and can even speak. It is unaffected by rain, as it doesn't require commands to act. Luckily, it's still based on you. It thinks the way you do, has the same skills you do, and wants the same things you do.

**Level 3 [+200cp] -** Rather than calling this IBM independent, impertinent is probably the better word. You are completely incapable of issuing direct commands. It is raw, unfiltered Id. If someone annoys you, they kill them, if something inconveniences you, they break it, if something looks tasty, it takes it. Animalistic in nature, and with no modicum of loyalty or goodwill towards you, this IBM is a berserker that's best when dropped in a room you don't want anyone to exit. Luckily, it can't come out if you don't summon it.

## Corrupted Save [Free]

While damage to an IBM doesn't reflect on the demi-human, they're still connected. When the heads of two IBMs collide, the minds of the two demi-humans briefly overlap. This not only transfers flashes of memory into each other's head, but even parts of their mentality are imprinted, such as a sense of caution or exhilaration, even if no such impulse existed before. Just one such collision allows the two demi-humans an intuitive grasp of the other's disposition and thought process, even if they've only briefly interacted.

## ScreenShare [Free w/ AI Levels 0 & 1, Incompatible w/ AI Levels 2 & 3]

A trait possessed by most Variants is the ability to perceive through their IBM's five senses, even if their IBM possesses no such sensory organs. This is free for any sufficiently dependent IBM.

### Tooth & Claw [50cp]

While the legs and torsos of IBMs are more or less the same, the shape of their heads and hands can vary drastically, from animalistic to outright alien. You have a great deal of freedom even without this, but for 50cp, your IBM's head is a deadly weapon, like a predator's sharp teeth, or a long bill like a swordfish.

### Claw & Tooth [50cp / 100cp]

While the legs and torsos of IBMs are more or less the same, the shape of their heads and hands can vary drastically, from animalistic to outright alien. The default for IBMs are human hands with sharpened nails, but for 50cp, your IBM's hands are deadly weapons, like long razor-sharp talons or crushing tentacles. For an extra 50cp, they can be something that drastically changes the IBM's abilities, like large wings capable of brief flight, or large clubs with a pistol shrimp-like launching mechanism.

### Co-op [Free / 100cp]

A little-known ability of demi-humans is that they can actually summon two IBMs at once. That said, the fact that the demi-human has to split their attention in this way will likely make one of the IBMs clumsy to the point of being useless. For 100cp, you'll have the talent to operate both with equal levels of control, though both their actions will end up more predictable than if you were just controlling one.

### Flash Flooding [150cp / 50cp w/ AI Level 3]

On very rare occasions, when a demi-human regenerates while in a state of extreme emotion, there is a small chance of a "flood" occurring, in which they summon dozens of IBMs around them. These IBMs won't listen to the demi-human's command, and will automatically act on whatever emotion triggered the flood. On top of that, the sheer quantity of IBM particles it spreads can restore the bodies of non demi-humans in the immediate vicinity, but it'll take cpr at the very least to fully bring them back to life. With this, your chance of a flood is significantly higher than most, especially in times of need, but still not 100%.

### Density [300cp, Free w/ AI Level 3]

Whether you knew it or not, you've had your IBM significantly longer than most, maybe since birth. The density of your IBM particles is dozens of times denser than most. Rather than twice a day for 5 minutes, you can summon them 5-9 times a day for up to half an hour each. You could fill an office with these particles if you felt so inclined. Should you ever trigger a flood, rather than just a few dozen IBMs, you'll summon a massive tornado of IBM particles, raining hundreds of IBMs for miles around.

# Charming Fool Perks

One 100cp perk free, and all others 50% off for Charming Fool origin.

## A Powerful Body [100cp]

Maybe not as appreciated as a sharp mind, but a tough body will take you far. You can take a pretty heavy beating without going down, whether it's being jumped by a group of men twice your size or knocked over the head with a bat, you'll get up with only a few scratches. You also have decent stamina and physical strength, you could be a pretty decent boxer, or construction worker, if you aren't the violent type.

