

化物語 バケモノガタリ

Monogatari Series
It's Valeria!

Introduction

Spirits and demons and gods, all running amok amongst humanity. Vampires sucking blood, spirits possessing people for fun or to accomplish their own goals, old gods seeking to return to how they used to be worshipped and new humans trying to take advantage of it all. But that's all a secret. Really.

The world you find yourself in may seem to be an ordinary world like what you've known before but just a little below the surface, and sometimes not even then, it turns out to be a very strange world indeed. This is due to the Oddities. Oddity is the term for a strange supernatural being in this world and while they may not be as ever present as they once were when humanity widely believed in monsters and fairy tales, they can still be found all across the planet.

This story in particular focuses on the tale of one Araragi Koyomi. A Japanese high-schooler who has an unfortunate run in with a very old and very powerful Vampire known as Kiss-Shot Acerola-Orion Heart-Under-Blade. This meeting drags the poor boy deep into the world of Oddities and eventually brings in his family, friends and enemies too as he seeks to help all the people he can. And have a bit of fun along the way.

Given the extensive timeline of the Monogatari series, you may choose to start at any point covered by the novels or anime series so far. You may start as early as when Koyomi meets Kiss-Shot for the first time or any point in the story after that.

You gain 1000 Choice Points (CP) to purchase advantages to ease your time in this world and will spend the next ten years here.

Locations

Pick one of the below locations to start at or roll a 1d5 to randomly pick.

Abandoned Hospital- 1

The haunting grounds of Shinobu Oshino, a very skilful and notable Oddity Specialist. There's no one else around for quite a distance. The hospital is far from comfortable and is really quite decrepit but Oshino is a friendly man and is sure to be interested in the story of your situation, if you want to tell him.

Araragi Home- 2

The home of Koyomi and his sisters. Ordinary on the outside, sometimes shockingly huge on the inside, this suburban home doesn't see much battle action but will have many supernatural visitors over the coming years. It's also quite a comfy place and Koyomi isn't too hard to bully into letting you stay. At least if you're cute.

School- 3

The local high-school in the city in which Koyomi and his friends live. There's really not much to say about it, aside from it sometimes having strangely large classrooms, hallways and staircases. But sometimes it doesn't do that either. If you're a kid, you're almost certain to be going to school here. Well, as long as you're human.

City Streets- 4

You wake up in a small park in the middle of the city. A bunch of strange red sculptures surround you in the park. Stylish but they don't seem to do much beyond that, do they? You're not too far from the train station if you have a destination in mind but otherwise, there's really not much to find here. Apart from that little ghost girl with the backpack.

Origins

Araragi Sibling

The Araragi family welcomes a new sibling to the former set of three. You were born as the brother or sister of the Araragis. Your parents are almost always absent, even if they keep the money coming in, but your brother Koyomi and your sisters Karen and Tsukihi more than made up for that absence with the crazy antics they all get into. Koyomi especially is certain to drag you at least once into the Odd world he comes to live in after that one nasty summer. If you like, taking this origin grants you an ultra-expressive ahoge in your hair, something that may remain in any form you take on, even if that makes no sense.

Student

Just an ordinary kid going to an ordinary high school and hoping for an ordinary day. Which is why, of course, you keep stumbling into meeting the weirdest guys and beating off rabid spirits with a stick. You're pretty smart and studious in your life here so far but a series of encounters with the supernatural world have made it hard to concentrate on something as dull as schoolwork. Maybe you could go out and dig into that world some more on your days off?

Oddity

The weird things abound in the dark places of the world, you're just one of those beings now. You count yourself among the limitlessly varied ranks of Oddities, the supernatural beings that exist here. You're a spirit of some kind, perhaps in the shape of a person, perhaps in the shape of an animal, even something up to the size of a small truck if you really wanted. You're able to possess people by force as an Oddity and influence them or control them from within, though you do need to force their wills out of the way first. That said, you don't seem to have many unique abilities at all right now. Perhaps you're simply a simpler kind of Oddity for now.

Specialist

Most humans aren't aware of Oddities but that doesn't stop the spirits from causing trouble for humans anyway. When this happens, it usually comes down to a certain sort of human to work things out. You're an Oddity Specialist, a human who is familiar with the supernatural world and makes a living or a hobby out of investigating and counteracting the supernatural elements that cause trouble for humans or go against your own personal beliefs. You're quite knowledgeable about Oddities, particularly in ways to fight them off, and well trained in how to fight against superhuman beings too. I wouldn't go taking on any vampires just yet though.

Vampire- 800

The Kings of Oddities. The strongest species of Oddity that exists in the world, as far as anyone knows, has just welcomed a new child into the fold. As a Vampire, you are mighty and possess many superbly powerful abilities, along with the ability for these powers to grow as you age too.

You're incredibly strong, to the point that you can crush concrete like paper or crack the ground of an entire sport stadium with a big stomp, and fast enough to break the sound barrier several times over and leave powerful shockwaves in your wake that can send cars flying. You have terrifyingly potent regenerative abilities, healing lost limbs or heads in seconds and being able to regenerate from being reduced to a pile of ash in a short period of time too. Lost body parts will evaporate once separated from you and you are able to share a portion of your healing ability with another being by swapping blood or spit with them, allowing them to temporarily heal at a fraction of your pace. Your

clothes also count as your body for the purposes of your regeneration and the shape shifting described next.

As a Vampire, you possess the ability to freely shape shift your own form, from something as simple as making yourself older and curvier to as complex as turning your arms into devilishly sharp metal blades or wooden tree branches and even turning yourself into mist and moving around as a cloud of particles. You are also able to generate matter out of nothing that you can then shape shift as if it was part of your own body, though doing this in large amounts will be exhausting until you grow stronger.

A range of even stranger abilities complements these. You can submerge yourself within shadows to hide or travel around in, creating small pocket worlds within them while you wait. You can ignore gravity when you please to walk on walls or ceilings as if they were the ground. You can see in the dark as if it were high noon. You grow stronger when under the moonlight. Your appearance is maintained at a beautiful, almost fey-like level and you remain clean and hygienic without any effort on your behalf. It is also possible for you to easily hypnotise and control people just by staring into their eyes, though those of great willpower can resist you.

