

Bakemono no ko

The Boy and the Beast

V 1.0 By Apocbox



Two dimensions exist next to each other: the Human World and the Beast Realm, with the humans being blissfully unaware of their neighbors. The Beast Realm is populated by the Bakemonos, or Beasts, humanoid animals who have lives similar to that of humans but can reincarnate and become gods. Some time ago a child ran away from home and is about to stumble onto the entrance to the other side.

You appear just as Ren/Kyuuta is about to enter the Jutengai.
Take 1000 points to spend there.

ORIGINS

Choose your sex for free, your age is appropriate to the origin

Drop In

You appear out of thin air with no prior history. You can choose either the Human World or the Beast Realm as your starting point. You can choose your age freely.

Lost Child

When you were a young kid, you ran away from home, and after a short time as a homeless person, you found a way into the beast realm. You can start either having just entered the realm and therefore still being a child or, after some time living there, being either a teenager or an adult.

Peaceful Beast

You are one of the humanoid animals native to the Beast Realm. You're quite a bit stronger than humans and have an ability to shift into a stronger bestial form. You can choose your age freely. Becomes an altform after the jump.

Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off

General

Great Fighter Free

You have great talent in all manners of combat and already possess a passable measure of skill in one specific path of your choice, like boxing or kendo.

Drop In

Living Compass 100

Not only do you have a perfect sense of direction and a mental compass, but you can almost sniff out spatial anomalies.

More Literal Darkness 200

You have a sixth sense, being able to see even when there is no light at all, while also being able to sense things around yourself better. Your senses cannot be confused or blocked by any means, be they normal or fantastical. No blinding you with pepper spray or trapping you in an illusory labyrinth.

It's Just a Metaphor 400

A whale, seriously? And since when does having depression give you superpowers? Do all the goth and emo kids have telekinesis now? You have resistance to supernatural powers and effects. It scales with how esoteric and otherwise bullshit the powers or effects in question are, with something as straightforward as a fireball to the face being reduced in power by about a half while something like being deleted from existence failing to affect you completely.

Harpoons Thrust In The Sky 600

You're the best monster and beast hunter in existence. You can track anything to its hideout, no matter how stealthy it is being or what powers it is using to hide. The more supernatural your prey is, the more damage you do to them, with regular animals taking as much damage as before, while something like an outer god receiving hundreds or even thousands of times more damage. All wounds you inflict do not naturally heal, nor can they be healed by medicines or magic or anything else unless you allow it. No enemy can escape you unless you allow it and is forced to fight to the bitter end.

Lost Child

Inner Darkness 100

You're great at transforming your negative emotions into benefits. Use your anger to fight more forcefully and unpredictably or your fear to run away faster or hide better: use your spite to survive with mortal wounds for longer or to learn faster.

You Have To Figure It Out Yourself 200

Your teacher may be shit and not be able to teach you, but damn them, you'll do so anyway! You're great at copying the movements of others and are capable of replicating and adapting them to your body surprisingly fast. What's more, it's actually a rather effective method to gain your teachers' respect and to have them actually start training you seriously. All your training gives you two times the results it would otherwise.

Darkness Within A Human Heart 400

There was a dark hole in your chest, but it is gone now. What's more, you've seemed to have come out with something interesting from the it. You are capable of lifting and moving things around you with your mind, with your limit being about as much as you can lift with your hands and as fast as you can run. You have a range of about 25 meters. You can't really improve it through training, only becoming more skilled at using it. Can choose whether it is invisible or manifests as some sort of projection like black shadow hands.

WHITE! WHALE! HOLY! GRAIL! 600

At will, you can enhance your body with spectral energy and even turn into an animal of your choice up to the size of a blue whale. It can fly and dive into any surface, becoming a shadow. It is quite strong and durable, easily being able to barrel through houses and tank attacks of similar power. You can also at will cover yourself in darkness and teleport to anywhere you've been before even in other dimensions but not between jumps, not until you've finished your chain at least. Finally, you have an interesting ability to make any and all of your powers and perks stronger through negative emotions, where the more you're consumed by them, the stronger you become.

Peaceful Beast

Sheathed Blade 100

You're excellent at using all of your powers, perks, and skills in nonlethal ways. Even the deadliest of abilities may be made to only knock people out. You're also extremely mindful of your surroundings, rarely if ever doing any collateral damage.

