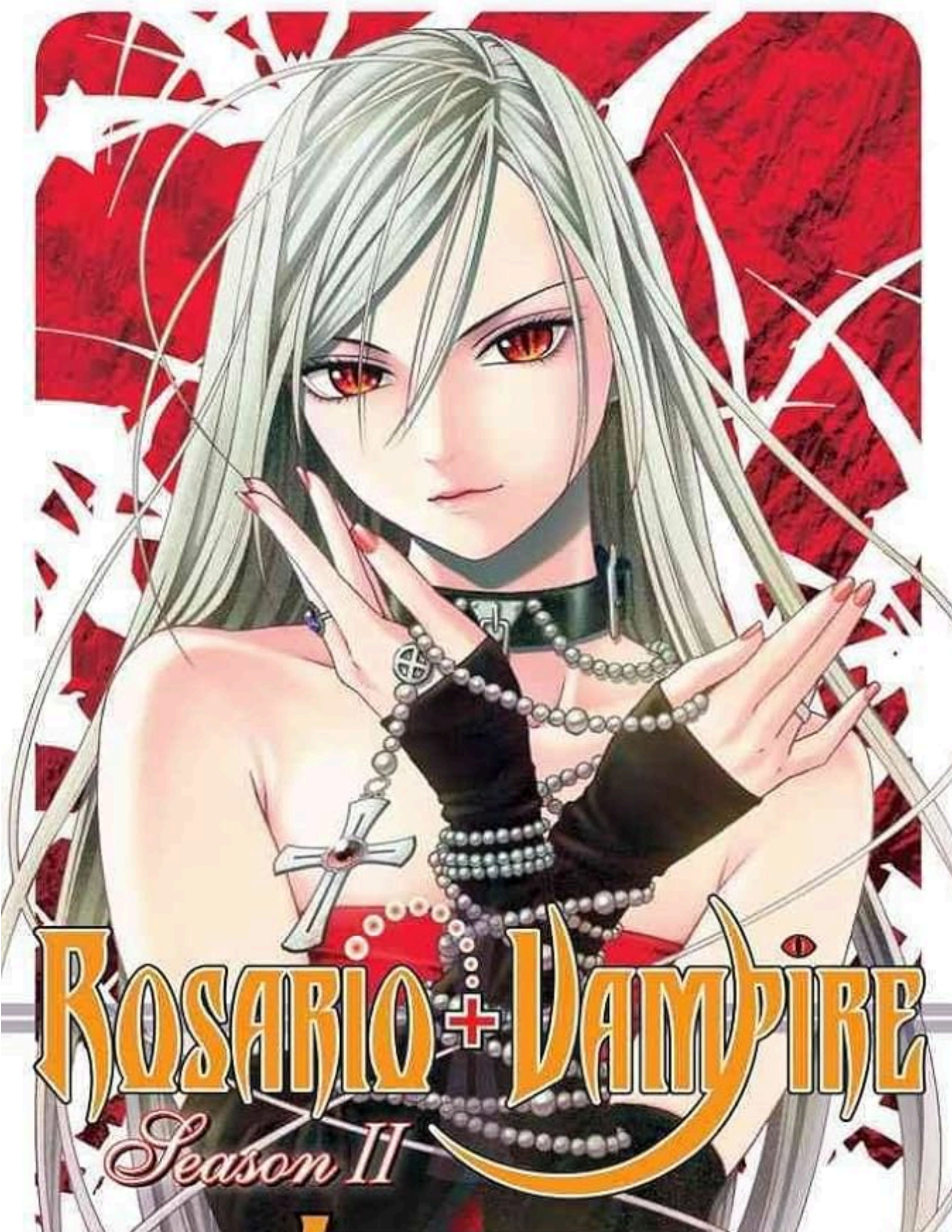

ROSARIO+VAMPIRE
Season II

Introduction

Centuries ago, monsters freely walked the earth. Some were worshipped as gods, others were feared as living disasters, and almost all saw humans as little more than food or entertainment. But Alucard, the Vampire King of Wallachia, saw a better future: one where humans and monsters peacefully coexisted.

His dream crumbled when neighboring human countries attacked his kingdom. This tragic end drove Alucard to rampage across Europe. And in just seven days, he drowned the continent in a sea of blood. The nightmare only ended after Alucard was sealed away by a band of brave warriors, later named the Three Dark Lords for their feat.

The world changed over the next few centuries. Monsterkind retreated into hidden strongholds or blended in with humans, their legacy reduced to folktales and legends. During this shift, the Three Dark Lords founded Yokai Academy to teach young monsters how to coexist with humanity.

Not all monsters are content to live peacefully with humans, instead wanting to freely terrorize humanity as their ancestors had. United by the mysterious Masked King, these monsters founded Fairy Tale: an organization dedicated to plunging the world into chaos and overthrowing humanity as the rulers of the world.

Though none of this has anything to do with Tsukune Aono, a painfully average high school boy, he gets roped into the world of monsters thanks to a shady exorcist's meddling. He'll have to keep his humanity a secret, juggle the affections of several lovely young ladies, and stop Fairy Tale's plans for world domination, among other things. You arrive in this jump on the same day he receives his acceptance letter to Yokai Academy. Good luck and have fun!

+1000 CP

Origins



Last Minute Transfer (Mandatory for and exclusive to Humans)

Straight C's on your report card, no special skills, not even a pretty face... No wonder you flunked every one of your high school entrance exams! While your parents fretted over their failure of a child, the aforementioned shady exorcist threw you a bone in the form of a Yokai Academy acceptance letter. Infinitely grateful that you aren't a dropout at fifteen, they'll load you onto Nurari's bus with a smile and a wave. Once you arrive, you'll notice that the sky is the wrong color and the school looks like a haunted house. It's creepy as hell, but you wouldn't want to disappoint your parents and drop out, right?

Yokai Academy Student



Yokai Academy enrolls monsters from all around the world, taking in orphans, kids from their pre-highschool branches, foreign exchange students, and the like. On paper, you'll go through a regular high school curriculum plus lessons on blending in with humans. In practice, Yokai Academy is a scary place. Students and staff won't hesitate to eat you, assault you, or worse. Besides dealing with constant threats of bodily harm, your only job is to make the most of your high school years. Fall in love, join a club, beat up your classmates! The sky's the limit!



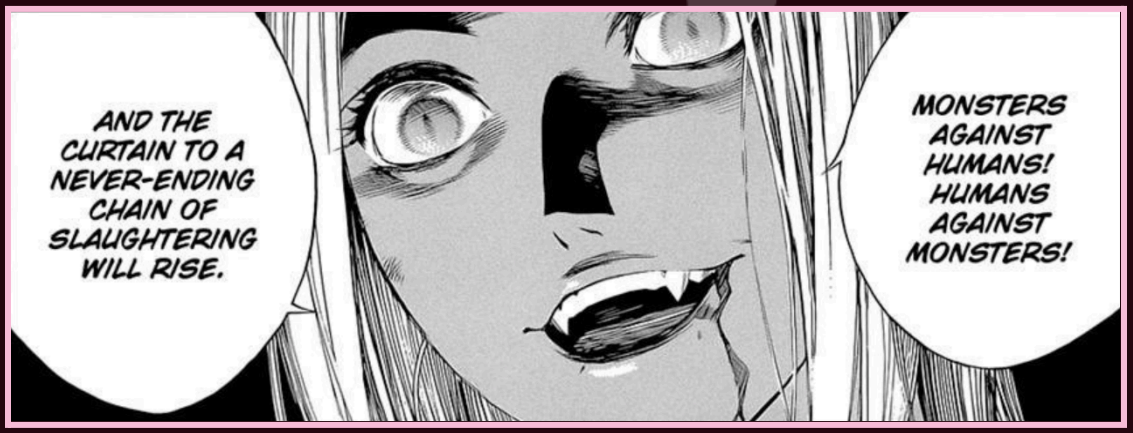
Respectable Adult



After graduating Yokai Academy, monsters are left to fend for themselves. The brighter ones pursue higher education, work regular jobs, or even come back to Yokai Academy as teachers. Less honest alumni earn their living in the underworld, joining one of many monster-led mafias or just stealing as they please. Whatever you've gotten up to after graduating, you're still committed to hiding the existence of monsterkind; and thanks to your education and experience, you've gotten pretty good at blending in. Alternatively, you could be an ancient monster even older than Yokai Academy who found a place in the world all on your own.

Villain

Antiheroes twisted by human cruelty, bloodthirsty psychos who revel in slaughter, or anything in between. Whatever their motivations, countless monsters oppose Yokai Academy's mission of coexistence. Most are just lone criminals easily caught by Yokai Academy, but you're a cut above, having joined an organization that shares your ideals; either Fairy Tale or ANTI-THESIS. Whoever you join, you'll have to deal with some of the most savage, cutthroat monsters in the world. Without enough strength to command respect or cunning to navigate underworld politics, you'll probably end up cut to pieces and stuffed inside a suitcase. If you want to avoid the dangers of organized crime, you could instead be a lone criminal at the cost of valuable resources and connections.