As a Vampire, you possesses some limitations, even at your level. You need to feed on blood or human flesh to survive, instead of other foods. However, feeding on blood can give a short lived boost to your power, depending on the quality of the blood. Feeding also drains the life energy of your target, leaving them low on blood and life-force to make it hard to move. Vampires burst into flame in the sun, though one of your level can last a few minutes before being burnt to ash. It is far from a death sentence though, as you must simply wait until the suns' rays stop shining on you to regenerate from that ash pile. Crosses harm a Vampire just by touch and leave wounds that regenerate very slowly, as do silver weapons. The classic weaknesses of holy water, garlic, stakes and more all also apply to you, though you remain very difficult to harm. You cast no shadow and possess no reflection in mirrors either.

Finally, you possess the ability to create more of your race. By feeding on the blood of another being and then feeding them your own blood, you may turn them into a Vampire like yourself. They will be weaker than you, even once they grow to their full potential, but you will be able to share the senses and emotions that they feel with yourself and vice versa.

You begin as a powerful young member of the Vampire race, equal to Koyomi Araragi when he was first turned, but with the potential to grow much further.

You may choose to roll either $12 + 1d6$ or $20 + 3d10$ for your age, depending on whether you want to be a child or an adult.

Perks

All 100CP perks are free for their associated origin and other connected perks are discounted to their origin.

Araragi Sibling

Forgive, Never Forget- 100

You don't need to forget what another has done but forgiving them for their sins and mistakes may be better in the long run. It's an easy thing for you to do, so long as you don't wish otherwise, to be able to forgive someone regardless of the severity of their crimes, even if they are against you. You'll be able to treat them fairly regardless of your own biases and forgiving them in this way will even make them more amiable to you, so long as your forgiveness actually matters, to them or in general.

Blood is Thicker- 100

The ties that bind you and your family are in your very blood, it's only obvious that you'd get along better. The closer you are related to someone on a biological level, the easier you get along and the faster the bonds between the two of you grow. Be they of friendship or romance, you'll find that those related to you quickly become friends, allies and even something more beyond that and often with very little effort on your part. More distant relations receive a weaker benefit but still noticeable against an unrelated stranger.

Creepy Octopi- 100

There's a lot of weird stuff to be found in this world. One guy being a bit of a weirdo or a perv, that's nothing out of the ordinary at all. Maybe that's why people let you get away with stuff that might normally get you slapped or even a call to the police. You can pretty freely act creepy, freaky or even perverted towards those around you and so long as you don't go to the point of harm or any serious crime, people usually let you off free. You might start to still get a bad reputation though.

Moral Compass Shield- 200

Good and evil can be so complicated these days. Doing the right thing can hurt your loved ones just as much as a bad thing and selfishly doing just what you want can cause so much pain to good people, even if you didn't mind it. Now they'll get a little protection, so long as you wish it. As long as you are not being completely indiscriminate in your actions, such as a truly mindless rampage, your actions will ultimately only hurt those you consider evil. So long as you are not purposefully trying to hurt a good person in some way or not caring if they get caught up in your chaos, you'll find that good people always get out of the way of your person just in time. Even indirect harm caused by your destructive self won't reflect badly on those you think of as good people.

Blazing Babes- 200

The fire of youth burns particularly brightly within you. You've got a never ending supply of bright energy and hot blood inside you. You can fight for hours on end, sprint for days and spend the whole time roaring and yelling your determination without your body or your will giving up. You'll always have a shining smile on your face, no matter the dastardly villain you are fighting, and you'll never lose just because you ran out of gas to keep your arms smashing the bad guy's heads in.

Heart On Your Sleeve- 200

Definitely not one of those dull, unaware heroes are you? You've got an innate sense for how everyone really, truly feels towards you and how you feel towards everyone else. You know this past any lies or obfuscations they try and put up so you can get at their true feelings, this also applying to yourself so that you are able to get past anything you might not want to admit to yourself. This knowledge also happens to make you pretty fantastic at understanding emotions and using that knowledge to either help or hurt other people's hearts.

Breakthrough!- 400

No fever's gonna keep this heroine down. You've got justice to dispense so something as silly as a sickness or a bad limp can't be allowed to slow you down. You're always able to fight at full power, even when you should be limited to a weaker level. Even if you're sick, you'll find that your mind remains clear and your body as responsive as ever. Magic will be as strong and pure as always, even when it should be limited to a much weaker level. This won't let you use something that has been completely taken away, so losing access to magical powers will still make you lose access even with this. Still, if it's only something as simple as losing an arm, you'll at least be able to adjust with ease to get very close to your original power.

Substitute Hero- 400

You can't save everyone but sometimes, it's not about saving them. Sometimes you just need to show that someone is willing to help them and things will work out okay from then on. As long as you honestly try to help someone, that person's chances of getting help that actually fixes the problem in question or even of fixing it themselves will massively improve, making the unlikely quite possible and the difficult become much easier. Other people are inspired to help them by seeing you do your best or the person themselves realises how best to solve their own issues because you showed them that someone does in fact care. Maybe you might not save everyone yourself but does it matter that much when you are able to inspire others to become heroes or to make people realise that they have the power to save themselves?

Not So Naïve- 400

There's no gullible hero to be found hero. You've long since wised up to the tricks of all those older beings that make your life way too complicated. You see straight through any attempt to trick or manipulate you, no matter how good the person trying it is. Lies, disguises, illusions, misdirection, it's all clear to your eyes what is true and what is fake. You don't know what the real truth is entirely but you're able to get enough information to make some good guesses and take the advantage back from those who think they have you fooled, especially since you're good at hiding that you can see through them like this.

Love Magnet- 600

Wherever you go, you're sure to have a gaggle of girls following along behind you. There's something about you that effortlessly charms those you yourself are attracted to, even when you don't consciously intend to do so. People fall in love with you with ease, made even easier when you act in a way that would normally get their attention or affection. Even those who might be too jaded, hostile or alien to feel such things may find those same feelings awakening inside of them when they see you and if you manage to do something like save them against all odds from themselves and those who wish to hurt them...well, you'd have an eternal companion for certain.

