

## BEGINNING:

Welcome to the world of Katekyo Hitman, Reborn! It is a world that offers a variety of options regardless of which path you wish to choose, whether it is a law-abiding citizen or a criminal in an expansive underworld. It all relies on your resolve and strength of will to forge your own path, which is funny considering the means one acquires power in this world...

But let's not focus on 'what-ifs' or 'maybes'. Let's focus on you surviving in this world for the next ten years. More specifically, you'll be dropped in about three years before the main plot even begins.

You have 1000CP to customize yourself (You keep all skills, powers and gears from previous worlds).

Let's get you started.

## STORY:

Here, you gain powers via something called the 'Dying Will Flames', a sort of chi talent which manifests as spiritual flames which can be used in an assortment of ways. The manner in which one can use them is quite varied, with unscrupulous scientists developing ways to take advantage of these Flames; this means conflict can become quite intense and unpredictable if you happen to be one of these Flame Users. Lucky you!

These Flames can be harnessed and controlled more easily with the use of Rings. Rings can be anywhere from E-rank to A-rank, with extremely rare rings being OA-rank. The higher grade a ring is, the more power you can utilize without it breaking on you. These do not increase your power itself, but more make it easier to manipulate and summon what you already have.

Fortunately, mafia group rivalries tends to be regulated to an extent by the Vindice, a strange group that keeps the conflict from getting too far out of hand. Unfortunately, they're also quite strict and won't think twice of coming after you should you break one of their rules, criminal or no. Regardless, this means no matter what path you choose you will be coming into conflict with these groups in some manner.

There may be time shenanigans involved here. Nothing you have to concern yourself with, but it does explain why there are items lying around that shouldn't be here yet.

Many groups' goals are to find the Tri-Ni-Set; three sets of seven rings that are fabled to alter reality itself if they are all brought together. Is it true? Good question. But it drives the main plot nonetheless.

## STARTING LOCATION:

Roll 1d8 to determine the location of your tale, or pay 100CP to choose:

1. Namimori- A small town that's relatively peaceful. Has a school, some convenience stores, the works. There will be a military base on-site in the future, so caution is recommended.
2. Kokuyo Land- An amusement park that's seen better days. Now it's used by vagrants and criminals alike as a place they aren't bothered in. Try to play it safe, as disputes between Flame Users are often settled here.
3. Mafia Land- Even criminals need vacation spots! It is here that renowned thugs and underworld contacts can enjoy themselves. A goody-two-shoes may find it quite difficult to thrive here.
4. Simon Island- An island off the coast of Japan, hidden by illusions and defended by the Simon Famiglia mafia group. A risky place to be, but fortune favors the bold.
5. Catafalco Island- A Mediterranean island that serves as the base of operations for the Bertesco Famiglia. It's not hidden, but much more defended due to the various ruins and temples scattered around the island. You cannot find Snow Flames here. Ever.
6. Varia Castle- Whoops. Somehow you ended up in the base of operations for underworld assassins. Worse yet, they have a pretty impressive kill rating. On one hand there's plenty of experienced Flame Users who are quite capable in a fight. On the other hand, they don't know you're there, and that could be useful.
7. Vendicare Prison- You dun goofed. One way or another you've found yourself in the Vindice's personal prison. It is a horrible place, rumored to be inescapable. Rumored. Not starting in a cell helps with that.
8. Free Pick- Lady Luck appears to smile upon you, it seems. Pick your choice free of charge and choose your own destiny.

## ORIGIN:

Roll 1d8+10 for age, keep your gender.

OR make these choices yourself for 100CP.

It's time to choose how you came to be in this world, and how you have stumbled onto power. How did this story of yours begin?

-Drop-In (Free)

+No additional memories affecting you

-No contacts which to bail you out

-No identifying history

You awake in the location you have selected, with your items packed away and your Dying Will Flames at the ready. You will have to find a home and employment somehow, but you are also a ghost to your enemies.

