

Claymore Jump, 0.4

Welcome to a medieval world where humans are treated as prey by creatures known as Yoma, who in turn are hunted by half human half yoma warriors known as Claymores, for their large swords. Yoma are said to have lived alongside humans since ancient times, and feed upon their internal organs. They are stronger and faster than humans, can change their bodies, disguise themselves, and act so appropriately that even family members can't identify them. The warriors who hunt them are actually much stronger than Yoma, and the organization charges a great deal for their services.

However unbeknownst to the ordinary people of the world the most powerful of the Yoma are actually former warriors of the organization. These former warriors have lost their humanity and become full Yoma, craving the guts of humans just as much as ordinary Yoma do. Unbeknownst even to the warriors though is that the entire island that makes up the entire world they know of, is ultimately just being used by the organization to produce weapons for a war on a far away mainland.

You will start your adventure here close to the day the 47th ranked Warrior of the Organization will meet a young man named Raki. To get you started though you get 1000 Choice Points.

Locations, Roll 1d8, or chose your location for 100cp

- 1) Sutare, this is the desert like rocky region of the east, and in this region is the base of the Organization, where you start.
- 2) Pieta, the town of the beginning, this town is at the northern border of the central region of Toulouse, and is known as the beginning of the north.
- 3) Dabi, this town is just north of Pieta in the northern region of Alphonse, a region covered in mountains and known for its bleak snow ridden landscape.
- 4) Rabona, this is widely known as a holy city it holds a massive Cathedral and is surrounded by stone walls. They hold a zero tolerance policy on anything unnatural. It is in a western valley in Toulouse, surrounded by lush lands and many valleys.
- 5) Lautrec, you start anywhere you like in this region. Unlike the other regions this one has varied landscape of green valleys, mountains, and desert.
- 6) Mucha, you star anywhere you like in this fertile region of green lands and mountains.
- 7) Mainland, technically where the real action is, here there is a war between the benefactors of the organization and those on the side of the Dragon's Kin, or Asarakam. This likely isn't the best place to be though, due to their use of Awakened beings as a primary weapon of war for the side of the organization to try and match the power of the Asarakam.
- 8) Free Pick, you may choose anywhere you like to start, I would suggest you pick some place on the Island the story takes place on.

Backgrounds

Roll 1d8+18 to determine your age, while keeping your gender. You can pay 100CP to specify either of these.

Drop in,

You just showed up in this world at your rolled location with no new memories pertaining to this world.

Warrior, 150cp

You are a Warrior of the organization (and if you choose to leave they would be inclined to hunt you down and kill you), tasked with jobs pertaining to hunting Yoma by the Organization, more often referred to by the common people of this land as a Claymore, for the large sword you wield. Being a Warrior of the organization makes you part Yoma, due to a surgery in the past where they basically shoved Yoma bits into your torso through an incision made from the throat to the pubic region. The incision never actually heals due to the new cut open form of your body being the new completed form of your hybrid body, it is commonly referred to as a Stigma, and is held together by stitches using some really good string.

While male warriors are possible, they have not been made since the first few generations, thus by taking this background you may freely change your gender to female. If you chose to be male while taking this background, you may choose freely for everyone to ignore the irregularity of it.

Awakened Being, 300cp

Like a Warrior of the organization you are part Yoma, only in your case at some point in your past you awakened into a more powerful and monstrous form that requires you devour the guts of living humans, much like a Yoma. While it is said that a Warrior can use up to 80% of their power before risking Awakening, the transformation into an awakened is a far greater boost in power than 20% boost would suggest.

Organization, 150cp

You are one of the other members of the organization, you could be involved in training young Warriors, or creating them, you may otherwise be tasked with giving jobs to a particular Warrior and collected payments for the jobs they perform. Those of this background may freely choose to start in Sutare.

Race

Human, Free Drop in, and Organization. Disallowed Warrior and Awakened

Well since the competition is steep here, this comes in free peak human condition, strong enough to fight on par with the Yoma of this world. However such strength is nowhere near enough to fight against the stronger beings of this world.