Cuckoo Child- 600

You're a special sort of being. Rather than being born a normal human, you are instead the spirit of a Phoenix that snuck into the womb of a human woman to be born in peace. Unlike most of your kind, you were aware of your nature from the start. There's no physical difference to be seen, not until you get hurt. Any wound you receive, physical or spiritual, almost instantly heals due to your eternal nature, though you can stall this healing if you wish. It'd take someone entirely destroying your soul to kill you for good with this as you can easily regenerate your own body or parts of your spirit. It's still possible for the body you inhabit to die of old age but now that you have the spirit of a Phoenix, you'll be able to replicate the process above and take over the body of another being by fusing with them. There are a few side effects to your nature, though they are minor. Your hair grows incredible fast and will need weekly cutting to stay manageable. You have a high metabolism compared to most humans and sweat significantly more than usual, given your fairly high body temperature. None of it is a health risk or detriment though, especially with your powers.

Monster of Justice- 600

Justice is strong. Justice is unbreakable. Justice is beastly. You are justice, so you're just as strong, unbreakable and beastly as the concept itself. You may seem like an ordinary human girl but there's no ordinary girl that should be able to destroy a freeway bridge with a single kick or punch with enough force to knock down buildings. You're monstrously strong, too fast for a human to keep up with and able to take just as much as you can dish out. If you happen to be more than just an ordinary human girl, you'll find this power of justice scales up to keep appropriate to your actual base level too.

Student

Don't Ever Leave Me- 100

It's okay to not be totally secure about love. It's a big thing to get into and not everyone finds true love on the first go. But you don't need to worry about disloyalty at least. Any romantic partner that you have will always stay loyal to you in this relationship, unless you yourself take actions that would drive them away. You also always know what effects your actions would cause on your romantic relationships, such as whether they would strengthen them, weaken them or shatter them outright. Hopefully you don't use this for anything but keeping that one special someone happy.

They're With Me Now- 100

Family is all too important, whether they share your blood or not. Having someone there for you that you know you can trust can change the world for you, so now you'll always be sure that your family is there for you. Anyone who considers themselves your family and who you consider family in return will always accept you for who you are. They might not always get on well with you but they won't have a problem with what you are, be it a rebel or a supernatural monster of the night. They'll accept your decisions and support them, though this doesn't stop them from expressing concerns or worries about them either.

The Truth Wins Out- 100

They're going to need to find another scapegoat to push their failings off on because any attempt to frame or falsely accuse you of something doesn't just fall flat, it backfires completely. Not only are you immune to attempts to frame you of things that you didn't do, any attempt to do so will reveal the true culprit to all those around him and even people beyond their social circle will become fully aware of it. Liars receive their just desserts when you're around. Perhaps you might even want to bait fools into trying it, just to watch as they get what they deserve.

Ultra Cutie- 200

Those rosy cheeks, that cheeky grin, the glint in your bright eyes- it's official, you're just too cute for your own good. You're utterly adorable and if you're not careful, you might end up getting really spoilt. Why, I imagine there'd be very few people that could believe you were guilty of anything nasty and it really wouldn't be hard to get people to do lots of minor favours for the cute little you. You might even be able to swing that cuteness to get your way in a fight, just because only the most heartless villains could really strike you without hesitation. But you'd have to be a bad girl to take advantage of it like that.

Excuses, Excuses- 200

Another day, sometime later, maybe next time. A familiar round of excuses from your mouth and yet they keep working on almost every occasion. You're able to somehow put off events and confrontations for days or even weeks with just a few words. This won't stop a guy intending to kill you in some back alley from doing so but if you're just not feeling up to an exam, want to reschedule a meet up with a friend, don't feel like having an argument with your friend or even intend to put off some underground death match for a few weeks...well, you can do all that just fine. Just remember that your time will eventually run out.

Top Student- 200

There's a good reason you're known as a top student. You're both very intelligent and very diligent when it comes to academics. Dedicating yourself to a task, even a boring one, is quite easy and you

find the act of studying books and absorbing information from them to be effortless and honestly enjoyable. You're a bit less capable outside the academic world but still definitely a smart cookie if there ever was one, especially when it comes to puzzles and plans, be it making them or figuring existing ones out.

Source of the Hidden Weight- 400

How on earth do you fit all those knives into that dress? And staplers too? And scissors and more? You've got a lot more space on your person than anyone might think. So long as there is anywhere on you or your clothes that is somewhat concealed from the eyes of others, you're able to store or take out a surprisingly large amount of stuff. These mysterious pockets of space can store dozens of books or knives or similarly sized objects each, adding up to a good few hundred small objects that can make quite the pile if they all fell out at once. You can instantly withdraw anything stored here and never need worry about it getting lost or damaged until you get a chance to take the stuff out.

An Angel on Earth- 400

You possess an effortless grace in every action and movement you take. Even if you normally look ugly, your movements and expression is so calm, beautiful and angelically serene that people can't help but to stop and stare. The source of this grace is your complete lack of stress. No matter how badly under pressure you are, you're able to calmly devote your focus towards whatever you choose. You're not unable to feel motivation and indeed, when most people get stressed, you'll only get better at what you're doing, you just never experience any negative effects of being stressed. It seems that your presence is also very good at removing stress from other people.

Heart of a Lion- 400

Standing in front of you is like standing in front of a roaring lion. Even those that are safe feel an instinctive fear. You're able to make yourself gain an aura of great terror when you wish it, enough to make anyone with a weak will freeze in fear or just flee outright. Even those much stronger than you in power or determination will often back off from threats you deliver in this state. They won't leave forever and some truly mighty or merciless sorts might push through but even a mighty vampire would pause and reconsider their options at a glare from you.

Animal God- 600

You met a mysterious animal one day, who convinced you to eat them. It didn't feel like you'd eaten something but the effects are quite apparent. You've ascended to become a minor god of sorts, reigning over the animal type that you ate. Choose one kind of mundane animal, such as a snake or horse, and find that you gain powers relating to that animal. You will be able to summon and control vast numbers of that animal, enough to swarm a small forest and easily number in the thousands for larger beasts. You can transform these animals into other, similar objects such as making a snake into a spear. You are also able to turn part or all of yourself into your chosen animal. Lastly, your physical abilities in your normal form have been greatly increased, enough so that you could take down several lesser vampires with relative ease.

Spirit Jailor- 600

There are people in this world that are unlucky enough to get possessed by a spirit and lose their agency. Then there are spirits in this world that are unlucky enough to try and possess you. They can manage it, barring any other defences you have, but even once they do all that will happen is that they now find themselves helplessly trapped inside of you. You're able to lock in any being or spirit that tries to possess you from within your body, mind or spirit. Better yet, you can make full use of

any benefits you may have received from the possession without having to give anything back to your new captive. They can't escape or harm you from within unless you allow them out either.