## Doesn't Even Sting [100cp]

Good thing we ditched notions of honor or fair play centuries ago. You are absolutely godly at sneak attacks. You could sneak up on someone in the middle of an open forest without so much a single broken branch being heard, or ram someone with a motorcycle without them even noticing until you're already a few meters away. This also lets you throw a mean flying dropkick with little to no startup.

## The Hero [200cp]

A little charisma goes a long way, and you have quite a lot of it. This works for smooth-talking your way out of trouble, but can be taken farther. With just a few hours after meeting someone for the first time, you could talk them into giving you their car. With a day of ceasefire, you could have mercenaries who had their guns pointed at you hours earlier, giving you pointers on shooting and maybe even fighting to protect you.

## Where we Caught the Beetle [200cp]

You can't exactly protect someone if you aren't there to protect them. When someone you once or currently consider a friend is in trouble, you're very quick to find out, regardless of your circumstances. The second you decide to help, an at least half-decent long-term plan has already formed in your head, and like a GPS, you'll be able to find your way to them in the shortest possible time with even the smallest of hints.

## Where's Your Heart At? [400cp]

Whenever you find yourself trapped, it's only a matter of time till you get out. Whether that means being cellmates with the only guy in the prison with superpowers, or being rescued from a barrel that only 5 or so people knew the location of. On top of that, despite the usual 72 hour limit for this kind of thing, you can last for weeks or even months of immobility or sensory deprivation and get back up like nothing happened.

## Balls Over Bullets [400cp]

Never has a better example of "fortune favors the bold" been seen. As if the universe can't get enough of your antics, the bolder you are, the luckier you are. Not lucky in the sense of winning the lottery, more strolling through a battlefield and not getting shot once. Be warned that you can still bite off more than you can chew, especially once the immediate action dies down, but it is very, very difficult to reach that point.

## Can You See This? [600cp]

It's hard to involve yourself when you're left out of the "having superpowers" club, so think of this as somewhat of an equalizer. Something about your body sucks up esoteric matter and energy like a sponge, and if sufficiently dense, it can have passive effects on your body. Dense IBM particles could temporarily give you a demi-human's healing, perhaps ectoplasm could let you interact with ghosts, etc.

## Give me the Chance to Help You [600cp]

Interacting with you makes even the most cold or cynical people tap into their emotional side, their willingness to pursue impossible ideals. Those influenced by you can be pushed to exert 200% of their power when you're put in harm's way, or even create unprecedented miracles to save you. These miracles are context dependent, and must have some in-universe justification, no matter how improbable.

# Lonely Genius Perks

One 100cp perk free, and all others 50% off for Lonely Genius origin.

## It's not Your Job to Earn Trust [100cp]

You've got a good head on your shoulders. Even if you were just a highschooler, when participating in any operation, you consider every detail, every risk, and can use that to assemble strategies that could impress experienced soldiers. This also gives you the cold disconnect to consider your allies strengths while dulling any regard for their wellbeing. Let's hope you can maintain this coldness when it's time to execute the plan.

## Should I Call an Ambulance? [100cp]

For better or worse, humans are quite adept at ignoring obvious red flags if it means staying out of trouble. Blood stains all over your shirt? Probably just sauce. Having nothing in common with the person you're impersonating? They'll be watching you, but you may be able to talk your way out of it. In general, this will be significantly less effective depending on the immediate threat to the observer this red flag implies.

## I'm Serious About All of It [200cp]

Whether it's through talent or hard work, you're a master at studying, and a natural habit of gathering quantitative data from your experiences. While this helps with gaining new knowledge, it seems you've already used this skill to gain an encyclopedic knowledge of medicine, plants, and even poisons. You have adept recall and a solid intuition for what medical trivia would be the most helpful to a given situation.

## Bring me my Fucking Smokes [200cp]

You've been through some shit. Whatever it was, it clearly broke you. You aren't swayed by threats or authority. Most shockingly, you are simply too insane to be tortured. Your mind is too far gone for physical pain to have much effect on you, and you'll be making small talk even as your fingers are broken one by one. You wouldn't even be upset. However, nonviolent forms of negotiation are just as effective as before.

