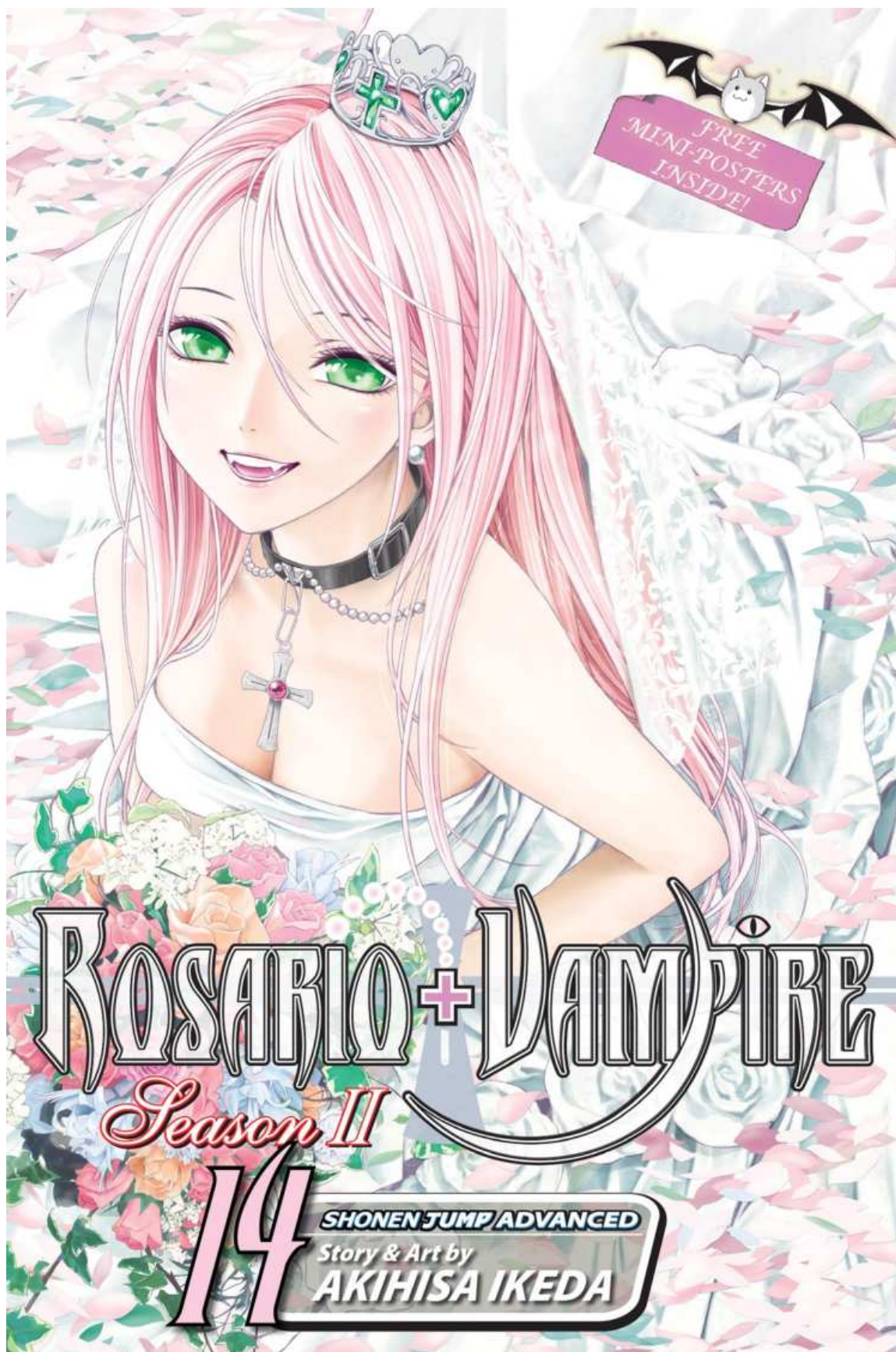




Jumpchain CYOA

By RavenloftAnon

Welcome to the world of Rosario + Vampire. A world very much like our own except monsters exist. Though forgotten by humanity monsters continue to exist.

You will be attending Youkai Academy, a school for monsters. It is a very horrifying place.

The Academy itself is in a secret sacred world behind a mystical barrier created by the 3 Dark Lords. Humanity already controls the earth so this is a school to teach monsters how to coexist with humans. As part the school rules Monsters are expected to be in human form while they live at the Academy.

This is a dangerous school where fights are not uncommon. The disciplinary committee is corrupt and tyrannical. Also jealous school mates may try and murder you for petty and childish reasons. Though if you survive and forgive them they might become friends. You begin school on the same day as Tsukune and Moka. You will be in this world for 10 years so good luck and enjoy your first day of high school.

It would be dangerous to go as you are now so please take these 1000 Monster Points or MP to purchase what you need in this document.