Oddity Maker- 600

Oddities have to come from somewhere. There's more than a few ways they can come into being and you're just one of those many ways. You can turn the things you draw or write into living beings, creating Oddities out of your art. While there is little limit on the variety of beings that you can create this way, apart from your imagination, you are unable to make anything stronger than yourself through this method. Things much weaker than you are easy to make in large amounts but something just as strong as you might take a few hours of working on the piece of art you want to make come alive.

Oddity

Heavy Crab- 100

Up, up and away you go! Weight is a bit of a variable thing for you now. When you want, you're able to freely reduce your weight as you please. Shave off a couple pounds to make yourself feel better on the weight machine, reduce your weight just as you push off the ground to increase your speed or just make yourself light as a feather when you fall off a great height to ensure you'll be in no danger from the fall. You can return your weight to normal at any time but you will not be able to increase your weight beyond the normal level with this.

Easy Smile- 100

You have a very calming set of features, the sort of thing that makes people want to believe they can trust you. Perhaps it goes too far, given how open most people are with you. While you are not any more innately likeable than normal, you will find that people are oddly open with their true feelings and thoughts on things when speaking privately to you. With some careful navigation, you could quite easily parlay this into forming close friendships built on the trust they give you.

It'll Catch On For Sure- 100

When the next big thing comes around, it'll be by your hand. You're actually pretty amazing at making catchphrases, new fashion statements, jokes and memes that catch on and become mega-popular, at least for a little while. If you want something that falls under those categories to become popular, all you need to do is start using it often in public and for a few days or even weeks, everyone that cares about keeping up to date will copy you too, so long as it's not putting them in danger. You'll also find that you are easily able to ignore any feelings that would normally cause you to be embarrassed.

Monster In the Mist- 200

If any old guy or gal could see you without restrictions, it'd make it awfully odd that more people were not aware of the presence of Oddities among them. You're one of those Oddities that has an easier time of getting about unnoticed. You are able to set conditions for when someone can or cannot see you, so long as they don't possess any kind of supernatural power or nature. Long as they're without that, you're able to make yourself entirely undetectable to one or all of the senses of any being or even just a specific kind of being or only under certain kinds of conditions.

Graduation- 200

You used to be one of those little spirits that couldn't move beyond their homes. Bound to the place you died, it was only possible to overcome with a journey of personal discovery. Thankfully you got that all over and done with already. You're not bound to any location without your permission, at least spiritually, and it's not possible to forcibly bind you in this manner either. While you can be held with chains of iron, no form of magic or spiritualism will be able to hinder your movements or prevent you from leaving a place, through barriers or misdirection.

Bug Trap- 200

Whether you yourself are bound or not may matter less than you think, at least when you can trap others there with you. You are able to prevent people near you from reaching their destinations or even from leaving the area at all. Even if they run as fast as they can or try some special method of transportation, they won't be able to leave your vicinity without you allowing it. They'll just keep

circling back to where you are. Killing you or even just knocking you out will let them escape however.

Say No To Exorcisms- 400

You're very hard to dig out of a hole once you've dug your way in, especially if that hole is inside of someone else. Whenever you are inside another being, physically by crawling inside them or spiritually by possessing them or something else, it is impossible to remove you without you wanting to get out. You'll stay in until the host dies around you, at which point you are harmlessly ejected from wherever you are. You can still be attacked while inside someone else, provided the attacker has the proper methods to do so, but you won't be dragged out.

Hate Sink- 400

Just a few more tears, just a bit more anger. You find those negative emotions to be the sweetest sauce in the world, a tasty treat you almost can't help yourself to indulge in. You find yourself empowered by the negative feelings of those around you, increasing your overall powers the more negative emotions are swirling about in the air nearby. The more people feeling bad and the worse they feel, whether it be fear or hate or anger or sadness or something else, the stronger you'll become. The boost won't last for more than a few hours beyond that initial bathing in the misery aura though.

Unlimited Rulebook- 400

The power in this burning finger of mine...is rather useful but no game changer. No burning blood to be found here. You've gained a special ability focused into one of your ten or more fingers, or whatever the closest substitute you have is. This allows your chosen finger to shape shift, such as turning into a blade as big as the rest of your body or into a large shotgun, and for you to cause powerful explosions on whatever you touch with that finger. You are also able to teleport short ranges by pointing your special finger to your target destination.

What Lived Once- 600

Death is not the end, at least not for you. When you might suffer an actual death, not just sufficient physical damage for those who don't die to such, you'll instead find that you are reanimated into your old body, only as a sentient corpse instead. You 'live' once more, though things are a bit colder now. If you are killed again, a bit harder than normal given your body is dead already, you won't be receiving this protection again until the next jump. But if you manage to get back to a living body, you'll find yourself protected from that first death once more, even if this ability has already activated in the past.

Kurayami- 600

There's a little bit of darkness in you, something no one can see but almost every Oddity can feel at the back of their mind. In this world, Supernatural beings have roles. Rules that they play by, actions they take, character archetypes they fall into. When a supernatural being deviates too far from these roles for too long, a darkness appears to devour them whole. You've taken on similar traits, though not quite at the same level, that gives you a supreme advantage in combat against any supernatural being that has deviated from what the greatest majority of the world believes is that creatures' role. If the most popular perception of a vampire in one world is that they rule over the night as ancient nobles in creepy castles, then a vampire that lives quietly in suburbia would find you to be a far more dangerous opponent than you should be. To qualify, significant deviance must be made but

once qualified, you are able to take down beings that should normally be tens or hundreds of times as strong as you with relative ease.

Nurtured Nature- 600

Belief has great power in this world and nowhere is this truer than in regards to Oddities. You are special even among them, in that you experience the benefits of this more strongly and are protected from the drawbacks completely. When people believe you are something, you are able to allow yourself to slowly take on the traits of or even entirely transform into that something, be it a different species or kind of person and so on. The more powerful the end result, the more people need to be strongly believing that you are that thing already for you to make the transition. On the other hand, you are able to prevent yourself from changing due to belief in you if you do not desire the changes, no matter how many people are believing it at once, essentially making you immune to any warping of reality based in faith or belief.

