

DARKSTALKERS RESURRECTION

By Valeria

V1.1

Introduction

You've probably heard this one before. The modern world, late 20th century. Humanity goes about it's business as normal, living out their short little lives as best they can, all the while unaware of the truth of the world. Humanity is not alone on Earth, nor is Earth alone among worlds. They are the prey for dark forces beyond their understanding. These forces even have a name, given by those few humans in the know. The Darkstalkers.

Inhuman creatures of all manner. Devilish demons from the world of Makai, vicious vampires, friendly feline women, ancient mummies, wild mermen, the unholy undead, the work of mad scientists, cursed armors from the far east and so much more! The Darkstalker is the term for those inhuman things that take an active role in the affairs of Earth, as either predators of humanity or their new allies in this emerging world.

Many humans are unaware of this truth. A few Darkstalkers are known to the world, like the pop idol Felicia who represents the Cat Woman species, but most are still hidden threats. It is the Dark Hunters who take on such hidden things. Humans with inhuman powers, skills and/or weaponry that have been inspired to slay the forces of evil. Sometimes it's just for money. Those tainted by the Darkstalkers touch can often find solace here, dhampirs and those converted to undeath finding a way to repent their misfortune.

But while Humanity slowly learns of the neighbours it shares a world with, as well as which neighbours are the good ones, another world has it's own problems. Makai is the world of demons, a vast place many times the size of Earth. Ruled by Belial Aensland and the other High Nobles of Makai, it is where many trillions of demons make their homes. One of these demons, a noble named Jedah Domah, views himself as a Dark Saviour who will remake Makai into what it once was. A place of glory that ruled not just it's own barbarous lands but all the universe.

Jedah's plots are formulating for now but will have to wait. As a great threat approaches Earth and through it, Makai as well. A being from the stars, an alien warlord named Pyron, who cultivates planets and their powerful warriors so that he can endlessly grow grander through battle. Earth, an ancient project of this primordial god, has finally begun to bear fruit. Warriors ready themselves for battle, against each other and for this unknown alien that approaches. This is where you come in.

You'll spent at least ten years here, though you may extend it for up to four hundred. By default, you begin in the continuity of the videogames, beginning bare weeks before Pyron arrives and a year before Jedah pulls the Darkstalkers into the Majigen. You've got 1000 Choice Points (CP) to spend here.

Locations

Choose one of the following locations to begin your journey in.

Australia

An abandoned musical festival, considered too cursed to touch. The last place that Lord Raptor performed, where he and a hundred of his fans committed suicide in a satanic ritual that gave Raptor undead life. It's also at the centre of the blasted wasteland that is the Australian Outback, a thousand kilometers from more than the most rudimentary civilisation and farmsteads. What strange Darkstalkers prowl these red plains? The same red dirt, perhaps, as Makai itself?

Hunter's Guild, Europe

One of the many centres for the Darkhunters, humans who fight back against Darkstalkers and other menaces to human civilisation. It's a surprisingly dangerous place, with all the rivalries and old grudges that arise between Darkhunters, but a lot of money can be made on the contracts here to any human with the skills or balls to kill some demons. This particular Guild is where the legendary BB Hood comes on most days, when not on a job, to look for interesting new bounties.

Egypt

The land of too many kings to count. The approach of Pyron has begun to awaken the ancient defenders of Egypt, the Pharaohs who have sworn to defend their kingdoms. Hopefully they'll spend less time fighting each other. It's a hot and dusty place but there's plenty of fun to be found in the cities, if you're not in the mood for raiding the tomb of a king.

Undersea, Brazil

The site of an old empire of the mermen. Though destroyed by the actions of an alien god, the ruins hold many treasures still. It's a little ways off the coast of Brazil, beneath the amazon, and the water caves go a surprising distance. If you can't breathe underwater, you'll find yourself floating on a small boat above surface level.

Makai, Gilala Gila

The world of demons. Several hundred times the size of the Earth, such that even the immortal demons have never truly explore it's furthest reaches. Caves filled with toxic miasma, nasty swamps that boil the flesh from bone, earth the color of blood. A pleasant place.

Gilala Gila is the centre of Makai, a multi-thousand kilometer high volcano. Above the volcano is a Black Void, a distortion in space-time that represents the Gate between Makai and the Human world. Only open for a few seconds every two weeks, the demons here still rush to get through. This place used to be guarded by Galnan, one of the High Nobles of Makai, but after his death a cold war began to determine control of the Void Gate.

Many of the Noble Families do not live too far from the centre, making it to reach most major locations in Makai from here. The Aensland estates, the Domah properties, even the Kreuz fortresses. They're all only a few thousand kilometers away.

Makai, Great Sea of Evil

The sea that lies to the east of the main landmass of Matairiku. Rather than water, this sea is formed from flames that eternally burn at 10,000 degrees celsius. As fits Makai, countless billions of

creatures still live in this hellish sea. It encircles most of the continents of Makai, separating various species into their preferred kind of nightmarish biome.

Makai, Great Ocean of Evil

The western ocean that lies opposite the Great Sea of Evil. Instead of fire or water, the Ocean of Evil is a ever shifting plane of ice, with a temperate of Absolute Zero. The roiling waves of razor ice don't deter the countless makai lifeforms that manage to survive here. Around the very edges of both Ocean and Sea is an atmospheric wall so tightly compressed that even demons have not pierced it. Legend says that a crack in this wall exists that leads to a world no one has discovered yet.

Both Ocean and Sea meet in the middle edges of Makai, forming a two hundred kilometer wide zone of infinite storms and howling hurricanes. Again, as can only be expected, this region is filled with demons.

Makai, Devil Mountains

The most prominent feature of Makai's land. Near the centre is a mountain range, with a height of eight thousand kilometers above sea level. Beyond the dangers of this place, such as the more cosmic hazards at it's peak, is it's secret core. A three thousand kilometer long waterfall known as Heaven To Hell, which drags anyone caught into an endless darkness from which none have returned.

Origins

Stranger

Even with the variety of Darkstalkers that exist, there are still those that don't fit in anywhere. Monsters whose souls call out not for violence or evil, but song and dance. Young humans with no power now but the potential for much. And even the unexpected intruders from other worlds. Your nature is similar, a being who stands out as unique in this world. An offworlder who managed to find his way to Earth or a humble young orphan just arriving to the big city. You've no connections on this world, not more than minor ones at best, and may even have no memories at all.

Darkhunter

Though the world is often uncaring and cruel to humanity, weak as it is in this world, it is not without its protectors. Humans and Darkstalkers both who take the fight to the forces of evil away from the eyes of mankind. A Darkhunter is both a term for anyone that hunts evil Darkstalkers down as well as for the members of the Darkhunter organisation, a human group that gathers and funds monster hunters in secret. Whatever your allegiances and reasons are, you're known to a fair few as a Darkhunter of repute by now.

Wanderer

Not everyone has to take a side. Against the Darkstalkers or for the Darkstalkers. Sometimes living a good life is all one desires. Like many great warriors here, you have abandoned the things that tie you down and left on a journey. Your home had nothing left for you, be it a snowy village of yeti or a rural Japanese village, yet the world calls on you now. Now you follow your wanderlust, to do good in the world or just to sate your own personal desires.

Noble

A ruler stands apart from his people, another breed of being entirely. Having been raised for authority, it can be difficult to think in the same terms as those without such responsibilities. You were born in one of the many noble factions in Makai or Earth. An ancient Egyptian dynasty, a great clan of demons in Makai, even an undersea Merfolk Kingdom. You're no ruler in your own right but might be of the royal family still. Odds are you'll get caught up in more trouble than others because of your heritage.

Your sex is up to your preference. Your age is that of an adult of your species, as some species take twice or many times as long to be considered 'adult'.

Species

Humans make up only a minority of those involved in the conflicts here. The Darkstalker is a collective term applied to countless different species. Below are a range of available options for your own kind, though only one may be chosen.

Most of the below species are immortal to some extent, though eternal youth is somewhat rarer. Those that are not will either be obvious or make some explicit note.

Human- Free

The mundane, garden variety human. Pure and untouched by any Darkstalker ancestry. As normal as normal can be. No longer living or more exceptional than any other Homo Sapiens. Anything special you have will have to come later.

Cat Person- 100

One of the few Darkstalkers to become widely accepted by people. A Cat Person, a human-like creature with the ears, tail and paws of a feline. Though born identical to humans, they develop their feline traits between the ages of four and ten. They have all the abilities one expects of a cat. An advanced sense of smell, incredible balance and agility, nasty claws and quite the running speed. They can even turn into full cats, when desired. Normally only women are born as Cat People but a male is not impossible.

Optionally, this can be exchanged for a different kind of animal, with suitable traits.