Origin Choose your past in the Rosario + Vampire universe, comes with a full set of memories and possibly friends.

Starting Age: 15 (no roll needed, can't be changed except by drawback)

Gender: Choose whatever you want for free

Location: Youkai Academy (no roll needed)



Background or a bit about who were you before you came to this school and who you are now.

Drop In (Cost: 0) You know nothing of this world beyond what you know right now. You woke up in a school uniform on the on school grounds on orientation day with whatever you purchased. You also find an invite to the school among your things and fallow the rest of the kids.

Accidental Student (Only available to Humans. Cost: 0) Wait, What? A school for monster? Monsters exist? What's going on here? These might be what you are wondering to yourself as you realize where you are. By accident your parents picked up a pamphlet for a private high school from dropped by some crazy looking wandering monk. You find yourself thrust in to the middle of a school for monsters. If they find out your a human you will likely be killed. How will you survive in this new school and keep your humanity a secret?

Normal Student (Prohibited: human Cost: 0) You were a monster trying to survive in the human world. Likely it was very lonely with you and your family being the only monsters that you knew. You may have had friends that were humans but likely had to keep what you were a secret from them.

Fairy Tale Spy (Prohibited: Human, Cost: 0) Not everyone believes in Headmaster Mikogami's dream for Human and Monster coexistence. You entered the school under false pretenses. Your loyalty truly lies with the anti-human terrorist group Fairy Tale. The organization dedicated to sowing chaos and eventually ruling the human world. Whether or not you hold these goals is up to you. However your friends and Fairy Tale and your fellow spies in the school will expect you to work towards those goals.

Race: Being a school for monsters there are many races of creatures attending this school. You may choose one of the following.

Human (Grants: 200) You are human. That is a dangerous thing to be here. Any human found within the school is likely to be killed. However as everyone is in human form on campus if you can keep your race a secret for your time here you might survive.

Witch (Cost: 0) Known since ancient times, they are a race on the boundary of between human and Yokai . They live in harmony with nature deep within the woods, far from human habitation. It is said that they have the power to use magic by harnessing the power of nature. They can use their magic to create a large variety of objects and weapons (which require magical attributes in order to use magic) However they are powerless without their wands. As a Witch you receive a free Wand or Staff. If Damaged or destroyed it will be repaired or replaced within a day

Yasha (Cost: 100) A demon with its origins in India that become known in places such as China. They excel at transformation and use of yōkai techniques. Those forms range from lions, elephants, hermits, with either one eye or three eyes, they can use varied forms. In Japan they are similar to ogres. They are skilled at Shape shifting, Yōjutsu (Monster Arts; or the art of manipulating Yōki or spiritual energy) and Summoning.

Yuki Onna (Cost: 0) These mysterious creatures of snow and ice only appear during a large snowstorm or blizzards. They have a habit of freezing the lone travelers and abduct the males that they like. These cold and monstrous habits make them well known in Japanese society. They have the power to manipulate ice and snow. Yuki onna are powerful cryokinetic beings able to create clones of themselves and others out of ice, create powerful Ice claws and weapons. However as an Ice based creature Yuki Onna are afraid of fire and heat and their abilities are weakened in the presence of it. They also have a very short period of being fertile, being able to conceive for only a few years, from the age of 17 to their mid twenties. They are usually are expected to submit to an arranged marriage. Note: If want to be male you can play a Yuki-Otoko the male version of Yuki-onna. Just don't be surprised when people comment on you being a lot less hairy than they thought you would be.

Succubus (Cost: 0) A monster of the night known since the middle ages. The female version of an Incubus, it appears in the dreams of sleeping men to seduce them. They appear as beautiful women with wings, pointed ears and a tail in their true form. They also tend to be well endowed. They Are Super Strong being able to carry multiple people while flying, they have wings that allow them to fly, they have long claws capable of slicing through trees with minimal effort. They also have the ability to charm the opposite sex with their gaze. Using their tails they are able to enter the dreams of others and even take people along with them. They can learn to create powerful Illusions. However succubus are creatures of love they gain power from their loved ones and their "Mate of Destiny" their mate of destiny is the only person they can conceive a child with They are capable of deciding who their mate of destiny is. If they are rejected by their mate of destiny the succubus will eventually die. Note: yes you can play an incubus (male version of a succubus) if you're male.

Werewolf (Cost: 100) A wild beast like monster that is normally in it's human form but transforms in to a werewolf on moon light nights. It lacks the unique abilities of most monsters but is a physical powerhouse with speed and agility unrivaled by any other kind of monster and the potential for strength nearing that of a vampires. Their strength and speed increases proportionately with the light of the moon. On a full moon they are capable of matching even a shinso vampire in battle do to their blinding speed. They have super human strength, agility, endurance, toughness, they have a regenerative healing factor. They have wolf like senses and in their werewolf form their claws and fangs are very tough letting them bite through cinderblocks and some metals.