Specialist

Kaiki Kons- 100

You grew up lying and you kept lying right through adulthood too. It's gotten to the point that you can make a living solely off of conning other people out of their money. You're a masterful liar and trickster, to the point that you can even repeatedly con the same people out of more and more money, even if you've already tricked them once more. You also know a huge range of money cons, even ones drawing on the supernatural, and have a great mind for thinking up new and effective con strategies.

Magic Isn't Real- 100

Isn't there more value in maintaining your convictions and beliefs, than buckling to mere 'evidence'? You're able to set yourself in your beliefs and automatically ignore any attempt to prove them wrong. While someone who outright controls your mind might be able to change your beliefs, any kind of argument or ironclad proof will be about as effective as butter in changing your mind when you don't want it to be changed.

Shitheel Supreme- 100

Even at your very worst, people can't deny that you're useful. Perhaps that's why they constantly overlook just how much of a jerk you can be for no real reason beyond your own wanting to be so. Even when you screw with people for fun, they'll always overlook it so long as you can still provide something that helps them and not bring it up after so long as you successfully helped them. From just being constantly rude to gouging their money to pay for their services, you can get away with a lot. There is a limit, so don't expect to get away with murdering someone just for fun.

Occult Librarian- 200

As a specialist, you already knew a fair bit about a good variety of Oddities. With this, you know just about everything about everyone in the world of the supernatural. The abilities, strengths, weaknesses and histories of almost every kind of Oddity in the world has been memorised by you, as well as the same information for more unique and powerful beings too. You might not know the deepest, darkest secrets of the strongest people in this world but there's not much besides that that you don't know. You're also well versed in the general supernatural metaphysics of the world, though this is certainly more as a researcher than as a user of those metaphysics. In future worlds, you'll gain a similar knowledge of the supernatural creatures, rules and beings to be found.

Through To The End- 200

A refusal to accept the supernatural as an explanation for unexplainable things forced you to look closer at the world. To notice the truth, you needed to notice all the little details. You became so good that you eventually just started to see through every trick and lie naturally. Lies, tricks, self-deceit, smoke and mirrors and all kinds of obfuscations are laid bare before your eyes. You easily see them for the falsities that they are and realise what the truth behind them is. Actually supernatural lies and illusions are proof against your quick eyes, though you will at least notice their presence if not the truth behind them.

Keeping Up- 200

You've got an incredible talent for balance and acrobatics, so much so that you could quite easily run across the tips of upheld spears during a battle and not waver for a moment. Balancing on top of

someone's head as they fight another person is child's play and you yourself could quite easily carry out your own battle, even if you're currently balancing on top of a spire or thin wire.

Hypnotic Arts- 400

Hypnosis is real and it's normally far from a supernatural thing. Certain combinations of sounds, movements and other stimuli allow one to control and direct the mind of another. But you take it much further. Not only are you able to hypnotise the minds of people as described above in just a few minutes, even including planting long term commands and conditions, you are also able to affect peoples' bodies with your words with enough time. You can make people get sick or injured by hypnotising their minds into believing their bodies are so hurt, which starts making it become true over time. You are even able to replicate supernatural diseases with enough work on someone.

Stealthy Stealth- 400

Having quick hands is an excellent advantage when you're wanting to take something without the permission of another. You're a fantastic pickpocket for sure but where you differ from most is that your marks are unable to comprehend the theft, so long as you kept it a secret. When you steal something from someone, you can make it so that they don't even realise the theft. That prized painting they loved just won't come into their thoughts until someone else points it out. That heart you stole from out of their chest won't be noticed missing, even if their body normally needs it they'll keep on moving as normal until you point it out to them. So long as the owner of the stolen object doesn't realise you stole it, they never will until you point it out.

Day of the Dead- 400

You've had a lot of experience with hunting Oddities over the years and the one thing you really took to heart was that your task was never truly impossible. Even the mightiest being has a weakness somewhere and the strangest things can always die. You just sometimes need to find a way first. You know all the ways to kill things that shouldn't be able to die, even if normally those ways would not exist at all. These allow you to kill the unkillable and make sure they stay dead, no matter what strange ability or rule or situation would normally prevent that from being the case. It's not always going to be easy to find that way however and the methods required may be almost as difficult as beating your opponent in the first place if they're really strong.

Real v Fake- 600

Truth, despite what you may have heard, is not a single, clear-cut and defined answer. It is malleable, changing to fit the definition of the one seeking it. Nowhere is this clearer than the debate on whether a fake thing can surpass the real thing or not. You have a certain ability based on what is real and what is fake, depending on which of the three options below you pick from. You may buy this perk multiple times, though each option is only discounted to Specialists.

The first option is to believe that what is real will always trump what is not. You gain the ability to make any real thing automatically trump over any fake copies over that same real thing, such as making a genuine legendary sword always cut straight through any replicas made of that legendary sword, and that these real things will also possess a strong advantage against any fake thing in general, such as a genuinely made shield being much stronger against imaginary bullets or magical fire.

The second option is to believe that there is no actual difference between a fake and the real thing. This allows you to treat good quality fake things as if they were actually the real thing, even if they

don't match exactly. Those fake legendary swords, even if they are normally significantly weaker than the real deal, can instead become the real thing in full at your command.

The final option is for you to believe that fake things can eventually surpass the real thing, if they earnestly try for such a thing. With this, you can force fake copies of things to slowly grow in power until they are twice as good as the original real thing and then improve further so long as they are constantly used. Those fake blades might not be as good as the real deal at first but over a few years, they'll each grow to become much mightier blades in their own right.

Vampire

Out Of My League- 100

A vampire is a mighty being, some say the strongest kind of Oddity there is, but not all Vampires are equal. Often it'll be better to know when to back off against another of your kind or the rare outsider that can threaten you. You always know the exact moment you get out of your own league and why it is so. You'll know if you're about to enter a fight with someone much stronger than you or if you've just involved yourself with a globe spanning conspiracy with a lot more influence than you can bring to bear. It's not impossible for you to win conflicts that this warns you of, it'll just make it known to you when you're going up against something much too difficult for where you are right now.

