



A Jumpchain CYOA
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A vampire reborn. An ancient weapon, searching for her prey. An immortal avenger clad in the garb of a holy woman. A sibling lost, and another forgotten. Twin sisters, one damaged, the other resolute but helpless. That is the stage that has been set on this moonlit night.

Within a modest Japanese town named Misaki, the world is much like the one you originally came from during the mid-1990s - students go to school, ordinary people go to work and live out their day to day lives - they all live in a routine, unaware of or unwilling to acknowledge their mortality as the years go by and they age to the tune of everyday banality. But hidden in the shadows and emerging in the moonlight are creatures from ancient history and legend, from a long-lost age - immortal monsters called 'vampires', or by their preferred designation, Dead Apostles. Already several corpses drained of blood have found their way into the morning news, and the body count only grows with time. This is a world of hidden dangers, where it is never safe should you wander alone at night - or perhaps, it is a world that is not safe from you, as you hold a bloodied dagger to the heart of a beast or a man alike?

A month after your arrival, Tohno Shiki will leave his second adoptive family to join what he thinks is his blood family to reunite with his sister, who he has not seen in years. You will be spending ten years in this world of darkness. Whatever path you choose, know this - this is a world where death and mortality hang like a curtain over the stage. Even the immortal may experience the bitter and cold taste of death here. Be cautious.

For your trouble, and hope you may live to see another moonlit night, you receive 1000 choice points to make your stay comfortable - or a danger you can navigate.

Backgrounds:

Wandering Magus - ...who are you, actually? It's as if you appeared from somewhere else, stepping out of a larger world into this smaller one. Or maybe it's all part of the same world, and you're the only one from a different one? It's hard to say. Either way, your bizarre nature and free spirit has given you both moxie and a talent for magecraft, perhaps even enough to make a Dead Apostle think twice before crossing paths with you. You've no friends here, no family, no connections...but no enemies, either. Whether under a soft sunrise or the full moon above, this road is yours.

Ordinary High School Student - There's nothing special about you, on the surface. You attend high school and are likely thinking about what you'll be doing with your life...or maybe you just take life as it comes, living each day as though it were your last, appreciating what you have but never clinging too tightly or reaching too far ahead of you. Is there happiness in such a carefree existence? Who knows. Maybe your life isn't as simple as it seems - you've likely encountered death in some form, up close and personal, and it may have left a mark on you. That mark will follow you into this world and the grim shadows that follow it at night...you will be going to the same high school as one Tohno Shiki.

Church Executioner - This world is full of death and darkness, hidden from the eyes of the unenlightened and the unwary. Magi practice their foul witchcraft at the expense of themselves and others, vampires stalk the night and prey upon the living, and the flock that is humanity is without a shepherd to guide them. You are no shepherd - rather, you are an executioner, a living instrument of God's will on Earth. Whether you were a monster yourself 'redeemed' by the Church's tender mercies or simply a pious believer with fervor in your heart, you are a trained agent and assassin of the Holy Church. Your mission is simple: Kill heretical and unholy beings wherever you encounter them. And that is likely why you're here...or perhaps, you're simply trying to live a simple, everyday life despite your 'holy' mission? It's hard to say. No matter what, there is no shortage of darkness in this city - and you are the torch-bearer.

Demon-Blooded - Blood is thicker than water, indeed. Your family is one of several who intermingled with the demonic Oni in an ancient past - perhaps a lost sibling of the Tohno Family, or even the Kishima family. Maybe even a different one entirely, lost to the records of history and the attentions of those who care to see it? Either way, these families usually end in tragedy as such monstrous bloodlines usually create incredibly bloody results...or simply mundane disappointments. The family you're part of is respected and likely fairly wealthy, even if that luxury likely came at the loss of a normal life or childhood. It's also likely you're one of the more 'fruitful' results of your bloodline, giving you all the benefits of a human body and a monstrous ability...and all the downsides of both together.

Servant - You have lived your life in the shadow of someone else. Always in the background, always unseen and simply tending to your duties. Perhaps it's just a job you take pride in. Perhaps it's all you've known. Maybe you have nowhere else to go or be. Either way, the one thing that a caretaker, a janitor, and a maid all have in common is that it is your duty to keep things nice and tidy and to ensure your employer is able to face the next day. That's all. And perhaps the most surprising and interesting thing is the sort of impact a person like that can have on someone's life...or how it ends, entirely in your hands.

Alchemist - Atlas Institute. Named for the titan who dutifully (or unwillingly) holds up the heavens from the Earth, the alchemists of Atlas occupy a strange role in this world. Said to have descended from Egyptian magi of mythology, they are the odd ducks of the Mage's Association - a collection of magi dedicated to the study and development of modern magecraft. They have a distant relationship to their peers and work closely with the Holy Church, all while making and keeping their research a tightly-held secret. Very few of them actually practice Magecraft proper, focusing on the study of both the human body and the world around them, as well as Alchemy - which is based less around the transformation of matter and more around 'events', creating calculated outcomes in both others and their own bodies to generate results. In addition, they are creators of many inventions and supernatural tools - relying less on prana and more on the advancement of both science and technology. You are one such Alchemist - it has been predicted that the phenomenon known as 'TATARI' is very likely to manifest in Misaki. Whether or not you're aware of this or care about it, it is something of interest to your organization...should you pursue it, you will find no shortage of danger and conflicting interests. But of course, that's all within your calculations.

Dead Apostle [400] - You were human, once. Maybe it was just a few nights ago. Maybe it was more nights can you care to remember. But then you died. Your throat was torn out, your body hacked to pieces, or simply every last drop of blood you had to spare was drained out of your veins as the cold embrace of death swept over you...and then you woke up as something else. You are a vampire, descended from one of the original Twenty-Seven Dead Apostle Ancestors -

whether or not you went through the 'normal' evolution process of your kind or miraculously skipped the bestial Ghoul stage of your predecessors in the past year or so is a matter of backstory. What matters now is what you do with your unlife on this moonlit night.

Your newfound vampirism comes with several benefits. Your body is an unliving vessel frozen in time, and no longer knows the ravages of age, hunger, or disease. Your wounds heal quickly, not from cellular regeneration, but from your body reversing its personal time back to an unwounded state, letting you ignore all damage that cannot keep up with your body's own limits. Your reflexes and physical strength outpace those of a normal human by leaps and bounds, letting you crush and bend steel and tear through humans like wet tissue paper, as well as easily perceive and dodge a bullet as it was fired from a gun. Your hands are able to change into razor-sharp claws that can tear into flesh, and your senses are keen enough to see a pitch black night as though it were high noon, and your other senses becoming just as sharp. As the years go on, experimentation will allow your body to develop new magical abilities with time and training, such as shapeshifting or reincarnation through Magecraft, perhaps even manifesting a Reality Marble after centuries of work.

However, this is a double-edged sword. The body of a Dead Apostle requires the blood of humans (or animals, in a pinch) in order to restore itself, for the corpse begins to decay and return to its 'proper' state as power and time are exhausted without it. As you grow older, your hunger will increase with your strength and prowess as a Dead Apostle, and though there may yet be ways to mitigate or even overcome these limitations, you will find yourself going from needing the blood of a single victim in your youth to needing meals of 'hundreds' of fresh meat in ancient age. The decay of your body will greatly intensify in sunlight, making the morning light and the daytime hours your bane, and you will be unable to bring yourself to cross running water. As the years go on, these weaknesses may eventually be overcome, turning into mere annoyances or distant memories...though whether or not that night comes is up to you.

True Ancestor [1200] - A long time ago, there was a race of vampiric creatures known as the True Ancestors. Born as part of a pact between Gaia and Crimson Moon Brunestud, this race would exist as an extension of nature and the will of the planet itself, designed to return the planet to its 'default' state before the growth and advancement of humanity began to fester on its surface like a malignant tumor, obviously killing the spirit of the world they lived on. However, not only were they detached from their original mission, but as they were based upon Crimson Moon itself, they suffered from a vampiric desire for blood despite their lack of need for such a thing. They would eventually become feral beasts, little more than living disasters akin to a living force of extinction. It was this flaw that would result in the creation of the Dead Apostles and the strongest of the True Ancestors - a weapon by the name of Arcueid

Brunestud, the 'Princess' of the True Ancestors. And she would be the one who would slay almost every single one of them, leaving her and a very small handful remaining.

And you.

Somehow, you are an anomaly - a True Ancestor who sealed themselves away before Arcueid's purge of her own kind, or perhaps one brought to life in the modern era against all odds. You and her are some of the only ones of your race left on the entire planet, and likely the only ones there will ever be. As such, you are both one of the most dangerous and most interesting beings left in this world of dying Mysteries. I hope you don't mind - The Dead Apostles are likely to either fear you, covet you, or outright try to slay you themselves. And that's before factoring in the many humans interested in your existence...

You are a creature, or rather a flesh-given spirit, that exists above what others would call 'Divine'. Being born of the will of the planet, you have a natural connection to both nature and the 'rules' set by Gaia. Your body possesses superhuman speed, endurance, and strength - even if you were absolutely exhausted, you could tear open a three-story building with a swipe of your hand, move far faster than the speed of sound, and withstand most mundane physical attacks like leaves gently brushing against you. You possess an incredible resistance to what this world calls Conceptual Weapons and modern magecraft, most being unable to even scratch you unless they were truly powerful or designed to be used against you specifically (or your regeneration, such as the Church's Black Keys). Similar to a Dead Apostle but well beyond their norm, you are able to regenerate from even physical annihilation by your injuries 'reversing' back to your healthy state. In addition, you suffer no physical weakness from sunlight, nor do you require blood to sustain yourself - simply a few days of rest will suffice should you overextend your abilities. In the daytime, you are physically tough. In the dead of night, exposed to the light of the Moon that your progenitor dwelled within, your already-considerable might increases greatly, making you able to swat aside most Dead Apostles like flies. This further increases with the phases of the moon, waxing and waning as it does. The concept of death itself flees from your body at night, and only in a state of extreme physical weakness or if your connection to the Earth is somehow severed are you vulnerable.

In addition, your connection to the world enables you to use a phenomena called the Marble Phantasm - tapping into the will of Gaia and re-shaping it according to your will, using your imagination to create changes in reality. An example of this is turning the atmosphere within a hallway into vacuums that would slice apart a target like a knife, but the hallway itself remaining untouched because your imagination didn't factor it in. Empowered by Crimson Moon, Arcueid Brunestud could pull out a version of the moon itself from the distant future, though this is an extreme example and beyond what you begin with. It is also more difficult to

use this ability within areas affected by the progress of human development and civilization, though the difference is slight - and while you cannot directly affect humans or things made by humans, you can easily do so indirectly, such as with the aforementioned vacuum blades. What you create with the Marble Phantasm must be something possible under the rules of the world - it could not make a creature or item made of dreams or magic, but it could create mundane animals and other results that were possible within the world - such as fire, villages, natural disasters, or even elementals and spirits born of the planet itself. The Marble Phantasm allows you to create results that were possible according to the laws of the world, akin to reaching into a bag of marbles and pulling out a white one every time with only a 1% of drawing it normally in a bag of black marbles. So long as it is a naturally occurring phenomena, you can create it - so you could create unpurified ore from nothing, but not a car or an anvil. Finally, you do not age, untouched by the ravages of time.

All being said, you are not invincible. Your abilities are not tied to a pool of blood or magical energy like Dead Apostles or Magi, but instead directly to your personal stamina. The more you exert yourself, the weaker your abilities become - while you remain formidable, you become increasingly vulnerable if you recently had to do something like recreate your body from slabs of meat in the daytime, requiring you to rest for several days. While fighting Dead Apostles constantly or making uses of Marble Phantasm will not be enough to drain you, coming back from certain death or battling nonstop for hours at your full power will likely be a heavy toll. You are also not the same level as Arcueid Brunestud is at her full power - the strongest of your might is a third of her full power, and while this makes you equals in the modern era, should she ever succumb to her bloodlust or become the vessel for Crimson Moon, she would slay you as easily as she did the rest of your kin. Finally, while you have no need for blood, you do suffer from the vampiric impulses of your kin...though it is more of a peckish craving and an annoyance in your current state, indulging in it will turn you into one of the 'Demon Lords', a rampaging beast that is a threat to humans and vampires alike - and likely target number one for the Princess herself.

However, whether from your youth or the unusual circumstances of your condition, you will find that your vampiric impulses can be suppressed by an act of will alone, needing none of your power to do so...and while your impulses will grow as you age, so will your power. And maybe even that vice tied to your body can be overcome. Perhaps with years or even centuries, you may yet obtain and surpass the full might of the Princess herself...but that night is not tonight.

