

劇場版 空の境界 The Garden of sinners

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Introduction

In the Garden of Sinners, men and monsters alike can be found searching for their reasons to live.

It is the the late 20th century, in the Japanese town of Mifune City. While the normal people of the world make their way through their lives as if nothing is different, there is a hidden darkness that they are not allowed to see. The supernatural, magic, exists and it is all too often unkind to normal folk. The Magi with their experiments and their ivory towers, the inhuman beasts and demons that hunt humans for food and sport, murderers driven mad who gained unnatural powers and, despite all the darkness, the hunters and heroes who try to protect innocent people from these predations.

This story begins as a completely ordinary boy named Kokutou Mikiya encounters a strange girl, Ryougi Shiki, who he can't get off his mind. An antisocial young lady of a high class family who struggles with her own murderous impulses. Her eyes are special and the secrets of her birth even more so, enough that in time there will appear those that wish to use her for their own ends.

The rest of town, already dealing with it's own supernatural denizens, will slowly awaken as the story goes on. The once infamous Magus Aozaki Touko runs her private detective agency where she can't help but cause trouble in her sometimes reluctant efforts to do good, a teacher at a nearby Academy seeks his lost memories and will use even the cruelest of magic to obtain it, a priest is setting in place a plan to find his own truth even if he must climb a mountain of bodies and a strange and silent apartment building stands at the centre of it all.

Mikiya and Shiki's meeting will be the catalyst for the events of the next few years, crashing through the plans laid by those in this city and contending with Magi, immortal priests, psychics, fairies, terrorists and stranger yet. It'll also be the land that you spend your next ten years in.

Take this set of 1000 Choice Points (CP) to equip yourself with purchases here.

Timeline and Locations

There are several starting times for your presence here. Each corresponds to a important start date for the story itself.

The first is well before the chronological or publication based start of the main story of Kara no Kyoukai. Instead, it is the year 1974, around the time that a teenaged Aozaki Touko is just beginning her education in the Clocktower alongside Cornelius Alba and Araya Souren. You may even have the chance to go to school with her.

The second is March of 1995, when Shiki and Mikiya first encounter each other. The chronological earliest point of the story. You'll be present for the entire series' course of events.

The third is September of 1998, after Shiki has awoken from her coma and begun to work for Touko. This is the time immediately before the first published part of the Kara no Kyoukai story, where Fujō Kirie will have her powers awakened and begin to cause suicides with her spiritual possession.

The final time is during August of 2008, when Shiki and Ryougi's daughter Mana meets and befriends Kamekura Mitsuru. The last story of the setting, covering long after the main events and looking towards a new generation of characters.

You may start for the course of the main story, less than ten years, if desired. The opposite is also possible, staying until the latest point in the overall Kara no Kyokai setting of around August, 2010 and then leaving. Or you can accept your standard ten years in this world.

You may choose any of the following locations to start at freely.

Mifune City Streets

Mifune City is where most of the story of Kara no Kyokai takes place and it's streets and back-alleys are where much of the conflict can be found, from lovers chasing each other in the rain to secret murders carried out just behind the corner. You'll start on one rainy road in the middle of the city, a populated area but not far from abandoned sections that may prove more dangerous. You've just got off the bus coming into the city. Are you a new arrival or had you just gone out of town for a while?

Garan no Dou agency

Aozaki Touko's detective agency, though by the abandoned look of the building you wouldn't know it. You begin right outside the front door, with an invitation to enter ready. Are you there to hire them for a job or ask for work? Touko can be an accommodating sort if you're the interesting type but I wouldn't cause trouble in her centre of power.

Reien Girl's Academy

A little ways outside of Mifune City, closer to Misaki Town where a more vampiric story is known to take place, is this private girl's academy. A boarding school with a few dark secrets, like teachers with predatory appetites and strange abilities, or students who are just discovering their own psychic talents. An isolated place like this means a lot fewer barriers to darker acts. You might be a teacher or student here, as not doing so would likely be quite suspicious.

Mifune Local High School

The school that Kokutou Mikiya and Ryougi Shiki go to, at least during most of their tale. An actually normal place of learning, if it weren't for the odd number of magical creatures, psychopaths and people with strange gifts here. It's a good place to get to know some helpful heroes, as long as you stay out of the way of the brunette with the camera. Much like the Academy, you're likely a student or faculty member of some kind to be found here. That or not staying too long.

Mikiya's Apartment

Just outside the door to Kokutou Mikiya's apartment is where you open your eyes. It's a pretty cheap apartment housing block but it's not run-down or anything bad. He's out right now and you may even be a neighbour of his, living next door or close by. It'll certainly make it easy to run into him and Shiki.

Ryougi Estate

The bamboo shrouded estate of the Ryougi clan, now more of a Yakuza family than a Demon Hunting one. They're not welcoming to outsiders appearing in their property but you might just be a servant or family member with the right to be there. It's not too big a stretch of land if you need to make a quick escape, especially from sword wielding Demon Hunters.

Mifune City General Hospital

The central district hospital where Fujo Kirie lays or laid in a seeming coma state, as she prowled the city at night in spirit form. A dangerous presence is hidden here, some staff whispering on the kindly but intimidating doctor that has taken residence in the Psychomatic Medicine ward. His shrouded eyes may just be a strange look but...why risk approaching when it could be something far more dangerous?

Origins

Any of the following origins may be a Drop In origin. If you have the appropriate purchases and origin, you may also replace a canon character in the work of Kara no Kyokai, such as Mikiya through the Student origin or Touko through the Magus origin. Drawbacks work as normal despite this.

Student

Even in the the garden of sinners, you still need to suffer through high school. You're just an ordinary student, going through the motions as you make your way through the pre-planned routine of your life. That's what it looks like to your classmates at least. Maybe you have a special ability you've never quite understood. It could be that you've had your own run ins with the supernatural. Chances are that once you're a part of the magic side of the world, you'll keep getting drawn back in. Maybe there's something to be gained, past the secrets and the bloodshed, that makes your life feel more than just bland drudgery?

Hunter

A descendant of a demon hunting family of the past, perhaps even one of the four great clans found in Japan- the Nanaya, the Ryougi, the Asakami and the Fujio. You were raised with at least the knowledge that there were creatures that fed on humans out there in the dark world, if not also the training to fight back against them. At times, your family may have seemed to almost be like the monsters themselves, but they held themselves back from going too far. Will you manage the same, with all the villains that fill this world?

Magus

The primary denizens of the shadowy world that humanity knows little about. A Magus is a human with the ability to make use of magecraft, as well as a member of the global Mage's Association. By assumption if not official registration. It's likely you trained at the Clocktower, the main headquarters of the Association, and have a whole family of other Magus that you know. You certainly know more than most humans about the world but many of your peers are quite inhuman. The Magus philosophy of walking with death was a warning of the risks of magecraft but some take it to excuse themselves from morality entirely. Are you just another monster, seeking power and knowledge, or have you higher goals in this world? There's plenty of both to be found in this city.

Murderer

When a human murders, they cease to be human. The belief of some and in some ways, it's not wrong. To kill for pleasure, greed, hate and other selfish reasons can change a person. Even the very desire to do these things, not the actual action, can become a poisonous devil that lies in people's hearts. You may not be a murderer yourself, though it remains a possibility, but you certainly feel some desire to do it. Your reasons are your own, as your background could vary greatly. An ordinary high school student that wishes to hunt his classmates for bullying he's suffered? A rich heiress that wants to free people from their misery by force? A mad beast roaming the alleys, feeding on the homeless and the unlucky? The start of your path is up to you, just know that it is likely to cross through bodies and blood before you are done.

Your Sex is up to you, keep it or change as you will. Your age depends on your origin. A student is 12+1d6 years of age. A Magus is 18+2d8 years old. A Hunter is 15+1d8 and a Murderer may choose their age within human norms.

Perks

One 100CP perk is free for each origin and other perks are discounted for associated origins.

Origin and Element (Free/200)

Origin and Element are attributes of the soul and one's deepest being in this world. Everyone has one of each, some people have more, but this just helps you decide on the importance of your own ones.