Half Yoma, 300cp, Discount Warrior, Organization. Disallowed Awakened

Having had the flesh of a Yoma implanted into your body you are faster, stronger, and much harder to kill than normal humans. You also heal far faster, will not age past adulthood, can go longer without resting, and require only a few mouthfuls of food every couple of days. Besides this you produce and can sense a certain energy known as Yoki(which is also produced by Yoma), utilizing this energy you can enhance your physical abilities, including some incredible ability to manipulate your flesh that verges on shapeshifting. You will also have a Stigma, an unhealing wound(held together by stitches and really good string) left from the implantation of Yoma flesh, from your throat to your pubic region. You also lose pigmentation, turning your hair blond, and your eyes silver(though they will turn gold if you use more than 10% of your Yoki), you may have also had your ears become pointed.

By taking this race you may choose to be one of two types, either Defense, or Offence. Choosing Offence grants you better ability to attack and fight, offensive techniques come easier to you and you gain more physical power from your Yoki. Choosing Defense grants you better use of yoki synchronization and bodily regeneration allowing you to recover lost limbs(something offensive types are not able to do properly), and do so within days, provided that you are able to survive an injury you are certain to be able to heal any damage received.

Quarter Yoma, 150cp, Free Warrior. Disallowed Awakened

This grants basically everything the Half Yoma race does, only rather than being produced by implanting the flesh of a Yoma, you would have been made with the flesh of a Half Yoma. The downside is that your power is proportionately reduced from what it would be as a Half Yoma(though your potential is no lower it may just take longer to reach). The upside is that you come with an innate affinity for the techniques of the Half Yoma you were made from, and that you may select from any of the Warriors of the organization that have ever lived to be made from(if they have awakened you remain unaffected by this and obtain their flesh as it was moments before they awakened). Note that you may as Half Yoma chose from Defense or Offence.

Awakened, 300cp, Free Awakened Being

As an Awakened being your range of abilities include what is in and expand from Half Yoma, however you will be required to eat the guts of humans to replenish your strength. You will also crave guts to a level that is beyond mere hunger, even if you can abstain your body will shrink and waste away, though by becoming all around smaller rather than skinner. Awakened Beings gain back their original body's pigment and no longer possess a stigma. Your expanded abilities include your body manipulation extending into minor shapeshifting, and transformation into monstrous forms, or anywhere in-between the monstrous form and a human body, lastly even offensive types will be able to regenerate lost limbs. Note that you may as Half Yoma chose from Defense or Offence.

Skills and Abilities, Discounts are 50% off, things marked with an * are related to the Soul Link Companion.

Armor of Muscle,* 100cp Free Drop in

You have a body that has been trained to take blows and keep going, what would be just enough to kill a normal person is more likely to just take you out of the fight. While a strike to your vitals will still kill you, strikes are less likely to cause such damage. You may also optionally choose whether or not this makes you more muscular.

Basic Warrior Training,* 100cp Free Warrior

This includes a lot of skills, such as how to fight Yoma, a bit about defending yourself against humans, and some basics for fighting Awakened Beings. However largely this is for other things, such as how to pull off covert operations, from carrying yourself as an Aristocrat, to smiling like a prostitute. Though no guarantee to your skill at it, it's just training, and knowledge about how to do the job. It also includes basic information on all parts of this land, enough to get along and never be unaware of local customs.

Supervision, 100cp, Free Organization

You are really good at supervising people, in particular monitoring how obedient and loyal they are to your organization. People under your command are more inclined to do their jobs properly and even perform acts they would normally find morally questionable. Not that they will remain loyal after performing morally questionable acts, they are just more inclined to perform the acts if you request it than if someone else does.

Enchanting Body and Hair, 100cp

You have a particularly attractive body, far more than most people. You also have some lovely hair that comes with unique hairstyle of any length, certain to be able to differentiate yourself from a crowd of similarly attractive people.

Specialized Fighting, 200cp, Discount Drop in, Organization

You have training to help you deal with a particular enemy, an enemy which may be much stronger than you. Using this fighting style you are not sure to be able to defeat them, but your chances are far better than they would otherwise be. You are able to see through their moves to counter them, and aim for their vitals with ease, though a fight will still be decided by your ability to follow through, a faster or stronger opponent will still have the advantage. You may purchase of this perk multiple times, applying it to different singular enemies each time.