Cursed Armor- 100

A living armor, you are. A malevolent spirit bound into such an object, capable of possessing any who wear you. While you cannot move without a wearer, you do have the ability to manipulate the minds of those that come near you, provided there is darkness lurking in their hearts. Should enough negative spirits be near, you can also create a temporary body from them, albeit inferior to a proper physical form. Much like the cursed Hannya, you'll be able to discover numerous ghostly powers once you have a body, from turning your cursed energy against your foes to splitting yourself into spiritual copies. If you manage to fully possess and enslave someone, completely crushing their will, you'll be able to treat them as your body and bring them along between worlds.

Jiang Shi- 200

A vampiric variant, from the far east. With the purple skin of the dead, it's clear that you are far from the living. As a Jiang Shi, while similar to the classic Makai-breed of Vampires, you have some alternate abilities. Your body is strengthened compared to that of a human but you lack many of a Vampire's various powers.

As Jiang Shi are famous for, you can hop across the battlefield, teleporting a short distance with each bounce. Your nails can become horrifically large talons to tear apart foes and you can hover through the air at some speed. Your power increases by draining blood from others but the urge to do so is far weaker than that of a vampire. Those killed in this way will soon rise as Jiang Shi themselves.

Werewolf- 200

A human with a cursed inheritance. Descended from a demon of Makai, your heritage forcefully shows itself at every full moon. You transform into a werewolf at those times, or willingly anytime

else if desired, gaining incredible strength and speed. Your claws are deadly and the tail of a werewolf surprisingly strong, almost like a third arm. The instincts of this state make for deadly fighters, as do their enhanced senses.

But to be a werewolf is to be cursed. Whatever form you are in, man or demon wolf, you'll be tormented by the urges of your opposite. A wolf will yearn for civilisation and peace, while a man feels a desperate hunger for blood and violence. Only by permanently choosing one state can you solve this internal struggle.

Optionally, instead of a werewolf, you can inherit the were curse of another Makai creature. Any kind of mundane animal might have an equivalent.

Mummy- 200

A relic from the ancient past. Having been mummified long ago, your true body is left dried up, preserved only by Egyptian rituals. The same rituals that let you control the bandages you were bound in and the sarcophagus you were entombed in. These become a powerful armor around your personal, endowed with great strength despite being made from bandages. You can freely control the bandages, even using them as tentacles, and summon various parts of the tomb you were buried in for aid. Block with a sarcophagus or bring forth a sphinx to attack. You'll not age any further, protected by charms, and can even gather greater energy within by defeating other beings. This energy is permanently spent when used but lets a worthy Pharaoh strike far above his weight.

Succubi- 200

One of the more well known denizens of Makai. As a Succubus, the most immediately obvious feature is your unnatural beauty. A born temptress of mortal men, your beauty and your talent for seducing others into terrible decisions is a natural part of your species. A good thing, as it's also how you survive. Succubi are sustained by physical and mental stimulation of others, creating a strange fluid during that process that they need to survive. In blunt terms, they prey on living beings by pleasuring them and feeding on the energy released by the act. Their own fluids, such as blood or saliva has a powerful effect on the lusts of living beings. A concentrated dose can kill mortal men, while the vaporised liquid in the form of a Succubus' scent brings the weak willed completely under control.

Aensland Succubi are slightly different, having evolved a different method of feeding. Any form of physical or mental stimulation generates the necessary fluid within their own bodies, which they subsist on. Just two days of being locked away without entertainment can kill an Aensland Succubi. They can also take such a fluid from the brains of dreaming humans, stealing their dreams from the outside. Just in case excitement is hard to come by. Either Succubi variant can be chosen.

All Succubi have wings, limbs that shapeshift to their wills. From shields and blades to things as bizarre as missile launchers, the creativity of the species shines through. While not notably stronger than other races, they have a powerful talent for all kinds of magic, particularly those related to charming others or the mind. They can also change their own shape, albeit only to a minor extent. A Succubus can take the form of any human but not an animal or object.

Unlike most races here, Succubi are not immortal. Though eternally young, they only have a four century long lifespan before they begin to pass on.

Soul Bee- 200

One of the deadliest predator bugs of Makai. The Soul Bee is initially a tiny thing, the size of an adult human's head, and takes the form of a anthropomorphic bee. Through their spiritual energy, all Soul Bees can create a protective shell in the shape of a human sized version of their body, used to interact with the world around them.

They have sharp claws on their various limbs and a deadly stinger filled with an agonising poison. This stinger can be used to implant their true small body in an enemy, quickly tearing back out of the foe in a gory mess. They hover and fly at significant speeds, useful to reach the food they can smell from hundreds of kilometers away with their advanced olfactory senses. They prefer to eat souls but can survive on almost any physical matter, digesting most substances quickly. The average Bee starves if they don't eat at least once every thirty six hours. They can convert the food they eat to delicious soul honey instantly, a delicacy through much of Makai.

Bigfoot- 200

A race of large, hairy monkey people that live in the cold mountains and icy poles of the world. Covered in shaggy white fur, the Bigfoots are simple people that live their lives seeking out pleasure, such as eating bananas, or making war on people they think are annoying, like humans. Though they live in scattered tribe, each member is large and powerful. You'll not only have their towering height but also their exceptional hearing they use to hunt through the snowy wastes. All Bigfoot also have the ability to control water around them, shaping it at will and even freezing it in an instant to form deadly blades or shields.

Makai Creature- 200

The races of the Makai are many and varied. Though the most potent examples can all generally be seen above, many notable Makai citizens are not of any specified species. This option represents the wide range of demons not covered above. Choosing this allows you to customise your form, though only within the limits of the 200CP options found above. A succubus or a permanently transformed werewolf are examples of the Makai beings intended by this. Enhanced physical abilities or magical ones and a number of minor to moderate innate abilities are a good guide for what you might expect.

Star Scout- 300

A machine from the stars. You are one of the star robots created by Pyron, the same design as Huitzil. Your body is large and exceptionally tough, with a power born from advanced technology. You possess high speed flight, even through the vacuum of space, along with a variety of technological devices. Self repair programs, advanced scanning devices, an arsenal of weapons that ranges from machine guns to plasma beams to missiles, even forcefields and electrical counter-measures for defence. As an artificial intelligence, you'll also be able to move yourself into a backup body if needed, though few machines can match a Huitzil-style robot in power.

Zombie- 300

A shambling member of the living dead. Brought back by a dark force, your body is animated not by oxygen and vital energy but the necromantic power of death. That and your sheer will to keep rocking on. Being dead, your body is directed more by your intentions than nerve signals, letting you crudely change the shape of your meat and bones as desired. Pump up those muscles for a knock out blow or turn your arm into a fleshy chainsaw. Use your intestines as a whip or stretch yourself out

on your own spine. You can even manipulate the natural electricity of a human body to cause a massive shock!

With a dead body like this, even when cut into pieces, you'll still be able to control each one like normal. Even a single hand is a deadly foe! Short of smashing you to paste, burning you to ash or some sort of holy exorcism, you're damn hard to kill. Any damage you do suffer is soon restored by your unholy energies, the same energies that allow you to disguise yourself as a normal human. Hard to walk with the warm bodies when you stink like death, after all.

Merman- 300

A man of the sea. You are taller than any man, a green-skinned humanoid with fish-like features. Born in the sea, you swim and breathe in the water as naturally as any fish. Even diving a thousand meters deep remains comfortable for you. Not that many fish can match your speed beneath the waves, a race known for ranging hundreds of kilometers when they hunt each day. The same muscles that propel you underneath the water grant you inhuman strength and speed above it, for all that the dry air of the land is unpleasant.

The unique ability of the Mermen is that they can mimic all forms of sea life at will. Their bodies instantly transform, fully or partially, to take on aquatic traits. Their arm might become that of a pistol shrimp, urchin spikes might emerge as a reactionary defence, the deathly shocks of the electric eel used mid combat. Even multiple such transformations at once can be used, turning even a simple Merman into a killing machine. As a result of this, you can also communicate to any sea life, not that they have much important to say.

Vampire- 400/200

A legendary monster of the night. You are a noble of darkness, a famed Darkstalker that all do well to fear. There are many stories of Vampires, of the many strengths they possess and the weaknesses to strike at them. Sadly for mortals, only the vulnerability to sunlight holds any truth and even then, it only weakens a vampire greatly.

Their powers, on the other hand? You have every ability that could be expected of a classic vampire. Transformation into a bat or mist, control over creatures of the night such as wolves and bugs, telekinetic powers and command over the weather, enhanced physical abilities, flight, command over hellfire and more. Even a natural affinity for unholy magic, should you pursue a magical path. Vampires subsist on blood, though they rarely need to feed, and grow stronger by draining it from other beings. Continually adding to their power, those slain by those blood thirst are converted into loyal undead for the vampire.