An Origin is like a concept, a word, that is at the core of your character. It might describe a secret side of you that you rarely show, it might show influence through every action you take or it might just be something you really love about yourself. Taboo for someone who feels a forbidden love, Worthlessness for someone who seems to be a complete failure, Nostalgia for a man who considers his memories dearly important. An Origin by itself doesn't have much of an effect, merely lying unawakened. Some kinds of magecraft can eventually build on your Origin, such as a Taboo Origin holder eventually learning to invest that effect into an item that uninhibits the taboos of others. But these usually require quite high level skill and have subtle effects outside of extensive experimentation. You have an Origin of your choice, a normal one that is Unawakened and gives no real boons but has no real hindrance either.

An Element is more important, at least for a Magus. It describes something like your affinity for certain kinds of magic, significantly increasing talent in that area. Or rather, most Magi find it quite difficult to learn all but the most general magecraft outside of their Element. Far from impossible but much more inefficient. Most people have an Affinity for one of the five primary elements- Fire, Water, Earth, Air and Ether. These ascribe to much more than just basic elementalism. Fire might cover consumption, energy transfer or fuel. Earth may relate to cultivation and embedding of energy. Water covers the flow and cycle and combination of things. And so on. You have a moderately strong affinity for an Element of your choice. One of the primary five is recommended but if you know of an alternate choice, you can pick one, as long as it's not superior to the primary five. No Average Ones with talent for all five Elements and no uniquely powerful Element.

For 200CP, you can choose to have an Awakened Origin and have had the process go exceptionally well. Normally, the process of Awakening an Origin involves giving it far greater influence over you. It alters the personality in small, large or even totally overwhelming ways. But in return, it grants power. Unique abilities, especially in relation to magecraft, and an understanding of your own self. Whatever your Origin is, you've only gained quite limited mental changes from it. A Taboo origin would make you a fair bit more free with your desires and a Flame origin might make you more hot headed. In exchange, you'll find yourself able to easily combine your Origin with any magecraft you know. This ranges from the simple, like a Flame Origin adding flame attributes into any of your spells with little work, to the quite impressive, like a Stillness Origin allowing for you to count as if you were still in regards to Bounded Fields and unlock the secrets of creating mobile Bounded Fields.

Magic Circuits- Free

The pathways through which magical energy mixes, flows and is expended. The circuits appear on your soul, though physical reflections can be found within your physical body, and generate heat when in active use. All magus have these circuits and they can sometimes be found in lesser forms even outside of magus lineages. As a benefit of entering this world, you've got at least the potential to use magic. You're not particularly exceptional in terms of your circuits with just this but you're no

cripple either. You've got a fairly standard 20 circuits in your body, each one of decent but not exceptional quality. If you began a magical education, your teacher would likely remark that you're decent but nothing remarkable.

Mystic Eyes

A special magical trait and one of the best known and most visible. A magical effect is bound into your eyes, often having been present since birth. The below section offers a selection of different Mystic Eyes that can be bought immediately. You'll have a few years experience in the use of any you buy, making you relatively skilled.

Lesser Mystic Eyes- 200

A general purchase for a wide range of low level Mystic Eyes, things that are relatively common among this category of users and not uncommon in Magus in general. Eyes of Charm that let one automatically cause infatuation and great appeal in those that see the eyes without much magical resistance, Eyes of Hypnosis that allow one to use the Hypnosis core magecraft solely through sight, Eyes of Empathy that allow one to see the emotions of people around oneself and better understand them. Each purchase of this grants access to one low level magical effect that can be bound into your eyes, with multiple purchases being possible.

Mystic Eyes of Enchantment- 300

A much higher powered version of the eyes of Charm and Binding. The Mystic Eyes of Hypnosis are high level mind control spells, able to paralyse with a glance or dominate the mind and memories with a steady stare. Even without the application of magical energy, these eyes are able to tear through most magic resistance. It takes a powerful Magus to resist the eyes, someone capable of actively circulating large amounts of prana through their body to throw off your control, or someone with powerful Mystic Eyes of their own.

Mystic Eyes of Distortion- 400

The telekinetic eyes of the Asakami clan. Together, they exert great force on the world in their sights through the vector of spirals of force. The left eye forces rotation to the left, while the right eye does the same to the right. Any location that can be seen can be forcefully twisted in this way, immense force being emitted that's enough to tear a person in half or crumple up a car. Your eyes are stronger than most, equal to Asagami Fujino, and could potentially warp and distort an entire suspension bridge in a single use, though it may prove tiring to start out trying that.

Mystic Eyes of Death Perception- 600

The eyes that see the path to the end. Among the highest grade of Mystic Eye possible, Death Perception becomes quite literal, They see the lines and dots that mark all 'living' things, anything that has any sort of direct interaction with the living world. An object, a person, a ghost, telekinetic force exerted by a psychic or even a timeline, if it were made certain and absolute enough to become solid in your eyes. Tracing these lines with something that cuts, even a blunt butter knife, will separate them without doubt. Cutting the target into pieces. Piercing one of the dots you can see, a single one on any being, is enough to destroy almost all things.

While your eyes do not strain you, not all things can be cut so easily. Things that are resistant to death or associated with it will have faded lines, difficult to see or even requiring several minutes of focus to see at all. Dead Apostles, those who have achieved a deathless state of enlightenment, ones who practice death magic and, especially, beings who lack the concept of death at all on whom lines cannot even be seen. Your eyes do not strain you with their use, though you should always be careful with the cutting tools you hold.

Student

A Good Man- 100

The simple and genuine approach to life can often be overlooked. Sincerity, honesty, compassion and empathy come naturally to you if you wish to open yourself to these feelings, giving you the air and aspect of a quiet, good person. It makes it easy to become friends with people and especially animals, or those with an animalistic outlook on life. People find it natural to see you as sincere and well meaning when you yourself feel that way and you rarely make people feel threatened, even when someone might normally be suspicious of any strangers. You have to live those feelings though, as people won't get this strong feeling of peace from you unless you actually desire to be that way, even if just around those you consider special.

Spontaneous Combustion- 100

A well known, if uncommon, psychic phenomenon is the even of spontaneous combustion in humans. With no explainable reason, a person will alight and blaze with fire, no fuel or starter to be seen. It manifests as a minor psychic power in you, perhaps a hint to the cause of some of these incidents. This power allows you to create bursts of fire from nothing, not even drawing on magical energy to achieve this ignition.

At first you'll be limited in use, just summoning a quick burst of sparks that can burn up already flammable materials. But as you put in some extra practice, you'll find that in a few months you can start manifesting balls of fire that can slowly melt metal and throw them with quite the accuracy. Ultimately a low level power, you can still go quite far in power and control if you focus, and you'll find that having this power confers a small talent for fire magecraft as well.

Hunting Fox- 200

Love is just like chasing down a rabbit. You have to corral your future darling into the right spots to meet him, warn away other nasty foxes that would try to steal your meal and make sure you clinch the kill at the end with a binding declaration of love! You're a natural at pursuing those you have a romantic interest in and making them see your charm points, rarely finding it difficult to at least get a blush or a first date from people. Especially when it comes to relationships that might normally be considered quite taboo, you've got good luck. Not only does no one seem to mind any such taboo or social barrier to returning your love, you even find that such things can even increase how appealing you are. The worse the taboo, the better it gets. It'll still come down to you to seduce/make them fall for you, you just have a little helping hand in the process.

I'm A Real Boy- 200

All through your life, you've always known something that people take for granted. You are real. A core and undeniable truth to all things but one you could never ignore. Whenever someone tried to push you down and tell you that you had no worth, you'd remember that. That you exist, that you will always have been part of history and that in some small way, you'd leave your mark. It reinforces your will to stand up, especially against people that would deny you your own identity or purpose. That steely core to your being will always lead you free, one day, of anything that clouds your mind about your identity or purpose. Even if it be a supernatural force that controls your mind or someone has removed your memories through brain surgery, you'll eventually find a way back to freedom and your true self. That truth is a part of you. It just takes a while to grasp it again at times,

Holmes' Legacy- 400

School always was pretty boring. When you've got a combination of great work ethic, creative problem solving skills, an analytical mind and a great memory; it just doesn't pose much of a challenge. The real world though? There you found something of a calling. You're a brilliant kid, one of the smartest of your school, but your skills with investigation and research are second to none. It's not an exaggeration to say that, so long as it exists, you could eventually find anything. A lost object, a missing person, the hidden truth to a mystery. With enough time, even magical protections might fail against you, despite just being a normal high school student. When you catch a clue, just keep following on and you'll find your way past wards and curses alike.