Species

Human (+200 CP) (Mandatory for and exclusive to Last Minute Transfers)
Despite being far weaker than even the weakest monster, humanity's ability to multiply and cooperate has secured its place as the Earth's dominant species. Unfortunately, these advantages won't help you at all during your time at Yokai Academy. Unless you're as brilliant as Hokuto or as lucky as Tsukune, you'll probably be gobbled up by the first monster you rub the wrong way; especially if they find out what you are.

D/C-Class Monster (Free)
The average monster can rip apart humans like paper, with more physically inclined species being capable of shattering stone and bending metal rails. Though they lack the overwhelming power and versatility of higher-class species, many still have a potent signature ability, such as a mermaid's draining touch or a lamia's brainwashing.

- Examples include: trolls, mermaids, and lamiae.

B/A-Class Monster (300 CP)
These monsters are major threats, second only to legendary species like vampires and werewolves. Even an average member of these species eclipses lower-class monsters in raw power, while trained individuals can dodge gunfire, cut through steel with their bare hands, and send enemies flying with the shockwaves of their strikes. Their natural abilities are just as impressive, including powers like a succubus's charm, a yuki-onna's ice manipulation, or a doppelganger's near-perfect mimicry.

- Examples include: succubi, yuki-onna, and witches.

S-Class Monster (500 CP)
Centuries ago, S-Class monsters were worshipped as gods or feared as living disasters. While their legends may have faded, their strength has not. Even an untrained S-Class monster's physical abilities far outstrip their lessers'. Some take this a step further, being born with an especially absurd physical gift: a vampire's casual strike might equal a weaker monster's sure-kill technique, while a werewolf beneath the full moon would make most struggle to even graze their afterimage. All of this comes with an impressive arsenal of supernatural abilities, just one of which might be a lower-ranked monster's whole thing.

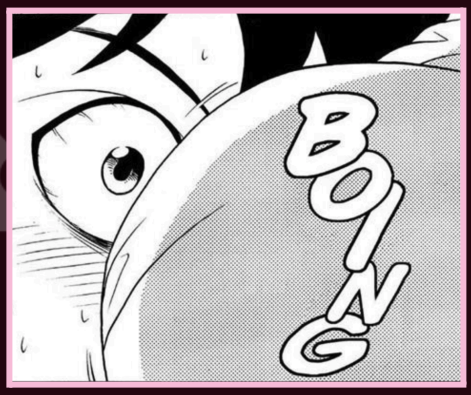
- Examples include: vampires, werewolves, and sirens.

Perks

All of your origin's perks are discounted. You have one discount per price tier for general perks. Discounted 100 CP perks are free.

Human Transformation (Free)
A basic technique taught to all monsters, the Human Transformation Technique allows you to blend in by adopting a human form unique to the user. Barring other abilities, this form's appearance can't be changed any easier than you'd change your actual appearance. This technique affects more than just your looks, as being in your human form severely hampers your monstrous abilities while still leaving you vulnerable to any racial weaknesses you may have. With practice, you could learn to undo the technique for only certain parts of your body to access greater fractions of your full power. Without practice, you might find yourself involuntarily reverting to your true form when your emotions are heightened.

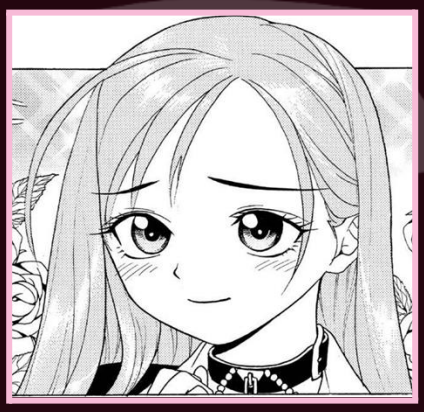
Horehore-Kun (100 CP)
Skirts flipped by sudden gusts, falling face-first into someone's chest, walking in on someone changing, you know the drill. Whenever you and someone with mutual attraction are involved, random accidents tend towards lewd results. As long as you're a gentleman about it and it's a genuine accident, they'll understand that it's just an unfortunate tendency of yours. Depending on your relationship, they might even be into it.



Enemy of Womankind (100 CP)
Ami-chan from the mochi shop, ex-yankee girl Yumi-chan, jealous Misako-chan, the list goes on and on; oh man, it's almost like the girls come to you on their own! Your honeyed words and magnetic personality have a way of making even the smartest people go against their better judgment. If you're actually a hopeless scumbag, you'll probably overstay your welcome for anything longer than a quick fling. But even these flings are pretty memorable given your prodigious stamina and skill in all arts of the bedroom.

Desu Desu (100 CP)
You're an honors student who could compete evenly with that loli prodigy. With enough intelligence to digest dull textbooks and enough diligence to actually crack them open, your book smarts are off the charts. In fact, given the results it gets you, you find studying rewarding no matter how many hours you spend hunched over a desk. You'd need to skip a couple of grades before it starts getting challenging, and even then, it'd just take a little effort to top your class.

Know Your Place (200 CP)
As long as you have the will to fight, there's no way your fists could be light. This will has seen you through training from hell. Thanks to a regimen of grueling exercise and life threatening sparring, you're well-versed in a martial art of your choice. No matter your style, you're a match for Inner Moka in skill and combat experience. Physically, you're among the strongest of your race. Even as a lowly human, you could send someone flying across a room with a punch, see an experienced fighter's movements in slow motion, and easily defeat a roomful of armed Yakuza.

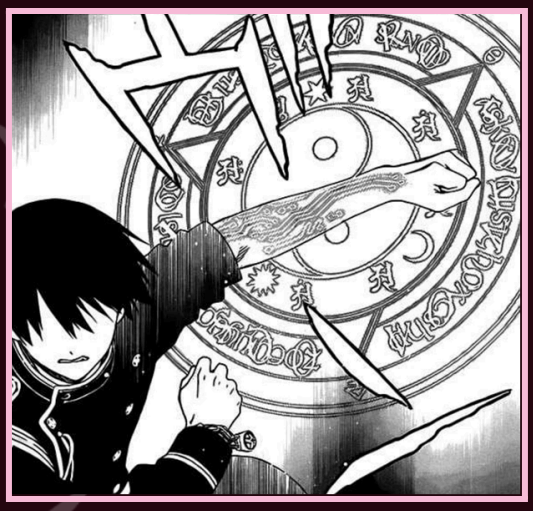


CUUUUUTE (200 CP)
Flawless skin, perfect proportions, effortlessly styled hair; you're the whole package. Just your natural beauty could be mistaken for a succubus's charm. On top of being top-tier eye candy, you fit perfectly into a preferred aesthetic. From statuesque beauty to trendy gal or chiseled bodybuilder to sparkling pretty boy, no look is beyond you; your body type, fashion sense, and overall vibe effortlessly harmonize to create the effect you want. Changing your image is just as easy as maintaining it, though the results remain within the bounds of what could be achieved naturally.

Snow Fairy (200 CP)
Between Tsurara the spy and Mizore the kunoichi, it looks like stealth runs in the Shirayuki family. Like them, you're a master stalker capable of slipping past guards, security cameras, and such with ease. Without something like a vampire's Youki detection in play, you could shadow someone for hours without being noticed. As befitting a ninja, you're as acrobatic as you are sneaky. Bounding across rooftops and climbing up buildings are just as easy for you as taking a midday stroll.

I Don't Hate Being Shocked ♡ (400 CP)
Pain that would leave normal people writhing in agony only gets you hot and bothered. You're a natural masochist who could treat a Raiju's lightning as foreplay, enduring snapped tendons and torn muscles with a lewd grin. Now pain is nothing but pleasant tingles, throbbing heat, and other such pleasurable feelings; enough to tell you something's wrong, but not enough to incapacitate you like it would an ordinary person. Your body is tough enough to thoroughly enjoy these new sensations, ridiculously tougher than it has any right to be. Even as a regular human, things like a raiju's flesh-melting lightning or a Shinso's punches would just be powerful attacks instead of guaranteed instant death.

Undefeated of the East (400 CP)
Most monsters are content using Youki to power their innate abilities, but some take this a step further by learning the art of Youjutsu. Experienced practitioners can project waves of destruction, create seals, erect barriers, summon creatures, and more. While you're far from Touhou Fuhai's all-encompassing skill, you can at least throw out simple barriers and destructive techniques like Bakuryuujin. And besides these basics, you're exceptionally talented in a specific field of Youjutsu. Enough research and practice could see you creating barriers like Mikogami, summoning monsters like Fei-Hong, or even just mastering a single technique like Akua with the Hougetsu Jigen-Tou.



Buying this perk as a human makes you the first success of the Human Modification Technique. 109 Youki-infused needles pierced your flesh, injecting you with millions of threads that restructured your body into one capable of Youjutsu.