The Feather-Weight of Ages- 100

You got used to the pain after a few centuries, the pain of losing those you care for and being forced to move on with your life. Just because you got used to it, doesn't mean you let it break you. In fact, you found ways to conquer those losses and keep your head held high. You always bounce back with ease from any loss. Even if you lose everything and are left a homeless, penniless, powerless shell of your former self, you won't need to grieve or sulk and can get right back to working your way back up to where you were. You'll still be able to mourn the loss of someone important to you but that loss won't cripple or paralyse you.

There's So Much Still To Come- 100

The world is ever full of life and wonders, even an immortal like yourself can still find themselves being surprised by what destiny has in store for you. You'll never tire of the act of living with this as, so long as you desire it, events will consistently occur that keep you interested in life. You will be drawn into the stories of the world and people around you, stories that make you care about what happens and drive you to act in some way. Perhaps you might just meet interesting people that revive the half-dead hopes and dreams you had before, motivating you to do things on your own just for the sake of living. Whatever the case, you'll never face the slow death of eternity unless you wish it.

Look To The Skies- 200

There's that special spark inside of you, that thing that some might call divinity. In reality, you are no god and even by the standards of this world, you are not divine. But people have a habit of believing you are even so. You'll find it surprisingly easy to garner the loyalty and affection of those who choose to follow your lead, especially by those who see themselves as inferior to you in some way. Some people who already possess weak wills or the tendency to rely on others might even come to view you as a divine figure on their own, without interference on your part being necessary at all.

Dramatic Liturgy- 200

The vampire is one of the demonic things that hides in the subconsciousness of mankind. A great fear that represents the things that hide in the dark. It's no wonder that you've become as scary as you have then. Big or small, you're terrifying to all but the hardiest of warriors that see you when you're getting ready to do some violence and anything less than a strong willed fighter might just wet themselves outright. Even worse for them is that the memory of your fearsome visage will only distort and grow more monstrous. If someone is unlucky enough to survive a fight with you, they'll only become more and more afraid of you as their memory paints you as a greater monster than you were in real life. At least, if that is what you want.

I Need A Hero- 200

It's no shame to desire a hero to save the day for you. Even the very worst of monsters in this world could use someone to help them up now and then. Someone will always be there for you from now on, whenever you need help. Even when facing impossible odds, you'll find that a person will appear to give you a hand. The harder the thing you need help with, the less effective they're going to be. Sometimes they'll give you a vital clue, for something that might be hard but not impossible for you to do on your own. Maybe, if the odds really are as bad as they seem, they're not able to do anything more than help you stand on your own two feet as you face down the end of the world. But at least then, you'll be able to stand alongside someone at the end.

Childs' Play- 400

A nasty wound from some sources can even endanger the life of a vampire like yourself. You've learnt some emergency procedures to stave off death though, even stuff meant specifically to kill vampires quickly can be held off. When you receive damage, you can choose to take on a much weaker and younger form than your current body that is not damaged. It won't get rid of whatever wounds you took but it will prevent them from effecting you whilst in that weaker form, allowing your healing abilities to work away at the phantom wounds. If you get hurt again in this form, you won't be able to pull the trick again. You'll have to wait until all your wounds are healed before you can go back to normal and try this again.

Piece of the Puzzle- 400

A part of a whole might as well be the whole when it comes to you and your power. You always retain your full power, even if parts of it are stolen from you or prevented from you being able to access them. If half of your energy was stolen from you, you'd still be able to act as if you effectively had your full stock of energy as normal even with half of it supposedly gone. That said, if all your power was stolen, you won't be able to access it at all. This applies to your power in general as well as any power sources you have, ensuring that you retain access to the full amount you should normally have even if you only have fragments of that power source left to you.

Half-Vampire- 400

There's something not quite entirely Odd about you now. You're not fully a Vampire, or even fully an Oddity, instead you are just half of such. The other half? Entirely human. You may not expect it but this is actually quite the fantastic combination. Your half-human nature has allowed you to entirely avoid all the weaknesses of your race whilst keeping almost all the powers and advantages. You're a little weaker than someone of your race should normally be, so you are able to choose whether you want this to be active or not at the moment, but you face none of the weaknesses they would for being that species. Future races you become will also work like this, with you deciding on a case by case basis whether to take the minor strength hit in return for removing the weaknesses outright. No one is aware of you being a half vampire right now, which is good because neither side tends to like them much,

Make It Up As We Go- 600

Power is quite the vague thing in this world. A clear concept like the amount of energy someone might have is not something that really exists. But that doesn't mean there's no way to use power for those who have it. You are able to apply your supernatural power towards accomplishing any task you can imagine, with no limits other than the power that you spend. Creating a great shrine out of thin air, teleportation, even travelling through time. The supernatural power used up will be

subtracted from the total level of supernatural power you are able to wield at your maximum and is quite a significant cost to accomplish feats like the above examples for all but the strongest beings in this world. Supernatural power used will slowly regenerate over time, usually taking a few days or weeks to come back but severe drains can stretch into the months. If the drain would be enough to risk your life, you will get a warning feeling of such in advance.

Shinobu Shine- 600

The light that shines from within your soul has been released for all the world to admire. And admire they do. Your physical form already had beauty that was unmatched by any on this earth, enough so that it would make people as happy as can be to just keep lavishing you with gifts. But when you allow the light of your soul to radiate outwards from you and show how beautiful you truly are on the inside, the reactions people have to you become even more intense. Only the greatest wills and most evil of beings would be able to resist killing themselves in front of you, attempting to give you the most important possession they had, their life. Those who had things more important to them than their lives, such as a lover or part of their own body, would instead offer those things up instead. It's a good thing that you are able to moderate this light or turn it off entirely, to prevent mountains of corpses forming from those who become obsessed with you.

Power of the Blood- 600

A weakness is only such for those too weak to get rid of them. The logic is simple. Get strong enough to stare those vulnerabilities in the face until they learn to piss off and stop bothering you entirely. You're able to do just that with any weakness or vulnerability you have. If a specific substance, condition or attack hurts you more than normal or gives some kind of nasty effect to you that it doesn't normally give to everyone, you'll be able to effectively 'train off' that weakness. You'll need to be incredibly powerful to do so, the worse the weakness is the stronger you'll need to be, but if you hit the requirements, you'll be less and less affected by your weaknesses. A particularly mighty vampire could stand before the sun and feel just a sunburn at first, which would go down to no feelings at all over the next few hours of exposure.

Items

All 100CP items are free for their origins with other associated items being discounted to their origins.