Harsh Teacher 200

Not always. You can be sure that a person is worth your training, be that because they lack talent or due to their personality, in which case you can give them bafflingly strange tasks under the pretense of them actually being training. If they fail, you can rest easy knowing that they were not worthy of your time by whatever definition you use. And if they do succeed, not only will you gain a perfectly accurate understanding of their potential and character, but they will also have learned something useful from the ordeal.

Ponder The Universe 400

All Beasts have the potential to reincarnate and become Gods. However, with it only happening once in a while, that leaves a lot of time to ponder what sort of God they want to become. You're a great thinker, being able to easily decipher any puzzles as well as understand anything with time. For you there isn't such a thing as knowledge you shouldn't supposed to have, with even the most eldritch of insights being understood by you in time. You have infinite patience and are immune to insanity and

ennui of time, being able to enjoy things as if it were your first time while still building appreciation for them as well as being able to relate to people no matter the differences you might have.

God of Useful Things 600

It seems you have awakened your divinity with a single domain of your choice, without reincarnating and losing your form. You can either summon a divine instrument if you're a god of an object, with it being a far superior version than any existing in the setting or have a relevant ability if you're a god of an element, action or an event, such as a god of fire being able to summon flames or a god of storms being able to call rain, winds, and lightning. The more focused and niche your domain, the stronger it is. You also possess a single unrelated ability from your time as a grandmaster, like being able to teleport, create lifelike illusions, or turn into stone.

Items

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported in to a fitting item (Weapon in to a weapon, tool in to a tool etc. If lost or stolen you get them back in an hour. All items can be brought multiple times, with free items costing 50 after first purchase. You can combine compatible items like A and B.

Drop In

Shelter 100

Wherever you go you can always find a shelter. It may not be pretty or particularly comfortable, but it will protect you from the elements and have just a bit of food to let you live another day.

Ofuda 200

Unlimited supply of paper talismans that can create a border that supernatural entities can't pass through. Simply put 3 or more of them in a shape you want, and it will be done. They scale based on your strength being able to hold back things that are 10 times stronger than you. Any more and they will pass through destroying the talismans in the process. Can also slap them onto people heads paralyzing them, with the process having the same strength limitation as the barrier.

Bring A Gun To A Sword Fight 400

It is the 21st century. When will these barbarians learn to adapt? A handheld gun of your choice that has infinite ammo and zero recoil. It becomes more powerful the more supernatural and primitive the enemy is. The bullets shot by it cannot be deflected or blocked using fantastical means and can only be dodged. Watch these "gods" dance.

Key God 600

A rather plain looking rusted key that has some measure of divinity to it. It is capable of opening any lock or seal, be it mundane or supernatural. It's also capable of opening temporary portals to places you have been before, even through dimensions. It cannot open portals to previous jumps until the end of your chain.

Lost Human

Red Strig 100

A bracelet that helps you calm down and clears your head when you look at it. It reminds you that despite everything it's still you.

Flying Sword 200

Great if it's a plain-looking sword of your choice. It's well balanced and is always clean. However, the best thing about it is that you can control it as if you have the Invisible Hands perk: even if you don't have it, and if you do or have some other form of telekinesis, then it can be controlled far easier and at a greater distance as well as strike with more strength and move far faster.

Chance Encounter 400

A piece of paper. If you throw it in the wind, it will lead you to a person that can have a great impact on your life. It can be a sword master that could teach you how to be the best warrior in the world or the love of your life. You gain a new one a year after you used the previous one.

Sword God 600

A fiery sword of your design that has a measure of divinity in it. It is always the best sword in the world, with the second best being two times worse than it. Not only can you choose what that blade cuts, being able to ignore things like armor or skin to cut directly into the insides of your enemy, but it is also able to strike immaterial things like darkness within a human heart or someone's soul. It automatically updates in future jumps to be the best sword in the setting but never downgrades. You can store it within your soul and summon it at will.

Peaceful Beast

Normal Scabbard 100

A wooden scabbard with ropes attached to it. It can fit any blade inside of it, no matter the size, and reduce its weight to a couple of kilos. It suppresses any energy signatures the blade might emit, making it feel like a normal item to any senses or scans.