Such a curious creature, one that has no place in this era, a living relic of what was...what will you do, I wonder?

Age and Gender:

Your age is 14+1d8. This is apparent age for a True Ancestor.

Your gender is the same as it was last jump.

For 100 CP you can select your age and gender as you will.

Perks:

All discounts are 50% off. Discounts do not stack, 100 point perks are free for their background.

General:

Magic Circuits [First purchase is Free/100] - Magic Circuits are the part of one's soul, a sort of nervous system, that enables them to use Magecraft and similar mysteries by combining Od (one's internal life energy) with Mana (the ambient energy in the environment) to create prana, and Magecraft is the result of these employed together. More circuits means more input and output of magical energies, though excessive use heats up and tires a human body due to the foreign nature of the powers involved. You start with 20 high-quality Magic Circuits for free, and may receive 30 more with each additional purchase of this perk.

Origin [Free] - It's not really possible to determine the value of a human life or one individual's character with a single word...at least, most of the time. Still, every life in this world has a single defining word for them - a compulsion and an instinct that their actions move in harmony with. You also possess such an Origin, such as 'Taboo' or 'Nostalgia', which gently guides your actions towards it, though you possess awareness of it and can choose to ignore it without any detriment to your own choices. Any actions you follow that line up with your Origin, particularly Magecraft, will enjoy a minor but noticeable boost in competence as you work in tune with your own nature in this world. You may choose any Origin except for 'Void'.

Basic Magecraft [100 Each*] - The standard four practices of Magecraft: Reinforcement, Gradation Air, Hypnosis and Formalcraft. This is the foundation of the modern systems used by Magi in this day and age. Reinforcement is strengthening a living being or an object, letting a human reinforce their physical strength or senses to even greater performance. Hypnosis is a basic form of mental manipulation that most other magi and supernatural beings can resist with ease, but can be used to manipulate and erase the memories of ordinary human beings, which enables them to operate in secret. Gradation Air is able to create physical objects with magical energy, though these tend to be fragile and extremely temporary. Lastly, Formalcraft is enhancing similar magecraft through a long process of ritual and ceremonial sacrifice, which is time consuming but rewarding if you have the patience for it.

You do not start with any of these - The Mage's Association is largely uninvolved with events in Misaki, and Atlas is more concerned with Alchemy and Mystic Codes than the modern Magecraft systems. You must purchase each one for 100 points, which makes you adept in that particular field - not total mastery, but enough to be a threat against something unprepared for it.

*A Wandering Magus starts with very rudimentary knowledge of all four - enough to make use of them, but only the same amount of knowledge and practice as someone who skipped class and training with regularity, though you also have a specialty in one of the four. You'll have to improve them yourself or purchase them for further starting mastery.

Dream Manipulation [200] - To sleep, perchance to dream, right? A power usually belonging to succubi, you have the ability to manipulate the dreams of others or yourself, even being able to create a lucid and detailed dream environment tailored to your liking. With enough magical energy and time, you could create a convincing recurring dream where the sleeper has no idea they're still in slumber, though the longer you sustain this, the more draining it becomes and the more 'plotheoles' appear within said dream generated by the subject's subconscious mind. You can also drain magical energy from the sleeper, or give them your own, though draining them too deeply is likely to wake them up once they sense the danger.

Optionally, this ability also comes with the ability to shapeshift into a cat or any other small domesticated animal you could find on Modern day Earth, chosen when you purchase this perk.

Wandering Magus:

Sensei [100 - Free Wandering Magus] - You're probably not the shining example of humanity, a paragon of virtue, or anything like that...you may be more of a wandering hurricane, if anything. But somehow, you manage to run into very unique or important individuals during a turning point in their lives, whether in their youth or during a moment of great change. And in that moment, you will have an opportunity to either teach them a valuable life lesson that they will keep, along with the memory of you, close to their hearts...or perhaps terrify them to their core. What do you with these moments, and what you choose to teach, is your own will. Just be prepared for any consequences that follow.

Redshift Jumper [100 - Free Wandering Magus] - The greatest expression of power isn't anything as subtle as presence or a mere sense of having moved forward somehow - it's bright and flashy colors that show you're not someone to mess with! When you achieve or use any

supernatural power of your choosing, you may have your body change in appearance somehow to match it - whether a different hair color, longer hair, a change in skin tone or eye color, or other 'minor' changes in appearance. This is purely aesthetic and doesn't allow full-blown shapeshifting, but you can freely customize when and how these forms appear, as well as change the appearance of similar transformations that don't change your body very much freely. This can be toggled and adjusted at will.

Starmine and Starbow [200 - Discount Wandering Magus] - Some Magecraft works through things like the manipulation of one's time, thoughts, or other esoteric methods designed to eventually form the path to the Root. You just charge up magical energy and use it as bullets by using a system of processing, converting, and then making output of prana through numerology. In less complicated terms, you direct magical energy towards creating a desired mental image or interference into reality - usually things like magical bullets or things that otherwise act as destructive spells based on what you enjoy visualizing most. In addition, you can root yourself into the ground to absorb a high amount of magical energy, or lock onto targets for your bullets with concentration, guiding the shots. It's a straightforward magecraft, capable of little beyond offense and disruption - but sometimes that's all you need, isn't it? With enough speed and magical energy, someone using this art could act as a living human-sized force of destruction and disaster - though it does little else on its own. You're an expert at this particular, simple magecraft, able to lock and fire shots with great accuracy and a good amount of offensive power, as simple as firing a gun you've known for an entire lifetime.

Simple Is Best [200 - Discount Wandering Magus] - Many magi dedicate their lives to chasing the Root - the elusive source of all magic and wisdom. In that, they live by complicated formulas and great sacrifices, by complex strategies and abuse of loopholes. You don't. You just cut the proverbial Gordian knot and are done with it. In complicated situations with no easy answers, you're good at finding a 'third option' that is both simple and effective, able to think outside the box as easily as breathing and come out with something useful. As a bonus, you're very good at fighting or otherwise competing against those who live and die by these particularly roundabout methods - often baffling or defeating them where they'd otherwise be strongest. Do note - this won't let you accomplish something impossible, simply things no one thought would be an issue at face value. Other simple-minded or practical individuals are a bit more resistant to this, but even they can be surprised, you know.

True To Myself [400 - Discount Wandering Magus] - It doesn't matter what others think of you. The Clock Tower, your own family, or even sane and rational individuals who balk at your actions. All that matters is that you're true to what you want to be and what you want to do. Nothing can make you betray your nature unwillingly - mind control, persuasion, and more simply cannot touch your personality and your decision-making process. Also, so long as you

don't make the choice to betray what you see as your true nature or what you see as right, consequences for your decisions simply...roll off of you. Causing trouble and death in a city by trying to claim a familiar? Water under the bridge. Drastically shorten humanity's already-declining time on this Earth to save someone's life? No one thinks to bring it up after the act. This won't stop those you wrong or harm from personally retaliating, but the long-term consequences...far away in the future you won't be present for, out of sight and out of mind.

I'm Gonna Kick You [400 - Discount Wandering Magus] - Alright, alright. Maybe you're not actually that good at magecraft. Maybe even some redhead the next city over can beat you when it comes to specialization in the simplest of magic. But really, who cares? Problems are like broken televisions...you just punch your arm through them and forget all about it! You'll find that no matter the beast you battle or the problem you deal with, violence is always an option. Magical barrier? Punch it as hard as you can and it'll break eventually. Vampire made of thousands of souls about to make you their lunch? You'll find your fists are surprisingly effective against the weird shapeshifting flesh they're made of. In short, just beating the hell out of tricky problems or opponents with brute force and fisticuffs is always an option. You're pretty good at it, too. Do note this doesn't guarantee victory or a perfect gap-closer against a superior opponent - just that you'll have something to fall back on when you don't have the time or the brains for planning, magic, or some other specific ability.

Magic Gunner [600 - Discount Wandering Magus] - A thousand kilometers on a single liter of gasoline. A vehicle like that is fairly amazing, isn't it? When it comes to magic, you're the same way - even if you're cursed with a total lack of talent in magic or even a tiny handful of magical circuits, you know how to get the best result out of it sheerly through efficiency that defies all expectations. To put it more simply, a single 'drop' of prana can generate a result that would normally require one-hundred, greatly enhancing simple spells and letting you easily pay for more expensive ones without draining your body completely. This doesn't change what a human body can safely output, but when you have reserves to spare and destructive power to give weight to even the simplest spells and curses, what can stop you? You're a living artillery platform, loaded and ready to fire.

High Speed Magus [600 - Discount Wandering Magus] - High-Speed Incantation. The ability to perform otherwise-complicated magecraft that would require time and ritual in mere seconds. Whether through intense training or a natural talent, you are an expert at this Incantation, able to cast and rotate your magic within an instant. Your multitasking and mental calculations are good enough that you could pass off as a fledgling Alchemist of Atlas, able to perfectly cycle through spells in mere seconds and shorten the time of complicated magical formulas incantations' from minutes into seconds, or hours into a short few minutes. In addition, this mental processing lets you easily juggle both hand-to-hand combat and constantly using

magecraft alongside it, letting you easily use magecraft alongside any other physical abilities or powers you may have - so long as your body can handle the output of both at once, of course.

Ordinary High School Student:

Model Student [100 CP - Free for Ordinary High School Student] - If you find yourself regularly skipping class to go on nighttime hunts for vampires or just general adventure, then it pays to be a good student on paper if nothing else. You're a model student, soaking up what teachers say like a dry sponge and speed reading your required studies in but an hour. You learn about twice as quickly as other top students, absorbing academic and mundane skills with very little trouble, even on a time crunch. Supernatural teachings or things like complicated science take more time, but you're still an excellent learner as long as you have a good teacher - whether an actual mentor or a very informative book.

Even Tonight, The Moon is Beautiful [100 - Free for Ordinary High School Student] - Everyone dies eventually. Maybe it'll be of old age in a bed, maybe it'll be from anemia, maybe it will be because you got your head torn off by an angry vampire. And that's alright. You'll find that while your self-preservation instincts are intact and as sharp as ever, as is your will to live, you will find that fear of your own mortality holds no power over you. While you may still fear pain or other things you naturally would, you will find you won't freeze up in shock or frantically run away like a scared animal when staring down imminent doom...you will remain composed and be able to take a chance to escape, should the chance exist. You also have an odd talent to be able to appreciate mundane sights and sounds, like a full moon or a soft breeze, even in stressful situations like a fight to the death or panicking over the idea you may have murdered someone.

I Am Not A Killer [200 - Discount Ordinary High School Student] - There may be bloodlust burning within you - a craving for battle, an unnatural talent for violence. But is that really all you are? Can you truly forsake the things that make you human, that let you smile at simple, everyday life? You will find that neither the negative effects of trauma or unnatural impulses hold any power over you or your personality - you may live life with a clear conscience, suffer no temptation or post-traumatic reflexes, being in both speech and body language an ordinary person. It is only when you are directly confronted with such trauma or when you are locked in a life-or-death battle does this illusion fall away, and even then, you are in control of yourself.

A Cat Is Fine, Too [200 - Discount Ordinary High School Student] - I'll pretend I didn't hear that. But, you seem to have a very peculiar talent now. You will find that you are strangely capable of holding a functional relationship with both people with difficult personalities and incredibly dangerous individuals who would otherwise tear your head off immediately for speaking out of

line. So long as the feeling was reciprocated, you could maintain a century-long relationship with a vampire five times your age and power without them being abusive or controlling about it, nor feeling awkward about dating someone like you. Just note that while this will usually lead to you getting special treatment in a relationship, it won't change their personalities very much - if anything, they're likely to be twice as vicious to anyone they see as coming between you two. For the less romantically inclined, you have a talent for assembling a small group of different supernatural individuals and maintaining a functional friendship or team with all of them.

Tohno Gland [400 - Discount Ordinary High School Student] - Weird things are attracted to weird things, so why are they so attracted to an ordinary person like you? Those of your preferred gender find you have a certain 'je ne sais quoi' about you and are inexplicably drawn towards you, even those who should be your enemies, forming a crush or becoming outright smitten with you over the course of a day or two - give or take, depending on where you stand in a conflict. It will only take hold on individuals you would find attractive, or would at least have some interest in. The harem route is quite possible for you if you put in the effort. Beware, though; if you treat them poorly or spurn their affections they will react as a normal person would. Or rather how a normal person with supernatural abilities would. It's also hard to say who this will affect and when - but make no mistake, your love life will never be boring ever again. This can be toggled on and off, but removing the effect won't remove any attractions that have had time to grow from this perk. There is no escape.