Sensory Type,* 200cp, Discount Warrior

You have enhanced senses, such as, improved sight, hearing and scent, or an enhanced ability to detect the Yoki of yoma. If you are not a part Yoma being and thus not normally able to detect Yoki, you may still buy the ability to do so, as well you may buy this to enhance any existing sensory ability you possess. Each purchase of this perk applies only to one type of sense, either individual mundane, Yoki, or some other single specific sense.

Great Drive, 300cp,* Discount Drop in

You have the willpower to see you through seven or more years of fruitless searching for a person who by all rights should have died less than an hour after you last saw them. Not that you are more inclined to do so, but the willpower is there, as it is also there to handle any amount of pain given to you in the middle of a fight without complaint.

Advanced Fighting Technique,* 300cp, Discount Warrior(discount only applies to the first purchase)

You may choose one of many Techniques to learn and gain an affinity for. You may purchase this multiple times. Techniques that rely upon Yoki may still be purchased by those without, they will instead cause a proportionate strain on the mind and drain the stamina. Techniques available for this option include:

- The Quicksword, a technique to channel all you of your yoki into a single arm essentially letting that arm Awaken. This effectively results in the arm going berserk with Yoma power while the rest of the body strains to rein it in. Use of this technique requires a tremendous amount of concentration to contain the yoki to the arm alone. While it is entirely possible to control and direct this technique with the precision to walk through the rain without getting wet, it would be easiest to define what you do and do not wish to strike and allow it to do its work.
- The Windcutter, a technique to rapidly draw, swing and sheath one's blade. While similar in effect to the Quicksword the Windcutter requires no yoki at its base, instead utilizing a base of physical strength and speed. It is ultimately a more precise technique than the quicksword by nature, and has no notable mental strain.
- The Phantom Mirage, a technique to use a split-second burst of yoki to enhance one's speed to the point they leave behind an afterimage. This causes a great mental and physical strain limiting the number of uses, as well the technique lacks some precision, leaving it most suited to dodging attacks or repositioning one's self in a fight. However it does unlock the possibility to develop a more precise technique to utilize only one's base speed, but it may take work to develop one's speed to a high enough level.
- The Drill Sword, a technique to store up energy for a particularly powerful attack by way of twisting your arm. While this does partially damage the arm and requires a great deal of yoki to manage, if one has particularly elastic arms the requirements and damage could largely be ignored. Ultimately this attack is very powerful, but has a requirement of building up the required tension/energy in the arm before release, requiring a great deal of time compared to other techniques.
- The Gentle Sword, a style of defense based upon redirecting the enemies attacks with the least required effort. It is even possible for one in to redirect nearly the full power of an attack upon the attacker.

Yoki Manipulation,* 300cp, Discount Awakened Being

Unlike the Advanced Fighting Styles Yoki Manipulation is not focused on combat, though it can be very useful in combat. With this you may purchase the ability to synchronize with the Yoki of others, and manipulate them and their yoki. Depending upon the comparative level of yoki between the target and

user the effect can range from near complete control over one's movements and yoki level, to an ability to redirect actions that can be shrugged off with enough focus. This also includes the use of yoki to manipulate the healing of another through their yoki. This can also allow one to enter more deeply into the mind of another such that they may even transfer memories, but doing so is far more difficult.

Good Intuition, 300cp, Discount Organization

Your Intuition is quite good, you know where to go to find whoever you are looking for, though it might take some time, knowing the person will ensure it takes less time. You can also find what other things you are looking for more easily, even if those things are allies in a conspiracy who would never turn on you.

Lucky With The Ladies, 400cp, Discount Drop in

Well it doesn't just have to be the ladies, you may be just as lucky with the men. However you are sure to have people like you and see the good traits within you, or whatever traits they like within you. This doesn't insure that they will desire a romantic relationship, but it does help you survive encounters with dangerous people due to ending up on their good side. It also causes people to develop an attachment to you the more time they spend with you.

Power Suppression,* 400cp, Discount Warrior

While all warriors have the ability to suppress their yoki to some degree, and with enough time spent not utilizing it making their yoki unnoticeable to even the best at detecting it(until they release it again at which point they would have to start over). You may do this far better suppressing your yoki and any other detectible powers to the limit of what can be detected, and with time making any powers you do not use for more than a few months, as hard to detect as the yoki of a warrior who has been suppressing it for 7 years. Though using any suppressed powers beyond 10% will again make them detectible as normal.