This thirst is perhaps the only chink in the prideful armor of the Vampires. It is an overwhelming desire for blood that drives them, even if physically they have little need. Even the most heroic Vampire can rarely hold out for more than a few years before he must devour humans again.

Optionally, for 200CP, you can choose to become a Dhampir. The half-blooded child of a Vampire and a Human. While you share the powers of a vampire, they are significantly reduced in potency. In exchange, the weakness to sunlight is absent. However, due to the conflict with their human souls, a Dhampir suffers far worse from the blood urges of a Vampire. Until they cure themselves of their affliction or fully accept their vampiric powers, they'll be tormented by regular and intense urges to eat humans.

Dark Saviour- 400

A rare Makai lifeform, sharing the same ancestry as Lord Jedah Doma. You are a blood demon, an elemental being composed entirely of your own blood. The liquid composition of your body can harden instantaneously, letting you not just retain a normal body but make your blood a dangerous weapon. Your normal body can change shape and transform in a variety of deadly ways, creating spikes and blades and other weapons on a whim. The liquid body makes you extremely hard to injure, as your blood rejoins after any physical attack. In combination with spiritual power, you can rapidly produce even more blood and control it at a distance, crushing the enemy with crimson waves or drowning them in a portal of blood.

Celestial Being- 400

A star is born! At least, a quite small one. A celestial being, one formed of solar energy, is what you've become. Though nowhere near Pyron's power and magnificent size yet, you are still a potent being. As pure energy, you are mostly immune to mundane force or weapons, and certainly to the dangers found in space environments. You control the elements of the sun with ease, manipulating fire and gravity and light as naturally as a human might breathe. You are indeed made of such things, allowing for feats like teleportation, light speed travel in space and total control over your shape or size to become possible. In time, as you grow in power, you'll naturally increase in scale. Perhaps one day you'll be like Pyron and have a galactic scale orbital ring around yourself, treating planets like tiny baubles.

Perks

Each origin gains both 100CP perks associated with their origin for free and all other associated perks are discounted to half price for each origin.

Power Class- Free

Darkstalkers, and the humans that fight them, are all rated on a lettered scale of power. A commonly used system in Makai. This power can take many forms. Raw magical and physical power, sheer skill in combat, advanced technology or high-end weaponry. Whatever form it takes, the Darkstalkers soul is what is ultimately the source of this power. The mightier the soul, the higher they are classed, and their souls bleed power into whatever methods they use to fight. The classes are roughly as follows. D, C, B, B+, A, A+, S and S+.

D Class covers the beasts of Makai, things of the lowest level. Anything in this most minor class is weaker than a human adult. Most animals are this, those most insects not even given a Rank at all.

C Class is the majority of entities across the human world and Makai. Humans themselves, along with most of their military technology, falls into C Rank. In Makai, this is where most slaves, servants and lesser sapient beings are considered to reside. Humans are on the lower scale, while the military weapons like tanks and battleships exist on the higher scale.

B Class is where most citizens of Makai reside. At this level, it is believed that one could defeat an elite human army in the modern age without much difficulty. Power is likely to be compared to higher end artillery here, with speed surpassing that of sound. B+ represents the upper levels of this Rank, where many of the Darkstalkers of fame are seen. Best compared to natural disasters, Mermen with the ability to create tidal waves or demons who threaten whole cities.

A Class mostly consists of the strongest of Makai's nobles and the greatest supernatural beings of Earth. The leaders of the Makai families, such as Demitri Maximoff, or mighty magicians like Anakaris. A Rank power is where maps start to need redrawing and one can easily handle numerous B Class opponents at once. A B+ opponent remains a threat, if a small one. A+, including the likes of Demitri and Emperor Ozom, reflects those whose power can endanger a world like the human world.

S Class is exceptionally rare, even in Makai. The three high nobles of Makai have traditionally been of S Class. Jedah Domah and Galnan Voshtal, along with Morrigan Aensland and the alien Pyron are all such examples. This power reflects cosmic levels of might, where strength is measured by the destruction of stars. With cleverness and skill, an A+ Darkstalker might be able to defeat an S Rank but such would be a herculean feat. An S+ class does exist, representing a being that dwarfs even S Class Darkstalkers, but only the dreaded Belial Aensland has ever reached such a level of power.

By default, you begin as a B Class Darkstalker or Human. You're a powerful being but without further purchases, you'll be below average for the main cast of the Darkstalkers series. Purchasing an inhuman race, skill in combat, powerful magics and other options below are all able to help push you into B+ Class alongside most of the Class or, potentially, even A Class. Any further will require specifically noted purchases or your own efforts to grow over time.

How exactly your Power Class manifests is determined by what you purchase below, though it defaults to raw physical power if nothing suitable is purchased.

Soul Power- Free/100

Almost all beings in this world appear to have a sense for spiritual events. A natural part of having stronger souls is the ability to sense events like powerful battles or cosmic events that occur. Even things that occur on the other side of the planet can be felt, if only vaguely. It's enough to know where to go if you want a good fight and roughly how strong another Darkstalker is.

The other side to this spiritual sense is the ability to take power from those you kill, siphoning off a part of their soul by eating or absorbing it. This is inefficient for most Darkstalkers, appearing as more of an incidental ability that allows them to replenish some energy and grow very slightly stronger if they defeat a significant opponent.

Both these traits are free during this jump but 100CP must be paid to keep both in future worlds.

Special Class- 800/400

You really are something Special. You've attained S Class power, either having been born with it or as the result of a long life of development. Such an astonishing level of power, matched by only a few beings in the universe, carries a heavy cost. The large point cost paid for this raw power can be discounted, if you're willing to take on some special conditions as described below.

Morrigan Aensland was born with S Class power but her father, Lord Belial, feared her power would destroy her body if she wasn't given time to adjust to it. So he split her soul into three pieces, keeping one beside his own spirit and hiding the third part away, which would eventually become the creature called Lilith. Only after several difficult adventures was Morrigan able to reclaim her pieces and return to her true power.

You're in the same situation now. Your soul has been split into three pieces. One remains with you, allowing you to retain A Class power from the Special Class perk and a third of your overall ability outside of this. The other two have been hidden away, both requiring a difficult quest to reach. One might be in the clutches of a Makai high noble, who refuses to release it unless you prove yourself worthy or just defeat him. Another may have been hidden, becoming a powerful individual in its own right, and wish to live its own life. Whatever the challenges, you'll have to complete them to claim your fragments back and reach your true S Class power. If you fail before the jump is over, you will only get back anything lost that wasn't part of the Special Class perk.

Curiously Attractive- 50

Some might think that a green scaled fish boy won't get the fans going. Some haven't seen Rikuo's fanbase. Whatever kind of beastly thing you are, you end up a fairly appealing example of it. Even as a clearly inhuman or outright undead monster, you'll have sculpted features, pleasing curves and eye-catching muscles. Even if it's literally musculature stripped bare to the world. A more monstrous Darkstalker could much more easily pass among humans without hiding their nature like this. Beauty does a lot to get you treated kindly.

Last Stop for Heroes- 50

A final reward, for all you have done. Provided your deeds in life have been good and you have proved yourself worthy, this option will give you a last reprieve after death. After your final death, where your journey truly comes to an end, you have the chance to earn one last reincarnation. A worthy life, where much good has been done and little evil left in your wake, will see you born again

as a new life. Your good deeds have earned you one last chance, with this worthy gift vanishing once used and your journey assuredly at an end.

Gorgon Armament- 100

Curious that your body shares some of the morphing abilities of the Succubi. A demonic ancestor, perhaps. Though they might not be wings, one part of your body now has the incredible shapeshifting powers of a Succubi's wings. Your hair, arms, a tail or wings, even an internal organ or your skin. It'll be able to change form near instantly, useful for a wide range of purposes. Turn your hair into bladed tentacles or a net of hard wires, a solid shield or even an array of machine guns. Your legs, if chosen, could become viable jet engines or even twist together to form a railgun. Provided you have the creativity, working knowledge and spiritual power to fuel it, there's little your part of choice won't be able to become.

Two Player Mode- 300

Who could be satisfied with just one of you? A twist of the soul and now there are two. You have the power to create a mirror image of yourself, a secondary body or clone to act through. By default they'll just copy whatever you do, attacking and even using special techniques in the same way, but you can learn to differentiate actions as well. It's pretty tiring to do this in battle, using all these costly techniques up, so you might not be able to manage more than a few minutes without straining. Less spiritually intensive activities allow a lot more leeway, letting you keep this charming double around all night long.

