



Strike the Blood Jump
by PerfectlyNormalShard

Welcome jumper, to the world of Strike the blood, where supernatural races live among humans, overseen by the three Progenitor vampires who rule over parts of the world. Long ago, the deva, ancient super-humans considered gods, for their magical and technological prowess ruled over the humans, till one of them, the sinful-god Cain, used a magical spell called cleansing, giving the gift of magic to the humans, which emerged from the collective unconscious, and cursed the gods into taking the myriad shapes we now call demons(expect vampires), however, the strongest vampire in the world, the fourth progenitor, akatsuki koujou, would awaken, shifting the balance of power, and attracting all kind of enemies, old and new.

Take **1000 Choice Points** to fund your adventures.

Starting Location

Itogami island, an island far into the pacific, close to Japan, a floating advanced megapolis, where humans lived demons (even if they have their own district), you can spawn anywhere he, but do note that there will be almost immediate response if you are somewhere you are not supposed to be, especially as demon, worse as a progenitor.

Age and Gender

You need to roll your age using $18 + 1d8$.

By default, your gender is whatever you were previously. Feel free to change it.

Origins

Alchemist (Drop-In)

Perhaps you were a regular human, or some descendant of the gods before their fall, but now you walk the path of transmutation, like Hermes, you now seek to understand the natural and supernatural world and bend them to your desire.

Demon [100 CP]

There are as many types of Demons as there are satyrs, ogres, mermaid, hippocampus, oni, vampire, you now belong to one of the many supernatural creatures, also known as class-D entities, you are mistrusted by humans and live in special demon districts.

Attack mage

Shamans, druids, mages, paladin, cleric...there as many types of magic as there are demon's species, you manipulate your spiritual energy to draw upon the collective unconscious and impose the laws of the magic and cultural belief linked to it to perform miracles, with this you may belong to one of the numerous magic organisations.

homunculus [100CP]

Homunculus are artificial creatures, made to deepen the understanding of the world and the gods, as such, while many view them as soulless tools, they are among the most unique and powerful species, depending on the resources, alchemical or otherwise and their creator, you are an anomaly in that you created yourself, as if the very flow of leylines of your birthplace tried to recreate the ancient powers of the world, or perhaps something new but just as powerful.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

beauty [Free]

I rate you 11/10 in beauty; you can follow whatever archetype you wish to follow.

Combat skills [100 CP]

Here is some monster-hunting experience to know how to fight.

Blessings of the mists [400 CP]

It is quite annoying here you know, charms, seals, magic nullifiers of every taste, sucks the fun out, right? Well with the blessing of the mists of Node, you can kiss those annoyances goodbye, no more will your mind be touched (unless voluntarily) and the rest of you cannot be affected without defeating you.

Alchemist (drop in)

Measuring the wind (hyper adaptability) [100 CP]

You have a supernatural affinity with the wind, you can now possess at will a supernatural hearing capable of scanning an entire building with it from the start (without being sensitive), and you can now project your spirit like wraith without magic, and channel the wind as attacks in this state.

Spiritual hacking [200 CP]

It while you do not have the blessing of being the priestess of Cain, nor the deep connection with the island or fate, you are blessed with her ability, supernatural level hacking, even if you don't know much about it, in time, you could consider yourself a world-class hacker.

Trimegrus blessing [400 CP]

Magic isn't for everyone, but alchemy ? it sure is, and combining it with science allow for remarkable leap that surpass the effort of the individual arts, cloning that is centuries ahead of current technology, weapons that can turn enemies to literal dust, your limit is the imaginations, and as a bonus, you are passingly familiar with every type of magical resource in this world, be it mineral, fauna or flora.

Emet [600 CP]

Alchemy was originally the gift of the gods, but with you, perhaps you may remind the powers that be what powers they feared. To put it simply, you are the best alchemist in the world, along with a genius intellect, you turned simple alchemical transmutation into true transfiguration, from turning roses into a silk robe, and not only does it have a little leeway with the conservation of mass if you use spiritual power, the transmutation isn't limited to the physical, with the right resources, you could with samples create rings that link spiritually people, allowing specific abilities to be shared, as well as create perhaps even magical tools, and Trimegrus blessing, even create relics or nanite sized shikigami.