Food Of Champions 200

A fridge full of fresh food with a focus on protein-heavy foods like meats and eggs. All food taken from it restocks after a couple of hours and is not only delicious but also provides a great boost to any training and healing, boosting recovery by a couple of times as well as providing a slight healing factor.

Training Ground 400

A set of primitive weights made out of sticks and rocks that are always as heavy as is needed no matter how strong the user is, as well as an empty field that allows you to summon spectral versions of any people, constructs, or animals you've encountered before that possess all their powers and skills. You can't die on the field with all of your injuries healing, whether you've won or lost, and all the training done using it and the weights yield five times the result.

Ascension God 600

An old overgrown Shinto shrine that has a measure of divinity in it. This is a perfect place to meditate and ponder the universe, with any and all thinking and comprehending abilities gaining a massive boost while here. Once a jump, or once every 10 years, whichever is sooner, a single person who has meditated here without a pause for at least a month gets the God of Useful Things perk.

Companions

Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 CP to spend as they please.

Canon 100

Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Extended Stay +100 per

Stay for 10 more years. Can be taken as many times as you want but you only get CP for the first 4 purchases.

Damn Ningen's! +100

You have dislike of any species other than yourself. It will take a lot of effort on their side to make you drop your preconceptions and treat them as a person.

Shoo go away! +100

People do not take you seriously at first, and it will require quite a bit of effort to change that.

Angry Bear +100

You have a short temper and explode rather easily. At least you seem to calm down just as quickly.

Then Do Woosh And Bam! +100

You're a bad teacher who can't explain jack shit. You'll just show what to do, and if asked for an explanation, will do some random semi-appropriate movements and sounds. Grasp the sword in your heart! Oomph and Gyoo!

I Made You Your Favorite Ham Omelet +100

You periodically see phantoms of your friends and family who either died or have been left behind in your chain. Seeing them makes you a bit sad.

Lazybones +100

Don't expect to wake up earlier than noon. And do you really need to train so hard? What a drag.

So Antisocial +100/200

You have no manners and understanding of society, behaving like a primitive wildling. For an additional 100, you're incapable of speech and do not know how to read or write.

I Like Strong People +200

And despise the weak. You only ever judge someone based on how strong they are, with those you consider weak being unimportant and not worthy of your time.

Primitive living +200

People both humans and beasts seem to care little about hygiene, showering at best once a week, and in general, they seem to act a lot more stereotypically and traditionally with enforced societal roles and expectations.

Unsheathed Sword +200

Beasts no longer use sheathed swords and have far fewer problems with killing, while the human world experiences a sort of regression of morals comparable to medieval times.

Just a Child +200/400

You are reduced to nine years of age, and all your physical capabilities have similarly decreased. You will age at a normal rate, and any training or growing perks or other methods to speed things up will not work for you. For an additional 200, you're stuck as a child till the end of the jump.

Empty Inside +300

You are filled with self-hatred and are incapable of feeling happiness or joy. It's like there is a black hole in your soul that sucks all your positive emotions away from you.

Peaceful Mindset +300/600

You fully buy in to the whole not-using-blades thing and, in general, despise violence. You cannot permanently harm anybody, at maximum allowing yourself to knock them out. For an additional 300 points, you're completely incapable of harming others, either trying to talk things out or run away.

Interdimensional Colonization +300/600

Humans have learned about the Beast Kingdom and have decided to colonize it, creating an international army for it. The beasts retaliate, and the War of the Worlds begins. For an additional 300 points, you have to choose a side, with the opposite one receiving a boon. Siding with beasts, the humans find a way to make supersoldiers by artificially creating darkness within people, while siding with humans makes beasts' ability to transform into monstrous versions of themselves far greater, increasing their size to about that of a suburban house and giving them a proportional increase in strength.

The Final Choice

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Here, take this sheathed katana. The scabbard is tied to the tsuba and can't be easily removed.

Now Choose

Stay Here

That's not a bad place to settle. Have fun. Here take additional 1000cp to spend here

Go Home

Did you run away and want to come back? Here take 500cp to spend here before you retire.

Next Jump

That's what we're talking about! Take this shadow version of yourself: you can command it to move, but it can't really do anything besides look creepy.

Notes

Changelog

V 1.0 Release