Precognition- 400

Via unconscious and automatic absorption of data from the world around you, on a level much deeper than just what physical senses can perceive, you are able to see the future. The psychic ability of precognition awakens in your eyes, uncontrolled and wild at this time. It allows you to flawlessly see the future, though this is only the future prior to any actions taken to change it, often meaning that even the act of seeing the future sets in motion a difference.

For the first while, you'll have little control over your sight, often activating at random when you have some need of it or meet someone with an important future. Your sight at most extends only a few years into the future and can often be unclear, not because of murky images but rather the lack of context on what path leads to the future. If you practice, and especially if you begin to attempt to enhance it with magecraft, you may find yourself able to activate your precognition at will now and then, to direct it to certain people or times and even to watch for longer times what happens in the time to come. But that's all in the future. For now, it's still helpful getting warnings when danger might appear in the next few days or seeing test answers as you write in an exam.

Bloody Valentines- 600

It is not always great leaders who gather a fanatical following. Sometimes a blank mirror can work in much the same way, reflecting the desires of madmen back on themselves, a never-ending loop of increasing fascination. People you know having a tendency to get extremely attached to you. Even if you yourself are quite bland, most of the people you know come to feel some more intense emotions for you. An ordinary ally might eventually see you as a close friend after a few months of working together, even if you've done nothing to normally make that happen beyond simple courtesy. But people that are already unhinged in some way will receive a far more potent effect. What might be an unsettling acquaintance may eventually come to see you as their dearest friend, whereas someone with a creepy crush might come to obsessively love you. While it isn't just limited to intensifying positive emotions, it does make those who feel strong negative feelings towards you have a sort of reluctance towards your death. Perhaps the one they hate so much needs to see them succeed, so they can't kill you for a while yet?

Killer Kokutou- 600

Thump-thump. The sound of the hearts of young men and maidens as you go by. Some special quality of yours draws the eyes and hearts of those around you, always making you seem like a rather appealing partner in love and more to most that meet you. But for normal people, it's more of a interest or passing crush. Some might not even feel anything if they'd consider it inappropriate. The strength of this mysterious allure you have around people is shown when it comes to those who pose a threat to you, who are dangerous. People that just pose a passive threat to you directly, like those with natural murderous instincts or who feed on human flesh, feel the sort of strong crush and

appeal that makes them want to get to know you a whole lot better. The ones that are actively endangering you, such as someone hunting you or another with plans to harm and kill you, would find themselves coming to consider you near irresistible over time. It takes time for these feelings to develop, sometimes days or weeks, and even when they've fallen in love, some kinds of people can still be dangerous to meet alone in a dark alley. As long as you keep meeting them though, they'll keep getting reminded of that special thing that makes them like you.

Hunter

Murderous Focus- 100

The first step on the path to slaying a demon is to master ones' own self. The beasts awaken terror in the hearts of strong men and their filthy lies can twist your resolve against you. To fight a monster, you must in some ways become monstrous yourself and it was only through years of intense work that you gained this quality. You have an exceptionally tight hold over your emotions, letting you both prevent yourself from acting in anger or fear as well remaining steady when shocked or surprised. It's carried on to an amazing tolerance for pain, those around you have often found it quite scary to see not a twitch in your expression even as bones snap and muscles tear. The final result of your intense self focus is a high degree of control over your physical body, allowing you to move as you wish for the most part. Untrained, it just results in natural athleticism but it also naturally lends to the martial arts. One cannot hesitate to cut the demon's head off, not from fear or bodily failure.

Follow the Blood- 100

The hunters of the unnatural and the inhuman tell themselves that they are not murderers, that to kill a demon is not the same as murdering a human. But the truth remains that the two acts are only a few steps apart. A hunter skirts close to murder to carry out their duty, they become familiar with the act and those who carry it out. It gives a sense for the sort, allowing you to almost smell the presence of anyone that has murdered before or has a strong desire to do the same. You have great acuity with this sense, more than most, and can easily pick killing intent and it's direction out from large crowds. Even the trace of a murderer hours gone past can be picked up with effort. Killers, those that kill monsters rather than human-like beings, can also be sensed with more difficulty.

Embody the Hunt- 200

The second step towards the execution is the art of carrying such things out in the first place. A clear mind to face a demon head on is just the foundation that training in combat must build upon. The family spent years of your childhood beating in the lessons of the sword to you, teaching you to become utterly lethal with any kind of bladed implement. The favoured tool of the Ryougi, as well as many other hunter clans who rely on weapons to bridge the gap in power between man and demon.

Not only are you at or near world class skill in the deadly use of most blade-based weaponry, you're especially well trained in fighting those stronger, faster, larger and more arrogant than you. Methods to trip them up, under-state your abilities, turn their strength against them and more are all present, the vital tools to battle inhuman things. The results of all this training also impress themselves on your body, pushing you to near the peak of human physicality in natural terms. Enough strength to smash bone in a single blow or jump dozens of feet into the air, along with the speed to leave olympians lagging far behind, whether it be a combat sport or an all out sprint.

Dark Side- 200

The duty of a hunter is not understood by the modern world. They're unaware of the creatures that predate on them, hiding within their midst, and are often all too happy to ignore even mundane murderers stalking them. But that can be an advantage to you. Your line of work has taught you well on concealing violent events, those affected and the aftermath from others. Erasing evidence at crime scenes, destroying bodies, easily convincing normal folk that they saw some more easily acceptable explanation for the demon they actually encountered. As well as having an easy time in all but the most extravagant concealment efforts, you find yourself personally capable here too.

Hiding your own murderous intent is as simple as breathing, even letting you mute your emotions and very presence to those that can sense such things. You're not invisible but you blend in very well to your surroundings, perfect for tracking your homicidal prey in the crowded cities they frequent.

Self Suggestion- 400

The final step of a demon hunter's path to slaying demons. Self-hypnosis, a dangerous skill even for mundane uses but when the goal is to form yourself temporarily into the perfect weapon? It'd not be surprising to know that some had gone mad trying to learn this state. But you are able to use hypnosis to temporarily make yourself a super-human wielder of any weapon or tool. While this does not bypass actual requirements, it enormously boosts your effectiveness at wielding the weapon, to superhuman limits. A sword wielder who could normally pose an immediate threat at any foe within three meters would become such a danger at triple the distance, despite her body not changing.

This hypnotic state gives total focus on your goal with the tool, rendering great resistance to any mental interference, and massively increasing your skill with the tool's intended purpose. Unlike most, you are able to achieve this state with many things, not just weapons. But it takes time to reach it and right now you are only able to do so with bladed weapons. Become well trained and familiar with a new sort of weapon or tool and it may take only a few days meditation to self suggest with it,

Mind Moulding- 400

The Ryougi, already best known for their self suggestion training, took this mental hypnosis even further beyond. The art of moulding, restraining, even creating new minds was the result of generations of study, the original aim being to create a connection to Akasha itself through these arts. Besides that vaunted goal, what they and now you with your capability with these arts can achieve is quite something. While the process can take months, even years for extreme changes, but you are able to mould personalities and minds like clay in others.

A mix of mental conditioning, hypnosis and sometimes even physical aids like drugs or painful encouragement is required but you are able to alter the way people think, seal memories or aspects of someone's personality behind mental walls, place new thoughts and beliefs into people's heads or, the most impressive, create entirely new but separate minds within someone. Most often an alternate twin to the original, like a male mind in a originally female body, these can be raised to be sympathetic or antagonistic to each other, to be aware of each others' existence and even thoughts or entirely sealed off. The very highest mastery, of which is yet outside of your and even the Ryougis' reach save a stroke of impossible luck, is to create a mind within one person that somehow connects to an outside source, such as another person's mind or a more metaphysical location. The goal of course, being a path to Akasha itself.