A Succubus Dies for Love (400 CP)
When you love, you love as deeply and passionately as a succubus. Your heart belongs completely to your other half, and their happiness means more to you than the world itself. For their sake, you could do the impossible: slip past a barrier cast by the world's greatest Youjutsu master, reverse a ghoulification fueled by Alucard's blood, or even endure the hellish agony of the Human Modification Technique. No matter how slim the odds may be, there will always exist a path towards a happy future with your beloved. It's talent, or rather, the result of your wholehearted feelings.



Last Minute Transfer

Exceptional Mediocrity (100 CP)
You're so astonishingly average that it loops back around to being outstanding. Whether in a crowded assembly or a quiet classroom, eyes tend to slide past you as if you were just another piece of furniture. On the bright side, it's trivial for you to avoid the wrong kind of attention; rumors about you rarely stick, bullies pass you in the halls, and without a reason to look closer, most will dismiss you as a background character. However, once you've given someone a reason to remember you, it'll be very, very difficult to go back to being a fly on the wall.



Class Rep (100 CP)
If you hung out with the school's idol, the future valedictorian, and an S-Class monster, there's no way you could be ordinary, right? Most people seem to think so. Surround yourself with impressive people and you'll find their reputations rubbing off on you. Befriend the top-ranked student and people might ask you for tutoring. Date an S-Class monster and you might hear rumors of your strength rivaling theirs. Most will accept your inflated reputation at face value, but particularly insightful or competitive people may eventually decide to put it to the test.

Bad Omens (200 CP)
Never again will you inadvertently abandon the ones you care about. When your friends, allies, or lovers are in danger, fate goes out of its way to warn you with increasingly obvious signs: black cats crossing your path, cracked mirrors, snapped shoelaces, you get the idea. Each sign is followed by an unmistakable sinking feeling in your gut that, if acted on immediately, usually gives you just enough time to swoop in and save the one you care about.

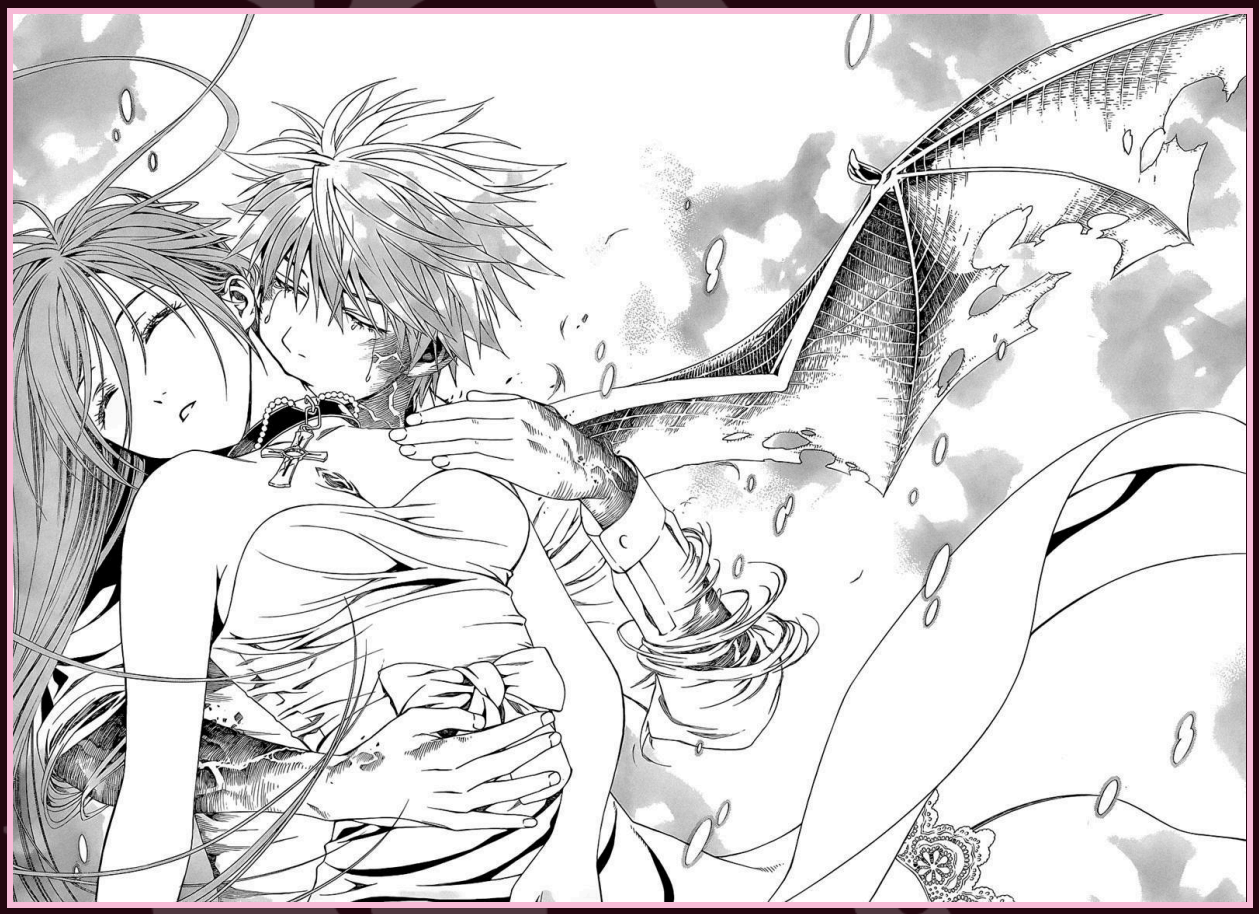
Lame Dependence (200 CP)
Crashing into Moka led to saving Kurumu's life; joining the newspaper club led to breaking Mizore out of her shell. Your life is full of coincidences like these, pushing you into situations where you can make good first impressions on important characters. It's up to you to deepen these relationships and there's no guarantee you'll be compatible with whoever you run into, but at least you won't have to worry about breaking the ice.

Mirror World Training Arc (400 CP)
In a race against the clock for something truly important to you, you could endure almost anything if it meant getting stronger. The tighter the deadline and the more desperate you are, the more you'll get out of brutal training, potentially compressing months of growth into just a few short days. This wellspring of hidden talent dries up once you're just strong enough to have a fighting chance. And at the end of the day, no matter how much reckless training you force yourself through, desperation alone can't raise your ceiling. It'll just help you get there faster.



Destined Person (400 CP)
Normally, first-rate seals and barriers are all but unbreakable without the proper 'key.' However, you, no matter how unfit, will always be read as a perfectly valid 'key' by such spells. Think seals that can only be broken by one's true love, holy swords that can only be wielded by the pure of heart, and other things to that effect. As long as a spell or artifact was designed to accept someone, it will accept you.

Forever and Ever (600)
There's just something about you that's irresistible to potential lovers; being yourself is all it takes. What begins as mere infatuation quickly deepens into an unbreakable bond as you spend more time together. Even someone as jaded as Mizore or as popular as Kurumu might find their heart skipping a beat if you showed them affection. Gaps in personality and status are easily overcome by your natural charm. With such a quality, it's almost inevitable you'll be surrounded by messy love triangles. Fortunately, those who fall for you tend to put love for you over jealousy of each other, allowing love rivals to become close friends even as they continue to compete for your affection. Should you finally choose a partner, the transition from potential lover to friend goes surprisingly smoothly for the others. However, those who are particularly passionate, obsessive, or jealous may refuse to play nice with the competition, let alone give up on you.



Yokai Academy Student

Promising Kouhai (100 CP)
One way or another, your upperclassmen somehow managed to survive this nightmare of a school. Get on their good side and you might have someone who can offer advice, whip you into shape, and even step in when a classmate tries to eat you. For an adorable junior such as yourself, it's only natural they take you under their wing. You're unusually endearing to upperclassmen, more experienced coworkers, and anyone else who could be called your senior, age notwithstanding. Even those who normally wouldn't care may find themselves going out of their way to protect their cute little kouhai.



The Orchid Dream (100 CP)
It takes something special to pull your crush's head into your chest and french kiss your best friend. If you have good intentions and the courage to reach out, your loved ones tend to be much more comfortable with this mushy stuff than they'd otherwise be. There's just something warm and comforting about your touch; your hugs can energize tired friends, soothe anxious ones, and even support them through trauma. It's no substitute for actual recovery, but it'd be hard to find someone who'd push you away.

Black and White Duet (200 CP)
Even a glitzy gal and a shut-in stalker can become best friends with enough time spent together. Even with opposing personalities, you and your friends can complement each other like two halves of a duet. Whether training or having fun, just spending time together lets you easily bring your chemistry to the battlefield, allowing for impressive coordination in combat. With a close enough friendship and a little practice, you could even come up with combo attacks far stronger than anything either of you could do individually. This effortless understanding extends beyond the battlefield as well. Without deliberate effort to hide your emotions, it's easy for one of you to pick up on the other's distress and know just how to cheer them up.

A Scaaary Place (200 CP)
A monster's common sense is completely different from a human's. Bridging that gap is one of the most important parts of Yokai Academy education, and you definitely paid attention in class. With an attitude flexible enough to adjust to human norms without forgetting the violent rules most monsters live by, you can easily adapt your mindset to fit the situation. Even in future worlds, your time at Yokai Academy has given you a natural understanding of cultural differences that allows you to fit into all kinds of groups as long as you keep an open mind.