Demon Beast Master- 500

Inkai is a hidden world lying beneath Makai itself, a secondary hell filled with even more terrible beasts. Inkai is to Makai as it is to Earth, explaining the alien variety and horrific power of the creatures there. Though none within approach the level of Lord Belial, there are a rare few beasts that might threaten an S Rank Darkstalker like Lord Jedah, especially working in concert. You are one of the few with a connection to this hidden plane, able to summon the creatures forth to serve your whims.

Though you must open a gate with your spiritual energy, a costly endeavour for most Darkstalkers and only moreso for stronger beasts, the summoned creatures are easy to control once brought over. Their nervous systems are slaved to your whims, making for an instinctual control and an extremely low cost to maintain their subservience. A demon summoner could enslave monsters several times his own spiritual strength at only minor strain. The creatures are permanently summoned unless sent back but each one must be constantly kept submissive with your soul. Too many and they could begin to rebel or buck your orders entirely. Inkai will remain accessible in future worlds via this power.

Stranger

Clear Hearts- 100

Who could hate a smile like that? Darkstalker you might be but the shining, cheerful demeanour you have makes it hard for anyone to hate or fear you for it. There's a way about you, a sincere approach to life that gets people to give a second thought to how they should judge you. While the most zealous bigots won't budge, most people look fairly on you and your friends despite your clearly inhuman nature, as long as you're otherwise a decent person. It also seems like the same personality traits that get them to accept cat people and succubi as members of society make them overlook how indecent your clothing is, especially when you're basically just in your natural fur.

Spiritual Love- 100

More than most, your soul and body are closely entwined. A quirk of the method you came into being with, it allows your hearts' desires to influence your physical body. For now, all this means is that your body will slowly take on an idealised form that fits how you wish to be, albeit limited within your kinds' possible forms. Perhaps with the influence of magic, particularly of the soul, your mutable body could be turned to much greater use.

Like with Like- 200

Cats gotta stick with cats, especially when everyone else is a cat catcher. Your own kind, even the most hostile sorts, reach an easy kinship with you. Befriending others that share your racial blood is never too hard, especially if you can offer some treats, toys or something they might consider valuable. You'll find it easier than ever to team up against threats from those not of your kind and actually finding more members of your species is unnaturally simple. A supposedly rare Catgirl species might gather around you in their dozens if you spent time looking.

Part of that is also, though the time required can vary enormously depending on the power of the species in quest, that you can awaken others as members of your own kind. Time spent around you, with your intent to do this, can slowly turn a normal woman into a catgirl like yourself. Someone well suited to such a race might take a few days, while a man with no affinity for cats might take weeks. A more powerful species could extend this to years of close contact for changes to begin, even with a good connection already.

Caterwaul- 200

The feline opera is back in town! Your great talent for song and dance is sure to make you a worldwide star, people happy to come from across the world to see your entrancing moves on the stage or pay good money to listen to your charming voice. While you're generally skilled with most forms of song or dance, a large part of your popularity comes from how easy you find it to affect people's hearts with your performance.

From you, a song that might inspire some sadness could move people to tears and a romantic dance could reignite the flames of aged love. Pair your performance with lyrics or a story and it shouldn't be hard to get people to listen to your arguments for peace between the races. Or just whip them all up into a righteous mob against some foe, if you can paint them as enough of a bad guy. Your performance's ability to reach into people's hearts still has an effect when recorded, just less so than when seen directly. There's a reason people go to live shows.

Hope in the Darkness- 400

Not all warriors can fight by themselves. Some are yet to reach their potential, some exist to fight against evil in methods that physical brutes can hope to achieve. If you're a non-combatant in this sense, you can count yourself lucky, as you tend to attract worthy protectors who agree with your cause. Though they are not the mightiest fighters, the men and women drawn to you in times of need are capable and willing to aid you in your current quest. The price is that they tend to have secrets of their own, often a darkness or sin they hope to escape or acquire redemption for.

This may be what draws them to you, as you are able to grant when they seek to your allies. Your company and friendship can slowly heal the wounds of the heart in old soldiers or gradually purify the darkness in a half blooded Darkhunter. There's no guarantee that you can save everyone, especially if they leave too early or you cannot touch their heart in time, but those who do open up will have a chance of finding redemption through your care.

The Metal- 400

No one can kill the metal, not with an unstoppable superstar like yourself at the helm. All the unnatural charisma that pearl-clutching parents feared is at your fingertips, your mastery of the genre is almost unmatched across history. Though few outside your genre care for your style, fans of metal are drawn almost irresistibly to you. The dangers of listening are true, as fans quickly become devoted cultists if they continue to listen to you.

A great deal of this power really does come from the sheer talent you have for the music of metal but the rest? The powers of Hell, just like everyone fears. Through metal, you cast a spell on the world. Your music can create magical effects, from enslaving the wills of the weak to cursing your enemies with unholy punishments. Increasing your own power with a brutal riff on the guitar or sending out a shockwave of sonic force at will. A whole song can even be devoted to a spell, creating ritual like effects, like the infamous suicide concert of Lord Raptor, the Australian rocker that left hundreds of fans violently committing suicide to please his dark master.

Ruler of Humanity- 600

A mysterious power, only possible through the blood of humanity. Though they are still largely locked away in the depths of your mind, your psychic powers have begun to awaken. Telekinesis, telepathy, the manipulation of energy or healing of spirits and more. The ways that psychic power can manifest are myriad but only one other has the sheer potential that you do. Already, even with the limited telekinesis you begin with, you have the power to threaten a B+ Class Darkstalker.

As you experience life, fight against powerful foes and discover more about your powers, your psychic abilities will steadily improve in scale. In times of intense emotion and distress, you might be able to briefly access your true potential for a moment, showing off how a single attack could badly wound an S-Class cosmic being like Pyron. But having full access to that potential is likely years away, even spending that time adventuring as a Darkhunter.

Though the exact meaning is mysterious, these psychic abilities also cause you to be recognised by old and powerful beings as a potential or perhaps future ruler of Humanity. What exactly this means is never explained, leaving it a mystery for you to uncover should you encounter such wise creatures.

Pyronic Power- 600

Evolution expressed within a single being. A glorious life of endless growth awaits you, found in the heart of battle. Your body, your very being, gains the ability to endlessly grow and advance and evolve into a mightier form. So long as you continue to fight, your body will very slowly but constantly reinforce itself. You'll become stronger, faster and more enduring. Your soul will slowly awaken new abilities and enhance it's spiritual strength. In time, you may find yourself transforming into entirely new forms and species, things not yet seen in this universe but a sign that your body is undergoing the evolution that might normally take a species tens of millions of years.

Even with constant battle, this evolving power of yours is slow. Fighting every day of the year would not even increase your power by a tenth it's current level. But against worthy opponents, where you risk the end of your glorious life, your being will make leaps and bounds of progress after you prove victorious. Though you may be just a normal human now, you could one day match Pyron himself if you subjected yourself to thousands of years of deadly conflict. As a partial side benefit to this trait of yours, it also allows other methods of improving your power to work without encountering limits. Your evolution has removed such things, aiding you in endlessly improving your fighting skill or muscular power, albeit with continually greater training methods required.

Darkhunter

Red Riding Hood- 100

Humanity's apparent weakness is one of the first strengths it can turn to against the Darkstalkers. People and monsters, especially monsters, have a tendency to underestimate you when you put on the disarming, cute demeanour you've become so experienced with. Whether a little girl appearing as harmless as she should or an adult giving the aura of a harmless but friendly neighbour, most others struggle to keep in mind that you might be a threat. And given your talent for hiding weapons on and around your body, with the ability to near instantly whip them out, all you really need is an excuse to get in close. Please mister monster, can you help me find my lost parents? Click.

Darkstalkers and Taxes- 100

Darkhunting is a job like any other. Sure, few other jobs might involve hunting down monsters that prey on humans in the night but you've still got to organise your income, make good connections and sort out the good contracts. Though it seems mundane, you're excellent at handling the boring side of your occupation. You have a good sense for how and where the good money will be made, can sort out risky jobs from safer ones, easily make friendships and useful contacts through other hunters and support staff, so on and so forth. A practical approach like this also gets others to look past your age and other limiting attributes when it comes to jobs, letting even a ten year old girl work as one of the world's deadliest hunters.

Hitgirl- 200

When you're far outmatched in raw power, skill is what makes up the gap. Your skills with the weapons of mankind are quite superb, mostly through the use of firearms, and your ability to use them while performing acrobatic feats is unmatched. You have the agility to somersault around and between your foes, along with the intense focus needed to make firearms effective even mid backflip. Your aim is never hindered regardless of what sort of acrobatic feat you're performing and that same agility allows for the easy use and exchanging of multiple weapons at once, even impractical ones. Dual wield rifles, dropping two dozen demons in the head with one shot each as you leap from a falling car.

