Kara no Kyoukai

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v:1.3

Welcome (back) to the Nasuverse jumper, specifically 1990s Mifune City, an urban center in Japan, which will come to be the stage of a rather odd series of events. Several otherwise happy and healthy young women leap to their deaths from the top of the Fujou building, a 10 kilometer bridge collapses for seemingly no reason, a family brutally murdered is perfectly fine when the police show up, all of which center around a young woman, one Shiki Ryougi, an empty girl with the ability to kill anything, and her... Friend? Boyfriend? (It's complicated.) Mikiya Kokuto. You know the drill, one decade spent here. And before I forget:

+1000CP

Warning:

This jumpdoc will contain spoilers for Kara no Kyoukai, and it is recommended to either read the light novels or watch the movies first. Do both, or neither, it's your prerogative. Links to both can be found in the notes section.

Starting Location and Identity:

Location: You may start anywhere in Mifune City, though you are restricted from starting anywhere else.

Time: You may start in April 1995 when Shiki and Mikiya first meet, or 3 years later when Shiki wakes up from her 2-year coma and finds herself in possession of the Mystic Eyes of Death Perception.

Age: If you start in ‘95 you may set your age to 17 or above, or if you start in 98 you may set your age to 19 or above.

Gender: Free Pick, defaults to same as last jump.

Origins:

Drop-In – To be no one in a work based primarily around the philosophy of identity is quite poetic, isn't it? You have no identity or history in this world, save an ID and the minimum paper trail to avoid getting arrested or detained.

Normal – You? You're just an average guy or gal who's lived an average life in Mifune City for the most part, with little exposure to the magical side of the world. A side of the world that's about to get really hard to ignore. Will you try to continue your normal life, or abandon it to the intrigue of the Moonlit World?

Demon Hunter (200CP) – You are a part of a family involved in the Demon Hunter Organization, a coalition of families dedicated to the extermination of demons and demon hybrids. However, as the world moves farther and farther away from superstition and magic, the number of demons has declined considerably, leaving the families to go their own ways. There are still strong martial traditions in the families though, and Mifune City is going to get rather busy rather soon, providing you with ample opportunity to flex your demon hunting muscle.

Magus (100CP) – You are a magus, a practitioner of modern magecraft, and have dedicated your life to finding a path to the swirl of the root, or 'akasha’, the source of all things, in hopes of using it to your own ends, achieving godhood, or something like that. Needless to say you haven't had any luck with that so far, though there is a girl who may provide you with a unique chance to gain access to it. (See notes.)

Perks:

General:

Magic Circuits (Free/100CP to increase) (Magus' start with two additional free purchases) – Magic circuits are a nervous system like construct that exist within the human soul, and are used to generate magical energy, which can be used to perform magecraft. In layman's terms it's your mana pool. You start with 20 of C-Rank quality. You may purchase this multiple times to increase your count by another 20 circuits, or to increase their rank (up to EX.) (See notes)

Origin (Free) – The origin is that which defines you, a kind of instinct that directs you and your actions. Each and every person has an origin, but few may choose theirs. Choose a word, ideally one you feel defines you, as your origin. You will be slightly better at casting spells relating to your origin, and actions done in accordance with your origins instinct will be slightly easier to succeed at.

Dual (100CP) – Okay, you have two origins. Choose a word somehow related to your first origin as your secondary origin. This secondary origin functions the same as the first, slightly boosting spells & actions actions relating to it.

Awakened (200CP) – You have been awakened to your origin, making it's direction impossible to deny, and as a result, you're now forced to follow your origins compulsions, making you it's slave. However, in return your ability to construct spells relating to your origin is now much greater, allowing an otherwise unremarkable magus to create bizarrely powerful spells capable of matching and exceeding the abilities of other first-rate magi, though only if they fall in accordance with the origin. Secondarily you gain a set of abilities relating to your, these can be wide and varied, but an example would be a regular high schooler with no combat training growing to the point of being able to match, and even overpower a trained demon hunter. Remember to fanwank responsibly.

「 」Capstone Booster (400CP) (Cannot be taken with other origin options) (Must take hollow for 0CP) – …? Okay, disregard the above, your origin is now emptiness, and while this would normally result in stillbirth, you're alive. Congratulations, your body now has a direct root to 'akasha,' or the swirl of the root, which if you don't know what that is, it's essentially the

source of everything, concepts, origins, magical energy, *everything.* This will lead to the accelerated accumulation of mystery in your body, allowing you greater resistance to magecraft (assuming it's mystery is not stronger than yours,) and greater physical ability as your mystery grows. More importanty there is now a version of you that resides in the root, an *omnipotent* and *omniscient* version of you, and not the pansy stuff like the infinity gauntlet either, were talking the ability to completely obliterate history and do it over again from scratch. Now you might be thinking that this is amazing for such a low price, well the thing is being all-powerful and all-knowing has made them apathetic, and somewhat careless, and nothing really interests them anymore. That's not to say they're not going to do anything for you, sometimes they'll inhabit your body (with your permission of course,) and use their infinite skill and knowledge to solve a problem for you (though this happens rarely, and there's no guarantee they'll go after your most pressing issues,) and they'll make minor edits to reality for you from time to time, jamming a sniper's gun, unlocking a door for you, minor things, though once a jump they can be directed to make an edit to reality specified by you, though this edit can not be greater than reviving someone from the dead, and should you die without using it, it will be used to resurrect you. The real power of this perk will come after you have sparked, in which you will merge with your akashic personality, and take their place in the root, gaining their power. Though you've still got a ways to go until spark time.