Counter Cover- 600

Humanity has a careful guardian, watching every move, to protect it from threats without and within. This guardian can be quite over-zealous at times, acting to counter even unlikely threats with great force when it believes the need exists. But there are apparently ways to escape it's sight, and that of similar beings, even when what you're trying to hide genuinely is a threat. Similar to how the Ryougi managed to hide their efforts to create Shiki's third personality and connection to the Root, you are able to hide yourself and your actions from higher beings. Metaphysical forces like the Counter Force, gods of older times, cosmic beings like Arayashiki or Gaia itself, even the sorts of greater

beings that expand well beyond a single world. The methods involved vary depending on the scale. Just hiding yourself from the Collective Will of Humanity may manifest as a special form of self-hypnosis that is easy to maintain, whereas preventing higher cosmic creatures from noticing large magical ritual involving dozens of participants may require a expensive and time consuming spell of it's own. In future worlds, you'll find it always possible to quickly discover various ways to hide from various such beings. This protection can potentially be bypassed should you in some way draw their direct attention or be found by agents they have of a lesser nature, so overt action should still be taken with care.

Bloodline Establishment- 600

We all had to come from somewhere. All of the various clans of the Hunter's Organisation had to have been made, to have had an originator. For psychic powers, such rare things, to come to be present in every member of whole families is simply not natural. And that unnatural method is known to you, just one of the many you now discover. Through a mixture of medicine, hypnosis, certain magecraft-like practices, selective breeding and perhaps a touch of the inhuman you are meant to hunt- you've learned to slowly create new Demon Hunting clans with their own psychic bloodlines.

It can take generations to stabilise and hold true but you are not limited to only the powers found in the four main branches of the Organisation- the Nanaya, Ryougi, Asakami and Fujou. Instead, you are even able to slowly design new ones of a similar level. A family of electrokinetics or who can naturally command low level spirits and fairies? Taking the young Shirazumi boys predatory mutations and creating an entire line of carnivorous demon hunters? All possible, with time and available subjects. The final note to make is that, like the clans above, there can be a great deal of individuality in the clans you breed. While most members will be stable and similar in psychic power, rarely some will appear with much more impressive variants of the normal power, either naturally or just through their life experiences.

Magus

Waltzing with the Reaper- 100

To be a Magus is to walk with death. The very act of using what we call magic, of mixing the Mana of the air with the Od of your body to create Prana and circulate it into your Magic Circuits, is something that has inherent danger. To accept that knowledge and revel in it is to take on the air of something more than human. The petty concerns of human life fade somewhat, making it so much easier to retain the sophistication and grace expected of a refined member of the Association. It requires a will stronger than normal people to brush up against death and that same will, in a rather less dramatic application, is something that allows most Magi to withstand the long hours of study, research and constant requirement for creative thinking when it comes to learning magecraft. Exam hell doesn't even begin to describe it, when you're studying to make sure you don't incinerate yourself from the inside out!

Magus Education- 100

An official education! The proper way for a magus to learn his arts, to travel to the famed Clocktower institution and learn from the greatest, and most egotistical, minds of the Mages' Association. Even if you're some country bumpkin from the Far East, you've had the chance to get a formalised education and degree at the Clocktower over the course of four to eight years. It taught you all the basics of being a Magus, such as decent capability with Formalcraft, Reinforcement, Gradation Air and Hypnotism. The core arts of any magus, as well as general familiarity with the supernatural world.

You also took on something of a specialty, possibly even a family legacy you inherited, in magecraft. In a field of modern magecraft, you've made a name as having decent potential. An amateur to any professional but in your chosen field, from a rookie Alchemist to a burgeoning elementalists to a spirit user or something more specific, you've got a few years training on the other students with no ability at all. Your time there also let you gain a few friends and contacts at the Association, mostly classmates and perhaps a faculty member or two. You can buy this perk multiple times, gaining another specialisation of the same level each time.

Original User- 200

If the Origin is the very core of someone's character, wouldn't seeing the Origin be like understanding the person fully? Past all the lies, misdirection and facades, people can't change what they truly are. Being able to see that Origin becomes like playing with a full deck of cards while everyone else is left with scraps. You can visualise the Origin of any being you see, gaining an intimate understanding of their true character and nature from that experience. It makes it fairly easy to manipulate others, to cause them fear or lead them along into your plans, because you know what it is that drives them. Should you have their consent, you can even Awaken their origin by force. It draws out their potential, especially in magical terms, and can even result in gaining strange new abilities. But their Origin will affect them more and more, depending on how deeply you awakened them. Perhaps they might even be consumed by their own selves, a self eating snake that demonstrates to all others the folly of living for one thing alone. In future jumps, you'll remain able to see and awaken Origins and potentially even similar enough traits to Origins.

Familiar Master- 200

Most Magi are not fighters or soldiers. While they're certainly threatening in general, many lack experience in war and most see risking their lives like that as barbaric. So they rely on others. Most

commonly, they rely on familiars, a category of being that you are oddly gifted with. Outside of just a specialisation in magic, you appear to get significantly greater results than normal in anything regarding familiars. Your efforts to create them result in more powerful creatures made for less costs, while attempting to attract existing creatures to become your servants most often ends in a quite powerful new ally who is rather lenient in their required contract. You'll quickly become well versed in using multiple familiars in your goals, particularly making use of them in combat instead of fighting yourself, and even find that maintaining familiars is relatively cheaper for you.

A weak magus might not be much of a threat but if he had ten loyal spirits aiding him, they could most certainly take down even much larger game. In particular, any magecraft you know will soon reveal to you ways that it can be entwined with any familiars you have, sometimes stretching the boundaries of what's normally possible in those disciplines when used for your focus here. Often methods to enhance your familiars during creation or battle, it may also show ways to create entirely new kinds of familiars. Perhaps a Doll Making specialist would learn to make familiars out of their own selves with this, an army of one!

Eyes on the World- 400

Mystic Eyes are the term given to the unique powers and appearances found at times in the eyes of Magi and magical creatures. So many types exist, and such a reputation has built around them, that their possession has become both a status symbol and a sort of culture in itself. From the most simple and base Mystic Eyes of Charm to the almost sacred and miraculous Mystic Eyes of Death Perception, they are deeply desired and feared across the world.

But they are ultimately just tools, is what you have found. And tools can be broken, altered, even made new. Again, it is more than a field of study in magecraft. What you have is a universal gift relating to eyes and the magics they hold. You're already well studied on the many kinds of Mystic Eyes and their effects, with your immense talent regarding them allowing you to start to create tools to affect them or even make Mystic Eyes themselves. Glasses that seal their effects or enhance them, surgical tools to safely extract and transplant the eyes, contacts that focus their effects towards specific uses, eyedrops that reverse their powers for a time. New Eyes often involve binding some magecraft or power you are knowledgeable on into the eyes you know how to grow, then inserting and connecting them to the user. It's even possible to combine and stack eyes with each other, since your skills extend to biological alteration of ocular organs. Two Mystic Eyes of the same sort placed within each other could form an un-ending mirror, trapping their targets in a spell for eternity. Effectively, you have incredible skill in most medicine and magecraft relating directly to Mystic Eyes and immense talent in furthering that, both in this world and in regards to any other eyes you might encounter.

First Rate- 400

Family is everything in the world of a Magus. Not out of love or loyalty but lineage. History. Legacy. Your family decides the number and potency of your magic circuits, the kind and depth of your magical specialisation, the unique traits of your magic and the potential you have to go further. Certainly, there may be some mutants here and there that buck the system but to the Association, a family as old and storied as yours is far more valuable than the transient nature of a one off prodigy. You hail from a line that is centuries or even thousands of years old. The heir to their circuits and knowledge, it's ensured you have an impressive amount of power at your fingers. Both quantity and quality of your circuits is among the highest found in Magi of this age and you are generally talented with all magecraft you try your hand at. You may have an exceptionally strong affinity for your

Element to improve studies relating to it even more or choose to spread out more and appear as one of the rare Average Ones, of lesser talent in one field in exchange for talent and ability at all five traditional Elements. Your family inheritance ensured you are wealthy, influential and very well connected in the Association, with many would-be allies and mentors hoping to benefit from your name even before you arrived for your first period of study.