Instinct [400 - Discount Ordinary High School Student] - With reflexes like that, how could you be anything but a monster? You're surprisingly in tune with your instincts, your body reacting near-instantly to danger and moving almost autonomously in response to it. You are quick enough to catch a young vampire off guard and predict their attacks and movements mid-swing, as well as having sharp enough spatial awareness to know what your surroundings are without even a glance. With a bit of time and training, you could be completely blind and deaf and still be able to fight as though it were high noon and all of your opponents were embarrassingly slow on the uptake. This does not necessarily make you equal to monsters such as ancient Dead Apostles or such, however - stamina is still a concern, and pushing yourself too hard may tire you out quickly. Be careful.

Perfectly Ordinary Assassin [600 - Discount Ordinary High School Student] - Whether or not you are a member of the near-extinct Nananya family, you've inherited their ability to strike quickly and unexpectedly. You have the ability to blend in as a 'perfectly normal' person, adjusting your posture and body language enough that even supernatural senses could be fooled, all who look upon you seeing you as little more than fodder or a background character all the way until the moment you demonstrate otherwise. This lets you catch even the likes of a True Ancestor

off-guard with an appropriately timed strike. You can even use this in battle, your movements appearing lazy and slow to your opponent, making them hesitate to take you seriously as a foe, making their own attacks and tactics half-hearted up until you fully establish yourself as a threat, and letting you duck and weave in and out of sight even in a closed space. Even if your opponent was leagues above you, you've honed your skills at surprise attacks enough that you may perhaps even catch a Dead Apostle with centuries of experience off guard.

Nanaya [600 - Discount Ordinary High School Student] - ...or maybe you ARE part of that cursed family after all? The Nanaya Family was a clan of assassins under the Demon Hunter organization made to hunt monsters and Demon Blooded who inverted or gave into their inhuman instincts. They were wiped out completely a few years prior, save for yourself and one other. Whether you lived as an orphan or were also 'adopted' into a new family, you have a considerable advantage over your sibling/cousin Shiki - you've both remembered and honed the skills ingrained in you since birth. Your body has become an almost perfect killing machine, able to push yourself to your peak without suffering any significant loss in stamina or difficulty from strain, your muscles and movements always using just the right amount of force in all things. This working in tandem with your instincts and your combat abilities lets you gracefully dodge attacks that would normally tear an ordinary human into pieces before they could realize what happened - and your body instinctively guides your attacks to strike the most vulnerable part of a target's body, moving almost independently of your own thoughts. Your almost godlike footwork and skills with a knife work in synergy with this, letting you slice apart a human-sized target into seventeen pieces in a blink, and letting you move quicker than the human eye can follow. You could feasibly fight and even kill a supernatural opponent among the likes of a Dead Apostle or the True Ancestor Princess if her true power were still suppressed with the right timing and luck. Now if only you had some way to make sure they stayed dead...

Optionally, purchasing this perk may allow you to take 'The Killer In Me' companion option for free.

Church Executioner:

Curry Chef [100 - Free for Church Executioner] - Even a holy executioner needs a hobby - and a favorite food. Choose a particular mundane dish you can find in the modern era. You are now an expert in preparing that sort of food, and can make it just as easily as any other professional chef you could find on planet Earth. You're even good at adapting it for breakfast, lunch, or dinner or combining it with other meals, and it will miraculously find a way to mesh well. Well, for you, at least. Others may have a different opinion on the over-abundance of curry.

Senpai [100 - Free for Church Executioner] - Reliable upperclassman Jumper, that's who you are! Certainly not someone on a holy mission who showed up about a week ago. Nope. Not you. That aside, you have the air and demeanor of someone who is both 'older' and 'wiser' - whether just as an older student or a wise sage. Those junior to you in apparent age or rank will usually look up to you and ask you for advice - though it's largely up to you to create a bond that goes further than senpai and kouhai. You're also good at masking any darker parts of your personality, letting you appear affable and friendly even if you're a hardened killer.

Strange Friendship [200 - Discount for Church Executioner] - What? No. You're not friends at all. You're sworn enemies - a holy executioner and an unholy monster could never be allies under any circumstance. Even if you both keep passing up opportunities to kill each other and have chances to talk cordially, perhaps even becoming allies during your hour of need...it's ridiculous, simply ridiculous. But either way, you'll find that the longer you have someone as a rival or adversary, the more you are able to bond with them on an emotional level even if your alignments are diametrically opposed - they will come to respect you, perhaps even see you as an equal even if the gap between you both is a mile wide. If this went on long enough, you could even become fire-forged and loyal friends to each other. However, the feeling must be mutual - this bond will only be forged if you pass up opportunities to otherwise kill or dispose of them, and avoid doing serious or personally significant damage to them. Should you cross a 'line' in that rivalry, no amount of friendship will stop them from trying to remove your head in vengeance.

Necessary Blasphemy [200 - Discount for Church Executioner] - The Holy Church is no stranger to certain...compromises. After all, sometimes it is necessary for a sinner to be the one to put other sinners to the sword. You will find that breaching a code of conduct or the normal 'rules' of an organization or group will usually be ignored or given a slap on the wrist at most, so long as you continued to act within the spirit of said group or did so in order to further fulfill their mission. Only acting against them directly and damaging said group in the long-term without any sort of gain on their part will make them bring a fiery wrath upon you.

Iron Plate Effect [400 - Discount for Church Executioner] - Throwing your sword always works, right? A particular combat martial art of the Church, involving the use of thrown projectiles and said projectiles striking with much greater force. You are able to toss objects with almost pinpoint accuracy and reflexes, and when they land against their target, the force of the impact is much stronger than if you had thrown it normally...a well-placed Black Key could be tossed through concrete, or completely blast back a Dead Apostle with the force of an explosion. So long as you can lift and toss an object with finesse, you can use this effect on whatever you wish.

Rites and Sacrament [400 - Discount Church Executioner] - Where did you find such knowledge, Jumper? From a past life, perhaps...? It's unusual for the Church to make use of spells, but you've managed to utilize a few inspired by an unknown source. These spells include the Cremation Rite, which will cause a weapon so enchanted with it to make a target burst into flames upon impact, the Internment Rite which causes a target to change to stone, the Mummification Rite which desiccates the target once they are pierced, and for some odd reason, an Excarnation Rite that summons a horde of angry crows to attack the target. In addition, this knowledge comes with the basics of how to make similar one-use enchantments for weapons, letting you perhaps create similar effects of your own after some practice.

Holy Sacrament [600 - Discount Church Executioner] - You do not simply wield holy weapons - you ARE a holy weapon. Whether as a side effect of a past curse or a quirk of your lineage, you are a bit beyond the average human being - your body alone qualifies as a holy weapon, able to strike spirits and monsters as though you were the living blade of a saint, greatly damaging the demonic and the malevolent by touch alone, should you so will it. You can sense the presence of supernatural monsters or great evil within a city block-sized area, and track them with all the skill of an expert hunter. Your physical abilities are likewise enhanced - your strength is enough to bend steel, your speed is enough to keep up with a car moving at full speed, and your durability allows you to survive bullets and piercing wounds with a fair amount of ease, though removal of limbs or vital organs still can't be shrugged off with this alone. Finally, in your hands, any already-enchanted items or weapons designed as 'holy' are twice as effective, letting you tear through Dead Apostles with 'common' instruments like Black Keys and cutting a bloody swath through dozens of them with something like the Seventh Scripture. You are the one who hunts heretics and monsters in the night - and now, you embody that purpose.

Beautiful Blood [600 - Discount Church Executioner] - You're not a Dead Apostle, but that doesn't seem to matter anymore, does it? The World itself cannot seem to process the idea of the Jumper dying...and is quick to correct that error. Through an act of paradox or supreme blasphemy, your body has achieved physical immortality that puts even vampires to shame. Your body will almost instantly heal from injuries - cuts disappear in seconds, missing limbs replaced in minutes. Even if you were reduced to a puddle of meat, you would still be good as new just a few minutes later...though you would be fully conscious throughout the pain and the regeneration. It isn't so much that your cells are repairing themselves, but that your injuries are 'rewound' back to their original shape as though nothing happened. Though you can survive just about any sort of physical destruction this way, your mind and soul do not share this eternity, and can still be damaged by other means. It is also possible for someone to force the concept of 'death' onto your body, though the list of people capable of that here...well, it's just one, really.

Demon-Blooded:

Stop Being Stupid [100 - Free for Demon-Blooded] - Good God, you're a grouch, aren't you? With your arms folded and such a disdainful look on your face...hmm, what do those people who watch anime all day call it? Soon-there? Whatever. You'll find that others tend to take any grumpiness or hostility you have towards them on the chin, forgiving insults and accepting any chastising you give them with glum acceptance, like a child being scolded for raiding the kitchen. True hostility or strong wills may ignore you, however, but your friends and those who rightly earned such an attitude? They'll just accept it with due amounts of shame or fear, depending on whether you want to come off as an upset guardian or just angry, and not hold it against you.

More Like An Animal [100 - Free for Demon-Blooded] - With your origin in mind, you may not enjoy the company of humans as much as you used to...or perhaps that how you've always been? You'll find you can easily live and survive outside of civilization, adapting to new environments in a very short amount of time - forests, deserts, and similar places untouched by the hand of humanity are like a back yard to you. Note this only applies to mundane survival - this won't let you survive in a tornado or the surface of the sun or what-have-you. Animals also like you more - wild beasts without reason to hate you leave you alone, or are easily tamed by you should you work towards it.

Nothing Unusual [200 - Discount for Demon-Blooded] - You seemed like such a normal person, you know? Just a run-of-the-mill person from a secluded family on a hill. How could you have possibly been such a monster? You can easily blend in with ordinary humans, suppressing your supernatural and monstrous powers to what other humans would consider 'normal', removing all tells and even signs of supernatural hunger or cravings you suffer from. You could be an absolutely insane and bloodthirsty maniac and appear to all around you as a perfectly normal and delightful person to be around. You won't abuse this, right...?

In My Heart [200 - Discount for Demon-Blooded] - They mean too much to you. Your loved ones, your principles, or even your property? It doesn't matter - you can't let yourself be reduced to a rampaging beast when their lives are on the line. You have increased willpower, strong enough to let you resist homicidal urges or resist mental torture within and without, and this willpower increases threefold when you act on it in the name of those you care about, whatever they may be.

Life Thief [400 - Discount for Demon-Blooded] - It looks like you're burning someone alive. Like you're setting them aflame, from the inside out. But it's a bit more complicated than that. Using the strands of your hair and a spiritual extension of it, you are able to 'plunder' the life force of

a living person, stealing it for yourself and making them endure the pain of being burned alive in the process, though no actual burning takes place - you merely drain them dry of their life force, leaving them lifeless and empty should it be allowed to complete itself. This process is invisible and virtually unstoppable by someone with no spiritual awareness, such as an ordinary human being, leaving them to only be caught and die helplessly by this. Your hair is also now a living weapon, able to move accordingly to your will and absorb the life from whatever it touches. However, against the spiritually aware, such as magi or a Dead Apostle, this is merely a grapple or a mild nuisance, and these beings will take more time and effort to capture and kill with this method.

As a side effect, you are also capable of 'giving' stolen life force or your own to others, extending their lifespans rather than draining it. Optionally, your hair is now longer. With time and effort, this could be improved to drain life more quickly and effectively, even against the spiritually aware, but this will take a good amount of practice.

Don't Leave Me [400 - Discount for Demon-Blooded] - Why do people try to steal your loved ones away? It's been so long since you've been able to be near them, and now they're just running off on their own into danger or into the arms of others? How stupid. How foolish. Those rivals for their attention have never met someone like you. When you desire it, romantic rivals or those who act as what you'd consider as a 'bad influence' on the lives of those you're close to will just...float off. Not out of existence, but out of focus - meetups are delayed, gatherings are interrupted, and dangerous missions suddenly kick off before your loved one has a chance to volunteer and join them. You're not a control freak, you're just...concerned, that's all.

For those a bit less controlling or insecure, this also causes others to defer to your judgement first in a situation or problem, consulting you before anyone else and considering your advice first - even if a superior or someone more popular normally has the final word. They can still point out or object to obviously terrible ideas, however.