Demon

Demonic Physiology [Free/exclusive to Demon origin]

As a demon, not only are you innately stronger than humans, but you also have larger reserves of spiritual energy, along with a small gimmick, like turning into semi-animals, breathing underwater, and more, yes you can turn into a vampire with this, but it will be a lesser one, who's familiar is almost decorative.

Familiar [100 CP]

There are more ways to host a familiar, than simply becoming a vampire, they are a mass of aggravated magic, grudges, curses and memories stored in the blood, and based on a mythological creatures, immortal, as long as their host live, though they can dissipate with enough damage, taking this as a human make you a witch.

Blood of Lilith [200 CP]

Congratulations, not only are you no longer a human, but you inherited the power of the succubus queen, turning you into an incubus/succubus royalty, giving you wings and a tail, a powerful charm magic and mind magics, as well as an affinity for mindless beasts, especially demonic one, you can also feed on the emotions of your victim to recharge.

Demonic charms [400 CP]

If there is one thing vampires are known for, it's that they are seduction incarnate, in fiction at least, with many comparing drinking blood equivalent to intense love-making, this is no longer fiction with you. You have a combination of standing, manner, aura, charms, pheromones and who knows what else that attracts females to you like honey, and the charisma and seductive power to seduce and subjugate them, and that's without being serious, if you were serious, you could give the original Lilith a run for her money, having their blood being drunk by you is an ecstasy greater than anything mundane, better than sex or drugs, and a high that does not crash, and the more frequent you drink, the harder they fall for you, with enough time, they might not be opposed to joining you as a blood bride, and lend offer you their allegiance and power, even if it's detrimental to their original organization.

Progenitor [600 CP]

The Three most powerful (sentient) creatures in the world are the three, now four progenitor vampire, buying this makes you the fifth one to date, taking this turn you into a progenitor vampire, even if you can keep your race's old characteristics like an orc transformation, choose now a theme for your familiar(s), such as the zodiac or the lesser keys of Solomon, the powers of these familiars come from the curses and grudges and sacrificed life of the gods, the number of familiars depend on you, but they equal and rival the totality of power of the three other progenitors, (fourth doesn't count), you can have one god-like familiar, 72 elite ones, or 1000 normal familiars, you can also create new ones or usurp the familiars of other vampires by devouring them, in future worlds, draining a vampire completely catalyzes their powers into a new familiar, you also gain a MASSIVE boost in strength and magic. Taking this and the familiar perk creates an additional familiar, similar in power to one of the twelve of the fourth progenitor.

Attack mage

Born competence [100 CP]

Mages, no matter their background, are all considered the elite of human force, and as such they are trained to be as adaptable and competent as possible, this make you passively talented in all manner of tasks, from taxes to law to fighting skill, you also are adept at one branch of magic such as shamanism from the lion organization.

Divine Vibrations [200 CP]

Divine vibrations are not magic, in fact they counteract it most of the time, while you could learn them with a few years of meditation and training, having that perk mean even if you were somehow stripped of everything, you could still use them, they also allow to kill semi-immortal creatures like vampires, and disrupt mortal magic.

Holy Medium [400 CP]

Even if the gods are dead, their power and will lives on, branded into the collective unconscious, mediums can host and channel their powers and wisdom, grant holy property to their magic, and summon a god's toll or minions, be careful that it is not too taxing, as the burden increase with time and the power of the god, this also make you give friendly vibes to divine beings, as a sign, you can use the eye of the medium which allow future sight a few seconds ahead.

Great Witch [600 CP]

Being called a great witch doesn't necessarily mean you are a witch, it means that you mastered magic, you have a passing mastery with every kind of magic in this world, and complete mastery of one type of magic, which define your title. You are also capable of using spacial magic (different from regular space magic since spacial is closer to the sphere of correspondence than anything else).