Incantations come quickly to you, casting at much higher speeds than all but other prodigies, and your skill with the core arts of magecraft have significantly increased to an expert level. Your family arts are of course much more impressive, as the Magic Crest on your body holds the work of many generations of your forefathers on your one chosen specialty in modern magecraft. As an Alchemist or Elementaist or Spiritualist or whatever else, you'd be well-educated enough to capably run your own lessons in the Clocktower. You might even be doing that now, considering it's almost certain that you have at least one impressive Title from the Association to honour your achievements, along with a widely known reputation through the Association. A famous lineage in the same style will also optionally be your family in future worlds.

Master of Babel- 600

A relic of a bygone era, a pure expression of the idea that mystery, that age, that the very weight of history itself cannot be conquered by mortal humans. The Godword, the Unified Language, is the original tongue that existed, but not necessarily spoken, before all living things were separated and categorised, before humanity was divided from the beasts and the plants and the dirt and the dust. It is Truth, something no human can reject. They'd have to reject their very existence as a human to do so. Those who speak this language, impossible remnants of a time that does not exist in this history, can thus command humanity.

As one of only two living users of the language, you can take dominance over any human that hears your words. It is impossible to resist for true humans, though those with a connection to the Root or similar traits can mitigate the commands. For all others, it acts as an absolute hypnosis that lasts until a day after they last heard your command. It goes much deeper than just the mind or body however. Telling someone that they cannot see you would render you invisible to them. Telling someone that their magic cannot affect you would cause it to fail. These are orders that imprint on the deepest part of someone's being. Your words must be heard however and even simple earplugs can rob you of your power against someone.

The Godword only applies to humans and even mixed heritage with non-humans grants the chance to resist, with non-humans ignoring it entirely. A sign some might take to prove humanity's destiny for civilisation and dominance over others. It also relies on intent, your desire to order others. If you wish, you can simply communicate across all language barriers with other humans without the control.

Risen Legend- 600

There is a poisonous fetishism at the heart of magus society, an obsession with the old and the mysterious. A toxic belief that all that we have now is just a pale imitation of what came before. Age is power, an old family serves a magus better, we must reach the origin of it all. That's just so much shit. Magecraft may lack the raw power and direct use of systems from earlier in history but the idea that it is useless is the thought of someone without the will to persevere. A true magus would not stop, not until they tear open a path beyond their limits.

You're living proof of the idea that magecraft being an inferior system is not necessarily as true as much of the Clocktower thinks. Whatever your own innate power, you have taken a chosen specialty of magecraft to obscene heights, the likes of which is only matched within magecraft by things like Aozaki Touko's doll making styles or the impossible Bounded Fields of Araya Souren. Whatever your chosen field of study is, you're certainly one of the greatest users in many generations, if not centuries outright. Your spells within that field are stronger, cheaper, faster and far more skillfully controlled than any hopeful peers. Your knowledge and skill is near total, at least in regards to existing knowledge on the field, and you have the sheer talent to continually push the limits and learn impossible spells and actions, like discovering how to make Bounded Fields mobile around a person. It's far easier than normal, almost springing into your mind, to discover ways to combine other magic and magecraft you know into your chosen field to expand and empower it even further. As a finishing touch, whatever path you choose has revealed to you a method of immortality, a way to make yourself not just unaging but outright harder to kill in general. Touko's famous immortality puppet network as a sterling example.

In future worlds, you'll find anything similar enough to your chosen specialty will receive all the same effects. A brilliant alchemist here will be one in the future too. You may also buy this perk multiple times.

Murderer

Beastly Desires- 100

Is it wrong to want to kill? To feel a hunger for human meat or a thirst for suffering? Why should you be hunted and yet the world remains filled with monsters that abuse millions for profit or political power? There is nothing wrong with you. You're perfect just the way you are. So take that bite and feel good about it. Throw away your humanity with a smile. You can't ignore your own desires anymore, though this does not make them harder to resist. You simply know what you yourself want and what is a desire coming from outside of your own self. It's made it easier to conceal your desires from others at least, even make a very convincing effort as appearing to be a normal person despite whatever mental degradation you suffer. But you never find it hard to get opportunities to indulge either. Whatever your particular unholy lust is, you'll find both safe chances to carry it out safely or more dangerous offers to indulge immensely. Make some ultimately doomed attempt at remaining human or revel in all the evils that the history of man has to share? The choice is obvious.

Blood Starved- 100

Sheep to slaughter, pigs for butcher. The milling herds of mankind barely even know the worth of their own lives, how they are as unimportant to a true predator as cattle is to a man. The hunt is a literal expression for you and those like you that feed on human fear, pain or flesh. It comes naturally to you, tracking and corralling prey animals like humans, especially in these densely crowded urban environments. There are so many places to corner someone, to hide the mess of your meal or carry out a battle in secret that people just pass over. That same predatory instinct for the hunt is also what makes you so good at making the prey animals squeal, having a particular gift for excessively brutal murders and causing pain to others. Impressing just the emotions you want onto those that witness the results of your art is simple, even making it possible to mess with the heads of those already unhinged to make them believe they committed your crimes.

Clairvoyance- 200

The mind's eye was opened to you during a particularly dangerous situation. You desperately needed to see the danger that approached you from a place you could not see and found that, almost like a miracle, the image would appear in your thoughts. With some practice, you've learned to move your senses and perceive locations within thirty meters of your physical form. It's difficult to move while doing this, keeping track of your normal senses at the same time as your clairvoyance is quite disorienting, but you can learn to adjust with more practice. In time, your range might even expand to cover several city blocks and allow you to pierce some magical wards too. Should you have some sort of magical power or other ability that requires line of sight to work, you'll be able to use it through your Clairvoyance as if you were actually looking at the target normally.

Blooming Terrorist- 200

Taking a knife to someone poses so much unnecessary risk. Getting that close means they have a chance to fight back against you, it means you'll be at the scene of the crime. Much better to use a more refined, civilised method of murder. High explosives. Most specifically, high explosives in the ways a terrorist bomber would make use of them. You have world class ability with all kinds of explosives, even finding yourself unnaturally talented with explosive magecraft spells, and your best skills lie in using your explosions to cause the emotions you desire. A righteously placed bomb that only spurs a riot of people who feel victimised on, a horrifying explosion that causes fear across the city despite causing no deaths, something to warn and force people to get ready without causing undue terror. Placing these explosives stealthily, even in high security areas, is no major issue for

you and you rarely leave many traces. You're also very good at selling these skills, and any other less savoury abilities you have, to the highest bidder. Finding these clients, picking which ones aren't a trap and making sure you get paid and maintain good relationships is all in the toolset of a career bomber like you.

Fujo Blood- 400

The arts passed down through the Fujo clan of Demon Hunters, a rare and mostly faded family, have awakened within you. Likely the result of a distant ancestor if you're not a clan member, it has several effects on your body and spirit. The first is an enhanced life-force, making it possible for you to survive wounds and sicknesses that would kill normal humans quite quickly. Despite taking the same wounds, your body is unnaturally enduring. The second is a enormous natural talent for magecraft relating to the channeling and controlling of spirits, not enough to match a Risen Legend but enough to become quite well known should you be trained. More importantly, that talent is the basis of the core power of the Fujo. ESP, or the projection of their spirit from their bodies. Leaving your physical form resting behind you, you can move as a spirit in the world, your power dictated by your magical energy. Possessing and controlling humans directly becomes far easier and you already know how to bind the spirits of the recently dead to your service while in this form. More spiritual powers may appear with practice and power, though even now you're able to rapidly cross all of the city while flying along as a ghost.