Empty Fist (400 CP)
Yokai Academy's martial arts clubs are on an exceptionally high level, helping many monsters toughen up during their time here. While the weak become strong, the strong become even stronger as they learn to combine martial arts techniques with their natural gifts. Succubi weave illusions into their feints, tengu turn their fists into cannons of air, yuki-onna expertly wield weapons of ice, and so on. You're able to perform similar techniques, seamlessly mixing your supernatural powers with martial arts to create a fighting style uniquely suited to you.

I Give Up (400 CP)
With such an accomplished lineage of talented martial artists and Youjutsu practitioners, it's almost impressive how little ability you seem to have inherited. But that's because your greatest strengths lie buried in a hidden well of talent that can only be unearthed by feelings of helplessness, self-loathing, and despair strong enough to make you give up on a skill you've honed. The more effort you wasted on mastering it, the more potential you'll uncover when you finally give up. Giving up on a decade spent failing at summoning techniques may reveal an extraordinary aptitude for martial arts capable of instantly overwhelming one of Fairy Tail's Subdivision Leaders.

Dawn of the Dark (600 CP)
A Shinso, the original and ultimate vampire, is a monster capable of reducing continents to ash. With Youki darker than the night sky, raw power that eclipses any other species, and regeneration bordering on true immortality, they can't even be compared to regular vampires. You've become your species' equivalent to a Shinso: maybe a nine-tailed youko, an alpha werewolf, a descendant of some legendary monster, or so on. With such a legendary bloodline, your sheer power and innate abilities have evolved past your species's limits. A vampire's shapeshifting and bloodsucking become a Shinso's ability to materialize things from their blood and completely absorb lesser monsters; while their already peerless strength becomes capable of devastating cities.



Respectable Adult Perks

2-D is Romance! (100 CP)
It's romance! This is important so I'm saying it twice! But even if those brats don't understand, they'll know better than to disrespect their elder's tastes. As long as your achievements are worthy of respect, your juniors tend to look past your appearance and eccentricities. Though they can tolerate harmless quirks, everyone still has their limits; if you asked a highschool girl to do lewd cosplay, don't be surprised when she smacks you upside the head.



Just a Perverted Old Man (100 CP)
Until you turn into a heartthrob, that is. You've mastered a life-extending technique similar to Touhou Fuhai's, allowing you to take on a frail, elderly form that suppresses your power as much as possible. In this diminished state, your aging slows to a halt and your true strength is almost completely hidden. If you acted the part, most would easily dismiss you as a harmless old geezer or hag. This is usually the last mistake your enemies ever make, as you can switch between this and your true form in an instant.

Supreme Commander of All Monsters (200 CP)
Centuries of research have given you an encyclopedic knowledge of the supernatural: Monsters, Devil Items, Youjutsu, you name it. You're a walking Monster Dictionary, able to easily identify the abilities and weaknesses of all but the rarest species at a glance. The same goes for Devil Items and Youjutsu. Though you're not necessarily able to use them, you at least have thorough armchair knowledge of most spells and artifacts. And in future worlds, your expertise expands to encompass new supernatural lore. While you'll still have to uncover hidden or incredibly obscure scraps of knowledge on your own, you'll have a great foundation to build from.

Human Modification Technique (200 CP)
An exceedingly dangerous, torturous procedure with only one known success: the Human Modification technique forcibly reconstructs a human body to create the energy pathways needed for Youjutsu. You've learned to create the Youki-infused needles and accurately pierce all 109 vital acupoints necessary for this technique. With further research, you could even modify the procedure to work on nonhumans or with power sources besides Youki. Regardless of any modifications, this technique is almost certainly fatal to subjects without incredible willpower and vitality. The stress inflicted on their body increases exponentially with each struck acupoint, peaking at the hellish 109th needle aimed at their heart.



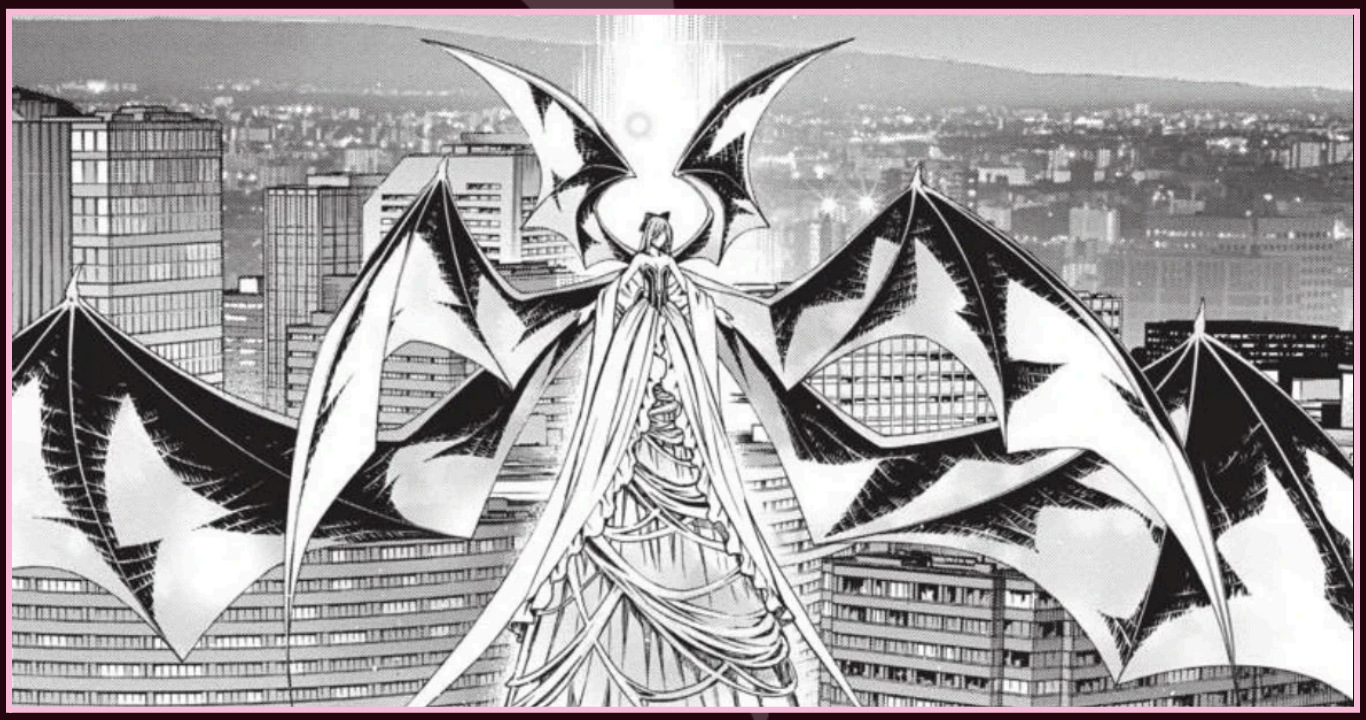
The Strategist (400 CP)
Fairy Tale's style of domination through power is outdated and excessive. If the world is to become a better place, monsters ought to learn to live alongside humans. Instead of just blending in like most monsters, you've gone a step further and actively built relationships with human authorities. With a good enough reason, you could easily contact your nation's highest authorities and request all kinds of resources, bypassing mountains of red tape with a single phone call. Whether it's evacuating a major city or deploying the military to fight a giant monster, you'd be surprised how quickly the government can move when properly motivated.

Black Artsmith (400 CP)
Devil Items are Youki-powered artifacts with powers ranging from strengthening the wielder's barrier spells to outright canceling Youjutsu on contact. You can craft Devil Items imbued with the spells you've mastered; though particularly powerful enchantments require more Youki, better craftsmanship, and rarer materials. With such expertise, you can examine existing Devil Items by visualizing their enchantments as geometric patterns of light. Depending on your skill and the complexity of its enchantments, you could even modify the item by adjusting its patterns. However, going overboard without the skill to back it up could cause its enchantments to collapse or violently backlash.

Fourth Dark Lord (600 CP)
The Three Dark Lords are said to be the strongest of all the monsters in the world. Standing head and shoulders above even most S-class monsters, each Dark Lord has incredible talent, centuries of experience, and peerless mastery of a certain skill: Mikogami's strategies, Touhou Fuhai's sorcery, and Akasha's monstrous strength. All were necessary to seal Alucard all those years ago.

Whether or not you took part in that legendary battle, you've joined their ranks as the Fourth Dark Lord. The title alone carries an impressive reputation with all monsterkind, ensuring only the strongest or craziest would ever dare to challenge you.

Even if they did, you have the strength to back up your title. Your body and Youki have been refined to the utmost degree by centuries of training. While your basic abilities are all extraordinary, you're truly unmatched when it comes to a specialty of yours. Should you somehow be surpassed in your chosen field, your overwhelming genius makes it a simple task to become unrivalled once more.