Vampire (Cost: 200) This neigh immortal race is among the strongest Youki. They look human but tend to be very attractive, pale, have red eyes and silver hair. They are super strong, Super fast, boast incredibly regeneration and toughness. They also possess the ability to transform their Yōki (Spiritual) energy in to strength to increase it further. They Possess the ability to hypnotize people by gaze convincing them to let them suck their blood. They also excel at deception and lying. They are able to sense other monsters by detecting their Yōki (Spiritual) Energy. They possess the ability to bite a person and inject them with their blood possibly reviving a human or vampire who is freshly dead. Humans may gain temporary vampiric powers from this but doing it too often may kill them or turn them in to ghouls (a mindless degenerate version of a vampire). Vampires also possess the ability to shape shift though most vampires are loathe to use it because they tend to be obsessed with creating and maintaining an attractive form. Vampires as the strongest Youkai paradoxically possess the most weaknesses. They are weak to holy weapons/abilities, Silver, Crucifixes, and their abilities are nearly debilitated by pure water which also causes them immense pain as if they had been exposed to electrical current and negates their Vampiric Abilities. Vampires are forced to use herbal blends in water so they can bathe and cook. Vampires avoid Garlic and are very susceptible to sunburns

Shinso Vampire (Cost: 600) Stronger, Faster and tougher than a normal vampire, you are a Shinso Vampire. A vampire who has been injected with a great amount of blood by another Shinso vampire. You boast a regenerative ability that is absurd. You could be cut in half at the waist and be fine moments later. Shinso Vampires are called immortal due to their great healing factors and the fact they don't seem to age. They can use a power called creation where they mix Youki with their own blood and controlling it at will. They can use it to create items like armor or just release an explosive substance powerful enough that it can punch holes in Alucard and overwhelm his Healing ability. You also have an ability called blood link which lets you sense when other Shinso vampires are in emotional stress. Though considering the small number of Shinso Vampires that likely will not have great use. You also have a far easier time using vampire abilities like Wealth of Power to alter your body to create things like wings allowing you to fly. Though despite all this power You are still vulnerable to the normal vampire weaknesses, However at your strength they will be less effective against you.

Youko (Cost: 100) A generic term for various classes of spirit fox. Represented by the Nine tail fox, many of which have very strong supernatural energy. It generally appears as a Human sized or larger fox with one or more Tail. They are actually humanoid though possessing hands and the ability to stand upright; though they may choose to walk around on all fours. Their appearance is prone to changing as they gain more tails. A jumper choosing this race start with one tail but will gain more as they grow in wisdom, power and increasing their Youki (Each extra tail represents a doubling of your power with a maximum of nine.) By Beating together their tails (or tail) they can generate Kitsune-bi a fire powerful enough to fatally injure a human. They can also learn techniques with this to cover their bodies with it and to generate it from their hands. Certain particularly powerful Youko can learn to take on a battle form. In battle form their bodies are optimized for combat greatly enhancing their strength, speed, durability and power overall.

Siren (Cost: 100) A mythical half-man half-bird creature from ancient Greece that lived by the sea. In their monster forms sirens appear as humans with large wings, some (possibly only males) appear to have rough double jointed legs like a bird. Sirens are known for their powerful voices that can enchant the minds of humans or be used as a powerful sonic attack that kill humans and lesser and mid-tier Youkai in a very short amount of time. Certain Sirens have shown techniques letting them harden their feathers to being as strong as steel and throwing those feathers as weapons.

Import (Cost: 0/200) Do you have a monstrous or non-human alt form that you wish to import as a race here. Well as long as they are not another version of one of the races represented here. I will allow you to do so. In fact I will even allow you to do it for free. You can have an alt-form of yours be your race here. I will even allow you to have companions you import choose that race as an option. For you since you aren't gaining anything the it's free, however for Imported companions that you wish to share that form with its 200 cp.

Perks: Do you need some skills, abilities and powers to get by? here you go.

General Perks:

Human form (Cost: 0, Restricted to non human) You have a human form. It helps you pass as a human

Tasty (Cost: 100) Well you have a strange gift, though some wouldn't call it a gift, you blood and body are particularly tasty. You are not any more likely to be eaten or fed from than anyone else. However those inclined to who do feed from you will find it very enjoyable. As an added bonus you have a natural pleasant scent.

Above the Influence (Cost: 100) You are a master at resisting temptation. No matter how many times half naked beautiful members of the opposite sex throw themselves at you. You have the resolve to say no... if you want to. It's totally up to you. Your self control is incredible. Your willpower is similarly increased

Sneaky (Cost: 100) You are very good at sneaking around without being noticed. You also gain exceptional skills at stalking people and an instinctive knowledge of good hiding places.