Awakened Predator- 400

Ah, more direct than most, are you? All this talk of predators and prey awoke an ancient lineage in you, a calling back to the days when we all had to crush and kill with our barehands. When humans and beasts were no different. It might have been a miraculous success of the bloodchip drug or the result of an awakened origin, but you've become rather like Lio Shirazumi. Your body is powerful now, able to leap several storeys and tear through stone walls or crush humans skulls with ease. Your senses have quickly come to match some of the best in the animal kingdom and the sharp fangs and claws that appear when you grow hostile slice flesh like it was just water. These traits slowly increase as time goes on and you hunt more, perhaps even new abilities sourced from predator animals appearing on you.

Unlike Lio, you can halt and start the progress of this when you desire. Useful given it has an effect on your mind. Much more limited than the Shirazumi beast suffers but you still find that the more monstrous you become, the more your mindset begins to reflect that of a predator. Sheer force of will can restrain your urges to devour and kill, with magecraft perhaps holding keys to treat this mental affliction. Should you give into the power, you'll soon be more than a match for many of the denizens of this city.

Scarred Path- 600

Limitations are just barriers to be conquered. Every misery that is thrown down in your path is a step to rise even higher, to use the flaws that cripple your body to enhance your magic ever further. You find that when your body suffers and parts are lost to you, your magic will soon compensate, providing not only additional talent in a related field of magecraft to whatever part of you has been crippled but a sudden breakthrough to effectively replace it. The loss of your sight may result in developing a sudden breakthrough in clairvoyant spells or magecraft that allows for ESP that not only replaces your lost sight but may outright surpass it. A mangled arm may provide the inspiration to greatly increase your level of skill with telekinetic magecraft or some other kinetic field, allowing you to manipulate things from afar with natural ease and immense force, seemingly costing little

energy to do so. It takes time, weeks or even months, for these talents to bloom but once they do, they will remain even if you regain what you originally lost.

Future Calculation- 600

In your right eye, the future. In your left, the singular path towards that future. Among the most powerful forms of precognition known, this psionic abilities grants the right to decide the certain future at the cost of your own free will.

With your right eye, you can see the future. Searching for any specific possible outcome from the current point in time, you can look through varying timelines up to six months in advance. The test scores on an exam, the result of a sports game, the way a foe you seek to assassinate will fight. It is not impossible to block this vision with powerful magic or other time-based abilities but such things should be very rare.

More importantly, it is your left eye that dominates. It visualises a path to you that, if followed in your actions, will certainly lead to the future you have seen with your right eye. The longer you watch the specific future result you desire and the more information you gather, the better, as your path will have more information to act on. The left eye does not care for your interests, emotions or other goals and will simply pursue the ideal path to reaching the future you saw. By abandoning all restrictions on your morals and desires, you make that future utterly guaranteed, bar the intervention of immense magical forces or time interference. A quick glance to seeing a hotel destroyed would give you a random path to that result. Spending hours searching for the specific method and result for destroying that hotel would give you a path to achieving that. Keep in mind that you can only see possible futures, your paths will not lead you to things impossible for you to achieve.

There are two limitations to this seemingly infinite ability. The first is that you must be present to witness the final result of the path with your own eyes. Whatever future you pursue, you must be within line of sight of the final moments. Without this quality, the future will always rebel against the control your left eye exerts and changes occur. The person you wished dead survives, injured but aware of you as their attacker. The desired to be destroyed hotel remains unscathed but the bombing plot is unveiled to the public. The second limitation is that, as a method of making the future certain and forcing a single timeline to occur, it becomes clear to those that can sense such things that you are taking action. It may even be possible, for those with truly rare powers, to destroy the timeline because you make it such a tangible, determined path.

Items

All 100CP items are free for their origins and other items are discounted for associated origins. You may import similar items you have into fitting item options below.

Mystic Eye Killers (Free with any Mystic Eye purchase)- 50

One of Touko's special inventions, a pair of glasses in whatever style you prefer that seals the effects of Mystic Eyes on the person they're worn by. While the eyes retain their normal appearance, they will not affect anyone as they normally will and it eliminates the strain the wearer might feel from the normal effects. The glasses can be broken but seem to repair and reappear in their case nearby you when you're next in a safe location.

Haagen Dazs Supply- 50

The soft, silky, frosty tones and flavours go down smoothly. Whether a sponsorship or just Mikiya desperately trying to divert some of Shiki's stash so that she'll eat some real food, you've got an apparently unending supply of this brand of icecream. Every flavour they make is present to you whenever you open a fridge door. They might be using some sort of magic too since this icecream actually is nutritious enough to live on and even maintain a relatively decent figure with. Not that anyone will ever believe you.

Student

Media Collection- 100

A supply both impossible and all too common depending on the world you come from, you've received a complete collection of all Nasuverse media that has been made and would end up being made. All the visual novels, especially the Kara no Kyokai novels, anime series, games, fan-discs and more. No matter how hard you search the pile of media though, you'll never be able to find a Tsukihime sequel.

Salamander Skin Glove- 200

A starter tool that helps even the most amateurish of beginners with their magecraft studies. It's one of Touko's creations, made so that even someone without any magic circuits can start to gather a little magical energy and learn to make use of it through the glove. Even on a proper Magus, it'd be helpful, as the glove is attuned to one Element and makes it noticeably easier to control spells within that Element. The default is fire, hence the Salamander name, but you can have it refocus onto a different one when you buy the tool.

Spare Key- 400

Home is where it needs to be, a place where the door is always open and the warmth from inside beckons you in. These bright places in the dark world are not uncommon for you to find, not when you hold this special spare key on your person. It seems to have no true original lock it belongs to but when you have need of a place to rest, somewhere to recover and calm down and feel safe and happy for a time, it'll tug towards a safe location. Never too far from where you are but always away from any immediate dangers before you find it. It'll be a small but comfortable home, usually a tiny apartment or little shack. There's power, water, light and enough food to have a few nice meals to yourself and a friend. Once you're inside, it'll remain safe for a little while, giving you at least a day and night to recover before it loses that feeling of safety and you know that you need to move on, lest your hunters find you. The key can never be truly lost, though it may take a few hours to reappear.

New Agency- 600

What is there for those who have no interest in reaching the Root, who look at the goal of all Magi and think it's just a big waste of time? There's money. Turning magecraft to mundane profit can be quite lucrative, as can be said for psychic powers or unnatural talents. You have a business of some sort that's well suited towards your particular talents in this jump or will come into the ownership of one on adulthood. It's already got a building to itself, some four storey and relatively well furnished if dusty location. A storeroom, a nice office and space for workshops if you have the time to set one up. It might be a private investigator agency, a mercenary outfit, an ancient antique shop or a exotic animal store. What makes the business special is the employees, rather than the location itself. The business naturally attracts employees in situations that have great need of employment outside of the usual channels. More importantly, they often have quite unique abilities. Usually moderately powerful psychic abilities, Demon Hunter heritage or even lesser non-human creatures like a few fairies that spy on others in exchange for sweets. Every few years, you'll be able to take on a more valuable ally. Someone with a powerful pair of mystic eyes, a Dead Apostle that wants to live among humans or some other powerful entity. They're easy to get along with and gain the loyalty of, potentially even coming along with this business as followers if you can gain their trust and devotion. If you merely desire a ordinary business without the penchant for attracting unnatural allies, you can buy one that otherwise works the same as the above for 300CP instead, still discounted to students.

Hunter

Hunting Knives- 100

Sturdy and reliable, far better in the eyes of some hunters than some big fancy mystic code that might break if you need to show it through a demon's eyeball and carve out their brain by hand. These knives you find yourself the owner of are never too far from your hand, sometimes just appearing in your pocket when need be. They're all fairly rare, some even used to slay beasts or murderers before, but none have special properties beyond exceptional toughness and sharpness. You could stab one right through a stab-vest with ease and the blade being smashed with a thick pipe won't even scratch it.