## We Were Never Friends [400cp]

For whatever reason, people are willing to go to great lengths for you with little justification. Acquaintances would go to prison just to help you out. People would come with you into danger because they liked a book you wrote once. Kind strangers will house and defend you with their life because you kind of look like a relative of theirs. This only works on those with at least an above average level of empathy.

## You'd Want to Believe it, Right? [400cp]

Science without evidence is no longer science, except when it is. When hitting a wall in your research, you are able to patch that hole with theories based purely on what you want to be true. Even if your theories are wrong, they'll be right enough that you can use them as the basis of further research, and you'll be able to continue making new discoveries and inventions without issue as if your theories were true, to an extent.

## It's Perfect [600cp]

You've developed some finite ritual. It could be smoking a discontinued brand of cigarettes, eating at every instance of a certain restaurant, anything like that. If done properly and consistently, this ritual can act as a countdown for impending disaster. This won't cause said disaster, just let you know when it's coming. If you stick to the ritual perfectly, fate will smile upon you, and you'll most likely be spared at the last second.

## How was I to Predict That!? [600cp]

Even as you sleep you're strategizing. In place of dreams, you may experience almost perfect simulations of all the ways your plans could go awry. You can continue running these simulations, picking out every little inconsistency, and through trial and error, you'll be able to deduce with 90% certainty how your enemy is going to act, down to the time they'll attack. This is far less effective when true madmen are involved.

# Public Enemy Perks

One 100cp perk free, and all others 50% off for Public Enemy origin.

## We’re Humans Too! [100cp]

Even the well-meaning revolutionaries need at least  a little acting skill, even moreso for complete fucking lunatics. You are a godly actor, able to imitate any emotion flawlessly at your own convenience, and the knowhow to use it effectively. You're also quite skilled at spinning the truth in such a way that you could convince someone for a time that you’re on the side of justice, in spite of all the blatant mass murder.

## He Always Delivers [100cp]

When a jolly old man shows up to the yakuza with dozens of illegally acquired organs in tow, you’d think that would raise a few red flags, but as long as they get paid I guess it doesn’t matter. People tend to just not question how you got your hands on highly disturbing or illegal items. Now, a cop would still try to stop you if you flaunt an AK-47 around, but how you got the gun wouldn’t cross their minds.

## I am SMART [200cp]

Not everyone can be the front-line soldier. You’re likely the brains of any operation. Your tech knowhow makes you capable of any kind of cyber-crime, from hacking security systems to rendering network activities untraceable. This even translates to physical machinery, as you could identify every last issue wrong with a weapon from a single glance, and issue simple repairs on your faction’s hardware.

## Beam me Up! [200cp]

You embody the myth that video games make people violent. At your discretion, you can view life through a game-like lens, with the emotional disconnect that implies. With the weight of the life of yourself and others gone, you’re capable of tactics that no sane man would ever consider, similar to the silly, illogical, or downright cruel methods that a speedrunner could come up with to shave an extra minute off their run.

## There are a Lot of Humans who Deserve to Die [400cp]

A cult of personality starts with the personality. Sans those with a strong moral compass, it's fairly easy for you to sway people to the side of mass murder for a cause that directly impacts them, but you take this a step farther. Your charisma lets you rope in people who have no connection to your actual cause. You could have regular humans willing to kill and die for demi-human rights immediately after your first meeting.

## High Roller [400cp]

When fighting as a team, your squishier allies are so lucky that you'd think they had a guardian angel. Even if attacks come their way, 99.99 out of 100 times, the attack will hit someone who can tank/heal from that kind of hit. These odds are impacted by how many of said allies there are, this luck will barely be a factor if they're one of only two people being shot at, so make sure these aren't the majority of your fighting force.

## Killtacular [600cp]

It's like you were born to take lives. You could kill a dozen armed men on your own while unarmed and missing a leg. You could rack up a killcount in the hundreds over a few months, and your tactics could grant your allies similar effectiveness. With immortality or supernatural powers in the mix, that's just the number you could kill in one fight. Killing is so instinctive to you that it's almost impossible to catch you off-guard.

## A Path Must be Shown to Him [600cp]

I'm sure you've heard that quote about staring into the abyss. By getting into someone's head, whether by supernatural means or just prolonged study of the person, their strengths have a way of rubbing off on you. Their skills and possibly even quirks of supernatural powers they possess. It's not outright copying, just using them as inspiration to modify your own abilities in ways you didn't know were possible.