Cooking Skills (Cost: 100) You are an excellent Chef. Your cooking is incredible and people greatly enjoy it. Those who eat your cooking are likely to have a higher opinion of you.

Forgiving Physiology (Cost: 100) Normally for things like blood transfusions and organ transplants you are limited to certain blood types and certain species that are close enough to your race that your body can accept it. You are built different. You can donate blood to anything and receive blood from anything. As long as it's close to the right size you can receive organs from just about anything. As an added bonus there is no chance for rejection.

Advanced Race (Cost: 200) You are an exceptionally powerful member of your race. Your abilities with the powers of your race are increased. You can use them much easier. They will be much more powerful and you may be able to use them in different ways than your lesser kin. For example a succubus might be able to not only enter dreams but bring others with her. They might even be able to fire destructive beams of energy from her breasts powerful enough to destroy a large chunk of buildings, though that is more a gag ability. You are also faster, Stronger and tougher than the average member of your race. A human with this ability instead of enhanced abilities since they don't have any would gain slightly super human physical abilities, something akin to Captain America from the comics. While a Witch might have access to a greater variety of spells and spells of greater power than other witches. A Vampire would be on Par with Moka until she awakens her full Shinso Powers at the end of the series. This perk also applies to any alt forms and nonhuman races you may have.

Genius (Cost: 200) Your Intelligence is increased to at minimum Genius levels. You learn difficult subjects much faster than your peers and are likely to score at the top of your class in any exam.

Summoning Technique (Cost: 200) A demon-calling technique which uses the user's own yoki (Spiritual Energy) as food. If the user continues to summon even after running out of Yoki, it will eventually devour their life energy, leading to their deaths. However what you summon is random and may or may not be helpful. With Training and hard work you can actually choose what you summon

Drop In Perks:

Combat Skills (Cost: 100, Free: Drop In) You know how to fight. You have been trained in Combat both unarmed and armed. You can handle most common weapons and are capable of protecting yourself unarmed even against an opponent who is bigger and stronger than you are.

Teacher (100, Free: Drop In) It is no small task to teach a class at Youkai academy. The students are much more rowdy than a normal high school. With their antics potentially targeting teachers too if they seem weak enough. However you have an amazing knack for not only teaching but managing to get through your lessons with all of your students and yourself intact by the end of it. Further you engender the sort of respect that you will be unlikely targeted by the more violent of your students, being seen as “Cool.” Lastly and maybe most important, you can impart the lessons you are trying to teach to even the more dim students and get somewhat decent results. With this perk you may alter your starting age to be that of an adult of any age that could be feasibly alive. You may also choose to stay young and still be a teacher, this is based on Anime.

Lucky (Cost: 200, Discount Drop In) Things just tend to go your way more often than they should. While you may not win the lottery bad things tend to happen to you less than other people.

Experimental Techniques (200, Discount: Drop In) In spite of the name this does not give you any Techniques but rather provides a useful benefit. You will never be killed or seriously injured when undergoing any risky technique to alter your body, spirit or whatever. In fact you will never suffer permanent disadvantages from them. As a bonus they are far more likely to prove fruitful.

Transformation Magic (Cost: 400 Discount: Drop in) This allows the user to change their shape into that of an animal. With effort and training you can learn to do a partial transformation allowing you to gain traits of an animal (Like one or more sets of wings to help you fly) which also can be used as natural weapons (like creating wings that are equipped with blades)

Wealth of Power (400, Discount: Drop In) How curious, usually this is a vampire technique. You can shift the shape of your own body to form weapons and armor, these armaments are at minimum for someone with a mere human body as slightly stronger than steel. For a monster they are much stronger. However this is merely the entry point of this ability. A skilled practitioner of this can gain a body that can shift as they wish, making their body much more elastic of fluid making them very difficult to harm physically potentially allow them to take the shape of mist or animals as in legends.

Hougetsu Jigen-tou (Cost: 600 Discount: Drop In) The Youjutsu Moon dimension sword technique lets you use your bare hand as a weapon. This works by "Delaying your existence" allowing users of this technique can cut through virtually anything. It works like a saw that can come and go through dimensions. Experts in this technique can manage 100 repetitions a second. You can only do 10. Those who have mastered it can use it to phase through solid objects for a short period of time.

Black Arts Student (600, Discount: Drop In) Did you perhaps study with Touhou Fuhai? Even if you didn't you are quite skilled in the use of such powers. You can cast powerful spells related to exorcism, sealing and barriers. You can create seals to weaken monstrous powers. You can create barriers that can withstand a significant level of damage and can even create seals that can instill an artificial personality in to someone. However you have a long way to go until you can reach the levels of Tohou Fuhai but with time and patience you may not only catch but surpass the old man and his accomplishments.

Accidental Student Perks:

Tough (Cost: 100 Free: Accidental Student) For you're species you're exceptionally tough, nearly super human or super youkai as the case may be. If you're human you are not bullet proof but can take a beating and survive even a few hits from a youkai. If you're another species then you're toughness is increased in a similar fashion.