Drop In:

Eggplant (100CP) – Alright, to put this simply, you're a great writer, world building, dialogue, character building, it all comes naturally to you, though you're especially good at constructing complex yet internally consistent power systems, and as a bonus, you're better at working within existing power systems, but you do have a bit of a tendency towards long-windedness.

Know Your Own (200CP) – This place, Mifune City, isn't the most stable place, and the strange thing is, you've started to pick up on this in your own way. You are able to sense people who suffer from the same mental troubles you do. Narcissists know narcissists, psychopaths know psychopath, etc.

Therapist (400CP) – People are not stable things. You, as a jumper, know this better than most, and here is no different, hell, it's probably even worse around these parts. Good thing you've got the training of a licensed therapist. You're quite knowledgeable in the ways of therapy and ways of getting people to better themselves, mentally and emotionally.

Calculator (600CP) – You are a psychic, a precognizant psychic to be specific, with the ability to see a possible iteration of the near future (the next day at most,) and calculate a path to achieve it. The calculated path is based on information subconsciously gathered, so it's not perfect, and may be thrown off by bizarre or otherwise extraneous circumstance, but is a potent ability nonetheless.

Boosted:

Your connection to the root has further boosted your abilities, as your ability now subconsciously gathers information directly from the swirl of the root itself, becoming infallible in all but the most rare of circumstances. Furthermore you have begun to receive visions of the farther future, your calculation ability tends to break down when navigating more than a day in advance, relegating the enforcement or derailment of these predictions to your planning ability, just be careful not to get so wrapped up in the future that you forget the present. (Thoughts?)

Normal:

Normalcy (100CP) – A lot of weird events are going to go down around you in the following decade, but you know what? That's fine, it's all good. Weird stuff just doesn't seem to get under your skin as much as it used to, allowing you to keep a cool head when dealing with stuff normally outside your purview.. This also makes others unlikely to bother or harm you unless you're putting your nose where it doesn't belong to.

Paranormal Detective (200CP) – Well, aren't you a smart cookie? Turns out you're good at the whole detective work thing, the right questions to ask, the right places to look, the right connections to make, that kinda stuff. However your detective skills really shine when a case involves the supernatural, as everything just clicks easier for some reason, maybe it's the outsider perspective? Who can say.

Stubborn (400CP) – Sometimes the people close to us do things are accused of things they didn't do: gang activities, drugs, *murder*. Thing is, you have an infallible sense of whether or not they're guilty of such things. If they are guilty then this perk does nothing, but if they aren't then you'll know, and nothing will be able to convince you otherwise.

One That Will Never Hurt Others (600CP) – You are a good boy, an exemplar of human niceness and decency only matched in sheer goodness by one Mikiya Kokuto. To start you're simply a good person, compassionate, empathetic, diligent, polite, and just a joy to be around, having a sort of down to earth charisma, not the “able to get people to do what you want” kind, but the kind that just helps people relax around you, finally you have a sort of aura of normalcy, within which people are calmer, magic is slightly less effective, and peoples mental issues are lessened, though these effects will slowly reverse upon your leaving, this effect is toggleable.

Boosted – Well, your aura of normalcy has evolved, magic and the supernatural begin to peter out in your presence, and people’s mental issues lessen faster, and what's more is while magic will resume working outside of your presence, mental issues will not come back, allowing you to slowly heal the mentally disturbed permanently with your presence alone.

Demon Hunter:

Demon Hunter Lineage (Free) (restricted to Demon Hunter) – So, you're a part of one of the four demon hunter lineages. Each lineage has a few distinct abilities which will be detailed below. You may only choose one family to gain any benefit from, as most of their abilities are genetic, and the few that aren't likely wouldn't be shared with outsiders, even from within the organization.

Ryougi – The Ryougi family believes that to master one skill one must abandon mastery of another, and so to combat this, the Ryougi family has taken to splitting the personalities of their members into two halves, male and female, so that each can master different skills. Should you choose Ryougi you will also gain this dual personality, with one half assigned to combat skills, and the other assigned to social skills, though you choose which half gets which, while using the personality corresponding to your current tasks required skillset, you learn and master it much quicker than normal, and once mastered can use it with greater proficiency. Finally, you may choose to return to your original personality, though it doesn't get any bonuses from this. Aside from their dual personalities, the family is no longer in the demon hunting business, and is instead a Yakuza family. By taking this family, you are related to one Shiki Ryougi, and may even secede her as the next family head if you're male.