Fortitude- 200

A vital trait for any Darkhunter hoping to go after the big game. The evil souls of particularly powerful Darkstalkers can often have powerful corruptive auras and the gruesome scenes such evil leaves behind can be just as hard on the mind. But your strong spirit and mental backbone ward against this sort of danger, while the darkened heart of a hunter keeps you free of corruption. You are largely immune to the attempts of monsters and evil to corrupt or influence you, however they attempt it. While you might not do more than slow an S Class Darkstalker who seeks to control your body or soul, anything short of that will find themselves against an impregnable bulwark. Even your own inner evil can struggle to taint you with such a strong sense of character, unnatural bloodlust or vampiric heritage far easier to contain.

Senjutsushi- 400

An ancient art among the Darkhunters, practiced mostly in certain Eastern family lines. The Senjutsu arts turn spiritual energy and the belief or emotions of the user into a weapon against the Darkstalkers. Similar to magic, the spiritual arts cover a variety of techniques, many of which you've reached an expert level of skill with. Senjutsu mostly focuses on defense, sealing and wards. Creating barriers against evil, imprisoning or banishing monsters or just energy shields are all quite potent

magics. With the use of the arts, you can grant yourself the ability to see spirits and souls, imbue weapons with holy power or even transform the willing into powerful creatures like the Jiang-Shi to directly combat the Darkstalkers. True mastery might even allow for feats such as manipulating the living world and souls in it from the afterlife, reaching back to protect one's family.

Hunter's Instinct- 400

Battle is as much a part of you as the legacy of your family. Without even thinking, your being acts and reacts in combat against any threats. Your body and mind are able to instinctively fight, even without conscious thought from you. Not only does it allow you to take well thought out moves in battle, it also leaves you unhindered by mind affecting magic or madness that might otherwise dull your prowess. The automatic reactions take into account your senses, letting you keep a keen awareness of your surroundings at all times. As your body automatically reacts, it also frees your mind to focus on other things, allowing you to easily prepare more complicated spells or plans while sure in the knowledge you're capably defending yourself as well.

Special Hunter- 600

A legend that even the monsters fear, the sort of big bad hunter that demons tell their children scary stories about. Your abilities at hunting down monsters are nigh-unmatched, more than capable of threatening even A-Class prey despite otherwise being an ordinary human. How is this possible? Truly superb skill in martial matters, with a mind for battle that borders on precognition and the ability to use martial arts to push the body far beyond its normal limit. Just about any weapon humanity has ever designed can be wielded to horrendously lethal effect and your actual body, even if small and slight, has reached the limits of human physical potential.

Your actual hunting skills are similarly high, even the most skilled arcane practitioners failing to hide from your tracking efforts for long. You possess deep knowledge of the occult, primarily the ways to destroy it and the monsters relating to it, and find it quite easy to discover more ways to destroy the darkness. Once you find your prey, you'll have a whole heap of ideas on how to trap, weaken and leave them vulnerable. Even your very heart has a fearsome power against these monsters, as Darkstalkers feel intense terror to look into your eyes. They see their death reflected in your gaze. Your skill in battle, your talent for the hunt and your knowledge of the unnatural let you kill far above your normal weight class.

Picnic Packer- 600

How to kill a demon that laughs off a tank shell? Make a bigger gun. This approach has worked out well for the Darkhunters, especially with smiths like you providing the tools. The foundational skills of the occupation are invention, production and maintenance of all kinds of deadly weapons. These might range from weapons specifically made for use against certain demons, like viable silver blades for werewolves or guns infused with the essence of the sun for vampires. It can often just be tools with enough bang to put any beast down, a pistol that fires with the force of a military bomb or a blade that cuts through solid steel like air.

You're more than capable of it all, from archaic weapons to modern military technology to the stranger occult tools, making it all at a high level of skill. With the proper resources, you can regularly create weapons that let ordinary humans threaten the lives of B or A Class Darkstalkers, creatures that would normally butcher a modern military army. With some exceptional materials and tools, an Anti-S Class weapon might not be that far out of reach. A modern day Excalibur.

Wanderer

World Warrior- 100

Life's a lot easier when you live in harmony with nature, as much as Humanity forgets this. Your journeys pass more smoothly with the friendly accompaniment of nature around you, as most animals treat with you peacefully. Even natural predators are satisfied overlooking you if not starving and the most hostile creatures can be befriended with time and patience, even taught to fight with you in battle. You have a stronger affinity with beings of a similar nature to you, a Bigfoot would be fast friends with penguins and polar bears and other creatures of icy origin.

Mountain Man- 100

Civilisation? Who needs it. You can live comfortably entirely under your own power, be it in a peaceful forest or the wildest jungles. An expert outdoorsman and survivalist, you have the skills necessary to ensure prolonged survival and even comfortable living in most climates found on Earth, even extreme locations like mountaintops or the ocean. In one particular sort of terrain, you're even able to survive in the Makai versions of it, such as making a life in the depths of the Soul Bee jungles or the plains where massive predator beasts roam hungrily. Even a sailor in the absolute zero Ocean of Evil. The sort of climate that'd make any human think they were in hell.

Roppodou- 200

A spiritual practice that grants the practitioner a strong mind, a disciplined heart and teaches the ways to cleanse evil from the land. You've spent time as a monk in the Roppodou discipline, giving you such benefits. You have an intense focus that clears away all distractions and the ability to ward your heart against temptation. Your spiritual powers are poorly suited for combat but against vulnerable targets, you can purify the evil from them or even seal away spirits and curses should you have enough spiritual power. In combination, you could slowly turn a sealed evil spirit into a neutral force or even a positive entity that can be used for good.

Martial Master- 200

You came back from the east with a vengeance, fists flying and strange powers flashing. A master of two martial arts of choice, one for unarmed combat and with a favoured weapon, you're a deadly sight to behold in a fight. But the lessons you benefited from most were the awakening of your Ki energy. Your body's powerful life force answers your call, empowering you greatly in battle. The most basic uses allow for significant physical enhancement or even blasts of destructive energy but you've learned a few stranger techniques so far too. Sensory enhancement to see through arcane illusions and even briefly creating a few doppelgangers as you fight. Further training will only increase your Ki repertoire.

Bullet of Makai- 400

Kreuz born, were you? You certainly share their particular talent for combat. The art of the One Hit Kill move comes like breathing to you, your body perfectly suited to taking out foes in a single blow. You notice the weak spots on your enemies swiftly and it's not difficult to realise the best ways to take advantage of them. You can feint and lure in opponents with the best of them as well as find a good instinct for when the best moment to strike is. But the heart of the Kreuz style is the creation of One Shot techniques, where you excel. You can refine your existing techniques and special moves into these attacks, taking on significant flaws like increased energy usage or a lengthy set up to massively empower the damage they deal. Your skills in combat help you offset these downsides

somewhat but they remain dangerous if used unwisely. But when timed right, even a more powerful foe can be laid low in an instant with your dominating blows.

Gerdenheim's Protege- 400

A maker, rather than a fighter. You have the genius mind to match Professor Gerdenheim, the creator of artificial life like Victor. Your mind is extremely well suited for scientific pursuits, making advances and retaining information easily. You perform particularly well when researching subjects that most would consider abhorrent or taboo, the stigma revitalising your passion and creativity. Already, you're well versed in Gerdenheim's own studies, enough that you can bring the dead back to life or create powerful new beings through experiments with electricity and the dead. Doubtless you're also skilled at working with flesh in other means, the least of which is being a highly talented doctor and surgeon.

Excellence- 600

A curse is a barrier, a limitation. A thing you were breaking since the moment you started your training. You have a precious talent for exceeding your own limits, for breaking the barriers on your potential to continue your progress. A martial artist who reaches the power of higher class Darkstalkers purely through the rigors of training and experience in battle or a wolfman who manages to master his own transformation despite the impossibility of said feat. With enough hard work at the goal, particularly through the crucible of battle, you can free yourself of curses, flaws and restrictions on yourself or push your power to the next level entirely. Sometimes, this freedom might only be temporary and require even more growth to truly become perfect.

True State- 600

A bestial state that few monsters find the ability to enter. This primal state is a technique for combat, tiring to use for more than a minute or two at most, but grants any monster much greater power in that period. Calling on the memory of your blood, your body transforms into an exaggerated state, the abilities and advantages of your species magnified many times over. Vampires become demonic humanoid bats with enhanced unholy power, whereas werewolves might fall to four legs as their shape grows into a hulking lupine beast from ancient myths. In this state, weaknesses are lessened or outright disappear, but the instincts of a monster are stronger than ever. With practice, the time you can use this form and the energy it requires will improve and lessen respectively.