# Twisted Official Perks

One 100cp perk free, and all others 50% off for Twisted Official origin.

## I am a Neutral Party [100cp]

The best schemers are those who can pick out when someone thinks they're the smartest person in the room. When someone is up to some scheming of their own, you're usually quick to pick up on it. This won't give you all the details, but it'll give you a vague sense on whether you'll benefit from letting the scheme run wild a little longer. Just be sure you have a solid plan to collect once they've outlived their usefulness.

## Economic Animals [100cp]

When faced with something beyond comprehension, how should one react? Fear? Awe? In your case, your first response is "how can I make money off of this?" When introduced to such factors, even if you don't understand it, your brain is immediately flooded with ideas for how you can make money off this impossible thing. These ideas aren't always ethical, but they are always theoretically effective at lining your pockets.

## Solitary, Selfish Actions [200cp]

The spitting image of "one step ahead". You have a knack for getting your hands on valuable live assets before anyone else. Whether it's the discovery of a new demi-human or making a brilliant researcher your hostage. This naturally comes with the skills to bury paper trails, whether that means faking someone's death or constructing new identity. Perhaps this can also be used to dig up once buried paper trails.

## Trying to act like a Demi-Human? [200cp]

You may or may not be a fighter, but you're no coward. You can take a knife to the liver without flinching. Even if you're screaming inside, you won't show a crack on your face. Cowards have an odd tendency to subconsciously fear you, while assuming you're just as weak as them. Inevitably resulting in them hinging their whole plan on threatening you before pissing themselves as you eat their gunshot for breakfast.

## Nothing is Going to Change [400cp]

Arguably the greatest weapon in any organization's arsenal, propaganda. You have media manipulation skills that defy reason. With time and money, you could turn 99.9% of a country's population against a single demographic. Unambiguous video evidence could be uploaded, showing your allies eating babies, and brush it all away with a televised "nuh-uh". This costs a lot of money, but it also makes a lot of money.

## You're the Last Person I'd Want to Owe [400cp]

You make an excellent bodyguard. Granting solid combat skills and a subconscious awareness of your client's status at all times. Once per jump you can "sync" with someone, essentially becoming each other's bodyguard. This not only lets you quickly work past interpersonal issues without exchanging a word, but allows you to fight with perfect teamwork, as if you were two people in one body.

## Let's Go to War [600cp]

Too much peace can be poison to national security, thrown-together teams under your command are capable of perfect teamwork right out the gate, and can even flawlessly work alongside outside allies. In general, when you decide to buck the chain of command, leading a team with absolute authority will produce better results than would be possible with a team with twice the numbers and resources.

## I'm so Tired [600cp]

Organizations can seem too big to fail at times, but your words and actions have a way of creating ripples that can reverberate over a nation and beyond. A pep talk could convince a general to send out troops that save hundreds, a comment could kick off a nation-spanning conspiracy, and a brief interview could tear such a conspiracy to shreds. Of course, you'll want to follow up to make sure the changes stick.

# General Connections

## Unwanted Bonds [50cp]

With each purchase, you may select a character native to this world, or create a new character wholesale, as a potential companion. You will time and again meet with them on pleasant terms, or as pleasant as possible for your respective backgrounds, and with their informed consent, you may invite them to join you on your travels beyond this universe. Naturally, this consent will be far easier to get from some than others.

## An Unlikely Team [50cp]

With each purchase, you may import one of your allies from your past travels into this one. They gain a free origin, and 400cp if they come in as a Demi-Human, 800cp if they come in as Fully-Human, and may gain up to 400 additional cp from complications. Hopefully this doesn't put them through anything too traumatic. These companions do not have access to the companions section of the jump.

## Business Partners [200cp]

You've got ties with some shady folks. Drugs, organs, weapons, if it's illegal and can make money, they're willing to buy it, and you can bet they're willing to sell it. They know you as someone who always delivers. They'll give you top dollar for whatever you can get them, no questions asked, and they're more than happy to hook you up with weapons or any other contraband you can think of. If you continue to be a reliable business partner, they'll lend you a few goons from time to time. This group shares a companion slot, and has a special way of weaseling their way into the local underworld of whatever jump you bring them into.