Nanaya – I... I think you have the wrong story. You're a part of the Nanaya clan, the only demon hunting clan still actively hunting demons, and by virtue of that fact you possess pure eyes as described in the psychic perk. Your true trump card however are the family combat styles, flashing dash and flashing scabbard. With flashing dash, you can move at speeds even other demon hunters would have trouble keeping track of, even on walls and ceilings, while flashing scabbard lets you attack at similar speeds. As was previously stated, the Nanaya family is the only family still actively hunting demons, and as such you'll almost definitely have family support should you choose that path. By taking this family you're related to... Nobody relevant to this story, moving on.

Fujou – The Fujou family, unique among the demon hunter families, are actually a family of magi, specializing in mediumship, and while they may not practice any other types of magecraft, members of the family do have a foot in the door in that regard. Alongside their magecraft, they also have ESP in the form of the ability to project their mind as a ghostly image, capable of 'possessing' individuals by planting incredibly strong suggestions in their mind. Should you take this family, you will be one of the last descendants of the family, alongside your sister Kirie Fujou.

Asakami/Asagami – The Asakami/Asagami are something of a tragedy, a case of 'he who slays monsters,' in which the Asakami would revere demons and demon blooded as gods, and breed with them, producing demonic offspring and becoming the very things they would hunt, though the branch family, the Asagami, knew no such fate. That's of no matter though, as the two families possess powerful telekinesis, capable of throwing heavy objects such as large trucks and shipping containers around with relative ease. Additionally, this will increase the power of your other psychic abilities by around half. Should you take the Asakami clan, you will be the last pure human of your now dead clan, or, if you take the Asagami clan, you will be the sibling of Fujino Asagami. Maybe you could help her out? She's in a rather tough spot.

Demon Hunter Training (100CP) – Even in the modern age, the demon hunter families carry strong martial traditions, and you're no different. You're a highly trained combatant, proficient in a large number of conventional bladed melee weaponry, with knives, spears, swords, all able to be wielded with great proficiency, though what use is skill without the strength and agility to back it up? You're also at the peak of human performance, capable of striking with force comparable to cannon fire when fighting at your peak, and capable of outrunning the explosion resulting from a high-yield chemical explosive.

Discipline (200CP) – Hunting demons is very dangerous work; one little slip from over-eagerness or an earlier mistake could spell a messy and painful doom, and as such the demon hunter families have trained their members in how to keep a lid on their emotions, training which you have received. That, or you're just that stone cold. Either way you have a very tight grasp on your emotions, and are nearly unshakable as a result. Pain, the loss of a loved one, it doesn't matter, nothing is going to get in the way of your ability to do battle.

Special Eyes (400CP) – You're going to face some crazy opponents here, cannibalistic serial killers, telekinetics who can bring down multi-kilometer bridges, and far stranger things with far stranger abilities abound. In order to combat that you've become a very perceptive fighter, capable of noticing and anticipating the effects of the smallest of changes, and adapting to the strangest of abilities a foe may muster.

Self-Suggestion (600CP) – The human body is a miraculous versatile thing. However it's limited by its intended purpose, which is to maintain it's vital processes for as long as possible, or, in layman's terms, 'to live.' That's terribly inconvenient in a fight though, where the body's intended processes can be a hindrance to fighting at your fullest. However, some have found a way around this. Choose a weapon. You have learned to use self suggestion with this weapon, an ability that when activated, causes your body to shift its purpose from 'to live' to 'to fight with this chosen weapon', changing your body so extensively it removes your need and ability to breathe, and propels you to such heights of skill as to triple your effective striking range with your chosen weapon, and even granting you a form of limited precognition. Do note that you need to be actively using your chosen weapon to activate self-suggestion, like in a fight or sparring match. Normally self-suggestion activates automatically when a user is wielding their chosen weapon, but you may choose whether or not to activate it.

Boosted – That's odd. Your use of self-suggestion has evolved and is no longer constrained to the weapon you chose, and can even be used less efficiently (about 50% specifically) with any weapon you choose to apply it to, even if that weapon is your own fist.

Magus:

Family Discipline (Free/50CP for additional specializations) (restricted to magus) – You are a magus, and though there are some who devote their time to multiple schools of magecraft, they are indeed quite rare. You may pick a magecraft specialization (see notes) to gain skill in, which puts you head and shoulders above most of your peers. This skill alone won't make you a

first-rate magus, not by a long shot, but it does lay down a solid foundation for you to become one.

Basic Magecraft (100CP/50CP for additional specializations) – You are a magus, and though there is great variation in the skills and practices each magus uses, there are a few staple skills each magus knows:

- Formalcraft – The use of rituals to draw the ambient mana from the air to use in spells. Popular among those with few or low quality magic circuits.
- Projection – Known also as 'Graduation Air,' the practice of making temporary physical constructs from magical energy.
- Reinforcement – The use of magical energy to enhance an objects existing qualities, the durability of a prybar for example.

Schrödinger's Magus (200CP) – Why are we here? What is life? If I create an identical body who can fulfill my purpose just as well as I can do I even matter anymore? Did I even matter in the first place? The real question is why are you wasting time thinking about this while there's magic to do. Existential questions such as the above no longer bother you, and are quite easy to put out of your mind so you can focus on more important things.