-Student (100CP)

+Free Room and Board

+Loving Family and Friends

-Hesitant to commit crimes

-Difficult to explain or hide your powers

You have a middle-class family with working parents, a well-built home, and even an adorable little sister. Dying Will Flames have been a curiosity but balancing your social life can get in the way of it. For reasons known to you, you have somehow ended up in the location of your choice. Have fun explaining that.

- Hitman (100CP)
- +Extensive Knowledge of Dying Will Flames
- +Trained Professional
- Mafia Rivalry makes relaxation rare
- Vindice watch you extra carefully

Life was hectic before you were recruited by a local mafia group. Now it's hectic and STYLISH; they wholly encourage your Flame powers and you're never without something to do. Working for them over the years has made you sharp, but your last job went wrong and you woke up in your starting location. You'll have quite the tale to tell if you make it back.

- Moneybags (100CP)
- +Wealth of resources and connections makes it easy to procure items
- Often targeted by mafia groups for extortion
- Money can only get so much

Forget a silver spoon, you were born with a diamond pacifier in your mouth. There's hardly anyone that doesn't know your name, and the snap of a finger can call at least three servants at nearly any time. Words and wallets are your weapons of choice in this game you now play. Of course, things might get complicated since you disappeared and woke up in your starting location. Consider this a test.

FLAME TYPE:

Dying Will Flames are powered by your resolve to the task and your willpower. In essence it is powered by how badly you want to accomplish what you have set for yourself or how determined you are to overcome the challenge before you. Each Flame Type has its own specialties and purposes, and can be combined for devastating effect if one dedicates enough time to training it. Of course, you can only use 3-4 Flames at once effectively; any more and you suffer drastic detriments to your strength and willpower. This detriment only gets worse if you add more rings, and could kill you if you are reckless.

You may only pick two Flames overall, regardless of category:

SKY

Sky Flames represent Harmony, and bringing balance to its surroundings. It can, with training, let you fly and assimilate other flames (this can only be done once). Carries standard fire attacks.

STORM

Storm Flames can, upon touch, disintegrate matter and with training can even affect other Flames. It is a highly offensive power in that it can break many things with time. Ineffective on organics.

RAIN

Rain Flames represent tranquility and lack of hostility. As such, it is able to debilitate the target by robbing them of their strength and movement. Bigger effects require training, and can be used to create ice patches on surfaces if worked towards.

SUN

Sun Flames represent efficiency, and when channeled can improve traits of a person. Used properly it can increase the strength and body functions of a person. It can also be used to heal, making for a very good support power.

LIGHTNING

Lightning Flames represent defensive measures, and can be used to harden an object to be much more durable and firm than normal. If trained, they can also be used to sharpen objects to deadly potential and even electrocute others as a defensive action.

CLOUD

Cloud Flames represent propagation, and can increase the size of or replicate an object. With training, this can increase the area of a technique or even affect living beings. Larger items drain the user faster, and with time the user can even steal others' flame energy.

MIST

Mist Flames represent deception, and can create weak illusions that is capable of disorienting or fooling the enemy. Minimal offensive capabilities, but with training it can fool the senses easier.

EARTH

Earth Flames allow the user to control the local gravity around them. This can let the user fake telekinesis to an extent, and enact battlefield control by messing with gravity.

SWAMP

Swamp Flames can place down mud patches or throw them around, causing organic material to rot away. The larger the living being, the longer it takes. Able to create deadly traps.

IRON

Iron Flames are capable of increasing the durability and resiliency of a person, making them capable of taking quite a bit of punishment. It may be possible to shape or create metal with training, but this will drain the user rapidly at first.

FOREST

Forest Flames promote the growth, healing, and creation of various plant-life. At the same time, the user can control the shape of the plants and the properties of said plants as well. Can create blades from leaves or shape the battle if trained.

MOUNTAIN

Mountain Flames can shape the earth around them, instigating terrain control by breaking apart or reshaping the earth around them. With training, they can potentially form rocks or quicksand traps. Has access to fire attacks.