## Bad Company [200cp]

A small group of elite soldiers under your direct command. Whether they're the self defense force, private contractors, or a ragtag group of mercenaries, their training is the real deal. They obey your orders over any other authority, and will gladly die or be disgraced to follow through. They also aren't the judgemental types. They don't have any particularly strong prejudices against any groups or individuals, and are quick to recognize and take advantage of the utility that allies outside of their group can provide. They all share a single companion slot, and even if you change form, they'll be quick to recognize you as their commander.

# Origin Connections

These companions gain no cp, but you won't have to convince them to come with you on your chain. 100cp gets you them as a regular human, but for 200cp they'll be a demi-human instead. Discounts apply to both prices.

## Unlucky Old Man [100cp / 200cp, discount Charming Fool]

A sweet old man who just can't catch a break. He once dreamed of becoming an airplane pilot, but wound up as a paint salesman instead. Always sincere, and taking pride in a job well done, he had the misfortune of being born with the same face of Sato, the worst terrorist Japan has ever known. For this reason he'll lose everything very soon. He may not be a killing machine like the actual Sato, but he'll do whatever little he can to help a friend, and will light up at any chance to share his hobby of airplane photography with you.

## Wannabe Hero [100cp / 200cp, discount Lonely Genius]

Seeing the terror plaging the humans and demi-humans alike, this individual saw this as his chance to be the hero he always wanted to be. With a strong sense of duty and a flair for the dramatic, not to mention a strong body and freakish stamina,they will do whatever they can in their power to stop injustice wherever it appears. They are a strong sympathizer for demi-humans, but as they aren't too bright and see you as a trusted ally, it wouldn't be too hard to steer them towards an enemy of your choosing.

## The Chipper [100cp / 200cp, discount Public Enemy]

Some people took to the impending chaos better than others. A craftsman turned serial killer who takes pleasure in integrating human bodies in his pieces. For whatever reason, he just can't seem to look at you as "raw materials". Over the years, he has gotten very good at not only killing, but hiding all evidence, aside from his personal collection. If it'll give him a chance to refine his skills, or just an excuse to spread chaos, he'll gladly provide his services. He's not above helping non-murder-y type of crafting as well, if you need it.

## Lemming [100cp / 200cp, discount Twisted Official]

An… interesting addition to this world of immortals and torturing-happy corporations. This individual has decided to serve you as a secretary of sorts, handling any odds and ends you can't be bothered to address yourself. However, they take an unmistakably perverse glee in pain, primarily receiving it. If that isn't an option, they can indulge in their masochistic fantasies vicariously, but observing the suffering of captive demi-humans. It's not a stretch to assume that was precisely why they took this position.

# Resources

One discount per tier. Higher tier discounts can be used on lower tiers, and can stack. Anything discounted less than 50cp is free.

### Let's Fuck 'em Up [50cp]

You have an image to upkeep. Part of that image is a certain mundane but distinct accessory or article of clothing. It could be a hat, a pair of fancy glasses, a jacket, etc. No matter how specific this item is, you'll always inexplicably find a replacement moments after losing it. I guess someone share's your fashion taste.

### Really, You Have the Wrong Man [50cp]

How morbid, but useful! You have a copy made of your own head, you can even pull off the skin to act as a mask. At least, you hope it's fake, the skin is worryingly realistic. Best not to think about it. This is the best thing if you need someone to act as a body-double for you, or just to scare party guests.

### Do You Like Money? [50cp]

Of course you do, everyone likes money. This may not match the rumored 50 million yen bounty for capturing a demi-human, but enough to keep you housed and fed for at least a few years without any other form of income, significantly longer if you don't bother with the food part.

### The Whole Country is Watching [100cp]

Film equipment is a necessary expense for any revolution. This gives you a remote control drone, along with an ear-mounted camera. Despite their small size, the picture quality is immaculate. This drone is able to cause a disproportionate amount of damage when rammed into things, you could ground helicopters if you felt so inclined, albeit at the cost of the drone. Is replaced monthly if damaged.