Master of Puppets (400CP) – Did you apprentice under Touko Aozaki? Because those puppets you can make are nearly as good as hers. You can now make puppets, mystical machines, in (usually) humanoid form that respond to your commands, as well as puppet limbs, replacements for lost body parts in humans. The capabilities of a puppet depends on the maker, however they're usually incredibly durable and quite strong, strong enough that many magi use them as security forces for their workshops and homes. While you are incredibly skilled in puppetry, you are still not on the level of Touko, and are unable to reproduce her backup body network... Yet.

Prodigy (600CP) – Many magi live, die, and accomplish nothing, no closer to the root, and contributing nothing but a few circuits and some minor spells to the family crest. Fortunately for you, you are not 'many magi.' First of all, you are now one of the leading experts in the field chosen above, head and shoulders above most in terms of skill. Additionally you are one of the most intelligent magi of the generation, and are all but destined to push the bounds of knowledge in whatever field you choose to study forward by decades in just a few years.

Boosted: There are geniuses, and then there are people like Ms. Aozaki... And you. Your genius pertaining to magecraft, and indeed magic of all kinds in future worlds is the stuff dreams are made of, to the point you can nearly single-handedly resurrect lost or forgotten schools of magecraft, and push existing schools forward generations in just a few years of work.

Mystic Eyes:

Mystic Eyes are a psychic phenomena centered around, what else, the eyes, producing a singular unique, and often powerful effect such as paralyzing a target completely or taking control of their vision. The powers are almost always sight based, and injury to the eye can lead to loss of mystic eyes. All origins receive a discount on a pair of eyes of their choosing (save MEoDP,) but Drop-Ins receive a stipend of 200CP for use in this section only. Only one set of Mystic Eyes can be taken during this jump, however Pure Eyes do not count towards this limit.

Mystic Eyes Of Binding (100CP) – One of the most common mystic eyes, and one of the only ones able to be produced artificially, the effect of these mystic eyes is simple and unfortunately not that powerful. By implanting a simple suggestion in the target, the user can paralyze them for a couple seconds. It is all but useless against magi, who have defenses against suggestions, relegating it to use against normal citizens. When in use, your eyes glow slightly.

Mystic Eyes Of Charm (100CP) – Another form of mystic eyes able to be reproduced artificially, the mystic eyes of charm when activated will cause anyone who looks into your eyes to perceive you as an object of great sexual appeal, regardless of your actual physical appearance, and their normal tastes. When activated they pulse pink momentarily.

Pure Eyes (200CP) – Pure Eyes, are similar to Mystic Eyes, though Mystic Eyes are a physical trait, and ure Eyes a spiritual trait. Pure Eyes allow the user to see that which cannot normally be seen, like familiars invisible to non-magi, the manifestations of psychic abilities, ghosts, etc. With use you will begin to see auras around people, which can denote their emotional state, their alignment relative to you, and even their thoughts. Due to their unique nature as a mutation of the soul rather than the body, Pure Eyes can be taken with other mystic eyes. Users of Pure Eyes have naturally blue eyes.

Mystic Eyes Of Flame (200CP) – The Mystic Eyes of Flame set things on fire with a moment of concentration, and the harder you concentrate, the larger the initial flame.initially you'll only be able to make small flames, but with practice, you could immolate people alive, and generate flames large enough to engulf a sedan. Your eyes turn a glowing, angry, orange-y red when using this ability.

Mystic Eyes Of Force (200CP) – The Mystic Eyes of Force, upon charging for a second or two, are capable of unleashing a bolt of concussive energy able to send things flying over several meters. Initially the biggest thing you'll be able to blast will be about the weight of a dumpster, and only a few meters, but with time and practice you'll be able to send small cars sailing over the horizon. Your eyes glow a pale orange when winding up for a blast.

Mystic Eyes Of Illusion (300CP) – With these eyes, upon making eye contact with an area, you may begin to manifest illusory objects, and entities. These entities look, sound, and feel real to those interacting with them, but are incapable of interacting with the physical world, with an individuals own subconscious preventing them from ruining the illusion by disallowing them from interacting with the entities and objects in ways that would break the illusion. These phantom objects and entities are under your complete control, and will dissipate thirty minutes after you break eye contact with the area the illusion is based in. When you're actively maintaining an illusion, your eyes glow a slight pink.

Mystic Eyes Of Paralysis (300CP) – An advanced form of the Mystic Eyes of Binding, the Mystic Eyes of Paralysis, upon making eye contact with a target, will implant a suggestion that causes the target to lose all control of muscle function for up to an hour. They differ from the Mystic Eyes of Binding in that the suggestion it implants is much stronger, and is able to bypass the defenses of most magi. Your eyes glow a slight pinkish gray while using these eyes.

Mystic Eyes Of Transience (300CP) – The Mystic Eyes of Transience are a unique form of retrocognition, allowing you to see past events in the form of bubbles rising into your field of view when active. To activate the eyes, you have to make physical contact with the target they wish to view the past of before activating your eyes. With some practice, the eyes can be used to call events from the past of a target to the present (such as the slashes of a knife). When using them, your eyes glow bright blue.