GLACIER

Glacier Flames can create and manipulate shards of ice, which can be used to attack someone or create powerful defensive measures. Glacier needs bodies of water for maximum effectiveness, but with training, can be used on its own.

DESERT

Desert Flames can likewise create illusions to fool someone, but excels at disguising oneself to appear as someone else. Draining, but with training the user can disguise more quickly.

Note: You will receive B-rank rings for your chosen Flames, one for each choice. Any additional Flames you take will also get a B-rank ring. Rings are meant to harness and focus the power of your Flames, but the lower the rank the more likely it will break due to too much power. Collect more powerful rings if you can.

ADDITIONAL POWERS:

Not enough, hrm? Well if you want more powers, we can accommodate your wish.

Discounts

- Hyper Intuition (100CP) (Free: Hitman)

You've got quite the eye for battle, and it shows. You can make fairly accurate guesses of what the enemy might do next, tell if someone's bluffing you, and even tell if something is an illusion... most of the time.

- Combat Reflexes (100CP) (Free: Drop-In)

You're fast. Real fast. Your reflexes are improved, letting you dodge melee attacks with surprising regularity. You're not invincible with this, but that extra dodging could help.

-Connections (100CP) (Free: Moneybags)

They say networking can get you far in life, and you're genuine proof of that. You know how to talk to people, figure out what it is they want, and open negotiations from there. If you want to buy something, chances are you know how to find it and who to talk to.

-Hit the Books (100CP) (Free: Student)

Knowledge is power, and you? You like power. Learning becomes second nature to you and difficult subjects become much easier to comprehend and commit to memory.

-Additional Flames (300CP) (50% off: Hitman)

Well, someone's special. You get access to an additional Flame, to be used and abused as you see fit. Follows the rules of the other flames, and you can only take this benefit once.

-Of Earth And Sky (300CP) (50% off: Drop-In)

Every Flame has an opposite. Mist is opposed by Desert, Sun is opposed by Forest, etc. You get the drill. With this, you get access to the Flames that opposes your choices. This still falls under the limitations of how many Flames you can safely use at a time, so be careful.

-I can fix it! (300CP) (50% off: Student)

Technology is a wonderful thing, and you discovered that long ago. You have a knack for Flame rings and machines of all kinds, and can fix or maintain most machines. You can even improve them to beyond their normal specs. Comes with its own toolbox.

-Spry on the Feet (300CP) (50% off: Moneybags)

Most people when they're in a problematic fight lose their cool. You are not most people. You gain a keen awareness of your surroundings, and almost anything becomes a weapon in your hands if you hold it right. Jackie Chan would be proud.

-Cambio Forma (600CP) (50% off: Hitman)

Unleash it all! You have a certain connection with your Box Weapon, an item meant to become a weapon when fueled by your Flames. With this, you can upgrade your Box Weapon thereby creating noticeably stronger variants or shape new weapons entirely. Comes with one free Box Weapon to be implanted where you choose (if at all). Works with one Flame only, so choose wisely.

-Ring Bearer (600CP) (50% off: Drop-In)

You lucky bugger. Somehow you've gotten access to an OA-Rank ring, which helps harness and control one of your flames. Unlike other rings, this one will never break. Don't let anyone know you have it, or you're going to be in for one hell of a ride.

-Flames of Night (600CP) (50% off: Student)

With this you have access to the Vindice's weapon of choice. These Flames in particular allow a person to make portals to teleport, to blast areas with a destructive bolt of energy, or coat oneself to boost their physical and Flame power. Expect serious shit to go down if people see you using this.

-Box of Carnage (600CP) (50% off: Moneybags)

You have made quite a gamble, and through some means have gotten ahold of one unique Box Weapon. It has been embedded into you, and as such when activated it will turn you into a human-sized hybrid that has traits of an animal of your choice. Only works with one flame, but greatly increases your skill and power with it. Choose wisely.