The Beast [600 - Discount for Demon-Blooded] - A monster. That's what you are. Your strength alone is enough to put most human beings to shame - you can crush trees with your bare hand, remove a human head with a lazy swipe, and move faster than the human eye can follow. Your endurance is similar, letting you withstand similar blows with ease, even surviving vicious attacks from a Dead Apostle or a skilled assassin that would normally tear a human being apart. In addition, your fighting style is both feral and graceful, letting you channel a monstrous berserker rage through yourself yet remain completely lucid no matter how overwhelming your bloodlust became, changing it into pure strength that adds to your already considerable might. Finally, you possess a muscled and athletic frame to match your newfound strength, which

likely adds a considerable intimidation factor...or just a show that you're not to be angered needlessly.

Crimson Red Vermillion [600 - Discount for Demon-Blooded] - You are what your family and many others have struggled to achieve for generations - a perfectly realized demon within human flesh. And unlike others, you are not at risk of being victim to the Inversion Impulse or losing yourself completely - your human and demonic blood exist together in almost symbiotic harmony, though you may be a tiny bit more sadistic or vicious in this form. Your eyes change to an icy blue, your hair a fiery red, your body having become a living Mystery, giving you resistance to magecraft, magic, and other forms of supernatural influence or damage, as well as letting you damage or influence them in turn. All powers you wield that are blatantly supernatural in nature and originate from your body increase greatly in potency in this form, letting you become a terror and a reminder of why mankind knew to hide from the ferocious Oni. At first, this increase in power is by half-again of your full might...but with time and age, this may increase further.

Taking this in combination with The Beast lets you intermingle your physical strength and Mystery seamlessly, increasing your already considerable might and letting you match even a Heroic Spirit blow-for-blow in hand to hand combat...and perhaps even emerge victorious. This form and its effects can be toggled on and off freely.

Servant:

Welcome Home, Jumper [100 - Free for Servant] - Home is where the heart is, and it's where you are, too. You understand the importance of the time for others to put their weapons away, take off their shoes, and forget their worries. You embody that, able to keep a cheerful and warm demeanor that is welcoming to others, letting you quickly make friends and reduce the stress and worries of those around you. Similarly, you're good at not letting stressful situations or a long work day bother you - it doesn't matter, since you'll be smiling all the same, right?

Maid to Serve [100 - Free for Servant] - What is a maid without maid-like duties!? You're able to properly clean, organize, and maintain a large mansion or building all by your lonesome with maybe one other person to help you out in a pinch. In addition, you're a fantastic cook, able to put most modern-day restaurants to shame with just some store-bought food.

Meido [200 - Discount for Servant] - Maids are actually becoming very popular in this day and age, you know? After all, having a young man or woman provide service with an adorable smile in their household is a dream of some people in this world! You're good at acting the part - you know how to act the right mix of alluring and endearing, and know how to appeal to your

desired gender with just a little bit of effort. You're a bit of a looker, to boot! You have a mix of natural beauty and personal confidence that adds to your allure, looking either cute, handsome, or voluptuous without much effort - your choice. It's good for all sorts of things. Cuddles, hugs, getting someone's guard down as you slip a murderous drug into their drink - all kinds of things!

Someone Else's Pain [200 - Discount for Servant] - It's easy to bear physical trauma and pain when you think of it as belonging to someone else, isn't it? As long as you can do that, you don't have to feel or worry about anything. With just a moment of thought, you can completely shut off your ability to feel pain - whether physical, mental, or even emotional. It doesn't change the fact you're being hurt, but your mind simply doesn't register it anymore than something gently poking you. This can be toggled on and off.

It Just Takes A Minute [400 - Discount for Servant] - You've come to see a doctor, but just look in the mirror, and you'll find a healer...and the worst possible dealer. You've completed training as both a nurse and a pharmacist, able to identify the medicinal uses of herbs or plants on sight, and quickly learn what ones you don't recognize can do in a matter of minutes. But that's not all. In addition to being a fairly effective doctor and caretaker, you're good at concocting drugs able to trigger supernatural stimuli - a homicidal urge here, a psychic link there - it needs to already exist for you to make drugs that can toy with it, but with a bit of study, there's little you can't push or pull with the right recipe. Paralysis, insanity, or even a good night's sleep and a moment of sanity - you can do it all. Just swallow the pill and don't worry about it~.

Synchronizer [400 - Discount for Servant] - I'd be careful about who you shared this ability with, friend. Your body has a unique quality - bodily fluids such as blood, saliva, sweat, and...other things have healing properties. Someone ingesting or making contact with it will quickly find their wounds healed, both physical and mental - it could bring someone reduced to maddening, gibbering insanity back into clarity so long as the source of said madness didn't return. Unusually for this ability, it works both ways - your body will quickly heal wounds and restore itself upon being damaged - not enough to grow fresh limbs back or reverse death, but cuts vanish in minutes and vital organs are brought back to full functionality after a few days of rest. Your mind likewise repairs itself, madness and mental trauma slowly fading away as clarity is restored, able to lift you from catatonia back into almost perfect mental health after a peaceful day.

A Perfect Doll [600 - Discount for Servant] - The way people act...the way they laugh, they cry, they scream, feel love...it's so strange, isn't it? You understand it better than others - saying the right things at the right time can make them act in a way that benefits you, and that if you have the right expression and tone of voice, no one ever suspects it was you giving them those ideas.

You're a consummate actor and liar, able to adopt any sort of persona or expression with no involuntary muscle reactions or tics that give away your true intentions - it would take serious physical evidence to make others doubt you. You could even fool supernatural senses, or make those who rely on such doubt themselves. You are also a skilled manipulator as a result, able to carry out a murderous revenge plan with your victims oblivious to your scheme every step of the way. A liar, a schemer, someone who gets others to do what they want...that's what a real person does, right?

Mad Science Jumper [600 - Discount for Servant] - ...wait, what? Huh?! How does any of this have to do with being a maid?! I guess the robots could look like them or something, but...anyways, against all logic, you are an engineering genius who could put certain inventors to shame, able to construct fighting androids with comically effective artificial intelligence that will be completely loyal to you unless mistreated. These robots, with enough time and resources invested in them, could individually lay low Dead Apostles or other creatures with some effort, and are able to hold the armory of a small tank in a humanoid body, or otherwise putting a large amount of weaponry compared to the size of the robot within its arsenal. Given enough time and privacy to work, you could even make a self-sustaining factory that churns out an army of these robotic avengers...you ARE doing this for maid work, right?

Alchemist:

Clear Mind [100 - Free for Alchemist] - The first step to being able to use your mind at full capacity is the ability to drown out all possible distractions while still focusing on the important details. Whether you are starting to lose yourself in your thoughts or have activated one too many partitions, you are able to 'snap' your mind into a brief period of silence, bringing yourself into total focus and immediately banishing both distractions and unnecessary emotions. This is very brief, being the mental equivalent of a 'soft reset', but can be done instantly and repeatedly if necessary. It could also be used to resist particular forms of mental control or manipulation, though only if you recognize it in time to activate this technique.

All Within My Calculations [100 - Free for Alchemist] - Complete confidence and faith within a desired end result. That is what is necessary to bring mathematics and intent together to create the future you desire. This helps build a foundation for this by giving you a lifetime's worth of knowledge of mundane mathematics and photographic memory, and the intelligence necessary to use it in everyday occurrences without any serious difficulty. This doesn't cross into the supernatural just yet...but it's good to start with basics, isn't it?

Thought Acceleration [200 - Discount for Alchemist] - Even a human brain operating at peak capacity has its limits - it is, after all, what amounts to biological hardware with set limitations. But what if those limitations could be surpassed? You are able to accelerate your thought processes to twice their normal speed, letting you quickly multitask and react faster than body and nervous system would normally allow, running calculations and strategies in a blink rather than a minute. In time, you could even accelerate this to three, or four or more times in speed. However, much like overclocking a computer, this is a stressful technique that is exhausting, and if overused, can burn your brain out like an overheated engine. Practice and careful moderation may let you overcome this, but for now, be cautious in how you use this.

Adorkable [200 - Discount for Alchemist] - You're not anti-social, really. It's just...difficult to talk to others when you've spent so much in time in study and isolation, that's all. It's not your fault you get so flustered and frustrated when dealing with other human beings. But somehow, your awkwardness comes off as endearing, and you're able to get your point across even if you lack finesse or grace. Others will judge you by your actions and your intent instead of your charisma or stage presence, seeing you for who you are, and finding you easier to like so long as you mean them well. This makes things easier, not impossible, however...purposefully harming others isn't terribly adorable, after all. In addition, you will find that when you make honest friends or forge a strong bond with someone, neither time nor hardship can break it - loyalties remain firm, friends will defend you in your hour of need, and loved ones will support you until their dying breath. Maybe you're just that adorable?

Heir of JUMPER [400 - Discount for Alchemist] - How often are individuals punished by the sins of their fathers? Or perhaps even rewarded for it? Wouldn't it be great if you could reap all the benefits of their hard work...or just set yourself free? Skills and even supernatural abilities possessed by your parent can be inherited by you - not all at once, but little by little, with more coming to you with practice, skills manifesting as an inborn talent and powers as the results of self-reflection and discovery. However, the further back your bloodline goes, the more diluted this is - your gain is halved when you try to inherit things from your grandparents, halved again from your great-grandparents, until it becomes a barely noticeable trickle that you would have been better served gaining yourself, cutting off entirely after ten generations.

If you'd rather shun family ties altogether, you may forsake this inheritance and formally separate yourself from a bloodline - you no longer qualify as biologically related to said bloodline, and lose all benefits and downsides of being part of them, both legally and physically.

For the purposes of this perk, a vampiric sire and their 'bloodline', should they descend from one, count as family.

Precision and Memory [400 - Discount for Alchemist] - The body is simply a vessel, and one that can be honed and perfected into a weapon. The mind is no exception, and you've gained mastery of the calculations necessary to do so. First, you are capable of Thought Partitioning - separating your mind into different 'sets', each one running another thought process simultaneously, letting you execute superb multitasking and even use multiple thought-intensive skills or abilities at the same time. You start off capable of running three thought partitions at the same time, and with practice, can increase this number further, with the difficulty increasing the more you divide your mind. This can be shut off or 'cut' at will, if the noise or split focus should become unbearable.

In addition to being able to partition your mind, your ability to calculate mathematics and probability has entered the realm of the supernatural, able to get the answer to an equation with only half of the necessary evidence and material to work with. You could calculate where someone will throw a stone, despite not knowing how hard they will toss it, and know how and when someone will move just by a passing observation of their muscle movements. You can also calculate the mathematics behind a situation with simply a glance, such as bullet trajectories or the speed someone is currently moving at. These two abilities combined also make you a fantastic lie detector, and probably leaves you walking away from poker tables with the entire betting pool.

Artificer [600 - Discount for Alchemist] - Even among the everyday alchemists of Atlas, you have a talent for the creation of new and interesting items. Mystic Codes, modern Conceptual Weapons, even living Homunculi...with the time, study, and resources, you can create new and amazing items and magical beings that modern magi would happily chop off a limb just to possess. You also have the skill to reverse-engineer magical enchantments that others make, and with enough time, you may almost perfectly recreate them - though it takes a proportionate amount of resources and study to make something that departs from the norm, and something on par with a relic from the Age of Gods may take a king's ransom and a near lifetime of work.

To explain, a Mystic Code is a 'support' item utilized by magi that come in two types. The first is an Amplifier, which can strengthen or support their magic by storing reserve energy for later use or directly amplifying a spell, as the name indicates. An example of this is the jewelry used in the magecraft utilized by the Tohsaka family. The second is a 'Specialized' Mystic Code, which can perform a given spell or function upon being activated by the user's magical energy. This could even be utilized by those without magical circuits under certain conditions - for example, the Salamander Gloves used by Azaka Kokuto in a different world, which could generate flames using her 'talent' for spontaneous combustion alone.

A Conceptual Weapon, to contrast, is a weapon that has accumulated a history within it, and do more than simple physical damage or interference - it has a singular 'concept' embedded within it and is able to damage or disrupt things like physical laws or magical beings, or even formless things that normally couldn't be damaged by mundane means. It does so by imposing its given concept onto the world, and inflicting it on those the user attacks with the Weapon. A common modern example are the Black Keys utilized by the Holy Church itself.

Finally, a homunculus is a magical being, an artificial lifeform created without the normal biological process of birth. The concept of 'age' is largely meaningless, as they begin with all of their required knowledge for whatever task they were made for upon being created, aging to adulthood in months instead of years. They also possess powerful Magic Circuits as a result of their artificial creation - though as a consequence, homunculi are usually physically frail, have mental defects, or short lifespans - some trade-off to their creation process. Perhaps in time you could eventually make one with a human lifespan or iron out some of these defects, but that will take years and resources you likely could have used a simpler creation for. For some reason, ones you create are guaranteed to be unshakeably loyal (or at least benign) to you in particular.