Mystic Eyes Of Usurpation (400CP) – This one's an odd one. The Mystic Eyes of Usurpation, upon making eye contact with a target, allow you to 'usurp' the target's vision, allowing you to see through their eyes in effect, with the target none the wiser. What makes this power so dangerous (and cost so much,) is that while linked, you may use the abilities of their mystic eyes, or any other sight based abilities they may possess, causing the target to believe their eyes are activating for no reason.

Mystic Eyes Of Distortion (600CP) – Do you like spinning? I like spinning. The Mystic Eyes of Distortion are a unique and powerful set of eyes, allowing you to create an axis of rotation at a point you focus on, twisting targets in the focus point in a screw-like spiral if they're unable to escape the axis. Curiously, these eyes are much more powerful than normal, as it would take days to twist a man's arm with normal eyes, while these eyes can twist that same arm in seconds. When in use, these eyes glow red.

Mystic Eyes Of Death Perception (True) (1200CP) (Discounted with "「 」") – Practically everything has an end, a death, a point in time in which it will exist no longer, it's own death so to speak, a death which can be seen with the Mystic Eyes of Death Perception. These eyes allow you to see such a fate, in the form of faintly glowing cracks covering everything, food, people, *you*, and by cutting along those lines with a knife or a sword, or anything thin enough you can slip into the cracks, will actualize death on the wound, creating a wound that will not heal. You start out only able to kill beings and objects, but with practice you will eventually be able to kill abstracts, such as the space between you and a target, or a future calculated by a precog. It's capabilities are great but these eyes are not infallible, with prolonged use straining your sanity, as the human mind was not meant to comprehend death so totally. In addition, on living beings the lines of death are fickle, and will constantly move and reposition, and there are even some beings with a higher existence, possessing 'advanced lines of death' which require a greater level of understanding to decode and slash. Some beings may even lack a concept of death entirely and therefore lack lines of any kind. Due to the strain associated with constantly seeing the lines of death, you may activate and deactivate these eyes at will. When in use these eyes glow blue with a purple ring around the pupil.

Items:

General:

Wardrobe (Free) – A wardrobe containing a bunch of clothes according to your tastes, nothing super standout about them, they're sturdy and comfortable though. You will need to wash them yourself.

Apartment (Free/100CP) – A small apartment with a living area, a small kitchen, and a bathroom, the first month of rent is already paid for, beyond that is on your dime. This apartment is only yours until the end of the jump unless you pay 100CP, in which case you can tack it onto your warehouse, or put it in the nearest city to your starting location.

Ahnenerbe (100CP) – Oh, how nice. A door has appeared in your warehouse, leading to a place known as Ahnenerbe, a quaint little coffee shop run by a severe japanese man known only as 'George.' The coffee is served a little too hot most of the time, but it's good quality, and the desserts and snacks served there are quite good too. I've been told the pies George make are really good. Oh yeah, I almost forgot to mention its unique properties, namely, the fact that it serves as an intersection point between the various timelines of the nasuverse, with characters from Tsukihime, Fate, and Kara no Kyoukai can all be found here chatting and enjoying each others' company. What's more is that as you travel, it will begin to overlap with the various other jumps you visit, and characters from *those* jumps will begin to show up from time to time as well. Do note that you can only enter and exit the cafe through the warehouse, and the cafe cannot be used to travel between timelines or jumps, at least until post-spark.

Drop In:

Unlimited Haagen Daaz Works (100CP) – This minifridge is absolutely mundane in almost every way, it has a freezer compartment, it keeps things cold, all that good stuff. However whenever you open the freezer, a single serving cup of Haagen Daaz ice cream is created in your preferred flavor. It's entirely mundane too, though.

KnK Light Novels (200CP) – In lieu of any memories of this place, it'd be nice to have a reference for the future, huh? You now own the entirety of Kara no Kyoukai, in book and movie form. After this jump you receive the jumper editions of both book and movie which includes you and your actions in the story.

Trash (400CP) – You know, sometimes to win a fight, you have to fight dirty, sometimes literally. Now, whenever you're in a fight, trash just happens to be placed in easily accessible locations for you, often you'll notice it just within arm's reach. This trash is quite special in that it really

hurts, even some of the nastier things in this world would need to stop for a moment upon having a bottle generated by this item smashed over their head, giving you valuable time to escape, or think of a better plan than smashing them over the head with an empty beer bottle.

Psychic Suppression Drugs (600CP) – These are the drugs that were used in Fujino Asagami in an attempt to seal away her psychic powers, however they have the unintended side effect of increasing the power of the psychic abilities they seal, and costing the user the ability to feel pain. The version of the drugs you have come into possession of has been modified, no longer costing the user the ability to feel pain, and increasing the growth of the user's psychic abilities quicker (by about 1.5x.)

Normal:

Trinket (100CP) – This is, well it's up to you what form it takes, but it's a little trinket from your past, something small, like a key, or a locket, that reminds you of something, a promise you made, people who were important to you, or even just happier times. It's not much, but when things get rough, it'll help you keep on your feet.