Homunculus

Dragon form [100 CP]

This perk allows you to turn into a dragon, a big fire breathing one with scales as hard as steel, and flight speed close to the speed of sound. And the funny part, none of the abilities here are magic or supernatural, yet also not mundane

Pure receptacle [200 CP]

This when performing experimentation, or creating the perfect lifeform, compatibility of mechanisms and ingredient is key, but this principle no longer apply, as long as the added modification is safe, feel free to modify your form and body, injecting vampire bone marrows, contradicting magical formula, house 40 million core flames, no worries, you can put in, you can keep it in.

Astarte [400 CP]

You have been built with idea of the homunculus Astarte in mind, perhaps you share a creator? What this does give you is a symbiotic familiar similar to Rododactyls that can drain spiritual energy from anything, and eyes capable of scanning magic.

Angel Faux [600 CP]

Congratulation, you are an evolved superior lifeform, well...close enough, you are what is called an angel faux, thought superior to the other two angel showed, first you can surround your body in a shield of higher dimension, you get wings and supersonic speed at least, can manipulate the world as thought you had a marble phantasm(manipulate and create any natural phenomena/ massive magical landscape painting) high-speed regeneration, and can imbue all attack and what you touch with holy and divine attribute, deadly to their counterpart, and unlike ordinary angel and faux angel, you don't go to another dimension upon ascension, nor are you forced to serve the will of a god, you are your own master.

Items

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Basic equipment [Free]

Some shamans need paper, other need arrows, some need staves, as long as it is something relatively cheap and mundane, the ammunitions will be provided for you, this suitcase refill itself every week

Money [100 CP]

Who would say no to a bag of money? You've got enough cash to buy an apartment. Can be purchased multiple times

Apartment [200 CP]

If you ever plan to sleep somewhere, this is what you need, with all the administrative paperwork done, a cozy place. Furnished with groceries and essentials each month.

Alchemist (drop-in)

Basic ingredients [100 CP]

A collection of mundane materials, perfect for you to start experimenting with, or selling to the black market, who knows, a pinch of silver can always be useful I suppose.

Advanced computer [200 CP]

This is what you call a state-of-the-art computer, if you have the skill of an expert hacker, with it, you could infiltrate any top government class security with ease.

Wiseman's blood [400 CP]

This orb of alchemical matter is called wiseman's blood, which kind of literal here, this artifact allow you to transfer yourself into a shifting mass of liquid metal, which you can manipulate, and create more with materials and spiritual power, only by destroying that tiny core can kill you, and you can make more, whithing reason since each core control a certain mass of wise man blood, also you can use your alchemical powers better, and can shoot electrical beams.

Greater Lab [600 CP]

The greatest weapon in the eye of an alchemist, a lab, comparable to that of the ancient gods, with a sample of every non unique magical existence, flora, fauna, minearal, books tool and in between, supplied with it are an army of golems which will patrol and defend against intrusion.

Demon

Blood Supply [100 CP]

A bag of blood, which can turn into any type of blood, blood type or source (human ones) AB+, O-, blood of a virgin, that sort of thing.

Noble Luxury [200 CP]

A vampire of sufficient power and ancestry is usually born of the lap of luxury, here is a part of the pie, distant mansions, yachts, summer houses, the ideal noble life, no?

Leviathan [400 CP]

This 4000 meter long aquatic creature is a biological weapon created by the gods, and regarded as the strongest magical beast in world, it can shoot magic artillery across the sea, or shoot giant laser beam from its mouth, its scales are nearly indestructible, and you can live inside its mouth no problem, this tamed version obey only you and is fiercely loyal.

Progenitor domain [600 CP]

Here, every vampire worth its blood has a territory, the territory here depends on your status, with a progenitor having multiple countries swearing allegiance, you also have a few elite subordinates, and many followers and citizens, optionally, they can be your descendent.

Attack mage

Magic transport [100 CP]

This magical vehicle is able to fly, swim and run on any terrain, and supply energy to it makes it go even faster, though it has its limit, about as fast as a fighter jet.

Koukarin/Ricercare [200 CP]

These swords are among the pinnacle of shamanic craft, one is a sword that becomes a bow, which can either make a near indestructible coating, or shoot a rain of magical arrow, depending on the form, the other is a spear/staff that channel and amplify abilities, choose one.