Villain Perks

Darker than the Night Sky (100 CP)
Your Youki is stained in the horrifying color of your malice, radiating killing intent strong enough to bring the weak-willed to their knees without you having to lift a finger. The more powerful your Youki is, the larger the area you can blanket in paralyzing fear. Even without actively releasing your Youki, just sensing your energy from afar is as bad as being plunged into it. Though with practice and self-control, you can dial down the intensity of your aura or focus it on specific targets.



Charmed (100 CP)
You've been molded into the ultimate killing machine: a living weapon free of emotion and attachment. Though most of the time, you still feel as any normal person would. It's only when you flip a mental switch that tears stream down your face and wash away everything but your drive to kill. Love for the opponent, an aversion to violence, even self-preservation; nothing but being incapacitated or eliminating the target can stop you once you've entered this state. And when it's all over, your tears drown out your guilt as well. No matter how many you kill, you'll stay as pure as ever. Perhaps that weird innocence of yours is even more frightening than your madness.

An Evil Face (200 CP)
Monsters who act like wild animals will never be more than low-level thugs. It takes both cruelty and intelligence to be a true villain, and you've got both in excess. It's second nature to pile on lie after lie until only the most perceptive or paranoid could ever uncover your true nature. To you, Identities are like clothes: easy to slip into and easy to discard. It's a simple task to maintain a double life, remembering every fabricated detail and keeping track of every lie. Amateur mistakes like acting out of character, mixing up stories, and losing yourself in a role just don't apply to someone as crooked as you.

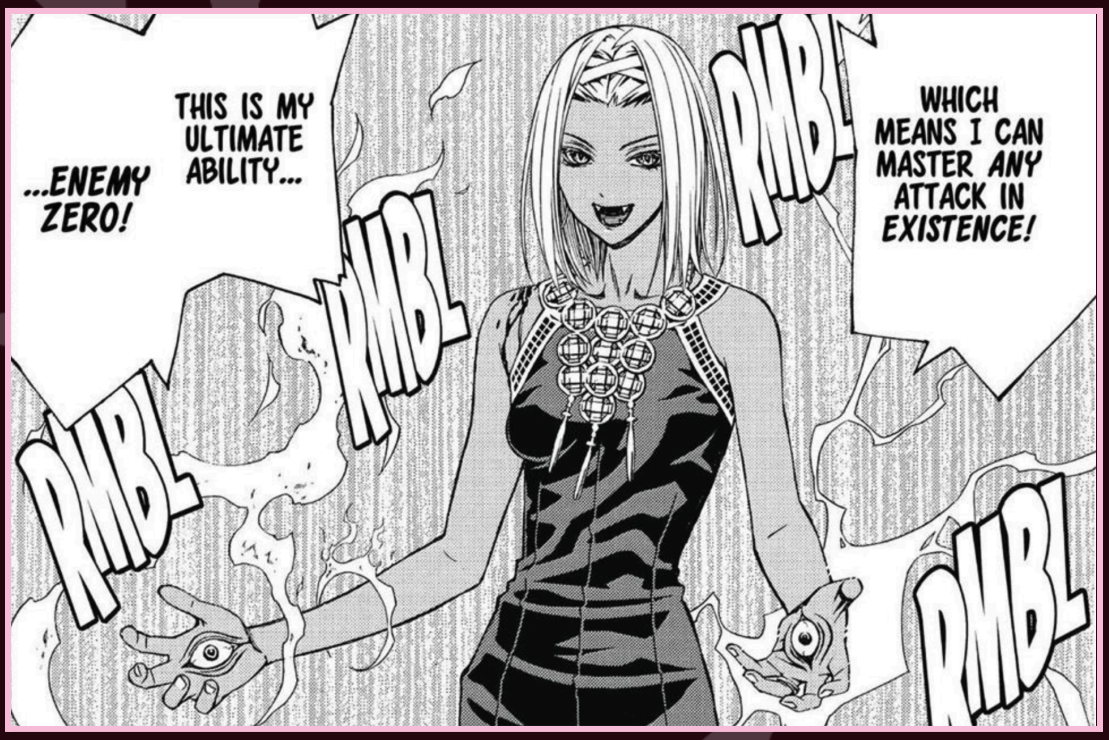
New Game+ (200 CP)
Murder, manipulation, and mayhem are all just fun and games for people like you. Even when shit hits the fan, it's a piece of cake to slip away and find new toys to play with. Without a monumental screw-up, your good luck and layers upon layers of backup plans make capturing you more trouble than it's worth. Once you've escaped, it's surprisingly easy to pick up where you've left off; join a new group with the same goal, reunite the fractured remnants of your defeated organization, or come back some other way. Unless you're absolutely, completely crushed, you'll always come back for a new game.



Masked King (400 CP)
While it certainly helped, raw power alone couldn't solidify the Masked King's iron grip on the underworld. It took the qualities of a king: cunning, charisma, and ruthlessness: qualities you now share. Evil plans of any scale, from bank heists to running massive crime syndicates, come naturally to you. Given a worthy cause, your silver tongue and calculated cruelty make it easy to attract terrorists, assassins, and all the other scum of the earth to work for you. Even if you could never be loved by them, you're damn good at being feared. Creative murders like stuffing bodies in suitcases or impaling them on stakes are incredibly effective at terrifying people into submission. The more elaborate your displays of brutality are, the easier it is to break the wills of onlookers.

Jet Black Devil (400 CP)
Even if they trained for a thousand years, vanishingly few monsters could hope to match you. Youjutsu, martial arts, and all other forms of violence come to you as naturally as breathing. With just a reference book and some practice, you could master techniques as legendary as the Dimension Sword. However, your sinister talent shines brightest in the heat of battle. A single deathmatch is worth more than a hundred sparring sessions, allowing you to reach unimaginable heights with a steady supply of strong opponents. But even with such a terrifying gift, you'd have to risk your life quite a few times if you wanted to compete with the original Jet Black Devil.

Enemy Zero (600 CP)
A sixth sense sharpened to the absolute limit, the Perspective of God is the strongest Youki detection ability in the world. You can sense Youki and other supernatural energies within a radius of several kilometers, enough to cover the entirety of Floating Garden. Within this range, you can instantly grasp the positions, strengths, and even emotions of anyone you can sense. Your perception is so sharp that you could stand before an army of thousands and pick out a handful of imposters by their feelings of dissent. Should you actually lay eyes on someone, your transcendental perception allows you to analyze and replicate almost any ability with just one glance, even inborn powers like a youko's flames or a raiju's lightning.



General Items

All of your origin's items are discounted. Discounted 100 CP items are free. You may import all items into similar items, adding their properties to the imports.

Organization (400/600/800 CP)
400 CP - Regional
Your organization is comparable to the Huang or Miao family in scale and influence. Commanding thousands of core members and many more loose associates, you control a significant portion of your home country. Legal or illegal, your organization maintains several successful businesses that provide steady streams of income. Most of your forces are rank-and-file footsoldiers, but your elite fighters include two S-classes and one monster with power matching a Dark Lord's.

600 CP - National
Rivaling the Shuzen family, your organization holds an entire nation in its grasp. Whether united by species or ideology, nearly every monster in your country who shares your interests is tied to your organization. As such, your network numbers in the tens of thousands. Though most are quite average, you have an elite force of a few dozen S-classes and two monsters comparable to Dark Lords. Your expanded influence comes with a corresponding increase to your assets, with your operations bringing in enormous profits.

800 CP - Worldwide
Your organization operates on a global scale equal to Fairy Tale. With hundreds of thousands of members, practically unlimited funding, and ties to the highest levels of business and politics, hardly anyone could interfere with your plans. Just one of your divisions would match a Regional organization, and you command several, each headed by an exceptionally powerful S-class monster. These division leaders are remarkably independent, skillfully maintaining their own personnel and assets while staying loyal to you. Your direct subordinates, however, are a pair of monsters strong enough to contend with Dark Lords.

Last Minute Transfer Items

Suspicious Acceptance Letter (100 CP)
In this shady-looking envelope is all the paperwork needed to handwave your enrollment into any, and I mean any, educational institution in the world. Whether it's a prestigious university or a school for monsters, you can study anywhere even if you were just an average human. As long as you aren't exposed as unqualified, most will just accept your enrollment as legitimate. You're on your own after getting your foot in the door. Paying tuition, following the rules, and meeting any other requirements to continue attending are all up to you.

Allowance (100 CP)
A gift from your loving parents or a generous secret admirer. Once a week, you'll find an envelope stuffed with the local equivalent of a couple hundred USD and an uplifting message that'll never fail to make you smile. Strangely enough, nobody ever questions where exactly your allowance comes from.