Puppet Limb- 200

A high class prosthetic made through magecraft. At first glance, it appears to be no different than your normal arm, a function of a disguise spell. The arm acts for all purposes as your own, though it's more flexible than a normal human limb and can interact with the intangible as if it were fully solid. While only somewhat stronger than your normal limbs, the arm is very durable and even being sat on by an elephant wouldn't harm it. Several secret compartments big enough to hide a small knife are in the arm and the arm is even able to extend greatly in the form of a telekinetic projection, grabbing onto things from up to ten meters away. You can have the limb already installed in place of one of your own or as an extra. When it gets broken, you'll be sent another a few days later, sometimes even a little stronger than before.

Heirloom Weapon- 400

An ancient weapon of a Demon Hunting clan, perhaps even a replica of the Kanesada Kuji that the Ryougi treasure. A five hundred year old weapon, already a heavy weight of mystery, but with a particular bend towards damaging and destroying magecraft it comes into contact with, at least when younger and weaker than the weapon itself. A sword from this option might disband lesser bounded fields just from being withdrawn from the scabbard and swinging such a blade could cut through even powerful magical barriers that otherwise lock space itself tight.

Fifth Clan- 600

A fifth clan joins the Demon Hunter's Organisation, a small but potent force in comparison to the fading old guard. This new clan is your own, a fairly sizeable family based here in Mifune City, with around two dozen combat capable Demon Hunters and over a hundred affiliated family members and servants. If you have psychic abilities in this jump, they likely share them, and the same may apply if you have a Magus family lineage that they may take the place of. Otherwise, they have made their living being exceptionally capable in their duty through sheer skill and physical conditioning.

Unlike the other clans, your new family still hunts the creatures of the night and their daylight world efforts to gather funds are mostly in aid of this. It does mean the family has become quite wealthy and upper class to mundane society however, so you will not want for much. You are either the head or heiress of this new clan, a leadership position in either sense, and your clan is very loyal towards you. They may even be convinced to accept normally objectionable things to hunters, perhaps corrupting them over time like the Asakami were if that were your tastes. The family will come with you in the future, optionally gaining new traits to remember biologically related to you.

Magus

Dragon Smoke- 100

The brand of choice for stand offish Japanese Magus across the world. The Dragon Smoke label tastes terribly but they are extremely rare, only one crate in the world existing from a once craftsman in Taiwan. Touko Aozaki has most of the crate, with Kairi Sisigou holding a single pack for himself. You've got a pack of your own too, only they replenish each day. You'd have some jealous smokers, if you ever met the few other people that actually like that blend of rarity and foulness.

Śarīra- 200

Within one of your arms, the remains of a holy buddhist monk have been interred, fused to the physical form within. It makes the arm in question into a holy object, a force of significant power against unholy creatures of the night and even weakening weaker beings of such a nature by presence. It's presence in your body also grants a greater resistance to death, making it significantly more difficult for death effects to be applied to you. While you take damage and injuries as normal, it makes you appear quite a lot more enduring than a normal human, and abilities like the Mystic Eyes of Death Perception would require prolonged focus to see your lines of death.

Sealed Demon- 400

A sealed case in your possession, such as a suitcase or video projector. Within is a potent combat familiar, the sort of creature that can tear through a whole gangs of thugs in seconds or pose a threat to a fairly powerful Magus, especially if it has the advantage of surprise. The primary examples to use, in case you want to design a custom creature, is the sealed demons that Touko uses for combat due to her own degrading magic power. You might have a copy of her familiars, a freaky battle homunculus, a stitched together frankenstein beast or something less physical, like a bound fairy or a simulacrum made of living lightning. Whatever your familiar is, it's oddly affectionate with you and acts like a loyal dog, puppy like towards your friends and vicious to enemies. If it gets hurt, just seal the case again and you'll find it good as new in a few days time.

Living Workshop- 600

A workshop to make any Magus peer of yours jealous but combined with something much more valuable, at least to the less scrupulous Magi. You own a sizeable building, likely a large apartment complex or mansion or mall of some kind. The main requirement is that it has space for a large number of people to live, or at least be stored. This is because that is the case, with up to 64 families living in the location at once. If they are not kept as cattle outright, the people here will be none the wiser as to what is going on. With the many secret rooms present in the building, it's easy to hide whatever you desire to do to them, and the building itself has some sort of effect that makes any resident extremely reluctant to leave and very easy to mould as you please.

But the second and more valuable step to this is that the entire structure is your workshop as a Magus. The most immediate effect is that, due to incredibly unique enchantments and links to you, you are able to instantly teleport anywhere within the building and retain a near-omniscient awareness of all space and events within it. In at least one of the secret rooms of the building, if not several, you will find a fully equipped Magus Workshop of great value to a Magus of your skill and specific specialties. The tools, reagents, materials, peer research if any exists and more will be found. While rare consumable materials will be understandably rare and truly exceptional things for your level will not appear, the Workshop will slowly grow as your mastery of magecraft does and slowly resupply whatever might be used up that the Workshop itself spawns through this option.

Murderer

Stalker- 100

You'll always have a record of the wonderful times you spend with your special friends with this tough little recorder camera. Even if some of the videos would be things the police would very much want to see. The camera never seems to run out of space, taking clear and well-shot photos and videos regardless of your own skill level or little things like light levels or being soaked in blood. Holding it makes you pretty stealthy too, at least helping people's eyes pass over you and not having a flash or shutter sound.

Bloodchips and Stock- 200

Shirazumi's personal drug, his attempt at making others into those like him with a mix of his blood and supernatural compounds, was never going to work. It just became a very nasty poison, giving a long and slow death to those that took too much. You've got a supply of this deadly drug, as well as the tools to make your own. Your own private little drug making laboratory, tucked in deep to the hidden alleyways and warehouses, along with quite the supply of materials to use in making illegal substances. The supply restores, enough to potentially cover selling to a large section of Mifune City's underworld, and you even have a slowly restoring supply of low level supernatural ingredients, often the bodily fluids of Magi or minor supernatural beings.

Dark Benefactors- 400

A mix of good fortune and experience in the dark side of the city have left you with quite the web of contacts. A wide range of criminal connections make obtaining illegal work of a high paying nature or access to black markets very easy, all across the country. You've even got some that consider you a trusted friend or contractor, willing to help out with a few favours if you need a new identity, some muscle for a job or a hefty loan. But your allies extend beyond the mundane world. You've done work for a number of powerful supernatural benefactors in the past, not very pleasant ones either. But they like you, or at least think you're far too useful to kill off, and they'll supply work that's dangerous, entertaining and highly rewarding all at once. Often, rather than just money, they'll pay in favours or magical rewards, like Mystic Codes or using their powers to aid another task of yours. You'll always have this web of criminal and darker supernatural contacts in future worlds, usually in your starting country. Extending the network once you have it, here or elsewhere, seems quite a bit easier too. Your own suppliers, contacts and employers often recommend you to new allies if you do good work.

Psychic Pills- 600

A box of what appear to be over the counter medication, mostly pills and drops. Significant painkiller effects, for the most part, calming headaches and soothing pain to the point that even painful injuries are easy to deal with. But the different types of pain medication here are more for their secondary effect, of sealing and cultivating unique powers.

The medication in the box appears to have each type, of which there don't seem to be a limit, correspond to a unique power or ability that you have. A specific kind of Mystic Eye, a individual psychic power, perhaps a stand alone magic power. While taking the medication, that power will be sealed and unavailable to you. But it will grow in strength and capability constantly under those pills. A steady and, over years, quite significant growth rate. Especially since it can improve well beyond normal limits. Mystic Eyes of Distortion that might normally be limited to twisting off limbs, heads or tearing a car in half at best could grow over four or five years to be capable of tearing apart an entire

city river bridge, a metal suspension construct twisted asunder. Something as broad as all your Magecraft would be too much for this medication however, as it seems to work on a very specific basis. It never runs out at least and there don't appear to be complications from taking many pills at once, though it will not improve the growth rate for each individual power beyond the base boost one dose gives.

Companions

OC/Import- 50

Every purchase of this option allows for either a new companion to be custom made or for an old companion to be imported into this jump. Original characters can have their history, personality, relationship to you and more freely described within reasonable limits of what they purchase here. Both versions gain a free origin and 600CP to spend, with discounts and freebies as normal.