### Powdered Courage [100cp]

Bravery comes in many forms. This small jar of white powder is exactly what you think it is. A bump of this can briefly let even a normal person keep up with trained soldiers with an ear-to-ear smile. Snipe with pinpoint accuracy, enter shootouts with the police and have a decent chance of coming out alive. It's still cocaine, with all the addictiveness, erratic behavior, and side effects that implies. Replenishes bi-weekly.

## Dying Wild and Free [100cp]

A sweet ride. A motorcycle to help you get around faster than you could on foot. Great for someone on the run. Convenient as that is, that's all it is. If the motorcycle is lost, destroyed, runs out of gas, or otherwise rendered unusable, you'll find it again after a month with any such issues dealt with. Naturally, you're shit out of luck up until the monthly restock time. It's otherwise a regular bike with a regular gas tank.

## Non-Deadly Force Authorized [200cp]

Oddly, as useful as these are in the current political climate, government agents have exponentially more trouble getting their hands on these than actual firearms. A selection of nonlethal weaponry, from harpoons to tranquilizer guns to tasers, you have a whole arsenal of non-lethal weaponry to pick from. Any damage to these weapons, or any ammo spent, is restocked monthly.

## Call of Duty [200cp]

Unlike humans, to demi-humans, guns are an inconvenience at best, and a powerup at worst. But whichever side you fall on, you'll find some use for this. An assortment of a few dozen guns, ranging from pistols to shotguns to sniper rifles, and even semi-automatic pieces for good measure. This comes with a decent amount of ammo, but if you're looking to storm a government complex, ammo restocks monthly.

## One of the Nicer Options [200cp]

No matter where you go, you'll end up stumbling upon convenient improvised prisons. From fallen trucks to abandoned shipping containers. These are always disproportionately sturdy compared to the materials they're made of, but hardly indestructible. They come with the bare minimum to make imprisonment not a living Hell, which is to say a hole in the corner for prisoners to do their business.

## A Steel Fortress, or a Giant Cage [400cp]

You may remodel a property within your possession into one of the most secure buildings in the world, with well-trained staff and nearly foolproof precautions against any form of chemical or network attack, windows that can handle tank shells, and thorough screening at every entrance. The top floors are the most secure, and you may choose to integrate a bedroom into one of these.

## The Thrill of It [400cp]

It's anyone's guess where you're getting these This duffle-bag contains a seemingly limitless supply of bombs. They're small enough that you can fit one in your shoe, but powerful enough to turn a fighter jet into a fiery missile. If you have no qualms with the kamikaze approach, you can set these in a way that they completely obliterate you, or in such a way that you can choose how much of your body stays in one piece.

## 200 Years [400cp]

An effective demi-human countermeasure that weirdly wasn't brought out until now. The first part of this is a steel coffin set to inject the inhabitant with tranquilizers at a dosage that can be controlled from the exterior. The second is a facility that can be used to keep someone cryogenically frozen, for up to 200 years without huma oversight. Notably, demi-humans' immortality doesn't treat such fates as "death".

## Privacy and Human Rights [600cp]

Extremely invasive monitoring software that automatically keeps track of the calls, emails, and internet searches of a whole country, in order to pick out individuals who show a sufficient degree of sympathy towards a group or ideal of your choosing. This not only gives you a list of the greatest sympathizers, but calculates what percentage of the population pose a real risk of challenging the status quo.

## "Life" and "Money" are Synonyms [600cp]

You find yourself at the top of the demi-human conspiracy. You are the owner of an absolutely massive corporation in a field of your choosing. The absurd profits this guarantees should go without saying. As a holdover from this world, an odd quirk of this company is that unethical human experimentation always results in an absurd boost to profits, even if it doesn't make much sense for your specific industry.

## Here Comes the Airplane [600cp]

It will remain a mystery how any government would let you keep this, but they just do. You are now the proud owner of your own personal airforce base. This comes fully stocked with dozens upon dozens of fighter jets, helicopters, and the like, that will restock bi-monthly if destroyed for… whatever reason. As mentioned, the government won't interfere with this base until you start using the planes for illegal ends.