Assimilation,* 400cp, Discount Awakened Being

You are able to assimilate an item(only one at a time) into your body, making it your blood and flesh, you can also reform that item from your body. However while the item may retain its properties while inside your body, a sword is hardly a sword when you are using it to make your arm nearly indestructible.

Secretive Manipulation, 400cp, Discount Organization

The organization manipulates the entire population of this land, and has particular control over the Warriors under its command controlling everyone through lies, and keeping secrets. And now you have become a master of the art, you are able to spread lies and rumors without flaw and get people to believe them as a simple fact of the universe, though evidence that contradicts your rumors will greatly diminish the effect. The effect however is greatly enhanced upon those who are under your authority.

Of Love and Hate,* 400cp

You have a particular skill at finding people who are more skilled than you, and stealing their techniques. This manifests primarily as an infatuation with the person, or more directly their techniques, though you don't have to see the technique for the infatuation to begin. If the technique is something you are not able to perform, but have some basis to work from, you will, as you learn to copy the technique, develop the required skills. This takes time, weeks to months, and far more time is required if you lack the aptitude, however you are likely to even surpass the person you steal the skill from after you master it. Once you surpass a person, or find their technique distasteful, the infatuation ends, though you aren't sure to hate them.

Soft Spot, 600cp, Discount Drop in

You are easily able to become a soft spot for the people around you, such that even someone who should have little to no regard for your life will find themselves disinclined to kill you, to the point that even if they do try to kill you, they will subconsciously hold back from performing a lethal strike. As well when these people strike you to kill, they will assume they struck true rather than holding back, leaving you a blind spot in their mind. The more you interact with a person the stronger this effect is, though if they don't know you at all they will still be disinclined to kill you unless you attack or directly oppose them. The full effect takes time but people are always more inclined to assume they killed you rather than make sure.

Strong Heart,* 600cp, Discount Warrior

You unlike others are able to exceed the limit of 80% release of yoki and draw yourself back, with training you may be able to awaken parts of your body without fully awakening and draw yourself back from it. Partially awakening grants both a great boost to your body without requiring you release any power, and allows you to apply effects of one part of your Awakened form to your normal body. Besides being able to go over the limit, this is also a substantial boost to your focus, mental clarity, willpower, such to give the ability to fight off mental influences, even if that influence is coming from your own flesh.

Filled With Hate,* 600cp, Discount Awakened Being

Hate can be a very substantial source of power for those filled with the flesh of yoma, you in particular exemplify this. Your hate, and the physical energy it gives you, are vast reserves, that refills them at an incredible rate. Besides this your physical regeneration takes on a level more like that of true creation, creating new material from your hate itself, making you regenerate damage far faster.

Fleshcrafter, 600cp, Discount Organization

You know the processes behind the creation of Half Yoma, Abyss Feeders, and even just cobbling together flesh into a rather long lived, and hard to kill body. If it's a secret know to the organization of working flesh anything from human to Asarakam, you know it all, and can even go beyond in time. You do at least know exactly how to ensure that every half yoma you produce is at a level near the top ranks of warriors within the organization. With a little effort you could find a way to produce them without a

stigma, or create ones that don't show their nature through bleaching their body of pigment and turning their eyes silver.

Awakened Form

When Half and Quarter Yoma release 100% of their Yoki they awaken, becoming awakened beings, and transform into monsters, after which their awakened form becomes quite easy to transform in and out of, though it requires a notable amount of energy to maintain. Those of the Half/Quarter Yoma, and Awakened Beings may customize their awakened form here, they also have 300 additional cp to spend only on this section. Those of the Awakened Being background gain another 100cp. Note you may combine each option here in a way of your own choosing. Though the amount of power you have for your awakened form remains the same regardless of size and any extras.

Fluffy, 50cp

You have fluffy and surprisingly durable hair that covers part or all of your awakened form. Though the hair itself won't really protect you.

Blades, 50cp

Your body has either blades or sizable claws on some area of your body, these are particularly hard, harder than the rest of your body at least and sharper than most swords. Each purchase applies only to a single type of body part, such as giving yourself claws, or applying blades to a type of limbs.