-Hyper Dying Will Mode (600CP)

You want a super mode? Here's your super mode! When triggered, your flames run off of your stamina more than your willpower, though it can be combined with training. You enter into a zen-like state of awareness and fight with a much more clear head, feeling capable of taking any challenge. Most people need to activate it constantly to achieve this state, but it oddly comes to you second nature. Cannot achieve Ultimate Dying Will Mode.

#### GEAR AND SUPPLIES:

Welcome to my humble shop! Chances are what you find here won't be found anywhere else... or if you do, it'll be quite difficult. Won't hurt to stock up while you can.

-Bag of Hammerspace (100CP)

Need space? You got space. Bigger on the inside, and takes an inconspicuous form of your choice.

-Flame Boots (200CP) (50% off: Student)

You can fly! By equipping these prototype boots and focusing your Flames through it, you can levitate yourself and fly around with ease!

-Heat Weapon (200CP) (50% off: Moneybags)

Special weapon modified to channel your Flames, no Box Weapon needed! Will work with any Flame, this may take the form of one melee weapon.

-Fireproof Clothes (100CP) (50% off: Drop-In)

Flames have a habit of burning outfits if they hit you. Not anymore with these! Can take the form of new outfits or can apply to what you have.

-Bags of Dosh (50CP) (Moneybags gets 400K)

Loads of money! You get the equivalent of fifty thousand U.S. dollars in a currency of your choice.

-Flame Radar (200CP) (50% off: Moneybags)

An item the size of a tablet, this gadget gives you an approximate location of any OA-Rank Ring in your area, along with its type. With work you can modify it to track A-rank rings and lower. Getting caught with one could mean trouble.

-Mammon Chains (200CP) (50% off: Student)

Mammon Chains are very useful in that if you wrap them around your rings when not in use, no one can tell you have Dying Will flames. Supplies enough to cover all rings, but will cease masking you in combat.

-Fire Extinguisher (100CP)

Looks like an ordinary fire extinguisher, but can extinguish Flames if you cover someone enough, and if you're close enough. Has 4 charges, gains 1 charge every day.

-Fiery Wheels (100CP)

Life in the Fast Lane! A motorbike or car of your choice is modified to run on Flames. Never worry about gas again!

-Rebreather (50CP)

Mouthpiece that lets you breathe underwater or in toxic environments. Lasts forever.

-Box Weapon (100CP) (50% off: Hitman)

A Box Weapon is an object that when empowered by flames, can take the form of an animal or item of sorts. They unlock varying effects for Flames, increasing versatility. Only works with one Flame, can be taken repeatedly.

-Desolation Bullet (300CP) (50% off: Hitman)

When struck, the victim is often forced to recount remorseful or sad moments in their life, giving you opportunity to act. Strong-willed people can resist its effects, and a person can only be struck every 3 days with this bullet. Taking this item imparts the knowledge to create more.

-Heatproof Shield (200CP) (50% off: Drop-In)

Takes the form of a standard metal shield. This nifty item lets you take the brunt of a Flame attack if used to block something. You can still take damage against more powerful strikes, but damage is mitigated somewhat.

-Mosca Armor (300CP) (50% off: Moneybags)

Mosca are humanoid, robotic suits feared by many. They are powered by Flames, and are bulky with heads shaped like a fly. You have one prototype suit tailored to your body shape, but it only has basic sensors and flight capabilities. You will have to supply weapons on your own.

-Futuristic Phone (100CP) (50% off: Student)

Takes the form of an earpiece and is indestructible to Flames. It will take voice commands and never run out of battery.

-Pistol of Fire (300CP)

Semi-automatic pistol of your choice. This weapon is charged and altered by Flames and can give a quick surprise to your enemies. Also has an amazing engraved appearance.

-Channel (100CP)

When activating this weapon, you can gain the physiology of an animal of your choice. Examples include the speed of a cheetah, or the senses of a wolf, etc. Comes with a physical 'tell' that gives away your use of this item.

-Thrust Pack (50CP)

This pack won't grant flight, but it can let you wall-run for a long time and even double-jump if the situation calls for it. Won't run out of fuel.