The Series- 50

The entire Monogatari series, from Bakemonogatari to every entry that would be written in the future by Nisio Isin. Both novels, anime and all other forms of media that have been covered are present in this collection, all in a handy little carry on box. At least you'll be a little less confused.

Araragi Sibling

Toothbrush- 100

What's so good about an ordinary toothbrush? Well, for one, calling it ordinary is quite rude. You'll never find a brush better at brushing your teeth no matter how far you look. It'll leave them healthy, white and strong even without any toothpaste. Of course, you may want to be careful when using the toothbrush. It does have the tendency to...excite the bodies of those it is put in the mouth of. Perhaps using it in private might be recommended, unless you want everyone to see what your face looks like in those kind of moments.

Family Home- 300

The home you grew up in and now own yourself, though if you're an Araragi this is just the house next door to your family home that you bought instead. It looks like an ordinary suburban home from the outside, if a particularly nice one, but on the inside you see what really makes it weird. The inside of this home is huge. We're talking bathrooms the size of cathedrals, living rooms that look more like assembly halls and bedrooms that could fit a dozen or three beds in with ease. The total area of the inside of the house is close to a large sports stadium and it's all quite luxuriously furnished and detailed. Someone always pays the bills on time for you, so you won't need to worry about that either.

Magical Mentor- 600

There's no need to make your way in this strange world all on your own. You met a strange man recently that seemed willing to provide guidance to you on all the supernatural elements of this world. He's got a long history with that darker side of life and quite a lot of skill and power to combat and counter it, much more than you might think at first and even enough to mess with some of the strongest guys around, if indirectly. Once you meet, this guy will try to give mentoring you in the ways of the supernatural world a shot. He probably won't teach you how to use magic or something like that but all the tips and tricks on how to fight back against monsters? Some handy magical gear to help you out or even, now and then, his personal assistance in some task like exorcising a nasty spirit or fighting off a dangerous being after your head. Sadly, a few years into your stay, he'll disappear, leaving a note that says he's taught you all he believes you need to make your way in the world. You'll meet a suspiciously similar man in future worlds though, who will also leave after a few years.

Student

Girl's First Library- 100

Hundreds upon hundreds of books lay before you. Each one is a book that'd quite easily rise to become among your favourites if you read it, perfectly suited to your tastes and likes, ranging from those that you could share with friends to the kind of books you probably want to keep in your room alone. If you like, you can just receive one of these stories and have every book past the first be a sequel that manages to be even better than the original. If you like, the books will refresh each jump to give you new stories, while letting you keep the old ones elsewhere.

School Armoury- 300

You'd think that your school desk wasn't filled with deadly weapons. Your counsellor even told you the same thing. But oh were they ever wrong. You've got a seemingly endless supply of, well, school supplies on your person now. School supplies that are shockingly effective as weapons. Scissors that can cut through metal sheets, pencils that can stab through bone, books that are ridiculously tough shields and so on. You never run out but drawing out too many supplies will see some of what's been brought out disappear.

My Best Friend For life- 600

A special kind of spirit animal has come to form a bond with you. A cat, a dog, a crocodile or some other sort of earthly creature spirit has come to take a great liking to you, desiring to watch over and protect you. Most of the time, they're asleep within you but in times of need, they can manifest themselves onto your body. Your body will become far stronger physically, enough to easily slaughter any human and most oddities too. It'll also take on the traits of that animal, like a hybrid between man and beast. Usually you remain in control of this form but if you are somehow prevented from being in control, like being asleep or comatose, your spirit friend can take over and act to defend you from attackers in this hybrid form.

Oddity

Hidden Homeroom- 100

When you need a place to get away from it all, this room will be waiting for you. A hidden away school classroom that you can enter through any door. It's a small room and it looks like you're unable to exit the room or alter it, just ending up back out where you entered from if you try it. Still, you can store a small amount of things in the room or use it to hide or just take a short break from the stress of life around you. It's not impossible for certain powerful or strange beings to find a way to break into the room though.

The Spare- 300

Others might look at you strangely if they realised that you keep yourself in the closet. You've got a perfectly identical spare body held in reserve. This doll body is exactly the same as your own physical form but it lacks a soul or any intelligence to direct itself. Perhaps you could figure out some way to animate it or maybe just use it for parts. The doll will restore itself, even from destruction, a year after it was used up in any way. If it's been animated or otherwise possessed, it will not respawn a year later.

Personal Shrine- 600

Humanity has come to worship many oddities in the past, elevating them to the positions of godhood with their faith. It's been years since you were regarded this way by the local community, it's doubtful they remember you exist at all, but the shrine their ancestors made for you still remains. The shrine's design is under your control and you can also choose the size, being anything from a simple roadside pillar to a multi-storey temple. The area within one kilometre of this place has become very special for you, significantly enhancing all of your supernatural abilities while you are here. It is also impossible to force you off this land if you do not want to. You cannot be physically moved from it and neither can you be exorcised from the world when in this place. The shrine will appear nearby to you in future worlds.

Specialist

Ritual Sticks- 100

A pack of incense sticks that never runs out. Rather than the normal usages, this variety of different scented ritual sticks are meant to be smoked like cigarettes. Somehow, there's no downsides health-wise towards doing this and it lets you gain all the calming and other benefits of the incense sticks, even if they're normally meant to be ritually laid out to gain those benefits. You also know how to turn other smelling things into these sticks to be smoked.

Cross Episode- 300

A sizeable metal cross, in the Christian style, that is primarily used for hunting Vampires. It's a heavy weight and hard to swing around but it can deal some grievous damage to any kind of Vampire it even scratches, leaving deep and burning wounds, and if it manages to hit, there's few Vampires strong enough to not die or at least be crippled. The edges of the cross are quite sharp but there's a few circular handholds in the metal itself, so once you've got a heft going it shouldn't be too hard to start swinging it back and forth.

Shikigami- 600

A strange little boy or girl's been following you around lately. Apparently, they're your new partner. In crime or monster hunting, it's about the same to them. This young child is actually a Shikigami, a special kind of Oddity that has bonded with you and swears to always protect and serve you. They're cute, they're just about immortal and they're able to go toe-to-toe with even some of the strongest Vampires around. Your Shikigami won't be busting up whole cities but they can knock down a city block in just a couple minutes if you let them loose. The Shikigami does not take up a companion slot but cannot be imported, though they do reappear after being destroyed in a day's time.