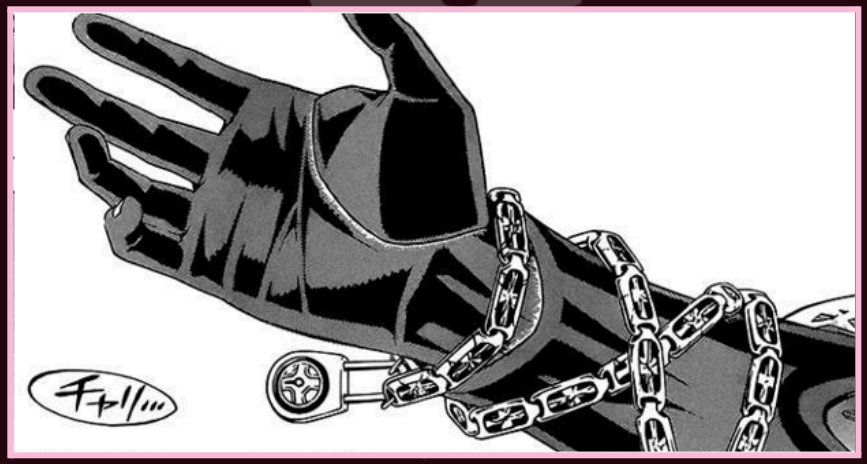
Lover's Bento (200 CP)
Something sweet to recover from fatigue, something with plenty of protein, and a whole lot of love went into this meal. This boxed lunch has been painstakingly cooked to your preferences by someone who cares for you very deeply. While others would see this bento as an ordinary meal, you'd wholeheartedly call it the most delicious thing you've ever eaten. Each bite is brimming with love, revitalizing your body and spirit. Even if you were starving and exhausted, finishing this bento would put you right back in top form. This lunchbox refills daily, its contents changing each time to make sure you'll never get sick of eating.

Monster Dictionary (200 CP)
An essential for any last minute transfer, this encyclopedia holds the histories and characteristics of nearly any monstrous species you might encounter. You won't even have to study this massive book, as the relevant information seems to pop into your head the moment you witness a monster's true form. Others may benefit from this effect as well, though just for the entries they've read. For every world you visit, you receive an updated edition of the Monster Dictionary that covers the local fauna. While thick, the Monster Dictionary only has so many pages, so don't expect to find information on long-extinct or exceedingly rare species.

Lilith's Mirror (400 CP)
This ornate gold hand mirror is a powerful artifact that reflects the true nature of things. Upon being reflected on its surface, illusions and transformations shatter like glass; disguised monsters revert to their true forms and even powerful seals temporarily unravel. Lilith's Mirror can even dispel illusions of the heart. Anyone who looks into this mirror is stripped of their inhibitions and compelled to act on their deepest desires. Though people with strong willpower can somewhat resist this effect. Truths revealed by Lilith's Mirror are only bared for a few minutes before returning to their previous state. Optionally, this item is possessed by an artifact spirit loyal to you.

Paradise (400 CP)
This free-standing stone door leads to Paradise: an ever-expanding world full of extreme terrain and ferocious magical beasts. From serene forests to volcanic hellscapes, Paradise has appropriate habitats for almost any species, no matter how rare or demanding. In future worlds your Paradise may passively acquire new biomes and native monster species, but any truly impressive specimens must be caught by hand. For its captives, Paradise is a near-inescapable prison thanks to the barrier blocking the threshold.

Locked Out of Heaven (600 CP)
An accessory of your choice has been enchanted with an incredibly powerful seal, turning it into a Holy Lock. Unlike most Devil Items of its kind, a Holy Lock isn't intended to completely seal the user's monstrous blood, but to partially suppress it until their body acclimates. In other words, it's a tool designed to safely and reliably turn a human into a monster. When injected with monster blood or subjected to similar corruptive effects, your Holy Lock near-perfectly suppresses the change, allowing you to gradually adapt to your sealed power. Once completely adapted, your Holy Lock's job is finished and you can freely access your sealed power without the normal downsides. You can temporarily loosen this seal at any time, but excessive unsealing risks damaging your Holy Lock and allowing your sealed power to run rampant.



Yokai Academy Student Items

Yuki-pops (100 CP)
An unlimited supply of the temperature-regulating lollipops used by monsters who can't stand extreme temperatures. Each lollipop is a simple Devil Item that keeps the user at a comfortable temperature until it dissolves. Depending on their biology, what's comfortable can vary from arctic cold to volcanic heat. With one of these in your mouth, even the most extreme temperatures can't bother you. Though direct attacks like a yuki-onna's ice or a youko's fire can easily overpower this effect.

Corpse Delivery Service (100 CP)
Coexistence is a faraway dream for monsters cursed with an insatiable hunger for human flesh. Even if it's someone you love, your instincts could scream at you to gorge yourself on their guts and gulp down their glistening blood. That'd drive anyone crazy without a way to sate their appetite; here's the solution! Once a month, you receive a person's worth of probably potentially maybe ethically sourced human meat. It's all properly butchered and packaged, so you can immediately dig in or cook it however you'd like.

Coin-sword (200 CP)
This handful of ancient Chinese spare change is actually a powerful Devil Item. With but a thought, the coins assemble into a shortsword tough enough to withstand an Oni's chainsaw and sharp enough to run them through. With just a basic understanding of Youjutsu, you can use the true power of these coins: fortune telling. By scattering them and reading the way Youki flows between each coin, you can estimate the good or bad fortune of nearby areas with an accuracy rate of over 80%!

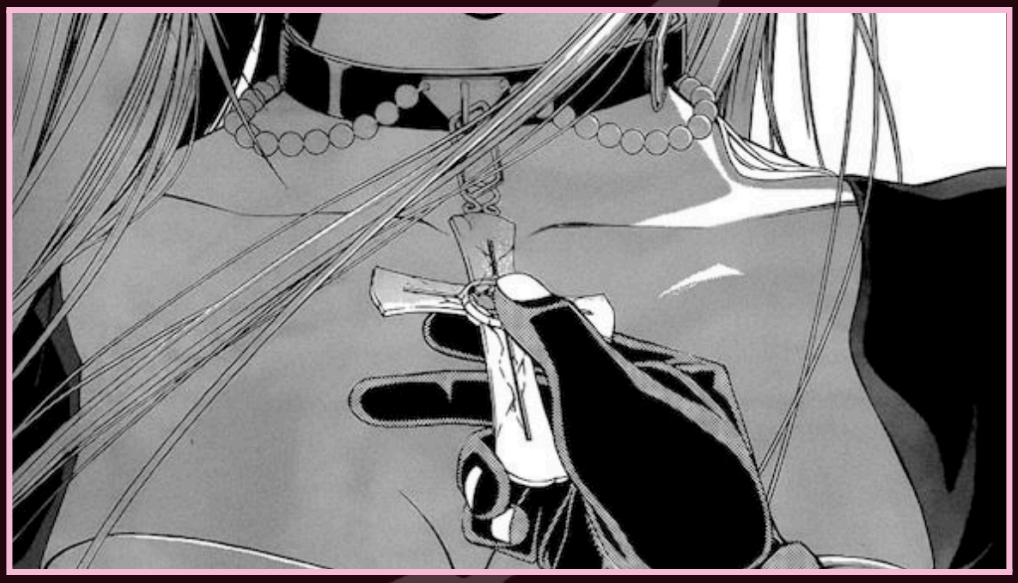
Bake Bake Bat (200 CP)
Komori Nazo, or Ko-chan for short, is an adorable, hamster-like creature with soft fur, an innocent face, and a pair of tiny bat wings. While only the size of a tennis ball, Ko-chan weighs in at a whopping 100 kilograms and eats like it too! As a Bake Bake Bat, Ko-chan can transform into any melee weapon you can imagine, retaining his crushing weight and batty aesthetic. Importing Ko-chan into a weapon, or vice versa, allows him to transform into a 100 kg version of it with all special properties included.

Ishin Denshin (400 CP)
Made by a genius's ability and an idiot's motivation, Ishin Denshin is a Yukari-original Devil item that allows two people to wordlessly relay their feelings to each other just by

holding its receivers over their chests. The strength of this connection can be adjusted with the turn of a dial and, if set to maximum output, the subjects' minds are switched. This full-strength use overloads the device, rendering it unusable for the next 24 hours.

Gro-Gro Drops (400 CP)
Legend has it, a child emperor from the Qin dynasty commissioned his doctors to find a way to accelerate his growth to maturity. At last, one of them found this formula recreated by Yukari in the modern day. These miracle pills temporarily bring the user to their physical prime for exactly twelve minutes and thirteen seconds. As with most of Yukari's creations, the side-effects are severe. Once time runs out, the user regresses to their equivalent of kindergarten age for a few days. Every month, if you completely use up your stock, you receive a small glass jar holding a couple dozen Gro-Gro drops.

Rosario+Jumper (600 CP)
Identical to the one around Moka's neck, this jeweled silver cross is enchanted with a seal of unparalleled strength. When first worn, the Rosario forms a semipermanent connection with the wearer that can only be broken by world-class Youjutsu, magic nullification, or by meeting certain conditions set by you. While the Rosario's seal is active, the wearer is reduced to a baseline human and their body is controlled by a fabricated personality. While the original personality can communicate with and watch their other self through the Rosario, they can't directly interfere without being unsealed by an outside force. If the wearer is ever left unsealed for more than 24 hours, the Rosario accumulates damage that can only be repaired by a Youjutsu master. Depending on its condition, continuing to use the Rosario may ruin the seal, irreversibly damage both personalities, or even kill the wearer. Shackling someone like this would have to be an act of great cruelty or great love.