Extendible Flesh, 50cp

Like common Yoma you are adept at extending your flesh to attack, from launching your arms out at great speed, or to shooting out your fingers and tongue as spears. Their direction completely under your control and moving far faster than you could otherwise. You may with each purchase apply this to either limbs, or smaller appendages(such as fingers), or combine it with another option.(if you apply it to limbs you do not need to buy it again to apply it to any additional limbs you buy)

A Tail or Two, 100cp

You have a tail, maybe two, they're up to as big around as your awakening legs, and pretty sturdy in comparison to your body. Does not actually have to be positioned as a tail, in fact you could have them coming off your arms, or replace limbs with them to make them larger and stronger. If you replace your legs you can have a serpentine body.

Additional Limbs, 100cp

With each purchase of this you may obtain an additional four limbs(arms, legs, whatever) for your awakened form. You may purchase this multiple times to gain four more such limbs each time.

Tentacles, 100cp, Discount Awakened Being

You have a bunch of small but long tentacles coming from your body, with a second purchase you can have more to the point you have more tentacle flesh than you have limbs, with a third you can be covered in tentacles to the point they completely obscure your body. They are stronger than the rest of your flesh though and quite dexterous.

Massive Form, 100cp, Discount Awakened Being

Normally an awakened form is between 1 to 3 times as large as the body before awakening, excluding other additional parts, with each purchase of Massive form you can greatly increase the size, to a maximum of three purchases. The first making you taller than a two story building, second making you all around as large as a three story townhouse, and with the third you'd be larger in all ways than a five story townhouse. While this does spread your power over a larger body, you will be overall faster and stronger for it.

Wings, 100cp

You have fully functional wings able to propel you at a similar speed in the air as you could move on the ground, you can have them coming from any body part. You may have as many and position them as needed to properly support flight regardless of your shape. If you just want non functional wings, you can have a pair of them for free.

Centaur Body, 100cp

With this you gain a massive addition to your body, similar to that of a horse(in a proportion to that of the rest of your awakened form similar to the proportions between a human and horse), this boosts your speed considerably, and gives you a more stable frame, though your maneuverability may suffer.

Projectile Generation, 150cp

You are able to produce arrows, spears, solid rods, spinning blades, or whatever other particular thing you want and fire them from your body at high speed. If you are strong enough you may be able to cause a homing effect upon energy sources you can sense, add eyes to the projectiles so they can see their target, or possibly control them in flight. It should be noted that these projectiles are still made of flesh, incredibly durable and hardened flesh, but still living flesh.

Malleable Body, 150cp

All awakened have a more malleable body than ordinary warriors, however you excel at this able to reform your body in a number of ways, though it would take a lot of work to be a proper shapeshifter. With your first purchase you may apply this to a few body parts(and combine it with no more than two other options), with the second your entire body becomes malleable to you(and combine it with all other options freely). You can reform and resize your awakened body as fast or possibly faster than you can otherwise move.

Ribbons, 200cp

Rather than a body of a normal form and shape your body is made from ribbons that can be manipulated quite easily, and spread over a wide area, it also gives you a great many appendages, and with skilled use one could use them to fly. Your form is also no weaker for being hollow inside, which it is.

Hardened Body, 300cp

Your awakened form is particularly resilient, though there are weak points in your armor, the rest of your body is durable enough that most warriors would only be able to scratch you.

Metallic Body, 300cp

Like Hardened Body your body is far more resilient than normal, however not to that extent, on the upside your body has no weak points in your armor, your entire body is just tougher. If combined with Hardened Body are of almost unmatched resilience.

Mechanical Function, 400cp

Not many awakened forms really play by the same rules as normal flesh but yours pushes it to the limit. Your body can now have mechanical functions included, like a lance/drill on an arm that you spin at high speed, or tiny blades that run along your arms like a chainsaw.