Mind of God [600 - Discount for Alchemist] - The primary interest of Atlas is information and the manipulation thereof. This goes beyond simple precognition of day-to-day events or giving yourself an edge in combat - it is the manipulation of the progress of humankind as a whole, and prevention (or creation) of their extinction. A single human body cannot handle such information by itself - so instead, you made tools capable of accessing and storing the collective knowledge of humanity. You are capable of constructing devices that could create or manipulate pseudo-Spiritions, or virtual projections of the soul, and transmit that into a virtual space of your own designs as well. These devices are equal in magnitude and processing speed to a highly advanced Quantum Computer, and let you store or project a human consciousness, soul and all, into these spaces. With time and resources, you could recreate almost the entirety of planet Earth and the records of all its history, and store the whole of mankind within it...though doing such a strenuous, time-consuming process would take a lifetime by yourself. Recreating something such as a certain Moon-based digital space with this alone is a daunting, perhaps impossible prospect.

However, the ability to create such highly-advanced devices has come with a neat additional perk - namely, with the information it can calculate, it is possible to 'observe' the entirety of a world's history and several probable futures, along with the conditions needed to make those futures happen or even prevent them entirely. It could even provide instructions or probabilities of success with new advances or superweapons not yet within the world on aiding these potential futures, creating Mystic Codes or wonders few could even dream of

beforehand. With resources and time, perhaps you could make a device that can make those probabilities real by command alone, though that requires energy and conditions that a lone human being can't generate. Finally, everything is here - the records of humanity can be preserved and made whole.

Dead Apostle:

Friendly Neighborhood Vampire [100 - Free for Dead Apostle] - You're just cute as a button, you know that? That friendly smile, that mischievous tilt of your head, the several layers of gore your hands are drenched in as you adorably hide them from sight...you'll find no matter how monstrous you are, figuratively or literally, or how old you become, your social skills won't deteriorate and people can be strangely charmed by you - so long as you're not threatening someone they actually care about, of course.

Predator's Instinct [100 - Free for Dead Apostle] - Humans are nice and comfortable in their cities, aren't they? They've forgotten what it means to hide from a bloodthirsty beast, a carnivorous predator ready to swallow every drop of blood and flesh in their bodies. They will soon remember. You have the skills of beast, able to track and stalk living targets with ease and the finesse needed to quietly kill your prey and consume what is needed from them, whether blood or meat, whether in the wild or the city. You could use this for normal hunting, too, but where's the fun in that?

The Missing Heroine's Route [200 - Discount for Dead Apostle] - Why won't anyone notice you? Acknowledge you? Don't they realize you're just as important as everyone else, if not more so...? You may be banished to the back alley, but your impact on the world is the greatest story never told. At the cost of your reputation dissolving into nonexistence and your deeds being lost to obscurity, you will find your actions both good and ill will snowball into a butterfly effect that either greatly aids those you love or deters those you despise or act against. So long as you hide and keep away from the limelight yet still act for the greater good (or worse evil), you will create good endings and happy conclusions to even a tale of bittersweet romance and mortality where everyone lives to see another day, or just general outcomes you would find favorable. Maybe if you did something truly world-shaking, you'd be able to ensure everyone could live happily ever after, though maybe that's just a far-off dream. Very few will know you, even fewer will recognize your actions or even thank you...but if that isn't sad for you, then all's well that ends well, right?

A Quiet Chat Over Terrible Coffee [200 - Discount for Dead Apostle] - Murderers like murderers, monsters get along with monsters. Who knew? Whether from your nature as a vampire or a

total madman, something about you appeals to the deranged and the lost, particularly those who have stained their hands with blood for some reason or another - doubly so if they enjoyed the act itself. You could even sit down and talk with someone who was trying to kill you not too long ago and have a sincerely friendly chat over coffee, so long as you were both as mad as a hatter. You might even become real friends, or even lovers if you're into that kind of thing. Even if you're as wicked as they come, as crazy as you can be, you'll never be without good company.

Lord of the Castle - [400 - Discount for Dead Apostle] - Entertainment is the bread and butter of a Dead Apostle's existence, and there are few things more entertaining than making an army of Dead that do your bidding while you comfortably sip from a wine glass in some far-off castle...or an abandoned building, whatever works for you. Dead Apostles already possess the ability to create things like The Dead or control animal familiars using their blood, even possessing them directly as an extension of their will and receiving sustenance from all they consume. Now, that extends to all things you create by your own hands - any undead or artificial being you create is incapable of disobeying or turning against you, you possess full awareness of their thoughts and an ability to control their minds with a simple act of will, and all things they consume or absorb are sent directly to you, even if you were miles away during the act. In case you'd rather not starve them, you may decide how much you take from them at will, whether some or all or none of what they devour. Blood, meat, magical energy - whatever they devour, the spoils are given as tithe to the true Lord of the Castle.

Beyond Bane [400 - Discount for Dead Apostle] - Why is there always a trade-off to perfection? A Dead Apostle is at the mercy of their hunger for blood and the light of the sun, and it takes so long to finally overcome these weaknesses...or maybe you're just a lucky one who skipped a step or three? The weaknesses of your race apply to you, but only just. A vampire is merely weakened in the sun instead of made into a rotting pile in minutes, your thirst and need for blood can be satisfied with a gulp instead of gallons, a werewolf would only be irritated by silver, and a demon could even manage to wield holy weapons in their own malefic hands.

Akasha [600 - Discount for Dead Apostle] - Death and rebirth. Cycles of reincarnation have been dreamed about by religion and philosophers for a long time, but an eternal sticking point is the inevitable death of the ego as the soul passes between lifetimes. How fortunate you've found a way to preserve yourself, abilities and all, into the next life you appear within. Now, normally that's a timetable measured in generations, but since we don't have that sort of time, I'll throw you a bone. When you are completely slain, your spirit will flee to the nearest compatible vessel - usually human, but any other 'race' you possess a form for is also valid - and will quietly begin to overtake their consciousness as they manifest your abilities and monstrous nature, assimilating their personalities into your own as you consume their being and add it to your own. You are able to wander for a time as a bodiless soul and choose your desirable vessel, if

you so wish. This ordinarily takes years, but you can completely overtake an ordinary human being within weeks - you won't even need to possess an infant to do so, you may overtake adults and teenagers just as easily. Once you are made whole and have assumed full control, you keep all the benefits your host gives you, and you are free to reincarnate once again should you be slain yet again.

Though I will warn you - while most humans you choose as a vessel in this world are doomed, stronger beings may excise you with ease or destroy your soul completely before you can take them, and that happening to you will make death will embrace you. While your soul incubates within its newest host, you are vulnerable, and should they be slain before you complete your rebirth, this immortality will not save you and you will truly die. Should your consciousness not take complete hold of the host before your time in the jump expires, it will be considered a failure. In addition, your soul remains vulnerable, and powerful magical weapons could burn it away completely. Until that day comes? Eternity is yours.

Hmm? This sounds familiar?...you think so?

Exceptional and Lucky [600 - Discount for Dead Apostle] - The process of gaining true mastery of a Dead Apostle's state of being, let alone becoming a full-fledged vampire, is a fundamentally slow one that is based on several different factors and the passage of time. It might even be...how do you say, impractical? So how do you keep speeding through all of it while barely knowing what you're doing? This perk's benefits are twofold - any sort of power or item that requires a 'certain person' to use it, you automatically qualify. For example if you needed a strong spiritual will to become a certain type of being, then undergoing the process to become that being would welcome and accept the change to your body. Secondly, all abilities that grow based on age or practice now take a considerable fraction of the time and effort needed for you to perfect it, perhaps even letting you develop a Reality Marble as an Apostle in a year as opposed to decades or centuries. I wonder what sort of madness created a being like you...?

Reality Marble [800 - Discount for Dead Apostle] - The World around you is very much alive, and imposes its own rules upon all who dwell within it. But every person alive is a world of their own, as well. And you've learn how to make it so. You may impose this 'inner world', usually but not always representative of your personality and desires, upon the physical world around you, changing its laws to match those of the world within. Unlike Marble Phantasm, which is reshaping the world according to your will and its existing laws, your Reality Marble has a set 'world' and 'rules' behind it chosen when you purchase this perk. Perhaps your body is a collection of various lives and familiars that count towards your own, or you create a fog that feeds off the fear of those within it and making those fears a reality. Either way, you may manifest this world and impose it on The World, keeping it manifested so long as your magical

reserves could sustain it before the World re-asserts its normal rules - though a Reality Marble that is only imposed on your own body could be sustained indefinitely, as the World itself does not see it as a contradiction to its own laws.

While most Dead Apostles develop this trait naturally after some time and research, the benefit to purchasing it is worth noting. First, you suffer no degradation (physical or mental) from your chosen Reality Marble - one that requires a particular sort of insanity wouldn't afflict you in any sort of way, nor would your personality be lost in a sea of various beings contained within it. Second, you may create your own or recreate a Reality Marble belonging to someone else in this world, though practice and effort would be needed to create something akin to TATARI and be able to sustain it for more than a short amount of time with what you start with. Third, it is based entirely on your experiences - so a 'collection' Reality Marble such as Unlimited Blade Works or Ionian Hetairoi would be based on only what you have seen or experienced first-hand one way or another. Lastly, you may decide the suitably thematic incantation (if any) for the Marble yourself.

True Ancestor:

A Pure Heart [100 - Free for True Ancestor] - How could a creature such as you, designed to be a weapon and a living extension of the will of Gaia and Crimson Moon, be so pure of heart? No matter how old you become or what trauma you experience, you are able to look at life with just as much childish curiosity and wonder as when were young. You are able to earnestly smile at the new day and appreciate small but new things in life, and experience old ones with just as much joy as you did the first time, able to appreciate every moment as you live through it. This carefree innocence is also surprisingly endearing to others, letting you make friends just by virtue of the wide-eyed curiosity you hold. Hopefully, they don't mistake this purity for naivety or stupidity though...because that would be a grave mistake.

Beloved of Gaia [100 - Free for True Ancestor] - A True Ancestor is a spirit of the world given form, designed for a purpose. Gaia itself recognizes you for what you are, and as such, the world's laws do not count you among humanity or other threats to its being. Spirits and beings born of planet Earth and all its iterations will count you as a friend and ally, and nature itself will act in small ways that favor you - weather becomes clear during a long journey, animals are pacified in your presence so long as they are left alone, and any sentience tied to the planet itself will defer to you with respect or at least respect your presence.

Take Responsibility! [200 - Discount for True Ancestor] - How dare someone kill you in broad daylight and make you spend several hours in agonizing pain putting yourself back together! It's just rude. So rude you have half a mind to march up to them and demand they make up for it.

For some reason, you're talented at strong-arming people who have otherwise done you harm (even on accident) into being on your side, through a combination of appealing to their sense of shame and just general intimidation. So long as you weren't sworn enemies beforehand, you could browbeat anyone from a crazy high school student to a skilled warrior into working for you, maybe even becoming actual friends after some time working together...and you're pretty good at befriending them, even if you end up at each other's throats again later. At least it's a 'friendly' conflict now, right?

Ethereal Beauty [200 - Discount for True Ancestor] - Your figure dancing in the light of the pale moon could turn a wicked man's heart half-circle, make a pious priest fall from grace, your smile could charm dozens and your laugh could make someone want to protect you. Your appearance is nothing short of breath-taking, beautiful in a strange yet primal sort of way, with either youthful attractiveness found in only a small number of human beings, or a terrifying sense of awe for a being that could not possibly be human. It may manifest in either form at your will, perhaps depending on your mood or the situation, but either way - your face is impossible to forget.

Packing Tape! [400 - Discount for True Ancestor] - Not many people think about using packing tape as a 'bandage' to hold your body together while you recover from an incredibly gruesome injury. But not many people are as amazing as you, so it all works out! You will find that you are able to supplement your own abilities or solve problems using subpar materials, such as using duct tape as bandages, a slingshot in place of a gun for firing a silver bullet, or a rusted sword in place of a Black Key and it will work just well enough that you can get by without the real thing. Won't change how fragile the items in question are, particularly against tough situations or opponents, but hopefully the problem will be fixed by then, right? Is this the will of the planet aiding you or are you just stupidly lucky? Who knows!