Noble

Noble Bearing- 100

Though the actual duties of a noble vary between the races and cultures, the bearing rarely changes much. You have the presence of a noble being, refined and controlled in all but the most absurd of situations, regardless of the actual skills involved. You have those too of course, at least the skills that a member of Human or Makai nobility would be expected to have such as etiquette or an understanding of politics, but you are truly a noble of your own kind. Whatever your species may be, you instinctively understand the most effective way to rule over them and be accepted as their ruler. Where Humans might not bow to a pauper prince, Makai dwellers only care for power. Some may only desire that you provide food or entertainment.

Aensland Dedication- 100

But all that noble stuff just isn't that fun. Not when you know you'll be stuck wrangling arrogant demon lords for the next three centuries. While you can, why not slack off to find some real fun? Though the consequences will hit eventually, you'll see you can get out of your duties quite easily and the cost of doing so is generally lessened. Deadlines adjust a few days back and people don't complain too much on missed meetings. You'll always find the sort of fun you're looking for when you manage an escape like this too, ensuring you're never wasting your time by abandoning your duties. Unless you're one of those people who actually likes working. No help for you there.

Midnight Bliss- 200

The most dreadful technique in all of Makai, a forbidden move of terrifying occult power. With a grasping hand and a pulse of magical power, you transform your opponent into something new. A beautiful female version of themselves. It really says something about the sort of Vampires that use this technique. It really does work as it says on the tin, transforming the body and mind of the target to an attractive female version, even personalities adjusting somewhat. Female targets tend to either be turned into comedic cartoon versions of themselves or have their alluring qualities exaggerated to an even greater extent. The technique is only temporary, a few minutes at most from an ordinary use, but prolonged contact could make it long term or possibly even permanent. A clever devil might even find ways to reverse or modify the technique to fit their targets into particular desires.

Words of Ozom- 200

The pen is mightier than the sword. Or at least your silver tongue lets you dance around these brutes and their magical powers. Why fight when you can deceive another into doing it for you? You're a devil when it comes to lying or manipulating others, even thousands of years old demons are susceptible to your charming speeches if they don't guard themselves well. You can ferret out the desires of others quickly and know exactly how to play on their faults and dreams to direct them as you wish. You're even quite good at keeping suspicions away from yourself, redirecting the ire or blame towards the less guilty.

Loved By All- 400

What point is there in ruling while hated by your people? A king rules for the people and a man like you can make all people wish to be ruled. The overwhelming presence of a true king radiates from you, forceful enough that even your enemies falter at your commands, and your people find it difficult to resist being caught up in your charismatic speeches.

You experience great ease in the process of ruling a nation, greatly skilled in all the necessary fields to provide for your citizens the mighty and bountiful paradise that they deserve. In time, from the luxuries they enjoy and the love inspired by your majesty, your people will no doubt form an undying loyalty towards you. Even the strangest and strictest commandments become rules the people joyfully obey. For the greatest of Pharaohs, their people willingly became part of their king's tombs to stay by their side forever

Lord of Nature- 400

A noble of more than a family or a people, your rule is over the world around you as well. Whether sourced from innate magical abilities or a deep understanding of arcane knowledge, you have a impressive degree of control over the elements and life connected to a terrain of your choice. The raging seas, the scorching deserts, the mighty mountains. One environment represents your home, where you hold magical powers of dominion.

A lord of the sea could not only summon mighty storms or deadly spears of water from the air, he would also communicate with and command all but the strongest or strangest creatures of the deep. A desert king might have lesser power with flora and fauna but deeper control over the elements, commanding fire and wind and sand with effortless ease to swallow up and destroy whole armies.

Pharaoh's Curses- 600

The magic of the pyramids! Or at least of the pharaohs in whose name they were built. Ancient sorceries, lost thousands of years ago to man but retaining their terrible potency. As a master of these Egyptian arts, you have control over some of the most impressive arcane abilities in the world. Time and Space were the focuses of the Pharaohs magical spells, your skills letting you manipulate both kinds. Creating portals for long range travel or to reflect enemy attacks on themselves, slowing down an enemy or aging them at a terribly fast rate. Rather small scale, considering you have the skill necessary to, with enough gathered power, even travel thousands of years through time or transport an entire kingdom to an alternate dimension where your powers are even greater. Outside of the mysteries of space-time, you have the classic abilities associated with Egyptian curses, controlling scarabs to eat people alive or animating sphinxes and other statues to crush your rivals.

Soul Eater- 600

Although souls are the source of much of a Darkstalkers power, rare is the warrior who learns more than the utmost basics of manipulating souls. Just enough to devour them for power. The fools. The spiritual arts may be complex, ancient and mostly forgotten but the reward is well worth the effort. Having mastered the discipline of the soul, your magic allows you a great degree of control over such things.

You have the knowledge to modify and alter souls directly, both in occult laboratories and during pitched battle. In living beings, this can control lesser beings or affect the darkness within the souls of Darkstalkers to drive them into rages and lure them to certain destinations. You could extract power at a vastly more efficient rate than any other soul stealer and can combine them with far more success. This can allow for both the creation of entirely new spiritual entities or be focused to yourself, letting you absorb hundreds or thousands of times as many souls as the unskilled might. If you could take your time, soul modification could allow you to alter the bodies or minds of other beings, albeit a difficult task for any that resist. The knowledge even lets you affect your own soul without danger of destruction, potentially pulling yourself together from across Makai after being fragmented upon death.

Items

100CP items are free for the associated origin and other associated items are discounted to half price for each origin.

Unholy Albums- 50

The most evil discography the world has ever known. The complete, first edition collection of Lord Raptor's various albums. From the breakout first hit album "Oral Dead" to infamously cursed by the devil "Fangorra" that supposedly contains a unholy Track Zero. Even the final album, played at his suicidal last concert "Devil" is available. Is there any truth to the curses and unholy rumours? All one can tell for sure is that Raptor could play Metal like few others.

Bigfoot Makai Postal Service- 50

The fluffiest mail service in the world. Manned by all manner of winter creatures, the Makai Postal service delivers anywhere in the universe, even to the most dangerous depths of Makai. Paid in bananas and other tasty treats, they'll fight to the death to keep your letters safe and deliver it within the week, even if you're sending it from Antarctica to Lord Aensland's castle. They refuse to carry anything too dangerous, at least in Makai terms, and will shake their little flippers and fluffy feet at you if you try it. Paying for this service makes you a member, letting you keep access to a special postbox in future worlds that uses it.

Picnic Lunch- 50

A picnic basket, with an actual picnic inside! The food is wonderful, still steaming hot and fresh from the farms. Juicy ham, roasted turkey, fresh tomato, a platter of fruit and even some sweets for after. At the very bottom of the picnic is a high power handgun and a couple grenades, but that's just being prepared. What sort of picnicker doesn't go out armed?

Iron Maiden- 100

A heavy torture device, bound in magical seals and enchanted with holy power. The Iron Maiden was designed to seal away the forces of evil for good and should you beat into complete submission a Darkstalker or other being of evil, the Iron Maiden will act as an almost inescapable prison for them. Escape from within will be possible only for the greatest Darkstalkers, those of the S Class, and others will have to rely on external foes freeing them from their new torment.

Stranger

Felicity House- 100

A place for the lost to find a home. The Felicity House is a small orphanage run by a few kindly nuns, willing to accept any young being in need of shelter. Even the inhuman and fearsome can find kindness here, if they sincerely wish for love and care. The home has a tendency to attract such beings, yourself possibly included, and a visit to the old orphanage is rarely without some surprising new faces. You don't own the place but you are always welcome, as a former resident or a friendly face willing to help the Mother and Sister nuns out when needed. Wherever it is, the Felicity House will always have a tranquil surrounding, at least for a short time before things go bad.

Satan's Axe- 200

An instrument to channel the power of both metal and hell itself, an outrageous guitar imbued with the essence of Devils. A single strum on the human hair strings unleashes a cacophony of terrible noise, enough to make your listener's ears bleed and their bones shudder. The better you play, the louder and more destructive this sound becomes, until you can blast apart your enemies with a wicked riff or melt them all into bloody goop with the vibrations of a sustained guitar solo. A good enough player can even limit the damage, allowing the purest and most evil magical juice to enhance your songs' quality. They'll call you Satanic but they can't resist liking your songs.

Feline Famous- 400

Why struggle to reach the top when you can start out as a world wide icon? You've been a mega-celebrity for years now, with millions of fans across the globe. You're a globally recognised figure, likely a massively successful musician or popstar or other cultural figure, with the accomplishments and brand to match whatever your particular skillset is. It might be a music career for an accomplished singer, multiple juicy movie deals or a fashion company of your own. Perhaps all three and more. You've got money and influence to make an actual impact on the world stage, whatever cause it is that you want to use all your fame for. A popstar using their fame and fortune to get Darkstalkers accepted by humans is far from a flimsy dream when you're this big a deal.