Schneester Wolfin/Fangzahn [400 CP]

Those are some S-class spears, they both perform the same function, pierce any defense, and ignore any magical ability, it can also use and amplify divine vibration and holy a/divine ability, and kill unkillable beings, can extend and fold itself for ease of transport, come with a guitar case, chose one.

Right arm of the saint [600 CP]

Congratulation, you are the owner of special arm, which reside in a crystal inside an anchor, throw it near some leyline in the sea, and it will slowly from a floating city much like the one we see the majority of the show reside, formed from steel, resin, and magic, it will grow and repair itself as well as expend its infrastructures to welcome new inhabitant, it provide some dirt and fields, and abundant drinkable water from the sea.

Homunculus

Healing paste [100 CP]

This alchemical paste stops blood from exiting the body, nourishes it, accelerates healing, prevents scarring, relaxes the body and replenishes a bit of energy, spiritual and stamina both. get 12 bottles a month

Cloning capsule [200 CP]

This little tank, can support any living cells, perform mitosis and food for them, letting you clone anyone or create abominations by playing with the DNA you provide.

Black Oath Grimoire [400 CP]

This grimoire is perhaps the most dangerous and powerful of all grimoire, with in it contain a lesser version of the cleansing spell, creating a space where supernatural powers are not allowed except yours, if you have the great witch perk, this also provide the prism prison, a mental prison that seal any enemy you defeat, with the Emet perks it contain the knowledge lost from the era of the god, with the angel faux perk, you get the cleansing spell in miniature, a few meter radius of reality warping(exhausting, even for an angel faux, lastly as a progenitor, it contain the knowledge and rituals which created your kind and how they function, as well as to how create land of Node.

Nalakuvera [600 CP]

Congratulation, you are the owner of perhaps the most dangerous weapon of the gods, this relic has an adapting ai, can regenerate using available material using alchemy, has an evolving barrier, and create lesser drones, all that using alchemy, you need to destroy the main machine to stop the robot invasion. And yes, you can pilot it

Companions

Companion Import [200]

import a single companion into any origin for 200 CP each? Each one has 600 CP to use, up to four companions.

Canon Companion [100]

So, you want to take any other existing character from this world. Well then, this option is for you.

Observer [free](require Progenitor perk)

It would be insanity to leave a progenitor alone, that's why the lion organization sent one of their best shaman-swordswoman to observe you and eliminate you if you are a threat (and maybe as a sacrifice if nothing else). She has the attack mage origin and 600 CP.

Scenarios

[The Fourth Progenitor] (exclusive to Those with Progenitor perk)

Normally, simply appearing with the progenitor perk would not affect Akatsuki Kojou's existence, unless you deliberately interacted with him, but taking this scenario, would have YOU become heir of Kaleid Blood, whether as incarnating as him, replacing his existence, erasing him, or simply have the previous progenitor transfer her powers to you, and you must survive and face all the challenges he faced, you will gain nothing but his vampiric powers if you don't buy the perks, and your familiars will be set, the twelve strongest familiars (supposedly), taking the drawback from the bottom means you must tame each one by one. If you buy the familiar perk, you get an additional familiar based on Ophiuchus (the man and snake constellation, the 13th zodiac), you will design a power of equal power to the other twelve, the unique thing about the fourth progenitor is that the power of familiar scale on both himself AND how many are truly tamed, meaning the power of Regulus is tiny if you only possess it, but calamitous if you have all 12, having 13? Ooh boy.

Reward

Defeating all enemies will grant you an additional 1000CP and the possibility to take any allies with you as companions, if you became a lord of the island recognized by the other progenitor, you may take it as territory.

Drawbacks

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawbacks or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this, your time here is extended 10 years. You can buy multiple time, up to 10 time if your lifespan allows it.

Unfortunate Luck [+200]

Luck does NOT smile on you, expect daily inconvenience to be the norm.

Dense as a Brick [+200]

Every time the matter of the heart is mentioned, it's like you become allergic to knowledge, and many infatuated maidens will resent you for it.

Harem comedy [+400]

Who said a harem was easy to manage? Conflicting personalities, jealousy, obsessions, and more await your complicated love life, even if you try to be single, love will throw problems at you.