The End of A Thousand Years [400 - Discount for True Ancestor] - All True Ancestors suffer from an instinctive but purely psychological bloodlust that they must suppress using their own powers in order to act rationally and control themselves. Your unusual condition doesn't make this much of a problem as a True Ancestor yourself...but you've either found a way to safely tap into it or just have anger issues powerful enough to make you into a rampaging monster. You may choose to tap into this bloodlust and stop holding yourself back, complete with glowing yellow pupils and red irises, which greatly enhances your physical strength and killing instincts, turning an already-frightening opponent into an almost apocalyptic terror - and all abilities geared towards murder and destruction are likewise enhanced, with an attack that could kill one instead killing dozens, or destroying a building becomes destroying an entire block. Strangely, you have enough reason in this state to direct your wrath to those you feel deserve it, avoiding allies and what you deem unnecessary collateral or sadism, and can snap out of it at

will. Your kin might be a bit jealous you can so easily free yourself from being rabid...but does that really matter?

Brunestud [600 - Discount for True Ancestor] - Crimson Moon Brunestud. The Ultimate One of the Moon, who made a pact with Gaia in order to create a race - the True Ancestors - to corral humanity. But this luminous being had its own agenda, wanting to make a suitable vessel able to exist within Gaia's laws and possessed enough purity for it to take over and then enact his own will upon the world. There are three suitable vessels on the planet - Arcueid Brunestud, Altrogue Brunestud...and you. Whether your body had enough 'purity' for Crimson Moon to consider as a candidate for being their vessel or you were some misbegotten attempt at replicating the True Ancestors, a 'fragment' of Crimson Moon exists within your soul. However, unlike the others, this fragment holds no particular sentience or power over you, and is only a small piece of what Crimson Moon's power would be.

First, you are able to manifest a copy of Millennium Castle Brunestud, a piece of Type-Moon's Reality Marble where his influence is the strongest, at will (curiously, even if you lack Marble Phantasm) and dwell within it. You may change the interior of the castle your will, making anything from a luxurious manor to an eldritch hell only a monster could find comfortable. Your connection also causes your power, even those not tied to your nature as a True Ancestor, to wax and wane with the phases of the moon - during the night of a new moon, there is no change, but during a full moon, your strength and powers are magnified several times over. And when you dwell within the Castle itself, your power is always at its peak from this boost, functioning the same as the night of a full moon. An ordinary human (as miraculous as it may be) with this could lift a tank one-handed on the night of a full moon. The might of a True Ancestor is likewise increased even further than before in the light of the moon, letting you outmatch others of your kind save for your two 'siblings'. Perhaps in a few centuries, this 'fragment' could grow into something matching the original...though that night is far, far away.

If you prefer a more... 'talkative' source of power, you may take the exclusive companion for this perk 'The Moon's Shadow' for free.

Living Antibody [600 - Discount for True Ancestor] - The Counter Force. The planet's collective will to survive made manifest, a passive force designed to act to protect it from any extinction event or existential threat. As you were created by the planet to enforce its will (or are some odd exception to Gaia's old desire to exterminate humans), you may tap into the Counter Force to do battle with and exterminate such threats. When facing anything that threatens either yourself or the existence of the planet you reside on, you may call on the planet's own will to survive to empower you, greatly increasing your own abilities and powers to match the threat - against something you could easily dispose of, the boost is minor and almost intangible. But

against a rampaging beast ready to tear the entire world apart and with the ability to do so, your blows become strong enough to send them doubling back, but only 'just' enough to overcome them. Note that the planet itself must be alive for you to draw strength from - a dead or dying world yields little or nothing to empower you, and if you yourself are an active threat to that world's survival, it will actively refuse to aid you. Woe if you encounter a foe that is stronger than the collective will of an entire planet, for this alone won't be able to help you.

Mystic Eyes:

Any background can discount a single purchase of a Mystic Eyes perk, except for Mystic Eyes of Death Perception. The exception is True Ancestor, which starts with Mystic Eyes of Enchantment for free.

Mystic Eyes of Enchantment [200 - Free for True Ancestor] - You have a set of powerful hypnotic eyes, which can be used to plant suggestions and alter memories of those who make eye contact with you. It doesn't work as well on other beings with supernatural power, though if you catch them unaware you might be able to do something subtle. This is more powerful than modern day Hypnosis Magecraft, and as a result is more difficult to resist.

Pure Eyes of Emotion [200] - You can perceive the emotions of others as colors surrounding them, determining their feelings through a sixth sense and a passing moment of observation alone. With some experience, you can pinpoint the source of these emotions, with enough accuracy to trick others into thinking you can read their mind.

Mystic Eyes of Flame [400] - Your eyes have command over heat. At first, all you will be able to do is

increase the heat of people and objects you look at, burning them and possibly even setting them aflame, but further training will allow you to manipulate heat more freely and with greater potency. Setting things on fire instantly or freezing them solid at a glance is something within a true master's ability

Pure Eyes of Fate [600] - You can see the most probable future play out right before your eyes. You can peer ahead a few seconds or minutes (with some strain) into the future using your eyes, though longer vision is extremely damaging to a human mind as it tries to look through the near-infinite possibilities, and becomes less coherent the further you push it. You will observe the most likely future and a rough idea of how to ensure or prevent it, though observing things that operate outside of fate will yield unclear and unreliable answers - and even then, it may not always play out the way you expect them to.

False Eyes of Death Perception [600] - Technically, the true name for these is 'Mystic Eyes of Life Perception' or would be along those lines if it was properly identified. You are able to perceive the 'life force' that sustains a living being, appearing as lines and points around said living being. By cutting along or damaging these lines and points, you can greatly damage the being in question as their life force is burned away, likely killing them if enough damage is inflicted. However, you cannot truly see 'death', and as such cannot actualize it upon a living being or even an unliving or inanimate object - thus rather than instantly killing the target, it merely critically damages them until their bodies cannot take much more. In short, all these Eyes can do is inflict damage upon that which lives, the same as any weapon or method of murder.

Mystic Eyes of Death Perception [800 - Cannot be discounted] - All things die eventually. No matter how clever you are or what paradox you invoke to escape it, all that which is born 'alive' into this world will eventually leave it. And now, having seen such a thing up close at some point in your life, your body has internalized it in those beautiful eyes of yours. You are able to perceive 'death' itself on living beings and physical objects, appearing as thin red lines. When you touch or cut along these lines, the object or being in question is immediately cut deeply regardless of their durability, and attempts at healing or regeneration are greatly stunted - perhaps even made impossible for some beings, though the lines are thinner and more difficult to target the tougher a target is. At first, these lines are all you can perceive and influence, but after some time passes they will become clearer to your eyes and you will eventually see circular 'points' on their body that the lines all trace back to. Cutting or stabbing this point of death directly will immediately kill the target in question - no form of reincarnation, resurrection, or regeneration will save them from the bitter taste of death. This is what it means to kill something. With time and continued use, you may eventually be able to understand and perceive the concept of death in less tangible things, such as the spells of Magecraft or the empty space between you and an object, though the same general rules apply - and some things can only be 'cut', not 'killed', for they have no point of death.

However, perceiving how fragile the world and existence as a whole really is...that's something no human mind can truly bear witnessing. When your eyes are active, the perception of death strains the mind and can eventually cause a human brain to suffer a fatal aneurysm from continued use, and can also damage one's sanity as they are constantly made to understand the concept of death all around them. Even to an inhuman mind that can sustain the physical damage and the sanity-straining view of entropy, they are tiring to use in the long-term without preparation or precautions. Secondly, the 'points' of death may never appear for certain beings - beings that were never 'born' or are free of the concept of death entirely, such as a True Ancestor at the peak of their power during the night of a full moon - you would have to remove the source of their immortality or introduce them to the possibility of mortality in a different

way, which is beyond the scope of using these alone. The strain also increases the longer you perceive the death of things beyond living beings or physical objects, which can do great damage to your mind if you're unprepared for it.

Companions:

My Friends And Me [100-300] - Have some friends you'd like to bring here? The night is dark and full of terrors, after all - it'd be good to have some allies. You may import two companions for 100 points, four for 200, and a full eight for 300 points. They receive a free background of your choice (except True Ancestor, while Dead Apostle costs 200 points) and 600 points to spend, along with the free perks tied to their background and general perks received for free. They also receive the discount on their first purchase of Mystic Eyes and their chosen discounts for items.

Canon Companions [100/200] - Or maybe someone else here catches your eye? Someone who already exists in the world? For a certain price, you can guarantee you will be able to run into this person several times in favorable conditions, with the opportunity to become friends or even something more if you work towards it. If you can convince this person to come with you, they become a companion at the end of this jump. The price is 100 for every human being, and 200 for every supernatural being - Aoko Aozaki falls into the latter bracket. Note this only applies to individuals who feature in Tsukihime, its side stories like Kagetsu Tohya, and Melty Blood.

On The Near Side Of The Moon [Varies] - But there are other roads to take - you need not merely involve yourself with the twisted path of Tohno Shiki and people he will be tangled with. Listed below are several unique individuals you may take as companions. Some companions below are discounted for certain backgrounds, and you may discount the first one you purchase. If you use your discount on one companion that was already discounted for your chosen background, you may take them and their upgrade for free. You may also import companions into these roles, though each is a one-time purchase and imports for multiple people in one option each take up one companion slot each as normal instead of just one. Their gender can be decided by you.

+But I Wanted A Maid Instead! [100+] - If you're some sort of a...degenerate, you can add this to any of the OC companions or the import options. For 100 each, each companion with this upgrade comes with the Servant freebies, a maid uniform, the perk 'Meido' and a somewhat increased affinity towards domestic chores. Adding this to someone with the Servant background sees them become a chef that would bring a tear to the eyes of any human being on Earth with how good their food is, and can clean even a multi-story mansion by themselves in mere moments. How? Maid!

A Stray Cat [200 - Discount for Wandering Magus/True Ancestor] - Another one? It looks like a familiar, namely one made from a fusion of a cat and a human. They're capable of speech and understanding, though they have all the behavioral mannerisms of their components - they're fickle, moody, and tend to ignore you most of the time until they're convinced you're ignoring them, then they won't leave you alone and become both affectionate and curious. Despite that, they're attached enough to you that they're loyal and will help you when you need it. You could even make them your own familiar, if you really wanted. They come with the perks 'Dream Manipulation', 'Starmine and Starbow', and 'True to Myself'.

For an extra undiscounted 200...well, apparently there was a litter instead of just one. There are four other cat familiars of various personalities, though they all share a certain mix of immaturity and fickle behavior, along with affection for you. How that affection manifests is up to you, but they all come with color-coordinated outfits and appearances. Are they trying to form a team? When working together in concert, they are considered to have the benefits of 'High Speed Magus' as they coordinate each other's magecraft and abilities. They all share one companion slot, unless you imported pre-existing companions into this role.

A Sleepy Troublemaker [200 - Discount for Demon-Blooded/Dead Apostle] - They just have no end of trouble. This is a normal high school student, for the most part - except they just want to sit back and enjoy life at their own stride. That's hard to do when they have scores of admirers following them every day, like their lovelife had some kind of 'switch' permanently stuck in the on position, giving them the 'benefits' of the perk 'Tohno Gland'. You are apparently the only person immune to their charms, and as such they appreciate your company - though they're usually laid back and try to avoid trouble as much as possible, they have a vicious streak a mile wide when it comes to protecting you. Maybe that's how they see it as returning the favor? They have the benefits of 'Instinct' and 'Model Student'. When asked how they learned all of this, they just shrug and avoid the question.

For an extra undiscounted 200...well, that explains that. This 'ordinary person' is a missing member of the now-extinct Nanaya family, and that vicious streak was a powerful urge to kill anything supernatural around them. They only recently uncovered their memories and had no idea why they felt so violent and distrustful of everyone around them, but you were the sole exception to these murderous instincts, no matter whether you yourself fit the bill or not. They feel calmed by your presence, and are now undeniably loyal to you - enough that they're willing to kill for you, should you ask. They have the benefits of 'Nanaya' and 'False Eyes of Death Perception.'

A Pious Soul [200 - Discount for Alchemist/Church Executioner] - One day, someone wearing the garb of a priest (or a nun) had collapsed in front of your doorway. Before you could actually check if they were dead or not, their hand grabbed at you and they tearfully looked up at you, begging for something savory to eat. Reluctantly nourishing this stranger (or perhaps someone else did), they decided they were in your debt and swore themselves to your service. They're a bit of a goofball and an airhead, but are good at looking wise when the moment counts, giving them the benefits of 'Senpai'. They also have a talent for winning over others with just some well-placed banter, giving them the benefits of 'Strange Friendship'. They received special training from the Holy Church itself, giving them a mean throwing arm with the 'Iron Plate Effect'.