Respectable Adult Items

Yokai Academy School Bus (100 CP)
It's a magic school bus. No, not that one. This school bus, driven by Nurari, is responsible for ferrying students between the human world and the sealed dimension housing Yokai Academy. Don't let appearances fool you; it's a lot more than just a bright yellow box with a creepy chauffeur. This bus can pass through magical barriers and dimensional borders as if they weren't even there.

Agent Tsurara (100 CP)
Ever since she was a little snowflake, a certain Yuki-Onna dreamed of being a spy and collected a frankly concerning amount of military-grade firearms. You've gotten your hands on a similar arsenal consisting of enough pistols, assault rifles, and shotguns to arm dozens of fellow agents to the teeth. Befitting a spy, your armory is stored in hidden compartments scattered across all of your properties. Each gun is a Devil Item enchanted with the power of a Yuki-Onna, allowing them to shoot bullets of ice using your Youki as ammunition. Though they're also compatible with regular old lead.

Private Jet (200 CP)
It's pretty rare for monsters to have an official ID, so international travel is out of reach for many. But as the proud owner of a private jet, such concerns are beneath you. Enchanted with a barrier concealing it from radar and the naked eye, this plane can be taken to any country you'd like! Not only can you travel anywhere, but you can do it in style. Your jet has a fully stocked bar, karaoke system, movie theater, and all the other amenities you'd expect from a billionaire's flying palace.

Rosary of Judgement (200 CP)
This simple wooden rosary is the Chairman's personal Devil Item and the Great Barrier's key. Even a Youjutsu novice could use this item to erect barriers strong enough to comfortably imprison powerful, albeit inexperienced monsters like young yuki-onna and succubi. More battle-hardened monsters, however, could break free without much effort. With Youjutsu experience, you could make the Rosary a key for any barrier you construct, allowing you to alter its conditions incredibly easily, even after it has been created. However, should someone else get their hands on your Rosary, they can do the same.

Talking Book (400 CP)
Growing up, a lonely little witch used magic to make herself a friend. At first, all she could conjure were plants or insects, but she kept making all sorts of things and writing down the spells that succeeded. Eventually, a great witch compiled her spells into a grimoire. Anything you can summon, anything you can conjure; it's all in this book. Just by flipping to the right page and sacrificing simple paper talismans, you can call out your summons in any number you'd like, limited only by your Youki and stock of talismans. Destroyed summons return to being talismans which can then be chained into other summons as long as the talismans themselves aren't destroyed before you can do your next summon.

Belmont (400 CP)
Formerly used by a legendary monster hunter, this studded leather whip has the ability to cancel magic. Belmont can easily lash through summons, spells, and barriers, but hardly disrupts simple outpourings of energy. Even after being cancelled, solidly constructed magic like a Holy Lock or the Great Barrier quickly restores itself once the whip is removed. Though long-term exposure may permanently damage even these works.

Great Barrier World (600 CP)
Centuries ago, the Three Dark Lords raised a barrier that swallowed a massive stretch of land into a pocket dimension that would later house Yokai Academy. This is an artificial world of equal scale, containing sprawling forests, sheer cliffs, and even a sea of its own. It even comes with everything you'd need to run a boarding school: classrooms, dorms, and the like.

This world is connected to the Tunnel of the Fourth Dimension: an enchanted tunnel with countless 'mouths' opening into tunnels throughout the human world. If you had a way to travel through dimensional borders, you could travel almost anywhere through this network. It's almost impossible to access this world through other means, as it's surrounded by a Great Barrier like the one protecting Yokai Academy.

If you so desire, your institution can already be known and attended by monsters as a place of education. And, if necessary, you can fill your staff with monstrous employees who may or may not be predatory weirdos.



Villain Items

Limiters (100 CP)
While not to the extent of a Holy Lock or Moka's Rosario, many powerful monsters limit themselves with enchanted accessories. You have up to four limiters of your choice, each one restricting successive levels of your power and abilities. You can decide the extent of your limitations and the appearance of your limiters, easily able to customize both without destroying the enchantments.

Anti-Seal Circle (100 CP)
Inscribed on the floor of one of your properties, or on a freestanding stone slab if you don't have one, is a dizzying array of lines and glyphs that would be incomprehensible to all but the most skilled sorcerers. Their eyes would immediately recognize the years of research and development that went into this spell: a massive magic circle capable of breaking even the strongest of seals. Just by placing something inside the circle and activating it, anything in its boundary will be isolated in a barrier that, given enough time and Youki, can destroy any seal. The process is quite smooth if the sealed one cooperates, but resistance may injure them.

Puppet Injection (200 CP)
The muddled bloodlines of monstrels produce some unusual abilities, one of which creates a serum with terrifying effects. You have several glass vials filled with clear liquid that, upon injection, forces the victim to obey your commands. Responses vary by person: some are almost indistinguishable from their normal selves, while others become glassy-eyed marionettes who can barely speak. In all cases, your victims can't remember anything that happened while they were under the influence. And depending on the individual, this effect may persist for hours or even be shrugged off entirely in the case of powerful monsters like vampires.

Funeral Dirge 04 (200 CP)
Even as a recording, a siren's song is a melody of death that takes the lives of those who hear it. This track, Funeral Dirge 04, kills ordinary humans in seconds with severe internal bleeding. Those with tougher bodies, suffer intense nausea and blindness, as if their brains were being shaken. The file is stuck on an old ipod and can't be enhanced or transferred to other devices, though you can hook it up to any kind of sound system.

Parasite Kaiju (400 CP)

A clutch of fleshy, melon-sized eggs covered in pulsating veins and writhing tentacles. After being introduced to a font of natural energy like a Spirit Source, the egg parasitizes it to feed the monster gestating within. If not immediately removed, the egg merges with its host so completely that it's almost impossible to safely remove. After several months of incubation, the eggs hatch into mindless beasts with the sole purpose of killing anything in sight. Their characteristics reflect the environments they incubated in, ranging from luminescent squid kaiju to swarms of man-eating locusts.

Floating Garden (400 CP)
This island-sized fortress floats four kilometers above the ground. On the surface, it's an exact replica of France's Mont Saint-Michel: all grand archways and soaring spires. But beneath its medieval stone exterior is a secret base straight out of a sci-fi movie. It includes facilities like living quarters, kitchens, hospitals, training rooms, and more; all connected by maze-like passageways riddled with traps. A powerful barrier protects it from the elements while also hiding it from things like radar and sonar.

Alucard's Corpse (600 CP)
This is a replica of Alucard's body as it appeared beneath the Shuzen estate, a building-sized mass of flesh and bone twisted into an alien form. Even stripped of its ability to awaken, this 'corpse' is an incredibly valuable research specimen. On top of the body itself, you receive Fairy Tale's notes concerning the use of Alucard's flesh to create powerful chimeras like Kiria and malformed ghouls like those of Black Parade. Even in this dormant state, Alucard's endless vitality quickly regenerates lost flesh, so you won't have to worry about running out. With some creativity, I'm sure you can find all sorts of uses for such a resource.



Companions



Import Companion (50/100 CP)

- For 50 CP, you can import a companion with 600 CP and an origin.
- For 200 CP, you can import up to eight companions each with 600 CP and an origin.
- Companions can't gain more than 400 CP from drawbacks.

Canon Companion (Free/100)

- For free, you can recruit anyone you want as a companion as long as you have their informed consent and they're still alive by the time the jump ends.
- For 100 CP, you can receive an exact copy of any Rosario+Vampire character, dead or alive, with the only difference being that this copy was willing to join you on your chain.

OC Companions (???)

Coming soon? Probably not tbh but who knows.

Drawbacks

Prequel (+0 CP)
You begin this jump during the Dark Lords' heyday, two centuries before the usual start date. Less urban and more fantasy, monsters and magic are an accepted part of life. Monsters freely walk amongst humanity, the Shinso Alucard has reduced most of Europe to a flaming wreck, and the Three Dark Lords have just begun their journey to save the world.

Sequel (+0 CP)
One story may have ended with Alucard's death, but many more are left untold: Tsukune's term as headmaster, the resurgence of Fairy Tale, the fates of Moka's love rivals, and more. You can stay here indefinitely, enjoying this world and its stories to your heart's content. Once you've gotten sick of it, you can leave at will after your first decade here.

Adaptation (+0 CP)
Even if it's the bestest, canonest piece of Rosario+Vampire media, the manga isn't all there is to the series. If you want, you can use this jump to visit the anime, novels, drama CDs, or even fanfictions. Too greedy to pick just one? You can mix and match elements of these adaptations, altering the setting to suit your tastes.

Damsel in Distress (+100 CP)
Stalkers, rapists, and all kinds of weirdos are drawn to you like moths to a flame. Their activities range from taking illicit pictures to straight up assaulting you, and they tend to get bolder the longer you take to deal with them. Luckily, they're all pushovers in a straight fight, but the sheer number of your 'admirers' makes them a massive pain in the ass.