Vampire

The Big Box of Goodness- 100

A cardboard box with some cute donut pictures on the front of it. Within is contained an endless paradise of donuts. Every kind of shape and flavour that you can imagine can be drawn out of the donut box, providing a limitless supply of your favourite treats. The donuts will disappear if they get too far from the box without being eaten though. It's meant for eating and rarely sharing, not for selling.

Corpse Castle- 300

A towering and quite villainous looking castle has become your new home. Located on top of a dark and craggy mountain, the castle is covered in spires, gargoyles, spikes and all manner of horrific implements of torture. It appears that it was once the home of a terrible tyrant who was very cruel to his subjects, though he's long since died. People, even those hunting you specifically, are very reluctant to try and approach this location just because of how creepy it is to be there. The weather around the castle is always cloudy and stormy, blocking out most of the rays of sunlight from reaching its grounds and allowing a Vampire to walk about there in the day without fear.

Kokorowatari- 600

The Oddity Killing blade once owned by a legendary Oddity slayer. You hold a replica of the original, every bit as lethal. This blade cannot harm ordinary humans and animals, harmlessly passing through them. Instead, it is only deadly to Oddities. The blade cuts through supernatural beings without any regard to how tough they should be or if they should be impossible to cut, such as by lacking a physical form. The Oddity Killer leaves grievous wounds in all supernatural beings that it cuts, even possessing the ability to cut away at Oddities hiding within normal people, animals or objects. Alternatively, if you sheath the blade or otherwise hide it within something, such as by swallowing it yourself, you are able to use it to just non-lethally weaken and seal away Oddities for a time.

Companions

Import- 50CP per

You may use this option to create a new companion or to import an existing companion. Each purchase of this option gives you one of the above two, with the chosen person gaining a free origin, 600CP to spend on what they like and all freebies and discounts normally given to them. Companions may spend their points to buy an Origin that costs points instead of a free origin.

Canon- 50CP per

Each purchase of this option gives you the chance to convince an existing character in this world to come along with you as a companion. While you do need to get them to accept your offer willingly, you will find that both of you will be constantly pushed together under ideal circumstances, which should help your efforts considerably.

Drawbacks

You may choose up to 1000CP from the below list of drawbacks.

It's Araragi- +100

Can't help yourself? I get you. Seeing all those cute honeys walking around. No one can blame you for wanting to tease them. Except everyone that does. Oh dear. You've become a terrible sort of mega-pervert and unfortunately, your strike zone is illegally large too. People are going to find you weird and creepy at best, if they don't find your actions outright criminal. Of course, if you do those kind of things to certain sorts, they might just like you more instead.

Hero Complex- +100

You're just that type of guy. The sort that can't help but take a step forward when they see someone in trouble, even when you know it's going to get you in a whole bunch of danger. You've got a hero complex that pushes you to try and help anyone you see that you think needs help and isn't someone you outright despise. If it turns out they don't really need you or they're trying to take advantage, you can extricate yourself from your desires pretty easily but otherwise you're really going to need to struggle to keep yourself from being recklessly nice to other people.

Greedy- +100

The lure of money is strong in you. Filthy lucre is what you live for and it's near impossible for you to pass up an opportunity to gather some extra coin when you can, even when it might compromise your morals. It's not impossible to resist and there are some truly despicable things that even your greed won't push you to do but the harm or outright ruination of the lives of others will be fairly light on your conscience when money is involved.

Strange Places- +200

Every corner you turn, some new kind of Oddity awaits you. Well, perhaps not quite that common but you do have a tendency to encounter the weird, wonderful and odd in this world. At first, it'll be like meeting an Oddity every week or two. But over time, you will find yourself coming into contact with the supernatural more and more, along with that supernatural contact trending towards the dangerous to you, even if just by being in the wrong place at the wrong time.

Bumbling Bee- +200

The ceiling has gullible written on it. Did you look? Did you? Well, now that you've taken this, I don't really need to ask. You're not stupid but you are pretty much incapable of believing anyone would lie to you, even when they're an infamous conman you're about to beat up and who has every intention of trying to get out of said beating by you. Even if someone has repeatedly tricked you, you'll be unable to take them at anything but face value. Hopefully you've got some canny friends to sort out the lies for you or else you might do some very stupid things.

Victim Complex- +200

It's never ever your fault, no matter what anyone says. Anything bad that happens to you is because someone else caused that incident or the events leading up to it. Even choices you make that don't work out well will be attributed by you to others now. It's extraordinarily hard to like you at all and more than a few people are going to get very angry at you given how you're getting them into trouble all the time or at least trying to. You're also quite unhappy with life in this fashion, as this kind of lack of acceptance of responsibility will often chain into larger and larger incidents.

Stay High- +300

It's a nasty curse, fit for a nasty person, that you've been afflicted with. You can't touch the ground anymore, on pain of death. Your feet and anything you are wearing on those feet cannot come into contact with the floor you are above or else you'd die outright. You'll need to spend the next decade balancing on other objects, even other people perhaps. Or maybe just invest in a wheelchair and give up your legs except to kick people in the shins. It works.

Perfect Loss Record- +300

Didn't you use to be pretty badass? Not anymore, that's not what the story is going for at all. For your ten years here, you've got no chance of winning any fight at all. Indeed, any fight you get into will end with you being taken down in a particularly humiliating fashion. Beaten and left bloody and broken. Hopefully you'll be able to find peaceful solutions to things because putting your body on the line like this is really going to endanger your life or at least hurt like a bitch.

The Price of Beauty- +300

Everyone you love, loves you back. They love you so much that they want to give you the most important things they have. They just have that indescribable, unavoidable urge to show you how much you mean to them. Everyone you like or love will make themselves suffer or sometimes even outright kill themselves out of the insane, unbreakable belief that it will make you happy. The only ones immune to this are those who you dislike or whose pain or deaths might otherwise give benefit to you.

Ending

And now for the epilogue or punch line of this jump.

Are you going to *Stay Here* in this world? Or maybe you want to leave here and *Go Home* instead?
Hey, there's no harm in just *Continuing On* to another world entirely either!

What'll it be?

Notes

Special pecial ecial thanks to my adorable little honey bee, the one known only as NuBee.

I totally did it deliberately too.