Equipment and items

Setting Appropriate Clothing, 50cp, 1 free everyone

You gain an appropriate outfit for you in this setting, anything from a simple doublet and pants, to a slim leather black mini dress and thigh high leather boots. There are also some fancy clothes to choose, but they won't fit in as many places. You may also use this to obtain an ordinary suit of armor. Warriors in particular start with a set of clothing appropriate for their order, including bracers, pauldrons, and an armored skirt and pair of armored boots. Organization starts with an almost ordinary outfit that is completely black and stands out only a bit. Drop in and Awakened Being may choose what their free outfit is as though they purchased the item.

Covert Equipment, 50cp

This is a simple set of high quality knives (some for throwing some for fighting), a grappling hook and rope, as well as a good pair of boots for running on rooftops in.

Some Really Good String, 100cp Free Organization

You have a sizable supply of some really good string, if you were to cut someone's torso open and then reattach their torso with this string, somehow their core muscles would still function regardless of if the wound heals. They would also be able to perform incredible acrobatic feats as though there was nothing wrong regardless of how extreme their movements. As well even if they had their guts ripped open by a

monster thrusting their arm all the way through the string itself would remain undamaged, and not even require any attention. Skill at stitching flesh back together not required, or even mildly important, just shove it through and so long as it holds the wound together they'll be good to go.

Hawk Sword, 100cp, 1 Free Drop In

This double-edged sword is of ordinary length, however it uncoils like a whip and works at long range, almost moving on its own to do so.

Claymore, 100cp, 1 Free Warrior

This is an incredibly sharp double-edged sword that is almost as long as the average woman is tall, and is indestructible. If you are a Warrior the sword carries a symbol given to you by the organization which you are recognized by.

Yoki-suppressing pills, 100cp

These pills suppress the power of Yoki within half yoma, and doing so for half a day, weakening them, removing their ability to detect Yoki, but also making their yoki undetectable. They also turn their eye color back to their natural color making a warrior more able to go unnoticed by ordinary people. If one takes only half a pill their Yoki will only be suppressed if they are knocked unconscious. Besides a notable amount of pills, you also have the recipe to make more.

Asarakam and Yoma Samples, 200cp, Discount Fleshcrafter skill

This is an unending supply of samples from both awakened, and unawakened Asarakam, by combining them together you can create another form of parasitic life that can infect humans turning them into Yoma. This supply also includes yoma flesh and blood, just because you might not want to bother with the other steps.

Ship, 200cp

You own a ship, and maps, together you can use them to find your way around this land far faster than by foot. Though of course it might not be the fastest way to get from one side of the island to the other there are a number of waterways and fast sea currents that should cut travel time down significantly.

Companions

Soul Link, 600cp, Requires a non Human Race

You may import or obtain a companion of any background but Awakened being. With whom you will naturally have your Yoki in tune with, and have the both of you gain skill in the Soul Link technique, allowing one of you to awaken while the other maintains the heart and mind of the one awakened, allowing them to retain their humanity and return from awakening. This companion's awakened form

will be identical to your own, and will have all the same skills and abilities marked with an* that you purchased for yourself. Their race will be either Half or Quarter Yoma.

The Slashers, 300cp

You may import up to 8 companions each gaining a free Background, Race, and all the benefits they would denote and 400cp to spend.

Canon Companion, 300cp

With this you may select any one person from the setting and enter into a situation where they would be inclined to become your friend, after which you may take them with you.

Drawbacks, You may take as many as you like, gaining up to a total of 800cp

Cutemore, 0cp

Why does Isley have a Pricilla plushy? Is Miria playing one person baseball? Did Dauf just get distracted by how attractive Galatea is? Oh my things seem to have gotten quite silly, and everything seems cuter, however not much else has changed. The same events are still inclined to happen, even if the apparent reasons are now far sillier, they aren't actually much different from what would happen otherwise.

Number 47, 0cp, incompatible with Generational Abyss

You replace Clare's place in the story, having your own background shaped by her history replacing her relationship with Teresa with your own. You actually entering in the day before she would get to Raki's village.

Sameface 50cp

Everyone looks the same, at least in the face they do, and pretty similar in body, there's hardly any variation and what variation there is can only split people into a few groups. You better learn to tell people apart through other means, like hair style.

Insuppressible Urge, 100cp

Awakening is an experience filled with both ecstasy and suffering, and you can no longer resist when you experience it when feeling yourself coming upon your limit you will almost certainly force yourself over. For those who are not half yoma, and even those after they awaken, you will find you lack impulse control, everything from being far quicker to make rude comments, to devouring the guts of entire cities because of urges to do so.