Distressing Damsel (+100 CP)
A powerful monster believes you're their destined soulmate, and they'll stop at nothing to make you believe the same. Unfortunately, their preferred style of courtship is to confine and torture you until you have no choice but to love them. Friends, love rivals, or even family; they'll remove any obstacles with the full force of their madness untempered by the affection they reserve for you. Don't even try to fix them. Therapy, intimidation, and even actual mind control just bounce off them. If your 'lover' is made incapable of pursuing you, they'll be replaced by someone even stronger and more insane.

Siren in the Dark (+100 CP)
Your powers are tied to your voice, forcing you to communicate through written words and adorable doodles to avoid hurting the people around you. While you quickly adapt to using your powers in their new vocal forms, you have no such luck finding other ways to speak. There'll be no cheating using things like telepathy or even just sign language, so you'd better invest in a nice sketchbook. If you don't have any powers, you're just mute.

Lolicon Crow (+100 CP)
Whether personal preference or a quick of your species' instincts, you LOVE kids to a frankly ridiculous extent. This drawback alone won't put you on the same watchlists as Haiji, but you do share his compulsion to dote on, play with, and protect children or even just anyone who looks like a child. Your conscience won't even let you fight back in self-defense or leave childlike enemies to your allies. Though harmless methods of incapacitation are still on the table, so at least you can let those tiny terrors whale on you until they're all tuckered out.

Scumbag Wolf (+100 CP)
You have the raging libido of a werewolf in heat, or just Gin's baseline. Not only are you now a raging pervert who sees nothing wrong with groping or peeping, but you're also infamous for it. If caught red-handed or even misunderstood doing something lewd, you'll be greeted by a fuming mob of your previous victims ready to beat you to a pulp. It is possible to overcome this reputation with individuals, but it'll take a ton of time and self-control on your part.

2D is Best (+100 CP)*
2D girls are cute forever! 2D girls will never leave you! 2D girls are the best! Following in the footsteps of a certain elderly pervert, you're a connoisseur of ecchi anime, hentai, eroge, and the like. While no 3D harlot could ever get your heart racing like a 2D beauty, some impressive cosplay or voice work MIGHT manage to get you excited over a real woman. After all, it's the closest you'll ever get to meeting your waifu irl.
*This applies to all genders you're attracted to.

Synthetic Soul (+200 CP)
Your moral compass has gone haywire, the needle spinning round and round until it points to something interesting. Instead of acting on a system of morals and values, you're solely motivated by whatever interests you. Though you're still capable of forming attachments to fascinating people and acting with a facsimile of love good

enough to fool even yourself. Depending on your willpower, you can even act against your impulses for a more entertaining payoff in the future. All things considered, you should be fine unless you delight in violence and drama. Unfortunately, most monsters do.

Jasmine (+200 CP)
Monsters and humans have killed each other for centuries; it's unlucky but not unsurprising that one of your loved ones was a victim. Whether by monster or human hands, they suffered all manner of torture and mutilation before dying, and the sight of their butchered body is seared into your mind. In addition to the bottomless hate you feel for the offending group, you suffer from traumatic flashbacks, nightmares, and an obsession with anyone who reminds you of your dead loved one.

Prey (+200 CP) (Humans Only)
Your flesh is exquisite and your blood is intoxicating; every inch of your body an irresistible delicacy. Monsters with enough discipline or love for humanity can usually resist their cravings. However, for species known for preying on humans, like vampires, it's almost physically impossible for them to let you go without a taste. If they really, really liked you, they could manage to hold back enough to leave you alive. Otherwise, expect to be devoured whole the moment something catches a whiff of your aroma.

Predator (+200 CP) (Monsters Only)
Something as fragile as love could never overpower the hunger gnawing at your insides. In fact, feelings of affection only inflame your monstrous appetite. With some willpower, you could resist your cravings for friends and family. However, feelings as intense as romantic love would drive you mad with hunger until you consumed the object of your affection, or lost interest in them. Even alone, you still suffer from an intense hunger that can only be sated by the flesh of intelligent beings, humans or monsters.

Locked Up (+200 CP. Exclusive to monsters)
Your monstrous blood runs particularly thick, making it difficult for you to maintain a proper human transformation or temper your more savage instincts. At the cost of much of your power, you're able to maintain a semblance of humanity by binding yourself with several Holy Locks. Unlocking these seals lets your monstrous instincts run wild: kishin become violent berserkers, werewolves become pack hunters, and I

don’t have to tell you about succubi. You get the idea. With experience, you may curb your instincts but never fully overcome them.

Through the Looking Glass (+200 CP) (Monsters Only)
Whether you’ve angered a Youjutsu master or had an unfortunate run-in with a Devil Item, you’re now cursed to never assume a human form again. While you can disguise yourself with shapeshifting and illusions, these facades still must be of a monstrous appearance. In the case of humanoid species like Vampires, your inhuman elements are emphasized, looking like Nosferatu instead of the guy from Twilight.

I-murder-to (+200 CP)
You have fond memories of fighting your younger sibling every day growing up. Though they were less fights and more one-sided beatdowns. However, no matter how many times you beat your sibling, they never gave up. Each loss only fueled their obsession to defeat you, and they’ll follow you to the ends of the Earth to get their win. Despite your strong familial love, they’ll come at you with intent to kill. They only want to beat you at your strongest, so don’t worry about being sneak attacked. If you can finish this jump without losing to them once, you can take them as a companion.

Monstrel (+200 CP)
You’re a mixed breed mutt of a monster, everything about you jumbled and distorted by dozens of discordant bloodlines. Alliteration aside, your body is a hideous patchwork of scales, fur, spines, and even more exotic features. This mingling of bloodlines goes more than just skin deep, affecting your powers as well. A yuki-onna and a yasha might have a child that can only summon ice themed creatures, a werewolf and a succubus might have a child that struggles to charm others without the light of the full moon, etc. However your powers mix, the results will always be unintuitive to learn, unwieldy to use, and unsettling to look at.

No Safeword (+200 CP)
Kinkshaming is bad and all, but you’ve gotta get it together. Not only are you now an extreme sadist or masochist, but you’re also obsessed with bringing your kink to the battlefield. Masochists get all hot and bothered from their enemies' attacks, hardly ever dodging. Sadists love toying with their opponents, milking out every last scream and anguished face before finishing them off. This applies doubly to people you’re actually attracted to. Whichever kink(s) you chose, you’ll be constantly looking for excuses to

hurt or be hurt by them. For an additional 200 CP, you can take both kinks to become an extreme sadomasochist.

King of Monsters (+300 CP)
During his rampage across Europe, Alucard absorbed countless monsters to become something even greater than a Shinso. Your arrival in this world marks the birth of something even greater still. Alucard has absorbed the strongest monsters from your previous jumps, potentially enhancing his already unmatched strength by leaps and bounds. He's been made aware of your nature as a Jumper and believes absorbing you is the key to completely subjugating humanity in this world and countless others. Unlike his canon self, even if Akasha intervenes, this Alucard would sooner die than give up on his dream.

Collared (+300 CP)
You've become a prisoner of your own body, your mind, perks, and powers sealed by something similar to Moka's Rosario. Your body is controlled by an artificial personality that still likes you and will try their best to take care of your body. You can communicate with them and share their senses, but you ultimately have no bearing on their actions. It's only when the Rosario is taken off by a single trusted companion that you temporarily regain control. If you don't have any companions, you can choose to give this right to an ally made in-jump. If the Rosario is taken off, nullified, or otherwise damaged for too long, the unstable seal could irreversibly damage both personalities or even kill the wearer.

Locked (+300 CP)
Your perks and powers have been sealed by a Holy Lock, reducing you to the level of a powerless human. You'll have to gradually acclimate to your powers over time, eventually returning to half your full strength after ten years. You can temporarily access your full power, but excessive use risks degeneration into a mindless ghoul-like monster with all of your power and none of your restraint.

Issall Over (+300 CP)
The leader of all vampires in Japan, head of the Shuzen family, equal of the Three Dark Lords, husband to both Akasha Bloodriver and Gyokuro Shuzen. This man, Issa Shuzen, has been contracted to take your life. This contract includes a dossier of your perks, powers, equipment, activities in previous jumps, and equally detailed files on your companions. Don't expect a fair fight from an assassin. Poison, ambushes,

hostages, and all sorts of dirty tactics are on the table. But if you're weaker than a Dark Lord, he might just show up and kill you without any tricks.

Age Regression (+300 CP)
Looks like you've been hit with the nastiest side effect of a genius witch's prototype drug. Physically and mentally, you've regressed to about kindergarten age. While you still have the knowledge and skills you've accumulated, your immaturity makes it difficult to manage your emotions or properly perform certain skills. It goes without saying, but it's almost impossible to get any respect with a body like this. People just can't help but tease you by treating you as a child, even if they already know you.

End



1. Stay here
2. Go home
3. Move on

Notes

Kurumu>>>>>Moka>=Mizore>>>Yukari>Ruby

Thanks for using my jump! I hope you enjoyed it!