For an extra undiscounted 200, turns out they did die at your doorstep! Someone had killed them, but their mind somehow failed to process that they had died, as if Gaia itself couldn't understand how airheaded this person was. They have the benefits of 'Beautiful Blood', meaning no matter how badly they're hurt or their body is 'killed', they come back good as new moments later and don't have any memory of the event! Except, that's a lie. Though they continue to act stupid and oblivious, they know this means they will outlive everyone they know and love, and the Holy Church will happily exploit their immortality. Without solace in either faith or friends, they turned to you...to either share an immortal lifetime with so they won't be alone, or to find a way to let themselves finally die.

A Lonely Stare [200 - Discount for Demon-Blooded/Servant] - The heir or heiress to a wealthy family, they're something of a grouch who usually keeps to themselves, being used to surrounded by other wealthy family members and not much in the way of social interaction, giving them the benefits of 'Stop Being Stupid'. For whatever reason, they refuse to leave you alone, often making excuses like 'SOMEONE needs to take care of an idiot like you' or just making condescending insults in general...but beneath that, they care deeply about you, shown as they receive the benefits of 'In My Heart' and desperately want to keep you close, giving them a lesser version of 'Don't Leave Me' that won't affect companions or someone you have a sincere interest in, instead being focused on keeping away corruptive or deceptive influences that genuinely mean you harm. Though they won't be happy about the former, either.

For an extra undiscounted 200, it turns out the reason they're so protective of you is that they suffered a similar fate as the Tohno family, and every one of their siblings were killed for not 'making the cut' of their bloodline...with the exception of themselves and possibly you, if you are related by blood. They've sworn to protect you and desperately want to keep you close, willing to do just about anything in your name if it means you'll still be there for them. Woe onto anyone who tries to get between them and you, for they have the benefits of 'Crimson

Red Vermillion' and 'Life Thief', as well as 'Mystic Eyes of Flame'. You won't let them down, right?

A Faithful Hand [200 - Discount for Demon-Blooded/Ordinary High School Student] - They've known you, or at least the 'you' of this world since you were both young. They've been by your side for most of your life...so why do they look so different now? They insisted they become your live-in butler/maid and approach life with cheer and a gentle heart, happily taking care of any property you own without complaint, giving them both freebie perks from the Servant tree as well as 'It Just Takes A Minute', which they use to take care of your health needs and any injuries you sustain. They're absolutely devoted to you, enough so that if you stumbled home drenched head-to-toe in blood, they would draw a bath and talk to you, no questions asked. That's...kind of unsettling, isn't it? But as long as you're happy, it doesn't matter to them.

For an extra undiscounted 200, this person's devotion to you is now shared between two siblings - twins, as a matter of fact. One of them has 'Perfect Doll', the other has 'Meido'. One of them remains quietly faithful to you even in your worst moments, but won't hesitate to criticize you if you're taking a path that means ill for you. The other is a liar who will happily deceive, manipulate, and push things along in a way they believe benefits you. Which is which? Who knows! But either way, they're both devoted to you and their loyalty cannot be broken...even if one is more of a realist and the other is likely psychotic. They share a companion slot together unless they were imported.

A Poor Nerd [200 - Discount for Alchemist/Church Executioner] - An Agent of Atlas, the hand of justice, the slayer of evil...! They are! A hopeless nerd. An Alchemist from Atlas, with all the benefits thereof as they have training in both 'Thought Acceleration' and 'Precision and Memory', and have arrived to investigate the recent vampiric activity in Misaki. But really, that was the excuse. They actually have no idea or interest in things like Dead Apostles or even the looming threat of TATARI - they just wanted to get out of the Academy and waste time, maybe play some video games. They're a bit obsessed with emerging pop culture, particularly anime, and tend to act like the hero/heroine of an action movie playing out in their minds, giving them the benefits of 'Adorkable'. They've decided to follow you around and act as though you're the 'sidekick' (or 'buddy', if they're not delusional enough to believe you're below them), also happily expositing in facts related to the world you're in if you're unfamiliar with the supernatural, though these lectures tend to devolve into useless trivia pretty quick.

For an extra undiscounted 200, their obsessions have channeled somewhat into their job - they've started making artifacts and items that bear more than a passing resemblance to what they watch on TV. They have the benefits of 'Artificer' and have particularly specialized in reverse-engineering magical items and objects you encounter in future worlds, all while adding

an incredibly garish look to them that would make a rainbow look tame in comparison. They also possess 'Pure Eyes of Fate', which they often use to pull 'that one trick' of finishing someone else's sentence for them. Whatever that means.

An Unlucky One [200 - Discount for Ordinary High School Student/Alchemist] - Is it possible for bad luck to circle back around into good luck? It's hard to say, because this high school student doesn't seem to get any sort of respect or friends - they're incredibly clumsy, awkward, and have a difficult time talking to people. They do mean well, though, and have decided to follow you around in hopes of their luck somehow improving. Strangely, their luck seems to circle back around to 'extremely' useful as they quickly adapt to any powers or form you give them, giving them the benefits of 'Exceptional And Lucky', and they usually work behind the scenes to benefit you, even if their adventures sound outlandish and unlikely through 'The Missing Heroine's Route.'

For an extra 200 undiscounted points...they died! Except now they're a Dead Apostle, with all the benefits thereof and very few of the drawbacks, as they have also gained the benefits of 'Beyond Bane'. They don't really like being a vampire, though. Isn't it sad?

A Missing Link [800] - So there was another one, huh? Somehow, somehow, you've come into contact with a survivor of the True Ancestors, someone who has emerged into the modern era a little bit confused and unsure of what to do with themselves. They've decided to follow you on the condition you teach them more about the new world they live in...and the new worlds they'll see by your side. They're a bit haughty and full of themselves, but have a genuine curiosity and interest in both you and the world around them, being amazed by such novel concepts as cars or cotton candy. In addition to all the benefits of their race, they come with the perks 'Living Antibody' and 'Ethereal Beauty'.

...what? No, no upgrade. That's the whole package.

The Killer In Me [Free - Exclusive to Nanaya] - Who is this steely-eyed stranger who speaks to you in your dreams and in the back of your mind? This handsome devil, of course. They're you, except just a tiny bit more homicidal...this is a part of you that accepts the act of murder and violence as an innate part of them, a sort of storage bin for your desire to kill. Aside from that, you're functionally the same person. Normally this sort of 'dark side' would be unnerving, except they have more of a symbiotic relationship with you...they can 'take the lead' in a battle or conflict as you channel their personality through yours, greatly increasing your competence and skill in a fight on top of your already-existing skills. Their presence also acts as a buffer for your conscience, letting you undertake any necessary violence without losing yourself or vomiting in sheer guilt and disgust. They will constantly insist you take a violent or sadistic

approach to problems, but won't egg you on beyond that, having no real control over you and a loyalty to your goals...after all, you're the same person, right? This persona doesn't count as a companion, though you can import them as one in future jumps, at which point they become their own person until they choose to return to your mind, which they can do at will.

The Moon's Shadow [Free - Exclusive to Brunestud] - A piece of Crimson Moon exists within your mind and soul. That would be a gigantic problem and maybe even a threat to your chain...at least, if the fragment were actually complete. This personality is a mix of your own and Crimson Moon, so imagine yourself except more vampiric and with a persistent desire to wipe out humanity in any form - though it will usually make an exception for you and companions, with the excuse 'I don't want to disappoint you' or something.

While you may use their power as per the perk Brunestud normally and regardless of their approval, being able to reconcile or come to an understanding with this personality will enable that fragment to grow stronger at a faster rate, becoming more and more of what the Ultimate One once was...whether you convince them that humanity is worth leaving alone or protecting (good luck), or you just hop on the genocide bandwagon and pick up where they left off. They don't have any real control or influence over your actions aside from appearing in dream or occasionally urging you to let them do so, but aside from that, the most they can do is grumble. They don't count as a companion unless imported into one in a future jump like the above option, but...that's a really, really bad idea, even if their loyalty remains intact. Consider yourself warned.

Note that companions with the relevant perks cannot get 'The Killer In Me' or 'The Moon's Shadow'.

Items:

You may take two 100 items for free, and can choose to discount 2 200 items, 2 400 items, and 2 600 items.

Cash Money [100] - You receive 20,000,000 yen. Don't spend it all in one place! This can be purchased multiple times, though only the first purchase is free if you chose this as your freebie.

Mystic Eye Killers [100] - A set of glasses that prevent the wearer from using Mystic or Pure Eyes accidentally or otherwise. This particular version is able to suppress ocular powers of both the wearer and protect them from similar powers requiring eye contact, though they're otherwise just a pair of glasses. Comes in a frame or design of your choosing. Your eyes will

function normally once they are removed. They also can't be broken or destroyed by physical force.

Sealing Artifact [100] - Curious little thing, isn't it? This artifact both seals and hides the supernatural powers of whoever is wearing it. It's easy to don and remove, so if you don't want anybody to know you're an unnatural abomination this is for you. The sealing must be voluntary, however - so no throwing it over someone to stab them.

Closet of Uniforms [100] - A collection of various maid outfits, both practical and risque, stored in a closet in either a property you own or in your Warehouse. It also has a few magical girl or witch outfits for cosplay purposes. Also comes with a copy of every mundane outfit you've worn at any point in your life, and mundane copies of supernatural outfits as well.

Alarm Clock [100] - A standard electronic alarm clock that you'd find during the 90s. This particular alarm clock will always go off when it's supposed to and you will always wake up when it does. No more sleeping through school mornings!

Nanatsu Yoru [200] - It gleams so nicely in the moonlight, doesn't it? A simple knife that has a simple inscription on it: "Seven Nights" in Japanese. Its blade is far sharper than any mundane blade, and nobody seems to realize it's a weapon until you start actively trying to use it - and that gives you the lovely opportunity to slide it between their ribs.

Black Keys [200] - Short swords designed to be thrown, these Conceptual Weapons are effective against spiritual entities. By striking an opponent's shadow you can bind their movements; and it's significantly more difficult to remove them by hand when this is utilized, giving you the chance to strike at them. A Church Executioner with Iron Plate Effect receives this for free.

Dusty Old Notes [200] - You've hit some sort of jackpot, Jumper. It's a collection of journals and diaries that belonged to a now-deceased magus without an heir. It will take some time to decode and translate, but it contains knowledge of how to use common Magecraft practices such as utilization of the Elements, and some practical substitutes for some Formalcraft items, letting you execute effective rituals with common materials you could find in a modern grocery store.

Studio Apartment [200] - A modest one-bedroom apartment that's been signed in your name...and for some reason, the landlord never comes calling or asks for rent from you. You didn't do anything funny to them, did you? Well, it's a cozy and simple home with every modern utility you could ask for, and has an unusually comfy bed too. The fridge doesn't

restock, though, so be sure to do some shopping. Can become a Warehouse attachment or settled in a nearby city in future jumps.

Village of Weird Cats [200] - ...cats? Located deep underground somewhere in the city is a village of small, big-headed cartoon cats who look up to you as their leader. They're a collection of goofballs that occasionally make references you may or may not understand and are mostly harmless...aside from having laser beam eyes, anyways. They will maintain any properties you own or generally make mischief on whoever you ask them to, though asking them to kill or defeat powerful foes won't cause them to do much besides being an annoying distraction. Don't worry if any of them die, they'll be fine again the following morning. They don't count as companions, but can't be imported. This can follow you into future jumps as a Warehouse attachment or be put in some undisclosed location nearby.

Keys of Providence [400] - The Holy Church is going to be wondering how you're nicking all of their favorite toys, you know. An artifact that can turn monsters that were once human back into humans, as if the corruption of their body never happened. Curiously, unlike the originals, neither of you need to be Catholic in order to use these to their full potential. Wipe away the curse of the undead and the damned with your own two hands.

Seventh Holy Scripture [400] - This powerful Conceptual Weapon is made from a unicorn's horn and the freely given life of a young woman who became the elemental dwelling inside of it. It is a weapon made to kill souls, doing massively increased damage to spirits. 'Immortal' beings that rely on the soul surviving, such as beings making use of reincarnation, can be slain with this weapon. It was reforged into a type of weapon of your choice, or else incorporated into another weapon from a previous jump. The spirit within may be a copy of Nanako or a similar spirit of your choosing.

Ether Lite [400] - A wire-like substance meant to be used as a fake nervous system but can also be used as an extremely sharp, ridiculously long whip. If attached to another they can be used like a puppet and can read their thoughts as it manipulates their nerves. You may also release the limiter in someone's brain, giving them a temporary massive boost to their physical abilities, after which they collapse, unable to move for a few hours. A true master can even copy or manipulate another memories with this technique. It can be used to replace damaged or destroyed nerves. An Alchemist with Memory and Partition receives this item for free.