Armless, 100cp

You're missing an arm, regardless of being a defensive type or having other means you are not able to regenerate your lost arm, though you may be able to find a replacement. This applies to any other limbs

that may correspond with the arm, and if you have multiple arms on one side, you lose them all. This may be taken again to lose your arms on both sides.

You Smell Delicious, 200cp

Regardless of if you are half yoma, awakened being, or even a horrible monster from another world you will smell Delicious to awakened beings and yoma. This will prompt them to attack you with some regularity, even the strongest awakened beings may be tempted by your scent.

Priscilla Likes You, 200cp

Now at first this might seem like a good thing, but deep down all she wants is to die, and she thinks you can help her with this. However you can't, any actions you directly take to kill her will instead make her stronger, and even more filled with hate. If someone else kills her without direct intervention from you or your companions, she might stay dead, for a week. This also prevents you from taking Priscilla as a companion.

Colored Hair, 300cp

You are a failure of a Warrior, something about your human body resisted the alteration into a half Yoma, leaving you with only a small amount of power, and left you with your natural hair color. Regardless of your own personal strength you are now weaker than a strong human unless using a great deal of Yoki (or some other means to buff your strength), and if you ever use more than 70% of your maximum Yoki your body will break down into dust and you will die, if you are awakened you can still not utilize your awakened form without dying. This restriction remains even if you are not part Yoma, and applies to other abilities you have as well, you can use no more than 50% of any power you possess without dying, and any powers that may not be controlled to such a limit will not function.

Generational Abyss, 300cp

This sets the time you begin here to one of the early generations, shortly after the male generation. However by the time you enter the world the first three Abyssal ones will have already awakened, and every few generations afterwards another three of equal or greater power will awaken. Each generation of Abyssal ones will average being stronger than the last. You will only be able to go home when at least ten generations have awakened, and there are no living Abyssal or greater awakened beings in the land.

Fated Encounters, 0cp, Requires Generational Abyss

This ensures that the story remains at least close to intact, despite the Abyssal ones in the world, and only changing what is required for this, and what parts of the story you yourself intentionally change.

Abyss Feeders, 400cp

Abyss Feeders are made like half Yoma, however in place of Yoma flesh and blood they have the flesh and blood of Awakened beings, as well their sense of self, yoki production, and their eyes are destroyed.

The results are warriors that have no trace of humanity left, an incredible level of regeneration and very malleable bodies. They are made to hunt and kill particular targets, of which they are fed on the flesh of, in this case your flesh. There are 11 of them sent out at a time, if the number falls in half they are conditioned to return to the organization(though these that target you have no set base they return to and come from, not being sent by the organization). Normally this is so that the remaining members can be used to pass on their skills to the next generation, improving their ability to combat their target. In your case even if you kill all 11 the next group will still have improved against you, more so the longer your fights with them last, eventually being able to counter any abilities used against them. While it will take a long time for them to become immune to your magic, it will happen, and if for some reason they can't get past other people to attack you they will come in larger groups until they can.

Children, 400cp

When a mommy awakened being and a daddy awakened being spend a lot of time alone together, normally nothing really happens, and they certainly don't become mommies and daddies. However now when that happens they produce children as quickly as humans do, children that are stronger than both parents combined and are born with an intellect and level of skill equal to their parents. As well Awakened beings are far more likely to pair up and produce children. This will have also been happening for some time, there are certain to be many such children already in the world. They are also drawn to great power and have a tendency to absorb energy and flesh that strikes them.

Notes

- 1) To awaken normally all it takes is to use more than 80% of your Yoki, though if you do not have enough willpower, you are likely to, through regular use of Yoki, eventually reach your limit and be unable to prevent yourself from awakening.
- 2) After this jump is over any need to feed upon human flesh will go away, as will your Stigma if you have one, your hair and eye color may also go back to what it was previously if you so chose. Though you do not regain any lost humanity. These things are also true for anyone leaving this world with you.
- 3) After this jump is over if you have not awakened you never truly will, though you may train and eventually obtain the advantages of having awakened you will not gain them in a burst all at once at the price of your humanity.