Camping Gear (200CP) – Wonder what you need this camping gear for, I mean, this is an urban center you're starting in. Anyway, this is some really nice camping gear, a bedroll, a hotplate and thermos, and some high quality cold weather clothes. It's nothing supernatural, but it will keep you warm should you need to go in the cold months camping for whatever reason.

Police Contact (400CP) – When there's criminal activity around it's good to keep as informed as possible, however as a citizen of the general public, a lot of important and useful information, whether to stay safe or try to catch whatever ne'er do well is stirring up trouble, is kept out of your hands. Thankfully you've got a contact in the police, a close relative, a trusted friend, their role varies from jump to jump, but they all share a trust in you and willingness to keep you informed on police secrets, their reasons vary, from wanting your opinion to trying to help you stay safe, but the information remains the same. Do note that while the information may be more than the public is getting, it's only as good as the police can get.

Your Brain (600CP) – Who's brain is this? As a matter of fact, it's yours, a copy more specifically, as you know, you kinda need your brain. Other than that it's exactly what it sounds like, your brain in a jar. Either way you're a jumper, you can probably find some use for it.

Demon Hunter:

Knife (100CP) – This knife is a good knife. It's *your* knife, being durable, easily hidden, always sharp, and easy to clean, compatible with nearly any combat style you care to try, good for stabbing *and* slashing, and when you point it around you look cool and threatening, instead of like a massive doofus. You may import an existing weapon to gain these properties if you wish.

Family Home (200CP) – While it's always nice to have independence from one's family, it's hard to deny the benefits of having family at your back, especially when said family is rich and composed of people originally trained to kill demons. Your family home now follows you through the jumpchain, a traditional Japanese styled mansion, with a small army of servants, and a family who share the effects of your chosen family's perk, and the 100CP perk from the demon hunter perk tree. The family dynamic will vary depending on the family you chose to be a part of, but generally your family will be happy to host you, at least for a while.

Puppet Arm (400CP) – Well that's a shame, you lost one of your arms. It could be worse though, you do have this puppet arm to replace it. This puppet arm is not only indistinguishable from your regular arm, it's really durable, an elephant could sit on it and it wouldn't break (and it's durability scales up if you were already durable enough to endure that,) but it's most interesting property is its ability to interact with ghosts, and other otherwise intangible spiritual phenomena, by projecting a ghostly arm up to 10 meters away. Should you somehow break it another one will appear in your warehouse in a day, though you'd be hard pressed to break it.

Weapon of Mystery (600CP) – Ooh, this is fun. This melee weapon (in the form of your choice) is a special weapon, as it's quite old (though you'd never be able to tell since it's so well maintained) and has quite a bit of something called 'mystery,' a sliver of power from the root, which collects over time in just about anything, humans and weapons included, which can basically be considered spiritual weight, as the object with greater mystery will almost always destroy the object with lesser mystery. Anyway, this weapon has been around for a long time, almost 500 years at this point, and as such has accumulated a vast amount of mystery, enough to make powerful bounded fields collapse under its mystery simply by being drawn from its sheath. Aside from its mystery it's just a really nice weapon, well balanced, sharp (if bladed,) and very durable, though if it does break, it will reform in the warehouse in about a week. As with the knife, you may import an existing weapon to gain these properties.

Magus:

Glasses (100CP) – You might not *need* glasses, but these glasses (coming in whatever design you like) are certainly useful, in that they're actually a simple mystic code that uses autosuggestion when worn to change the users personality. What your personality changes to is up to you, but it defaults to the opposite of your default personality; a cruel and business-oriented jumper would become a bubbly and fun-loving personality, an empathetic person would become disconnected and somewhat cruel, so on and so forth.

Supernatural Business (200CP) – Everyone needs to eat, and a magus is no different, but chances are you don't come from some old lineage with enough cash to crash the economy if they wanted to, so you've had to resort to other means to keep food on your plate. You're now the proud owner of a half finished building surrounded by a bounded field meant to keep those who aren't looking for you specifically out, containing an office, and a magical workshop. “What kind of work comes through here,” you might ask? Pretty much anything under the sun as long as you're capable of it, like mystic code commissions, orders for toys, private detective cases (involving the supernatural more often than not), and as long as it's within your skillset, you'll get jobs based on it which pay pretty well too. You will have to hire any help you need yourself, though.

Sealed Familiar (400CP) – What's in this box, jumper? It wouldn't happen to be a centuries old formless semi-sentient monstrosity from ages gone by, would it? Because that's exactly what's in the box. Basically the... *thing* in that box of yours is a *huge* eldritch abomination composed of gooey dark matter, with a multitude of thorn-like tentacles and eyes, and a thousand mouths, perfect for grabbing hapless humans and dragging them back into the box to be devoured chunk by horrid bloody chunk. The thing in the box will never turn on you, but anyone else nearby best stay back lest they risk getting dragged into the box. How does it fit in the box, you ask? It's bigger on the inside of course.