Warriors from the Stars- 600

What kind of rockstar has an army of extraterrestrial war machines at his bidding? Maybe you just fell into some ancient temple as a kid and happened on the control codes for an alien army. Three hundred Phobos-type machines now await your command, each one a copy of Huitzil. Each is an advanced shapeshifting machine capable of producing a wide variety of weapons and devices, all based on advanced alien technology. They unerringly obey your verbal commands, with their primary directive being to protect and serve you until they cease functioning.

The temple you found them all in as a child conceals a high security facility the Phobos legion can use to repair and resupply when needed, though unfortunately the mechanisms to create more Phobos have long since eroded over time. Only a few notes are left, something that could help you start to figure out their inner workings in time.

Darkhunter

It's Monster Season- 100/400

An entirely ordinary picnic basket, appearing to all eyes to be nothing more than a lunch box for a day out. The actual truth is that it stores a variety of high power firearms and explosives for use against the demons you hunt. The basket can store an unnatural quantity of tools, a dozen rifles fitting without any need to squash things down. The usual complement is a pair of handguns, at least one assault rifle, a long range rifle, a machine gun and a few handfuls of grenades or other explosive devices. While they're all high quality weapons and ammunition replenishes within minutes, they're just normal weapons. Against a Darkstalker of note, largely useless without some incredible marksmanship.

For 400CP instead, you can get a personally crafted arsenal instead. Made by the greatest gunsmiths of the past century, the weapons included will now be more than powerful enough to harm A-Class Darkstalkers and even pose a small threat to an S-Class. Though this can be through raw firepower, often it instead relies on unique technology or the use of a monster's weakness, bullets dipped in the holiest water and such. The basket will also include several extra weapons at this level, such as a missile launcher and a variety of bladed weapons.

Prayer Beads- 200

A string of large prayer beads, like what a monk might possess. The beads contain concentrated doses of spiritual energy, invested by a holy order long ago. While worn, they greatly aid the user in controlling their inner darkness. From the instincts all humans have to supernatural influences from your vampiric ancestors, wearing the beads will reduce all but the worst corruptions to manageable impulses. A useful side effect is that external sources of corruption or madness find it much more difficult to find purchase on your mind, the beads power working in both directions.

CATASTROPHE- 400

The Darkhunters are a much more expansive organisation than most may realise, as loosely connected as they are. More than a few rich backers support their work, evidenced in devices like the one now under your control. A CATASTROPHE satellite up in orbit around the planet, one of the camouflaged military satellites that Darkhunters use to track even magically protected Darkstalkers. Linked to a few easy to use devices, you can direct the machine to track and give detailed reports on the locations, actions and abilities of almost anyone on Earth. Not only can the satellite see through most buildings and even a fair distance underground, only the most powerful magical wards can prevent it from locating a targeted monster.

Dhylec- 600

The legendary blade of the monster hunters. Dhylec is an animated greatsword, wickedly curved at the end of its five foot long blade. The edge is sharp enough to cut any known material on Earth or Makai and while the blade is unwieldy, it is also able to levitate at high speed according to its wielders desire. The actions of the weapon are directed by its intelligence, a surly spirit devoted to the destruction of evil in the world, though the spirit cannot override its' masters' orders.

A few unique supernatural powers are held within the blade. Its edge sharpens greatly against supernatural foes, the sword forged to slay the Darkstalkers, and even one of the S Class would be cut by its' swing. Similarly, the blade feeds on the ambient energy of places of supernatural power to become more potent while in such areas. The wielder can fly by holding onto the blade or even

briefly phase through objects when in contact. Finally, four incredibly powerful Elementals have been sealed into the sword. One representing fire, one for wind, another to lightning and the final one for ice. Each one can be summoned, fighting alongside you with mighty blasts of their element and enhancing the sword further with that same element.

Wanderer

Spirit Tool- 100

A spiritual tool, for war and for peace. From the shakujo of a monk to the nunchaku of a trained martial artist, this tool is a focus for your spiritual energies. Tough enough to be smashed against solid steel without bending, the item noticeably enhances spiritual energies that are channeled into it. A monk who seeks to seal evil would create a purer shield and more thoroughly cleanse the darkness. A warrior swinging charged nunchaku would feel his Ki impact with greater force and leave stunning shocks running through the enemy with each blow.

Kien- 200

A cursed blade. A malevolent force hides within the steel of this weapon, hungry for the souls of innocents. With each kill, the blade grows sharper and stronger, imprisoning the souls of it's victims within until the blade is destroyed. Even the wielder is at danger, as cursed weapons like this devour their owners if not regularly fed. Your weapon, a blade of your choice, will only drain away at your soul if you fail to feed it a life each day. The weapon can levitate and fight at your mental command, as if you wielded it yourself, but otherwise has no special properties beyond it's growing cursed power.

Hannya- 400

From the headless horseman to the cursed Hannya, myths of animated armors abound. The suit before you now is one of the inspirations for such, an evil artefact that offers great power to anyone foolish enough to wear it. The armor, a full suit of whatever style you prefer, grants the physical power to match a B+ Class Darkstalker and will only grow in power as it devours the souls of those it defeats. These poor souls devoured can even be used as projectiles or kept as slaves to shield the monstrous armor and be sacrificed for spiritual techniques like temporary duplication. The armor will attempt to corrupt and take over the mind of the wielder so it can rampage freely but it is not impossible to cleanse or even master it. Should you destroy or conquer the evil spirit within the armor, it will become part of your own spirit instead, instantly manifesting around you as desired.

Monster Family- 600

A clan that doesn't quite fit in anywhere. Not the vast noble clans of Makai or the kingdoms of Humanity. What you lead is a true family, a band of mighty warriors united by more than just blood. Brothers in arms, who see you as both a hero and a worthy leader to their cause. Whether this group is an isolated village of Bigfoots or a small clan of elite warriors like the Kreuz clan, you have a few hundred B to B+ Class Darkstalkers who see you as their family.

The composition of these forces is up to you, from all humans to dozens of different strange races drawn from Makai. They are all experienced warriors and when working together, can even threaten Darkstalkers of higher ranks without much difficulty. Lastly, the family as a whole has a specialty that they particularly excel at, no matter their other skillsets. This could be the talent for one hit kill techniques like the Kreuz, a long history with sealing spells or something as simple as being great at surviving in inhospitable locations.

The group can be imported as a single group companion, split into smaller imports or kept as followers as desired.

Noble

Makai Seals- 100

Rolls upon rolls of tough parchment, intricate contracts spelt out on each one. They appear in your hand in a brief burst of flame, a legal document specific to whatever deal you currently wish to make with a mortal. An old tradition of Makai but some Darkstalkers still make such pacts with humanity. The contracts will be written in an ornate and confusing tongue, designed to achieve your desires with as little cost to you as possible and as many advantageous loopholes or conditions as you can stuff in. Careful reading over time with a knowledge of legal tricks would help your poor victims, if you're willing to give them that.

Casket of Revival- 200

An ancient Egyptian artefact of great magical power. A casket fit for the greatest of pharaohs, for the ones who may be needed by their people in the future. Should your body be interred in this coffin after your death, the magic of the artefact will rejuvenate your corpse over time. The greater the need for your return by those that placed you here, the quicker you will be revived. If your land is left peaceful, you may not awake for a thousand years. If the threat that slew you still abounds in your realm, it may be only weeks before you return to continue your battle. The casket is able to revive the inhabitant as either their original self or as a powerful Mummy in exchange for their original lifeforce. Until your chain is over, you can only benefit once per jump from this.

Dark Home- 400

A citadel worthy of any noble of Makai. This dark castle towers in a chosen realm of Earth or Makai, shrouded with powerful magics that prevent intruders from breaking in. Filled with treasures and signs of your wealth, the castle and surrounding grounds are cared for by dozens of appealing, loyal servants to your family. You recover far more quickly while resting here, from both wounds and even curses or lost power, allowing a patient rest in comfort while you return to your full strength. The castle itself will transform to best suit the needs of your current form, going as far as to cloak the surrounding land in eternal night for a vampire lord or reduce the temperatures to arctic levels for a Bigfoot barbarian king.

Kingdom- 600

A throne for a king. You reign over your own kingdom, one suited to the style of yourself and your species. While undoubtedly a wealthy and powerful kingdom, how exactly it manifests depends on the size of your kingdom. The more populous and expansive the kingdom, the individually weaker your people become. One might rule over all the reaches of Egypt and beyond, with many millions of subjects, yet rarely would your people reach above the strength of a C Class Darkstalker. A hidden underwater kingdom, controlling just a tiny portion of the sea and with only thirty thousand residents, may still project enormous power when every single resident is a B Rank Merman able to freely change shapes. The two examples above are the upper and lower limits on size or power.