Safe (100, Free: Accidental Student) Sometimes there is power in being inoffensive. You have an aura of Safety about you. People find it easy to open up to you. As long as you don't abuse this trust you can easily form friendships with them. Even those with emotional problems that have trouble making strong attachments will find you a welcoming presence. More than that you being around seems to put others at ease, you can help to mitigate arguments with in a group and help keep a team or group of friends together.

A little help from your friends (Cost: 200 Discount: Accidental Student) Whenever you are badly hurt or in grave danger your nearby Friends and Companions combat effectiveness greatly increases as they try and protect you.

Shadowless Sword (200, Discount: Accidental Student) This technique was created by Touhou Fuhai to counter the Jigen-Tou. It is a Youjutsu that creates a tonfa made of light. When attacking something in a different dimension or out of phase with this dimension it locks it in this dimension preventing it from being intangible and allowing the wielder to harm or effect it normally. With practice and training these principles could be put to more offensive use. With this comes a very basic understanding of Youjutsu and a small pool of Youki if you had none.

Harem Protagonist (Cost: 400, Discount Accidental Student) people of your preferred sex(es) just are drawn to you. They find something about you endearing to them. With a show of kindness and a little effort you can turn even a former enemy in to a life long friend and potential love interest. Expect lots of Harem and love decahedron shenanigans.

For the one I love (400, Discount: Accidental Student) There are people with strong wills and then there is you. You have a strength of will to push on through great pain, to fight when all seems hopeless and even push your body past it's limits by sheer willpower. However one per jump at any time you may dedicate yourself to either a goal or a person. When pursuing your goal or involving that person your willpower skyrockets. You become able to practically achieve the impossible, as you will find there are means to bypass what are otherwise seemingly insurmountable obstacles. With your refusal to give up, you will often find a way to do things other would think are impossible. Your luck at finding these things involving what you have devoted yourself to is nothing short of incredible. However the way is often fraught with dangers and trials of it's own. The greater the reward you seek it seems the greater you must risk, however so long as you don't give up or die trying, there might just be a way.

Tsukune Syndrome (Cost: 600, Discount Accidental Student) It seems fate has plans for you. You have a peculiar kind of luck. While it won't stop bad things from happening to you, you will find yourself surviving things that should have killed you. You have another peculiar gift in addition to this. You take much longer to succumb to lethal wounds. As long as your brain is intact even wounds that should be instantly fatal like having your neck snapped or heart pierced by a blast of flames and the rest of your internal organs cooked will take a few minutes to actually kill you. If it is possible for you to be saved Fate will usually see to it that those able to save you will be near by and have some good reason to want to see you saved. However this is not absolute fate is a fickle thing. There is always a chance that it will not intervene and you will wind up very dead.

Catching Up (600, Discount: Accidental Student) No one wants to be the load. The one who always needs protection. The one that everyone has to worry about. With this you won't be for long. When you are with someone who is stronger than you. You will find ways towards closing the gap. Opportunities will appear to help narrow the gap between your strength. It will not be instant and may take many such opportunities but if you keep at it, eventually you might not only equal but surpass the person you are aiming for. It should be noted however these opportunities will often take hard work and may make you face great danger. Often the greater the power you seek the greater the danger will be.

Normal Student Perks:

Bluff (Cost: 100, Free: Normal Student) You are a master at concealing your emotions and giving others a false impression of what your feeling. You are quite capable of telling lies believably.

Attractive (Cost: 100 , Discount: Normal Student) You are among the most beautiful people in the school. Members of the opposite sex (and some of the same sex) will find you very attractive. You are likely to spawn fan clubs just based on your appearance.

Friendly Rival (200, Discount: Normal Student) You have a strange knack for making friends. Even ones in positions that would normally make them your enemy. For instance if you are the romantic rival to someone, You could still befriend your rival even though logically you are competing for the same lover. All that is required is having enough time to be around them and a bit of kindness. Somehow people will fail to take in to consideration the fact you are in a rival position to them. However this will not work if there is preexisting personal bad blood between you and the person you wish to befriend.

I only have eyes for you (200, Discount Normal student) The ones you love only have romantic love for you. No matter how many love interests they have, they will never waver or betray your trust. Their love will only be for you.

The Power of Friendship (Cost: 400, Discount: Normal Student) Your bond with your friends increases your and your friends strength and abilities. When in close proximity to each other you and your friends and companions all gain a significant boost in ability. Also working together greatly increases your chance of success even for seemingly impossible tasks.

Sharing is Caring (400, Discount: Normal Student) It's only natural that we pick up things from those we are around a lot. You have a knack however for learning skills from those friend. The closer you are to a person the easier it is to learn from them. Sometimes you can even learn skills that would otherwise be difficult to learn. For instance a Succubus could learn a bit of witchcraft from hanging out from a witch.