Backup Bodies (600CP) – Whoa whoa, where'd you get these? I doubt Touko would share this kind of high-level puppetry with *anybody*, let alone you. That's beside the point, though, you're probably wondering why there are 10 perfect copies of you laying there all of the sudden. Those 10, seemingly lifeless copies of you are your new puppet body backup drive, and you share a low level hive mind with them, with you being the primary consciousness in the collection. When your current body dies, one of the puppets wakes up, and continues in your place, essentially becoming the new central intelligence in your little puppet gestalt. Each puppet is essentially you in every way, being no more or less in terms of ability, though some of your will to

accomplish a previous task may be lost in the process of the puppet taking your place. You have a self replenishing stock of 10 puppets per jump, and any more you must make yourself. What do you mean is it 'still you?' when you die? Who cares?

Companions:

Companion Import/Creation (50/100CP) – Mifune City is about to get dangerous, even for the likes of you, and it'd be ill advised to go it alone. With this option you may import up to eight preexisting companions into this jump, those you do will gain a free background, 600CP, any freebie perks afforded by their origins, and a discount on any set (save MEoDP) of mystic eyes, any drop-ins also receive a 200CP mystic eyes stipend. If you don't have any friends (or just want to create more,) you may create companions for 100CP per. Their looks and personality being up to you.

Canon (50CP or free (see description)) – Or maybe you don't have any friends to take into this jump with you, or perhaps you want to make new friends, it's all the same to me. This option will make it so you meet a canon character of your choice under friendly conditions, and continue to meet under similarly good conditions, causing the character to become your friend, a friend who would gladly join you on the jumpchain. If you can convince a character to come along without any social fu or charisma perks, you may take them for free. You may choose any character for this option except...

Shiki (800CP or free (see description)) – … Shiki Ryougi, the girl who can kill anything, she's cynical and moody, and often appears to be emotionless, however she's also one of the most talented killers in the world, with a murderous streak a mile wide, demon hunter training, self suggestion with a katana, and most importantly the mystic eyes of death perception. Under the murderous intent and cynicism however, Shiki can be surprisingly caring to those she likes, like an aloof big sister who pretends not to care about you while she plans what to get you for your birthday. Shiki also has a bizarre way of looking at people, separating them into two categories, those she can be with and those she can't, those that fall into the former category she will stick with, even if she hates them. Paying 800CP will not only get you into the former category, it will also cause her to be at least neutral towards your company, and will go along with you on the chain, however if you don't pay, and are still able to get into her good graces, you can take her along on the chain for free. Either way Mikiya will be overjoyed that Shiki is finally coming out of her shell, and will gladly come along the chain with you.

Drawbacks:

No limit, don't kill yourself.

Long Winded (+100CP) – Well that's annoying, you seem to have inherited the Nasuverse curse of being allergic to brevity. Unlike you once you enter this jump, I'm going to keep this brief, you have a roundabout way of talking, and can't seem to just get to the damn point, using far more words than you really need to, and using bizarre and often nonsensical similes and metaphors to describe already confusing subjects.

Remaining Sense of Pain (+100CP) – Congratulations, you're unable to feel pain, or anything for that matter, physically at least. This can have some uses, allowing you to keep going through monumental amounts of pain, however there is the fact that pain lets you know that something is wrong, and you're going to have to pay careful attention to the state of your body, lest you kill yourself without even realizing it.

Useless Origin (+200CP) – Your Origin is useless. I'm not kidding, that's your origin. The word that guides your every action is 'useless.' Or failure, or broken, or anything of the sort. Not only does this remove any benefit towards spell making (unless you're making a useless or broken spell,) the instinct your origin provides is now driving you towards uselessness or failure, or what have you. It's not an all consuming push mind you, but you will have to take care not to fail at some things. At least you haven’t had your Origin awoken, right? Right?

Unstable (+200CP) – That's not good, you've become quite mentally unbalanced (well, *more* mentally unbalanced.) Perhaps you hear and see things that aren't there, or maybe you can't recognize your memories as your own, whatever the case may be, you're not all there upstairs, and it will make life difficult for you.

Semi-Awakened (+200CP) – Funny, when you tried to awaken your Origin for whatever reason, it went wrong, and you didn't gain any of the usual benefits from an awakened Origin, however you have reaped the drawbacks in that your Origin’s instinct is still almost impossible to go against. You can still receive your awakened Origin’s power, but only if you purchased it above, in which case it will be provided at the end of the jump. You probably shouldn't take this with 'Useless Origin,' but I'm not going to give you any safety nets for screwing yourself.

Always On (+200CP/400CP) (Can only be taken if mystic eyes are purchased) – Those eyes of yours, those beautiful special eyes, are always active, maybe not at full tilt, but the effects are still present to some extent. If your eyes activate in pulses as opposed to a maintained effect they will fire randomly instead. Due to their nature, taking this with the Mystic Eyes of Death Perception will grant an extra 200CP.