A Luxurious Mansion [400] - You must have come from a wealthy family indeed, huh? It's a fully furnished three-story mansion located on a hillside away from most of the city, but still in walking and driving distance from most modern conveniences. It comes with the normal utilities, enough rooms to comfortable house at least ten people and several more guests, and

even comes with a magically-restocking kitchen and fridge for food, and a liquor cabinet to boot. Have a house party or three, would you? Can become a Warehouse Attachment or settled near a city in future jumps.

A Secret Laboratory [400] - How did you afford this?! You have a secret...well, laboratory, as the title indicates. It comes fully stocked with engineering tools and several advanced computers that can emulate a variety of classic video games from the 90s or earlier, and also comes with a fully detailed control room for coordinating any robots you've created. Begin a planet-wide takeover plan, today! If you want, anyways. Can become a Warehouse attachment or an add-on to any properties you own in future jumps.

Army of Robot Maids [600] - What have you done?! Was this all part of Jumper's Takeover Plan?! Well, whether or not you had ambitions to take over the world, you now have a fully-armed battalion of robotic maids that are at your command, and are absolutely loyal to you. They individually have enough firepower to take on a modern army and win, though against supernatural creatures prospects may be a bit more dicey. They're also fully capable of any domestic or household tasks, of course - they wouldn't be much of an army of maids without it! Their appearance is up to you, though they tend to look obviously robotic and make machine noises as a result.

Barrel Replica [600] - A copy of the greatest weapon in the armory of the Alchemists of Atlas. Its progenitor is a conceptual weapon, composed of the mysterious Fifth True Theoretical Element, that will one day be wielded by a normal human to slay the Ultimate One of Venus in a single shot. While this is not that terrible weapon, the Barrel Replica is still a thing to be feared. It enforces the idea of mortality on your foes by putting out a 'toxin' which has attack power in proportion to that being's natural lifespan. Truly immortal beings will not be slain by this, though most will find it painful enough that their abilities and form may be stunted considerably with enough damage. As a rule, if it doesn't need a body to survive this weapon can't kill them. The wounds it inflicts will heal at the pace of a normal human being regardless of how fast it would normally heal. At its highest output you will need to anchor the weapon, else it will simply blow its way out of your hands and through whatever is behind it. You may use it in its current form as a pistol, have it reforged into a weapon of your choice, or incorporate it into a weapon from a previous jump.

A Special Place [600] - Somewhere far away from the city and civilization as you know it...a tranquil, quiet, and gentle place away from the eyes and ears of others. Only you know its location, and no one else will ever find it unless they actively search for you or you show others the way there. It is a wild spot in nature - there is enough food, water, and shelter available to survive, but only if you work towards it. If you live within this space and meditate within it, you

will find your physical strength, speed, and durability will gradually increase. An ordinary human who lives like a wild man for a week in this location would have the ability to topple a humanoid beast with a well-placed punch, or race along a highway by foot. However, after you return to civilization or any form of agriculture, the boost from this place will steadily fade away, more so if you live an 'ordinary life' in any sort of modern setting, until you are back to normal. Curiously, this boost occurs even if you're not human.

True Apocrypha [600] - The Spear Key and Gun Shield, also known as the Holy Shield Gamaliel. It is a Conceptual Weapon that resembles a violin, a spear, and a shield merged together. While a little bit unwieldy, it is nonetheless a potent weapon against both Dead Apostles and similar foes, its true power is how it defends the wielder. The person holding this weapon would be protected from alterations in the world's 'rules', making them immune to being influenced by a Reality Marble or similar outside forces, and the shield is also a potent defense against both Magic and Mystery, supernatural attacks unable to shatter or dent the shield - though the force and heat of attacks could still harm the user. Your mind and existence are protected by holy light, Jumper - use it well. You may use it in its current form, have it reforged into a weapon of your choice, or incorporate it into a weapon or shield from a previous jump.

Hologram Summer [600] - All of these familiar places, familiar faces...ah, sorry, I was a little nostalgic. This is a space hidden away in either your Warehouse or a Property that you own. This room stores records of any person you've encountered, any experience you've had, and any battle you've fought. Everything down to the last cell of the moments you've had on this chain can be recreated in this room, as a sort of artificial 'what-if' machine...or a holodeck, if you're a nerd. Whatever is in here cannot be taken out, as it is just a record of what was - still, if you have a particular battle or moment of your life you'd like to re-experience, you may do so, and even adjust the parameters to change the experience in a certain way to see how different choices might have played out.

Drawbacks:

Take as many as you feel you can survive.

Recollections of Alaya [+0] - A story about a spiral that is a paradox...a tale of several doomed individuals fighting for their deepest wishes...a story of a youth fighting alongside a brave knight. Ah, such wonderful stories...were you part of them? You may choose to make your past and future actions within this world 'canon', though they will not intersect or contradict each other under any circumstance. You may not meet yourself or past or future versions of yourself or your companions, for instance. There is no Holy Grail War in Misaki, nor any long-term

interest from the Mages Association...but if you run into old friends, or a certain vampiric sorcerer, they may just recognize you.

This Chair. [+100] - It's an eyesore. This chair. That chair. Every chair. You have a vehement, psychotic, and overwhelming hatred of every single chair and chair-related object on the planet. You can control yourself most of the time, but if you lose control of your anger, you will immediately work to break the nearest chair as if on reflex. At least you have enough decency not to do this when someone is sitting down, right?

My Word Is My Bond [+100] - You are completely incapable of breaking your word. The thought doesn't even cross your mind, no matter how insane the promise might be...and you find you keep making promises to dangerous people you just happen to care about. This will be a very long decade.

A Humble Servant [+100] - You are in the employment of someone in this world - by default, it is Akiha Tohno, but it can be anyone else within this world - even a companion. You must obey, take care of, and defend them as much as possible and to the best of your ability. While they won't order you to do suicidal things, they may ask you to do something morally dubious depending on their character...choose carefully. Comes with the relevant outfit.

Shiki Syndrome [+100] - A bit of a lazy bum, aren't you, Jumper? You always oversleep, even when you don't mean to...and your stamina runs out just a bit faster than usual when you're under some sort of stress. This includes things like school or fighting to the death on a nightly basis, or just about anything that isn't laying in bed all day.

'Welcome Home, Jumper' [+100/+200 - Can't be taken by True Ancestor] - You are either the fourth 'sibling' of the Tohno Family or have taken the place of Shiki Tohno entirely. Circumstances will conspire you to get involved with either Arcueid Brunestud or the Tohno Mansion, along with the events of Melty Blood, and it will inevitably become your problem one way or another. For an extra +100, totaling +200, you may give up all foreknowledge you possessed of canon events - and should you survive what transpires, you may take one of the five heroines (or Sion or Satsuki) along with you as a companion for free. You will have to either win their hearts or their friendship in order to do so, however.

A Promise Forgotten [+200] - There's a strange, mundane keepsake on your person you don't remember ever picking up...because of a promise you made to someone, either a companion or someone in this world, and completely forgot about it. You don't even remember taking this drawback when you do so. This person felt betrayed by you as a result and wants to take revenge on you...or just try to get you to remember without actually having to say it. This will

become a thorn in your journey, possibly even a great risk to your life, unless you either resolve this promise...or put them out of their misery.

Trails of Blood [+200] - Death clings to you like a shadow, robbing you of any peace or safety in everyday life...no matter where you go or what you do, you will run afoul of murderers and monsters, perhaps even beyond those who enter Misaki in canon. You will wander into gruesome sights where people are eaten or torn apart by vampires, encounter forgotten Phantasmal Beasts who seek to end your life, and even just encounters with serial killers driven only by madness and murder. One way or another, you will be caught into these murderous plots and events, and it will be up to you to either solve them or defend yourself against the monsters involved. The light of the moon is your only comfort in this world.

Jumper, Lord of Multiversal Jackassery [+200] - You're an asshole. No ifs, ands, or buts about it. You will regularly flake on your friends when they ask to hang out with you or for an important favor, callously disregard the feelings of those around you, and always say the worst possible thing at the worst possible time. And unlike a certain other Jackass, your social life takes as much damage from this as it logically would. Don't expect anyone but your most staunch allies to tolerate being around you, which can leave you by yourself in a dangerous position or three...

Familiar [+200] - You are tied to the existence of someone else in this world - you have formed a contract with them where they supply you with magical energy which you need to sustain your existence. This is incredibly draining and exhausting for them, and taking too much may flat-out kill them, and you exhaust more energy the more supernatural abilities you use within this world. Should you completely run out of energy or should your contract-holder die, your chain ends. This may be a companion, or someone you can convince to make a contract with you during the first week. Should you not manage either, the chain ends.

Hunger [+200] - Murder is your ultimate vice, your craving, your addiction. You suffer from a constant, deep-seeded urge to kill those around you, held back only by your sanity and willpower...and should you suffer mental strain or someone egg you on enough, that urge will only grow stronger as your emotions rage and flare. Should you lose yourself, you will soon find your hands bloodied and a corpse at your feet...yet feel strangely satisfied and elated. How long you resist this urge, or whether you choose to give into it entirely...that's up to you, isn't it?

The Seed of Murder [+300] - TATARI is a phenomenon that feeds off of rumors and fears, making the monsters that ordinary people see in the darkness very real things with all the abilities such murderous phantasms would possess. But TATARI is no longer interested in the terrors of ordinary people...yours will do just fine. One year into your stay, every creature

you've ever feared before and during your journey, will be manifested by TATARI, empowered by the worst possible scenario you can imagine these foes obtaining, made real by TATARI's Reality Marble. And they howl for your blood, racing to kill you. I hope you weren't TOO paranoid at any point in your quest, Jumper...and if this is your first jump, expect to encounter what phantoms you would fear in this world.

Dying Dream [+300] - Hm? Is something wrong, Jumper? Do you feel like you've forgotten something? That every day is just playing out the same way? Maybe, maybe not. You appear in a peaceful, idyllic Misaki without any powers or Warehouse access...and your companions have turned into ordinary people, but act strangely in odd little ways you vaguely recognize. You just have the slightest feeling something is wrong...

You are trapped in a dream world that will play out the same day in a Groundhog Loop, and you will recall the events of each one only subconsciously. In addition to getting a little...weird, you will find a darker shadow of yourself stalks the night scene, trying to keep you there when the peaceful living isn't enough. You can break out, but only if you confront both this shadow and a mental apparition your brain associated with 'death' - and you won't know who these beings are or how to defeat them, at first. Overcoming them will let you wake from the dream in a hospital bed as your powers and abilities return to you, making you whole again. Failing to wake within the first year will see the end of your chain.

Should you have taken 'Welcome Home Jumper', the day you wake is the day before you're called back to the Tohno Mansion.

You made it to the end? The end of a decade...or perhaps, the end of your journey? Either way, the moon is beautiful tonight, isn't it? What will you do?

Do you **Go Home**?

Do you **Stay** within this moonlit world?

Or do you **Move On** to the next jump?

Special thanks to SMTAnon, Herculanon, Allen, Type-Moon Anon and various other Anons and namefags both on thread and IRC for helping me out with this jump. As well as Ninjanon and the original Anon who made the jump, who gave me permission to take a swing at updating this.

Notes:

It's important to note that in the Nasuverse a priest jogging at 60 MPH and a man who kicks an immortal wolf spirit so hard he traumatised it into mortality are things considered "not superhuman".

Any boosts to Magecraft via perks can be applied to any magic you learn along the chain.

Post-jump, the weaknesses of a Dead Apostle and True Ancestor become associated with their respective altforms, but can be waived or overcome by perks or other tools at your disposal as normal.

In the case of the perk 'Exceptional and Lucky' an important point to clarify is that while it qualifies you for transformative processes, powers, or unique items as well as speeding up abilities that develop through age or experience, it doesn't grant those processes by itself. To explain, the perk's inspiration (Satsuki Yumizuka) bypassed the ghoul stage and immediately became a Dead Apostle, developing a Reality Marble soon after in Melty Blood. This is part of a Dead Apostle's life cycle, and she merely sped through the normal process. It could not turn her into a vampire without the moment she was initially attacked and turned - the process that changed her in the first place. In short, while the perk is helpful, any extra steps required are on you.

I have no idea how to reconcile canon events between Tsukihime and the various Fates. That's up to you and your individual chains.

When in doubt, either archive dive or fanwank.

Mystic Eyes can be toggled on and off freely after purchase.