Love conquers all (600, Discount: Normal Student) Love is tricky and the amount of obstacles you may find in your way can seem insurmountable. There can be other competitors for your lover's affection. You may have a crazy Yandere adopted sister hell bent on abducting you. Your love may be slowly transforming in to a ghoul or risking falling under control of the enemy because of blood you game them. Still be it fate, luck or just supreme willpower of those involved, things tend to work out between you. Other love interests will come to accept your love for each other and stand aside. The issues with your lover will resolve in a way that leaves them free and clear. Things will bend in a way that should you love someone you will be much more likely to wind up together. Also should your love or you be in danger, like captured or such this perk works as a luck increase to protect and aid the other. Also once per jump should either you or your lover be rendered beyond saving, fate will conspire in such a way that That is not so. Perhaps you were only a fake personality on a seal that was based on your mother's personality and that seal had to be destroyed. That's alright because very slowly your personality is emerging in the person you were sealing's body as she becomes more like you. Should you be "killed" this will give your lover one chance to rescue you before your chain ends. Love for a jumper can be... complicated so you can choose one person you love per 10 years to be the target of this perk. Also should you have multiple people you love, you can choose this to not have them driven away in favor of the target.

White and Black Duet (600, Discount Normal Student) Sometimes foes are greater than we can overcome individually. This is a truth you have embraced. You fight very well among those you share a close personal relationship with, both of your combat effectiveness increase when fighting together. This however is not the extent of your shared powers. With practice and planning you are able to come up with techniques that actually combine your powers and skills together to form something many times greater than the sum of it's parts. It may take time and planning to properly execute such an attack but if used correctly it could create a catastrophically powerful attack depending on the strength of the people working together. As a note, yes you can have more than two people (despite the name) combine for an attack like this however it increases the time and complexity of the attack. Also such attacks cannot be created in the moment they have to be developed and practiced over time to reach perfection.

Fairy Tale Spy Perks:

Intimidating (100, Free: Fairy Tale Spy) You are a master of fear. You know how to make people afraid of you. You know how to get most people to do what you want with only vague and unspecified threats. Fear can be a powerful force. However not everyone gives in to fear. There are those even despite your talent for controlling through fear that will be beyond your reach. Those who might even stand up to oppose you.

Dirty Deeds done dirt Cheap (100, Free: Fairy Tale Spy) Rules are for other people. You when you do things against the rules seem to just get away with it. Those in power will turn a blind eye to all but the most egregious offenses. Shake people down for money, even make a few people disappear. As long as they weren't that important to those in power you will most likely get away with it or if they do take notice it will be punished by only a slap on the wrist.

Air of Respectability (200, Discount: Fairy Tale Spy) You are a master of concealing your true nature. You can lead a double life with no problems. People tend to see you in the best light possible until confronted with the hard truth of otherwise and that tends to happen very rarely unless you will it so. Even if shown hard evidence of your misdeeds people may still wish to give you a chance to redeem yourself.

Survival (200, Discount: Fairy Tale Spy) Be it an abusive home or a School for monsters, one must learn the ways of survival very fast. You are exceptional at this. You know who not to mess with, who to avoid and when to avoid someone. You know unwritten rules that might get you in trouble and you have a knack for finding friends that can help you survive in a harsh situation.

Revenge (400, Discount: Fairy Tale Spy) You find the taste of defeat to be quite bitter. It becomes something that burns within you and pushes you further to greater heights. After suffering a great defeat, You find yourself more motivated to train and grow stronger. You find any training you put forth in to avenging yourself yeilding great benefits. It will grant many times the the amount of benefit that it should. However this increase in the benefits of training will only last about half a year. After all eventually the flame that the defeat lit within you will fade and die out. So it's best to use your time wisely so that you can avenge yourself.

Club President (400, Discount: Fairy Tale Spy) You are one charismatic monster. You have something that draws people to you. Something that makes them like you. You have a good chance of working your way in to a position of leadership in whatever organization you Join. However your particular brand of charisma comes with an added bonus, if you so wish you can choose to attract people with a similar morality to you. They will be talented and competent for the world they come from and will not tend to ask many questions after all they trust you. You wouldn't lead them wrong would you?

A Chimera in Sheep's Clothing (600, Discount: Fairy Tale Spy) There are brilliant people able to out think everyone around them and weave complex plans like a spider weaves webs plotting many moves ahead of everyone else. Then there is you. You are a brilliant schemer among brilliant schemers. Able to create plans that achieve seemingly impossible results like plotting your own defeat at a band or ragtag band of monsters and a human so they take you to the one place you need to be and the one man who is holding the item you need will let his guard down enough for you to snatch it and enact your master plan. Your cleverness is especially effective against those who see themselves as schemers and master planners. They will for some reason tend to underestimate you and will be caught by surprise more often than they seemingly should. In addition to all this you become both an incredible actor to play the part that you need to for your schemes to work so that you may look like you are lost in crushing despair when your scheme is foiled even though it is merely the next part of your plan being carried out.