# Complications

## Bad First Impression [+50cp]

This world has been translated into media in several forms. You will appear in the manga by default, but perhaps you instead show up in the anime adaptation, clunky 3d and all. Alternatively, this may be the world of the live-action movie, in which characters look just a bit off, and events may be shuffled around.

## Sorry if I Suck [+100cp]

You are a terrible shot with any kind of ranged weapon, you have an especially bad habit of friendly fire when fighting alongside others. Oddly, your second shot usually isn't that bad.  Despite this, in one way or another you almost always end up with some kind of gun in hand on missions.

## Just an Annoying Kid [+100cp]

You really have a bad personality. You're rude, cynical, narcissistic, and overall have a tendency to word everything in the worst way possible. On top of that, you're too stubborn to ever admit any wrongdoing. Allies can potentially see past your words and to your actions, but it's never a smooth process.

## Not Just a Regular Idiot [+100cp]

A real dum-dum is what you are. Doesn't seem you had a full education, on account of your lack of book knowledge. You don't fully think through your plans, and your opinion of humanity is far higher than it has any right to be. Even when someone clearly betrays you, you have a hard time holding it against them.

## Why do we Die? [+100cp, Demi-Human only]:

You lose all knowledge of taking this drawback, or even that it exists. You will go about the jump believing you chose the human option at the start of this jump. Despite your efforts, you are guaranteed to die at some point within the first half of the jump. It's a matter of luck whether this happens in private or in public.

## No Matter Who I Send to Hell [+200cp]

At some point you met someone, who you fell hopelessly in love with more than anything you can imagine. They were overcome with a disease leaving them in a comatose state. You must now gather an obscene amount of money to pay for her life support, with no way to wake her up, or any guarantee she ever will.

## He’s Here [+200cp]

You were unlucky enough to be born with a wanted man’s face and voice. Perhaps one of the publically known demi-humans, or some heinous human criminal. In any case, expect no end of distrust, as well as people coming at you with weapons without warning in the hopes of a bounty or something of the like.

## Why Does That Man Know Me? [+200cp]

A common trope, but usually not one that recurs so frequently. By some twist of fate, you keep receiving cranial injuries that give you amnesia, usually at the worst possible timing. Luckily this is usually temporary, and a demi-human can resolve this with a reset, assuming they know they’re a demi-human.

## Off Scott-Free [+200cp, Demi-Human only]

No matter how careful you are, or where you try to hide, you just can’t seem to stop getting in lethal accidents. This most commonly involves trucks, as if they’re drawn to you by fate, but if you’re in a place where no truck could ever reach you, other accidents are still possible.

## You Die if You’re Defective [+300cp]

You were born with one of your limbs deformed. Whatever form this deformity takes, it makes it all but useless. Meaning you can’t run if it’s one of your legs, and your arm would be rendered unusable. As you were born with this, not even a demi-human’s immortality can heal this disability.

## Demi-Humans Aren’t Human [+300cp]

Maybe you were caught on video, or were simply in the wrong place at the wrong time, but you’ve been publicly outed as a demi-human. Even if you really aren’t a demi-human, nobody will believe you, and it won’t stop the government from using their manpower to imprison and experiment on you.

## Play Ball! [+300cp]

You are plagued by extreme boredom. Not the boredom that makes you need to game for days on end, but the kind that makes you crave excitement and chaos at any cost. Simply for the thrill of it, you may abandon or sabotage your own plans on a whim. Many of your allies won’t realize this until it's too late

### You Want to Know Why? [+300cp, Demi-Human only]

You start the jump already in the clutches of a laboratory. They won't waste any time trying to inflict as much pain as possible on you. You will be provided with several opportunities to escape, but regardless, you'll have to undergo hours or days of horrific torture that will traumatize you for the rest of the jump.

### 72+ hours [+400cp]

You start off the jump… somewhere. There's no light, no sound, no scent, and you can't move, you can't use any powers. You'll be stuck in this state of sensory deprivation for long enough to lose all sense of time. On top of that, the jump timer will not start until either you escape, or someone breaks you out.