Killer (+300CP) – That's very not good, for some reason you've picked up a vicious murderous streak, you love it, you breathe it, you have trouble feeling alive if you're not ruthlessly stabbing the life out of someone, and nothing else really holds any joy for you anymore. For obvious reasons this is a big problem, pray you have the ability to contain your urges for a whole decade.

Hollow (+300CP) – You don't feel like you anymore, do you? All your memories look like your own, you know that they're your own, intellectually at least, but they don't feel like yours, and as a result you don't feel like you anymore. As a result of this, you feel hollow, and you have taken to some less than constructive pastimes to try and fill that void, whether that be constantly seeking out battles to the death, extreme substance abuse, or some other similarly self destructive activity. You *can* build yourself back up, and make a new identity for yourself, but it's gonna take a long time, and a lot of support from your friends and companions.

Dirty Red (+400CP) – You called Touko by her college nickname didn't you? 'Dirty Red?' Oh damn you're boned. Touko Aozaki is an extremely talented magus, one of the foremost in the world, the person who single handedly revived the school of runic magecraft, a person who has achieved an effect (albeit a very specific one) close to that of True Magic through her puppet back-up bodies, and received a sealing designation due to her skill in puppetry alone. And she has also made it a personal doctrine to kill anyone who uses her old embarrassing college nickname, which now includes you. She's not powerful in a direct fight, but she is clever, and has access to some of the more powerful beings in this world, and what's more is that she can't be killed permanently due to her backup puppet bodies. If you kill her enough times she may decide to let the whole thing go, albeit reluctantly, or if you die enough times she may be satisfied and leave it at that.

Stillness (+500CP) – Souren Araya is an otherwise average magus who has come incredibly close to reaching the root due to his extraordinary methods, and he's convinced that you (along

with Shiki,) are the key to finally reaching the root. Even without his magecraft he is incredibly strong and fast, capable of smashing concrete with his bare fists and dodging bullets, and due to his awakened origin of 'stillness' he's incredibly hard to kill, as one cannot kill that which is already still, even the Mystic Eyes of Death Perception are ineffectual due to the sarira(ashes of an enlightened one) embedded in his arm, which grant him 'advanced lines of death' which require great skill to decipher and actualize. On top of that, in spite of his otherwise average abilities his ability to create bounded fields (essentially spells that function as fields, that effect whatever is within their area) is second to none, for instance being able to carry a mobile bounded field (a feat in itself) which completely freezes anything that enters it.

A Girl Who Can Kill Anything (+600CP) – Oh damn, you're *really* screwed now. Shiki Ryougi herself is now on your tail for... Something, maybe she wants a good fight out of you, maybe she just wants you dead, whatever the case you've got one of the most potentially lethal people in the entire Nasuverse trying to kill you. She has physical abilities and skills equivalent to the basic demon hunter training perk, plus self suggestion with katanas, as well as her oft mentioned Mystic Eyes of Death perception, which allow her to see and actualize death upon a target by cutting the lines of death she can see with them. It's also worth noting that you still have a concept of death, and probably will until you spark. Anyway, good luck.

Depowered (+600CP) – You're reduced to your body mod or equivalent, and whatever you have purchased in this document. A word of warning, don't take this with any of the grudge drawbacks, trust me *don't.*

End Choices:

A decade has passed in this world under the moon, and you are now presented with the choice I have forgotten to give you the last three or four times (sorry.)

You may...

Stay Here

Go Home

Or...

Move On

Notes:

Read: https://emptyboundaries.wordpress.com/2011/07/25/kara-no-kyokai-translations-2/

Watch: https://vrv.co/series/G6DK07N7R/The-Garden-of-Sinners

The Root: Reaching the swirl of the root will end your chain, in this jump, sorry.

Gaining More Magic Circuits: You *can* get more magic circuits, but it's very difficult to do so, and can't be done via normal mean (such as training,) so stock up here boys.

Magic Circuit Quality Rankings:

- E – The worst one can have, can barely generate any magical energy at all.
- D – Still rather bad, but is generally serviceable.
- C – The average, can generate far more than E, but can generate far less than A.
- B – Good quality circuits, the quality of most magic circuits among older lineages of magi.
- A – Excellent quality, can generate large amounts of magical energy.
- EX – EX rank is different, in that it doesn't necessarily represent higher quality than normal, but that it falls outside the regular scale. However that does generally mean the ability to generate more magical energy.

List of Magecraft Specializations: https://typemoon.fandom.com/wiki/List_of_Magic_Spells

(Additional Note: you may not take any true magics, non-modern magecrafts, or the churches sacraments.)

Shave 200 CP off the mystic eyes of death perception if you actually read the descriptions for the other mystic eyes.

Changelog:

Version 1.3:

- Added Calculator Perk
- Implemented a truly astounding amount of Grammar fixes by people who are not me. (Thanks again to those who did that.)
- Buffed “「 」” again.

Version 1.1:

- Removed Psychic Perk
- Added Pure Eyes to Mystic Eyes section.
- Buffed "「 」"
- Edited the conditions for needing to take “Hollow” for no points.
- Clarified limitations on Mystic Eyes in the Mystic Eyes Section

Version 1.0: Created, made sure to include end choices this time.