Canon Companion- 50

Each purchase of this option however, grants the chance to take a single character that already exists within the world of Kara no Kyokai with you as a companion. Each purchase acts as a ticket, which can be used to take any single character with you as long as they are consenting by the time you leave.

Multiple Personality Magic- 100

Through the Ryougi process, your mind has expanded. Each purchase of this option has granted a new facet your being, a new version of yourself that lives within you. Fortunately, they're very agreeable and care a lot about ensuring you're happy. Not unthinkable given they're a version of you, just perhaps with a different gender or a few personality traits changed to differ. They're able to take over from you when you're incapacitated, controlled or otherwise unable or unwilling to control the body and they've taken the time to differ their skillset from yours too. Like the Ryougi family's practice of raising each mind in the one body to master different talents, your new self has focused on learning an equivalent amount to you but in many different fields, as best as they can at least. Equal in scale but with different focuses.

Each purchase of this option can add a new version of yourself with changes to your design into your head. They won't have any powers you don't have like this but they can communicate with you even while not active, unless you force them to be quiet. Optionally, you may import a companion into this process, though be aware that this may be significantly more distressing and difficult to live with for both of you, as the companion will remain themselves. However, when the companion takes control of your body, they are able to manifest their own unique abilities even if you lacked the potential before, albeit only when they're in the drivers seat so to speak.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Continuity +0

Optionally, should you have been in the Nasuverse before, this choice allows you to retain any changes you have made in past jumps, as if this were part of the same world. This can even apply for jumps that might not normally be connected in the timeline if you choose. Drawbacks will work as normal regardless of the changes you make.

Public Killer +100

Haven't been all that careful when you go out at night, have you? Word may have gotten out when someone saw you in the act of feeding or it might just be a misunderstanding, witnesses not realising that the demon you just slew was not a human being. The end result is that the mundane world's authorities consider you a dangerous and highly wanted threat. Your name, appearance and background information here have been spread around Japan and even to neighbouring countries, considering you one of the Most Wanted. But they are only ordinaries and few in the supernatural world care about a few dead bodies. Those few that do almost always have better things to do, bigger targets to hunt. Or can just tell that you were unjustly accused if you were.

Predator +100

Forget just a little drive to hunt, you're a full blown maniac in the making. Your entire outlook is heavily stained by the desire to hunt, kill and eat other human beings. It's not one that's impossible to resist but it certainly becomes a core drive of your being. You'll unfortunately find yourself quite tempted to, as ordinary people seem unable to not act like they were in a bad horror movie around you; isolating themselves, baring their naked flesh, cutting off outside communication and raising all sorts of death flags. It'd feel so good to just dive into the waiting sea of blood, as long as you remember that there are still some heroic sorts that hunt your kind of monster.

Shady Debts +100

After constant badly ending jobs and bad runs of luck at the casinos, you've ended up in debt to a lot of different kinds of nasty people. Not just ordinary criminals but also influential Yakuza families and even those with connections to some Magus families or former Demon Hunter clans. They want you to repay the loans and with someone as potentially useful as they see you, they're just going to use every trick they can to go beyond just monetary repayment. They want you to work for them as a pawn and refusal is going to see all sorts of danger as they try more and more to force you to either pay the debts or suffer permanent consequences. Maybe you could try and play the different factions against each other or start taking them out for good?

Aozaki Curse +200

Age doesn't always bring wonders. Sometimes it really does work like it normally should. It degrades and rusts and rots. Whatever you once were, you definitely are no more. Your supernatural powers have been greatly weakened, similar to how Touko has been weakened from her once incredible might. While you still have your supernatural powers, they've been reduced to the overall power and energy of a rookie Magus, someone with limited circuits and circuit quality. You still have all your skill though, forcing you to rely on that and allies in case you run into danger. Some can adapt, like Touko herself, and some may flail uselessly about without the power they relied so much on.

Sealing Designation +200

Several individuals in the Clocktower have become aware of your true nature, as a being that travels worlds in a way surpassing even the Second Magic. The Sealing Designation took very little time to be applied once word spread of this and you're far too valuable to be allowed to be a Hermit. You'll be tracked and hunted by Magi from the Association now, usually acting on their own or in small groups, sending their minions first before risking themselves. Despite the rumours of what you are, the lack of proof and the bias against Eastern magic has left much of the Clocktower doubtful. You won't have entire legions of Enforcers or major noble families moving against you but don't rest easy, as the groups that hunt you remain dangerous, even at times including a notably powerful Magus every few years. If they catch you, they won't hesitate to slice you open to try and get at what makes you special.

Death Sign +200

You won't be the first and neither will you be the last, just one of many to take on a growing obsession with Ryougi Shiki. The wielder of the Mystic Eyes of Death Perception, and holder of something even more terrifying, she's somehow caught your eye and you've rapidly become attached to her in a fairly dangerous way. It doesn't necessarily have to be her death as a result, though conflict with her or her allies becomes very likely. You might have an obsessive stalker crush and desire her romantically, seek to make her into your greatest rival or just plain and straight want to eat her alive. Whatever the cause, you'll find yourself at least subconsciously drawn to clashing with her and ending up in risky situations. With a lot of effort and smart thinking or some adept convincing, you might just avoid a battle to the death and just remain a troublesome, creepy, rival or ally. As long as you can keep a lid on that obsessive nature. If taken when starting the jump before she's born, you'll be forced to remain until she's at least as old as when canon starts.

Face/Off +300

There's another you inside and it's a long way from being friendly like you might've seen earlier. You've had a Ryougi style personality split applied to you, creating a very negative and hostile new version of yourself in your head. Most of the time, they'll just taunt and mock you, trying to disrupt you by playing on insecurities and doubts. Weakening your will is the goal, because when you're not set against them, they can make an attempt to take over your mind. Pitting your wills against each other, equals normally, and if they win they become the dominant personality. You'll have to do your best to wrest control back, as they keep it if they remain in charge by the end. The personality is particularly tenacious and will somehow resist all attempts to remove it outright or forcefully alter it. It's not impossible to come to a consensus of some kind, if you can puzzle out the hate and negativity it feels and find a solution to your co-existence situation. If you can, they can even become a companion.

Final Origin +300

Araya got to you already, tricking you into consenting or even somehow bypassing consent all together, and as a result your Origin was awakened completely. Like Shirazumi, your Origin is slowly taking over your mind, steadily warping you with the end result of becoming entirely and completely obsessed with your own Origin. It'll go so far as to erase every shred of identity you have, an effective death of the mind and soul as you become nothing more than a living representation of your Origin concept. But you can resist. It is slowed by not just force of will but actively acting in opposition to your deepest desires and driving nature. Even magecraft could help slow the effects. But the Origin constantly eats up at you, requiring similarly constant efforts to fight back. It never needs to sleep, eat or rest. It is you as you will be, should you fail.

Outlined by Death +300

Shiki has had the misfortune of attracting many freakish strangers, strange freaks and outright monsters to her person. They all want something from her, be it power or love or meat or just her death. Instead of obsessing after her, you're going to be obsessed over like her. Like Shiki, it'll often be through no real action or fault of your own, sometimes just existing, but it'll draw a wide variety of strange and often powerful beings to seek you out for very not pleasant ends. When you're lucky, it can just be deadly mundane gangsters and lesser Hunters that want you as a tool or toy. Unlucky and it'll be a powerful Magus that wishes to use you to reach Akasha, a mutated freak lusting over your form, a supernatural being with an inhuman mindset and even more inhuman amount of power. Nothing worse than what Shiki has had to face in scale, but a fair bit more often than her too.

Ending

At the end of your time, you must choose one of three things.

Do you want to Stay Here?

Do you want to Go Home?

Do you want to Continue On?

Notes

Special thanks to Ravenloft for the chance to work on my own version of the original jump he created.

Super special thanks to my darling honey bee, who I can't wait to share this with.

Perks that note that they boost magecraft in some way apply to all forms of magic. Magecraft is just used for in setting reasons, to prevent someone think it refers to True Magic here.