-Dying Will Bullet (300CP) (50% off: Drop-In)

When used on a companion who feels regret, the person undergoes a process in which they are imparted a Dying Will Flame that best suits them. When you take this option, you know how to create more. Can come in Pill form instead. Cannot instigate Hyper Dying Will Mode without 'I can fix it!' to help upgrade them to full capacity.

-Optic Camouflage (100CP) (50% off: Hitman)

This thin, skintight suit lets you become nearly invisible, allowing you to sneak around much easier. Sounds are somewhat muffled, but children can still see you perfectly.

-Bomb Belt (100CP)

You have a supply of bombs. Whether it's dynamite or grenades, you have 5 grenades at any given time. The belt regenerates one bomb once a day.

COMPLICATIONS:

Hrm. Not enough points for you, then? You can always collect more points, for a price. You can only take two Drawbacks.

-Clumsy (+100CP)

You're not as coordinated as you would like to be. You have a tendency to drop whatever you're holding if you're surprised, and every so often you slam face-first into something when you rush.

-Nightlight (+100CP)

Your Dying Will Flames aren't exactly what you call 'controlled'. There's always some sort of sign that betrays your identity as a user. Slightly glowing eyes, or a glowing tattoo, or even slightly glowing hair. Good luck trying to hide at night.

-Disliked (+100CP)

Maybe you just say the wrong things. Or maybe you give the wrong impression. Either way, it's very hard to make friends, and you are considered untrustworthy by many people. It will take great effort to establish friendship.

-Weak-willed (+100CP)

Your Flames are not as strong as they should be. You effectively work at half-strength for your stay here, and training is straining on you.

-Bounty (+200CP)

Now you've done it. For whatever reason you've pissed the wrong people off, and now you have a fairly high price on your head, dead or alive. Expect to be attacked a lot in this world.

-Blacklisted (+200CP)

You, or your family, has been outed as participants in a very shady deal. Mafia groups will be hesitant to even help you, and governments will most definitely keep an eye on you.

-Disarmed (+200CP)

Your dominant arm has been severed, and no prosthetic will work due to an rare genetic quirk. Box Weapons cannot restore or replace your arm.

-Ace of Spades (+300CP)

You dun goofed. The Vindice see you as a dangerous lunatic and no amount of convincing will change that fact in their minds. They will want you dead. Each one has access to Flames of Night and they have a multitude of ways to disable Dying Will Flames... not including their unnatural strength and speed. This will be difficult.

#### END CHOICE:

You will spend ten years here, and should you manage to survive, you've got options on where to go:

-Go Home: Your journey ends here, and you are returned to your home. You retain all you have gained from your exploration. Enjoy being empowered.

-Stay Here: Time will unpause back home, and affairs will be handled in your absence. No one will know where you have went, but in this world you have the opportunity to do as you will.

-Next Adventure: If you've proven yourself entertaining enough, you will be moved to another world of my choosing. Time will remain paused in your world, and you keep all you have gained on your travels. The next chapter in your story awaits.

#### NOTES:

-When you leave, you are capable of crafting rings up to the highest rank you have. This will take time without the proper equipment.

-You cannot create Box Weapons without the technical skill and an example to work off of.

-All Setbacks are removed upon leaving

-Any equipment you have can be maintained and repaired in the Warehouse. Broken rings will be repaired within a day.

-You can only give companions Flames if you use a Dying Will Bullet on them. They will manifest one Flame.

-Dying Will Mode is a state which can be achieved through intense regret, and will increase the strength and confidence of the user for five minutes. They will feel as though they are breaking apart, and they can become very reckless. This is achievable by any user, but takes great training to activate it on their own. Much more difficult without the aid of Dying Will Bullets, with much greater risk.

-Hyper Dying Will Mode is the strongest mode you can achieve, which takes much more time to obtain even with Dying Will Bullets. 'I can fix it!' can alleviate this by upgrading the bullets/pills. Ultimate Dying Will Mode is unachievable by those using the jumpchain.

-Seriously, you can't achieve Ultimate Dying Will Mode. Ever.