REPMUJ (600, Discount: Fairy Tale Spy) Oh my, you have stumbled upon a truly dark technique. You can eat others and claim a fraction of their power. You must devour a majority of their body to do so. It must be at least freshly dead. The amount of power you gain from this will be a fraction of their power at first but with practice and getting a taste for the flesh of others you will start to gain more and more of their power. Should you not wish to make such a mess this also provides the ability to swallow a prey as large as you whole and slowly digest them. A small warning though too much use of this power can lead to becoming a terrible creature of immense size the likes of Alucard.

Items: Here is a selection of items that may prove useful during your stay.

School uniform (Cost: Free) You receive a number of school uniforms. If they are damaged they will be replaced for free.

Passport (Cost: 100, Free: Accidental Student) You have a valid passport and may travel freely between countries. This is something most monsters have trouble with. In other worlds you will always have valid travel papers to get from one place to another.

Mirror of truth (Cost:100, Free: Drop) A lesser but easier to control form of Lilith's Mirror. This mirror reflects the true form of whatever is shown in it. However it does not possess intelligence nor does it force shown creatures to change in to their true form.

Bite-sized monster dictionary (Cost: 100, Free: Normal Student) With this you can instantly recognize a type of monster when they reveal their true form and also grants you general knowledge of their strengths and weaknesses. In other worlds it will update to nonhuman creatures of that world.

Fork of Deity Hunting (Cost: 100, Free: Drop In) Wait, what is this doing here? It belongs in another jump that has not been made yet. Oh well. This ordinary fork seems able to harm any creature no matter how tough it is however it can only do minimal (but comedic) damage and at most can only knock them out. It can make outer gods that are in the form of cute girls cower by showing it to them threateningly. May cause tsundere tendencies in wielders.

Horehore-kun (Cost: 100) This urn releases all hearts reasoning and purity and acts like an Aphrodisiac. You have 5 of them and know how to make more.

Hidden Arsenal (Cost: 200) You have a large collection of guns and modern weapons hidden away. This collection includes rifles, pistols and even a Gatling gun. Optionally they have been modified to shoot snowballs and Ice.

Belmont (Cost: 200) A legendary whip with magical canceling properties. It automatically Dispel any spells on what it hits and Suppresses the effect of magical items while it is touching them or their wearer

Waruwaru-kun (Cost: 200) this Voodoo doll allows you to temporarily control someone's body by moving the doll. Forcing the target to mimic the dolls movements. To use it on someone you must be a short distance away and require one of their hairs to be placed inside of it.

Ishen Deshin (Cost: 200) A magical item invented to allow people to relay their feelings without the use of words. However, when the dial is switched to maximum, it switches people's personalities. Both people must be next to the device and not move.

Ishen Deshin Bazooka (Cost: 300) A Magical item that fires a beam that allows the user and the target to switch personalities.

Rosary of Judgment, lesser (Cost: 300) You have a knockoff of the Rosary of judgment. It allows you to erect small sealing spells & barriers/prisons. It lacks the power of the real one only creating barriers that are fairly strong but it is able to be used by anyone. It has a limited amount of energy in it and the more damage the barrier takes the more energy is used up. The energy slowly regenerates taking a full week to recover from empty to full.

Companions

In this world friends and the bonds between them are powerful things that help people overcome seemingly impossible situations. Here is a chance to gain some friends of your own in your journey.

Classmates (Cost: 50 each) Youkai Academy can be a horrifying place however there is no reason you have to go it alone. With this perk on the first day you will meet a fellow student here and become fast friends. They will become undyingly loyal to you and are considered a companion. Optionally you may import a companion in this role. They get 600 CP to purchase perks and items with. They also receive a free race and background. They may not take drawbacks. For created companions you choose their gender and if you wish they can have romantic feelings for you.

Canon Companion (Cost: free) Do you have your eye upon someone in canon whom you would like to get to know better? Perhaps you find someone who you discover feelings for during your stay. Whatever the case may be, should you wish to bring someone along with you as a companion after this jump all you have to do is get them to agree. You may not use any powers or abilities to force them to agree to come along. It must be of their own free will.

Bake-Bake Bat (cost: 50) a bat like creature that is capable of transforming into any melee weapon at the owner's preference, from a hammer to a baseball bat to a lance. An advantage for some and a hindrance for others, the transformer bats maintain the same body mass at all times, no matter what form they take it weighs around 200 pounds. It is able to talk to you and you are able to understand it, most will dismiss it as just a bat and part of the background unless it does something to draw their attention. This counts as a companion

Drawbacks:

Youkai Academy is rough place. If you feel you need more than 1000 points you may take as many drawbacks as you wish in exchange for making your time... a little more interesting.