Blood Galore [+400]

You have an unfortunate habit of losing blood, a LOT of blood, be it nosebleed from excitement, or slashes from the enemy, the ground you walk on is often colored red.

Double personality [+400]

You have another self who sleeps in you, they are the manifestation of your power, strip of any empathy or care besides your survival and maybe destruction, every time you fight, there's a chance it comes out, pray for everyone involved it doesn't happen, as they are a master at combat, much more than you.

Tiny Shell [+400]

Forget your age, you look like a middle schooler if not younger, kind of like the heir of Lilith, if not a bit younger, whether its looks or actual age is up to you but you should know how debilitating it is for a fight.

Problems and Problems [+600]

It's like you pissed on every deity out there?! How many conspiracies can realistically exist together? Wow that a lot of ancient weapons, and don't let me mention the number of enemies! For get the concept of vacation, prepare for the next trouble!

From the bottom [+600]

Regardless of what you brought, all the perks in this jump will be scaled down, or locked away, and you need to master them again if you ever want to use them once again, and even if blood is key to tame them, practice is what you really need

Battle of Progenitor [+600]

The ancient vampires of this world are bored, yet often keep to themselves, respecting the peace, no longer, there is now tension between them, which will turn into skirmishes, then conflicts, then wars, until all territories are in an all out war where the winner take all, and you can bet you will be affected by it, depending on what you brought.

Lockdown [+600]

You have no **out-of-context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the next jump

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

Initial Template Creation

Notes

The twelve Familiars:

First Familiar: Mesarthim-Adamas (Aries Prote / The Divine Sheep of Adamantine) It is a sheep with more than ten thousand diamonds that cover its entire body. This familiar is able to manipulate diamonds.

Second Familiar: Cor Tauri-Sucinum (Taurus Deutera / The Ox Headed King Of Amber) Familiar of amber with an ox head, whose body is composed of lava. This familiar is able to control lava.

Third Familiar: Al-Meissa Mercury (Gemini Tritos / The Serpentine Dragon of Mercury) Al-Meissa Mercury is a two headed serpent-like dragon. This familiar is able eat spaces or dimensions.

Fourth Familiar: Natra-Cinereus (Cancer Tetartos / The Carapace of Silver Mist) It is a silver crayfish with blue flames on it's claws. This familiar is capable to render anything ethereal by producing mists.

Fifth Familiar: Regulus-Aurum (Leo Pemptos / The Lion of Gold) It is a lion-like familiar who has bright red eyes and has a lightning-like mane. This familiar is capable of control

lightning.

Sixth Familiar: Minelauva Iris (Virgo Hektos / Rainbow Flames of the Dark Princess) The War Maiden (Valkyrie) that holds the rainbow-coloured sword of light. This familiar can Manipulates laws of nature.

Seventh Familiar: Kiffa-Ater (Libra Hebdomos / The Black Sword of Abraded Night) A gigantic demon sword over 100 meters in length. This trident-like sword is capable of manipulating gravity.

Eighth Familiar: Shaula-Viola (Scorpio Ogdoos / Purple Scorpion-Tiger) It is a man-eating tiger that is wrapped up in purple flames. It can do many physical things, has poison.

Ninth Familiar: Al-Nasl-Minium (Sagittarius Enatos / The Bicorn of Deep Crimson) It is a bicorn having glowing purple eyes, black-colored skin, purple fire-like mane and has glowing plate-shaped armor floating around its neck. This familiar is capable of manipulating sound.

Tenth Familiar: Dabih-Crystallus (Capricornus Dekatos / The Goat of Glinting Eyes) The whole body is covered with silver crystal scales. It has the form of an Ichthyosaur with one crystal horn that resembles that of a goat's. Its ability is mental and spiritual manipulation.

Eleventh Familiar: Sadalmelik-Albus (Aquarius Hendekatos / The Water Spirit of White Steel) It is a combination of an undine and a snake. This familiar is capable to manipulate phenomenon.

Twelfth Familiar: Alrescha-Glacies (Pisces Dodekatos / The Bewitching Princess of Azure Ice) It looks like a mermaid. It can manipulate water and ice.