Companions

Imported Goods- 50 per

Each time one buys this option, it allows for the import of an existing companion or the creation of an entirely new one. Both gain a free origin, along with 600CP to spend on their race, perks and items. New companions can be freely designed as regards to history, personality, appearance and so on.

Spoils of Canon- 50 per

A ticket is granted for each option here, an invisible slot that can be filled by any willing character from the Darkstalkers canon. You can offer anyone a chance to come with you on your jumpchain by the end of your time here and, if they accept, they'll become a companion as long as you have a ticket slot open for them.

Morrigan Aensland- Free

The most charming Succubus to ever come out of Makai and perhaps the most powerful too. The daughter of Belial Aensland, Morrigan is a powerful Succubus who has spent her life pursuing entertainment, pleasure and just about any sort of fun that can get her out of her royal duties. She'd much rather skive off to have fun in the human world and fight bad guys than stick around her stinky retainers and compete with other pointlessly evil Darkstalkers.

Which is what made her just so happy to find you and hear about your situation. An endless number of worlds, with endless potential for new delights, and not an Aensland servant in sight to demand anything boring of her? She's just desperate to be friends and the best way to make a friend, in her mind, is to share the fun. That her fun involves fighting the strongest demons she can find, the most depraved pleasures she can dig up and all sorts of bizarre Makai traditions is...something you'll just have to learn to deal with.

Khaibit- 100

Your very own shadow, as according to Ancient Egyptian beliefs. Intelligent and all too willing to help you however it can. It can split from you to scout ahead or even control a part of your body, useful when you can split into several pieces. As your shadow, the Khaibit has only a fraction of your power, but it's still enough to clean up ordinary mortals easily enough. It can even take a human form, incarnating into a shape you'd find particularly pleasing to the eye. Not that your shadow might like you that way or anything, stupid pharaoh.

Cat Family- 200

The whole cat pack is here! You're not alone, in regards to your species. You've grown up with a whole bunch of close friends, each of whom you saved from some terrible fate while out adventuring in the world. Some of them are still pretty young, while others are close to or older than you but they all treat you like the sister they always wanted. There's seven in total, each a member of the same species you've chosen here, and they gain 600CP each to choose their own specialty. They can only spend these points on perks, not items.

Drawbacks

You may take up to 600CP from the following drawback list.

Dark Timelines +0

Not much seems to be going on here, huh? Once you get past Pyron's visit and Jedah's plot, the setting gets a little thin. This option helps fill the world out more. Taking it lets you add in any of the non-canon Darkstalkers material as part of the world. From the UDON comics to various manga series to even the crossovers with Street Fighter and other games. How they all fit together will be up to you to determine, provided it doesn't result in options in this jump becoming significantly more powerful or beneficial.

Immortal Pride +100

You are a king, you say. It only fits to have the ego to match. You have an exceptionally high opinion of yourself in all regards. Helpful when it comes to depression, not so much when it comes to overestimating yourself in life or battle. You routinely boast in detail on your powers and tend to think little even of clear equals to your power. You can still be serious and careful against anyone clearly your superior, but seeing someone as a peer is synonymous with seeing them as inferior to you.

Dark Star +100

Life's a stage and you're there to play to the audience. Even though it often gets in the way or makes you look quite silly, you can't help but want to make everything into a performance. You're the sort of person that'll burst into song to explain a problem to someone or taunt your enemies mid-fight to get the crowd's blood roaring. Your constant need to be flashy and fabulous pretty well destroys any attempt to be subtle and it often gets in the way during a fight too. You can drop the act if things really get down to the wire but until then, you're the girl that brings out a red cloth to bait the other guy just for a laugh.

Sealed Heart +100

The traumatic childhood you suffered, or are currently suffering through, took its toll on you. Your emotions have been locked away deep into your mind, hidden from you and others. It's left you cold and listless, a state of depression that little lifts for more than a few moments at a time. Though not impossible to treat these issues, it appears that the only way to return to a healthy mindset would be proving your heroism against the Darkstalkers. Once others around the world look up to you as a saviour, you can let go of this childhood pain.

Satanic Panic +200

Few Darkstalkers can claim to be more famous than you but unlike the dancing Felicia, you probably won't have time to enjoy said fame. True or false, you're widely known among humanity as a terrible monster. A Satanic figure, if not taken as said religious figure himself, and the Darkhunters have responded to your awakening appropriately. Though most humans are little threat, there are Darkhunters that can threaten even S Class Darkstalkers and such hunters now keep an eye out for you. If Darkstalkers become known to the world at large, you can be sure that the rest of humanity will quickly follow in the wake of the Darkhunters to end their enemy.

Inner Villain +200

A little more dark and a lot worse than a stalker, you've got barely any restraint on your own monstrous urges. Without a terribly strong will, you're liable to fly off the handle when enraged, hungry or even just a bit too bored. A bloody frenzy usually follows, feeding on those around you or just killing indiscriminately if there's no actual hunger to sate. If you give into these evil desires, you'll still have to be pretty excessive in your purposeful rampages to make sure you don't hurt others on accident. Even the worse Darkstalkers might think you're a bit too murderous.

Bananarama +200

As charming as innocence can be, it tends to make for some naive and easily manipulated people. Your heart is like that of a child, pure and free with your thoughts. Refreshing to many you might meet and terribly easy to trick or tempt. You're the sort that'd work for an evil demon lord if he offered you an unlimited supply of your favourite sweets. The kind that responds to honest misunderstandings with the unbridled anger and casual cruelty only children can have. You'd probably make great friends with Sasquatch if you ever met him, at least.

Class Dunce +300

It looks like someone got your Class wrong. You're not a B Class Darkstalker at all. In fact, you're all the way down at Class D with the average human. Not only do you lose the Power Class perk, you also won't benefit from anything that directly increases your power beyond what an ordinary human from the real world could achieve. Not until the jump ends and even then, you'll not get Power Class' freebie. While you can still get access to skill in combat or magic or useful tools through your purchases here, physical or magical power will be off limits. Even BB Hood isn't that unlucky.

New Bee +300

The cutest little bee you may be but even a soul bee isn't quite this small. Your normal form, and all the useful powers and perks you might associate with it, are now often inaccessible to you. You see, you are now an Earth variant of the Soul Bee. Your default form is that of a hand sized version of yourself with a Bee's tail, wings and either a yellow-black theme or a more handsome green-black colouration. While in this state, all your abilities above will be harshly reduced in power. At best, you'd be a nasty threat to a normal human but you can't work on a much bigger scale than that. For a few minutes each day, you can return to your normal size and level of power, before swapping back. You can extend this timer with some strain but anymore than a half hour might just knock you out completely.

Aensland Guide to Parenting+300

Dear old Dad seems to think you weren't quite ready for all that power when you were born. So he took it on himself to decide your future for you as fathers are wont to. He split your soul into three pieces, your powers dividing in the same way. One third is kept with you, another sealed away in one of the most well defended vaults in Makai and the third became it's own lifeform somewhere in the wilds of Makai. Your powers here, as well as everything you've brought from out of this world, are reduced to a third in their overall capability. The new lifeform has a third of this as well and while its' personality is still forming, it will be strongly predisposed towards conflict with you. Its' mind is muddled and it appears to strongly desire something from you but is incapable of articulating what this desire is. If you can't recover the other thirds of your soul before your time here is up, it'll be game over. The locked away fragment only needs to be touched but the new lifeform's soul must be devoured to become whole again.

Notes

Another dedication to my sweet darling, my lovely handsome bee.

Power Class- The ranks and descriptions given are an attempt to collate the various, sometimes contradictory, sources of information on what Darkstalkers can actually do. There's not much in the game save the arcade endings and the lore itself is often vague, what little lore exists. Some of the ranks do not exactly much canon, as things like BB Hood's materials state that C Class Darkstalkers can wipe out human armies, despite the primary Power Class lore source stating that humans are considered to be C Class normally. The descriptions the jump gives are a good faith attempt to match the various characters and their feats together. It's worth remembering that every character you can play as is B+ or higher on the scale, which is why the jump is based around B and upwards.

If you're willing to disappoint Lord Raptor, you can have The Metal's effects work through a different genre of music. It'll likely change what's possible as musical spells.

The Secret Aensland Parenting Technique drawback can be solved in a peaceful way as well. If you can convince the new lifeform to return it's piece of your soul without having to resort to killing it or forcing it to do so, the two of you will discover it can live on as part of you. They'll be able to become a companion in future jumps, with a spiritual connection existing between the two of you.

Last Stop for Heroes is a one use extra life that only applies if you are worthy and if it would be your final and complete death. Your chain will still end but you will gain another chance to live again, if you've earned it. Heroes that try to cheat or use it for power are, obviously, not going to be worthy of it activating.