### The Reddest Tape [+400cp]

Like many of the policing bodies of this world, you'll be plagued by bureaucracy for your whole time here. Somehow, you'll have to receive express approval to use any of your powers from this world or any others, and this permission can only come through layers of inflexible bureaucracy and red tape.

### The Worst Way to Die [+400cp]

You start this jump in the middle of the ocean, with no land in sight. You can't seem to use any of your mobility powers. You'll have to swim your way to land, and no matter what direction you swim, you'll wind up on the shores of Japan. The jump timer will not start until this point.

### Variant Variant [+400cp / +300cp w/ Density, Demi-Human only, requires Player Two]

Something went wrong with your transmission to this world. Rather than a demi-human, you're the IBM. Your demi-human host receives all the purchases you made in this jump, but your ooc perks and powers are only usable when they bring you out. You face the same summoning restrictions as a regular IBM.

### It's not Like We Need to Die [+600cp, Fully-Human only]

This purchase is guaranteed to backfire, so think it through carefully. You are under the belief that you are a demi-human, despite being nothing of the sort. Hopefully you'll be able to survive your first attempt at suicide, but no matter how many times you fail to show any demi-human traits, the truth just won't sink in.

# Escape Route

## Home Free

Had your fill? Maybe the sorry state of this world has made you appreciate what you have before, or maybe it just showed you how much work is left to be done. You've decided to say your goodbyes to this world and your chain as a whole. You'll be able to settle down in your original world with all your new abilities and experiences in tow.

## Sanctuary

This is unexpected. You've chosen to forgo the continuation of your chain, in order to live out the remainder of your life in this world. Have you settled down with a new family you're quite proud of, or maybe you just feel you'll need all the time you can get to set this world on the right track. I can only hope you don't come to regret your decision.

## On the Run

Unfortunately, finding a place to belong is never easy. Perhaps as you have many times before, and will many times after, you've chosen to leave this world behind to continue your journey through the multiverse. Maybe one day, once your chain has reached its conclusion, you'll be able to look back on this tiny world, and see how far you've come.

# Notes

Jump by Gene

I didn't watch the live-action movie, nor do I plan to.

I'm pretty sure "demi-human" is just a direct translation of "Ajin", but don't quote me on that. I've seen different translations use them interchangeably. I just stuck with the former because it sounds more dehumanizing.

I still have some reservations about letting people get demi-human immortality without any meta restrictions to stop it from being an infinite 1-up. The most I'll say is that whether your jumper recreating their head is a continuation of their self or just an identical copy that takes over as the old self dies, is an existential question that I will not answer, and the jumper must come to terms with on their own. There are ooc solutions to this, but that's not my problem.

Your demi-human physiology is treated as an altform post-jump. Also, use your own fanwank to decide how this immortality interacts with similar ooc powers. I personally see it as a middle-ground between ooc regeneration and proper 1-ups. If your own ideas of how this interacts with other perks and powers backfires horribly, that's on you.

Demi-humans can still die of old age, it's posited that IBMs is their immortality failing to recreate their whole body in order to "heal" from age. It's implied that sufficiently advanced technology could potentially negate a demi-human's immortality. Said technology is never seen in-canon, nor is there any magic in this setting, so I'm leaving both of those doors open. It might be possible to annihilate every cell of a demi-human, but we've seen demi-human regenerate from a single hand. In the worst case scenario, you'd also have to erase every hair or piece of dead skin they've ever left anywhere on the planet in order to succeed. It also falls down to how your chain handles being frozen, petrified, or other fates that are functionally the same as death, but technically aren't.

The range that demi-human body parts can reattach from is estimated to be somewhere in the 5-10 meter range. Not sure why blood doesn't seep back into the body, considering demi-humans tend to be covered in blood stains. I couldn't fit it into the perk description, but IBMs have a crazy long range, although no specific distance is given. At the very least, it seems that they have to be initially summoned out of the demi-human's person.

Look up any of the Ajin volume covers for an idea of how crazy IBM designs can get. For Claw & Tooth, the wings are the only canon example, If you have any better ideas, feel free to run with it. You can think of the two examples I gave as the range for how simple or complex you can get with the 100cp version.

Imported companions aren't required to take drawbacks if they come in as a Demi-Human.