Kentucky Fried Protagonist (Grants: 0 CP) It seems that Tsukune actually studied and got in to a decent high school. So instead you become the focus of Mikogami's plans to promote Human/monster coexistence. Even if you aren't human.

Another World (Grants: 0 CP) You seem to have landed in a slightly different world. Things seem lighter and softer here. It also seems to be filled with a greater amount of fan service. Instead of landing In the Manga you have wound up in the world of the anime.

Something's a little different (Grants: 0) It seems as though you have landed in a slightly different version of the Rosario + Vampire Universe. You have wound up in a fan fiction world. You may choose any non-crossover Fan Fiction to visit.

Overly Excitable (Grants: 100 CP) you are easily panicked and tend to over react to any showing of monstrous abilities even if you have seen them before. With great effort and force of will you will be able to act normally. You may eventually grow out of this but it will take time and effort.
Restricted: Accidental Student.

Lethal Chef (Grants: 100 CP) You are a terrible cook and are unable to create things that would qualify as edible in the kitchen without a lot of help from others and possibly massive property damage.

Young (Grants: 100 CP) You have skipped a few grades, Unfortunately being so young and so small you are a target for bullies Your starting age is 11 instead of 15.

Reputation (Grants: 100 CP) You have a reputation as a strong fighter expect to be challenged by students trying to prove themselves.

Tasty (Grants: 100 CP) You have such a wonderful scent, and you are just so tasty that your fellow students might be very tempted to eat you. Your blood is also delicious so you may have to constantly fend off a certain pink haired vampire if you make friends with her. Though likely she will still prefer Tsukune's blood.

No means No! (Grants: 200 CP) Your fellow students find you to be very attractive and desirable. Many of them will try and take advantage of you and a few of them may try and take you by force.

Love Decahedron (Grants: 200 CP) Something happens early in the school year and you fall in love with either Tsukune and/or Moka (your choice). You wind up drawn in to the main plot.

Berserk Tears (Grants: 200) For you combat is traumatic leaving you in a peculiar state. As combat begins you begin to sob and take leave of your senses. You will enter a berserk state attacking your opponents relentlessly and brutally to the best of your ability. While it will not detract from your skills in fighting you may not realize how badly hurt you are in a fight. Also you will not remember your actions after the fight. You don't have to worry about attacking friends either you will not do that but you will keep fighting until all of your enemies are dead or gone.

Mute (Grants:200) you can't speak. For reason or another you can't talk. If you are a Siren then you can still use your song based abilities to entrance or damage things but cannot speak regularly.

Monstrel (Grants: 200, Prohibited to human) So it seems your heritage is not so clear. You still get the abilities of whatever race you purchased but you look a little strange in monster form. You are a Monstrel. In general you are looked down upon by pure blood monsters. When Anti-thesis starts causing problems on campus you will be suspected as one of them.

Anti-Thesis (Grants: 300 CP) Hokuto Kaneshiro, the student president and leader of Anti-thesis has decided that you are an impairment to his plans and has marked you for death. Expect to be attacked often by members of Anti-thesis.

Sealed (Grants: 300 CP) for one reason or another your powers from previous jump chains have been sealed. You wear some form of Rosary or holy lock that can be removed to temporarily let you use them. However Your powers will begin to fade after a while if you don't wear it. They will eventually be restored if you wear the item for a while. You can not remove the holy lock or rosary. The item may only be removed by someone who means you no harm when you are in danger.

Alucard (Grants: 300) Well it seems you start a bit later than you would otherwise. You start during the second year that Moka and Tsukune are at Youkai Academy. The good news is that you missed a lot of dangerous events unfortunately you are just in time for the awakening of Alucard. Fairy Tale an anti human organization has managed to awaken Alucard a Kaiju sized, eldritch abomination looking Vampire who is bent on destroying the human world. The enemies you will face now are much, much powerful and more than willing to use lethal force. Good Luck.

After 10 years...

After 10 years if you survive that long, you will be given a choice. You may return to your own world, Stay in this world or if you were entertaining enough travel to another world. Whatever you choose all drawbacks are revoked. Also if you chose a race other than human you gain that as an alternate form and may use the powers of that race in whatever form your in. If your race has inherent drawbacks like a weakness to water they are revoked. Also you get to keep whatever gear, skills, powers and abilities you bought or earned in this jump.

Choices..

Taking the first bus out... maybe you have had enough of this world, both the monster and human side of it. Or maybe making new friends and going to school has made you miss your old friends. Whatever the case it's time for you to return home.

Where I belong... Your home is here with your friends. You have built a new life here and wish to stay. Time unfreezes at home but Jumpchan will handle tying up your affairs.

Be careful kid the next jump is a horrifying place... It's off to the next jump. Your friends that you made here stay here but you might see them again one day.