

TOKYO GHOUL

トキョーグール

Welcome to the world of Tokyo Ghoul! Where the women are fine and taste even finer...well you know if you have the taste for human flesh. So yes welcome to a world that has over-glorified cannibals with superpowers and an uneasy peace maintained by an uneasy peacekeeping force. You will arrive one month before Kaneki goes on his life-changing date with Rize and will stay for ten years.

Good luck!

+1000 CP

Location

1. 1st Ward: You'll never find a safer place in all of Tokyo - at least for humans, if you're a ghoul you should hightail it out of there before the doves make a quinque out of you.

2. 7th Ward: Well, if you're looking for high society I think you missed it by a couple of blocks, because you see this is the territory of the gourmets.

3. 20th Ward: This is quite honestly the safest place to be in this crazy world, not an investigator has died here in ten years and the ghouls even call this place docile. Though that is mainly thanks to the efforts of the staff at Anteiku

4. 11th Ward: The ghouls in this area are unusually organised, at least that's what the CCG would say to you, but the truth is this place will be your grave if you're not careful as it's essentially the home of Aogiri Tree.

5. 24th Ward: Oh crap, you've found yourself underground and in the worst ward possible that you ever could have. Get out of there fast!

6. Free Pick: Well aren't you the lucky goose! You get to choose where you start! Pick wisely!

Origin

Drop-in: It's right there on the tin, you just sort of appeared one day with no documents, no identification and that's the end of it. Not too much of an obstacle though so long as you're not someplace you shouldn't be. Though I won't leave you completely high and dry as you will have a small place to live equal to a one-bedroom one bath apartment wherever you begin.

School Kid: You're just a kid and life is a nightmare. I do mean that near literally by the way, especially considering that said life is in a city filled with flesh-eating ghouls, and you also happen to be going to school in this city too... Yeah, good luck!

Civilian: This...quite frankly isn't your fight and you have decided as much as you have chosen to stay out of the war of the doves and the ghouls. Whether you're a human or a ghoul you've chosen the quiet life and are working as a normal citizen.

Dove: This is your fight! You have looked at the world and decided that you can't just stand by and let good people be killed by the ghouls! You have managed to get yourself through the academy and are now working to rid Japan of ghouls.

Gourmet: Well now aren't you quite the foodie. You live your life here in this world where anything and anyone can be eaten and you enjoy it, as the spice of life

Race

Human (Free): While the humans of this world aren't shooting lasers out of their hands, or flying through the air like the humans of other worlds, you could be worse off, since while humans are technically the weakest race you can be, you're also a part of the ruling species and don't have to worry about hassle from the doves! On the downside you're also the food source of this world's knockoff vampires...sooooo...

Ghoul (100 CP): You, my friend, are a knockoff vampire. Okay, yeah, that wasn't funny the first time so I'll just get into the description. As a ghoul you possess heightened strength, speed, and durability compared to a human; being able to tank gun fire and toss people around even without your kagune. Speaking of which, you also possess a predatory organ in your back known as a kakuhou which produces a kagune that gives you an edge in combat against doves as well as other ghouls. In addition to your kakuhou you also possess a kakugan which is characterized by the black sclera and red iris with red veins (you can activate or deactivate this eye on command). Now it's not all upsides for ghouls since you can only derive nutrients from the flesh of humans and other ghouls, you are also unable to consume the food of normal humans with the notable exception of coffee. In addition to needing to eat people to survive, you are also hated and feared for it and will be hunted down by the CCG's doves. **Gain access to Kagune customization section**

Half-Human (100 CP): You, my friend, are very interesting. You're a half-human meaning either your father or mother was a ghoul and your mother managed to carry you to term. Now as a half-human you will experience much of the benefits that come along from your ghoul ancestry in the fact that you have their same heightened strength, speed, and durability though you lack both their regenerative ability as well as their kagune. In addition to this weakness you also suffer from accelerated aging meaning that you will live a shorter life. However, back to the positives you can also still eat human food without any repercussions.

Half-Ghoul (200 CP): You, my friend, are quite the unique existence, you are a half-ghoul which means that either your father or mother was a ghoul and your mother miraculously managed to bring you to term. Now as a half-ghoul you enjoy all the benefits of a ghoul such as the heightened strength, speed, and durability along with a Kagune and the heightened regenerative powers. In addition to your regenerative abilities is the inherent ability within yourself to become stronger the more that you heal from said injuries. Like ghouls you also possess Kakugan however unlike them you only possess one (in whichever eye you choose). Finally you benefit from your human ancestry as you are now able to taste and derive nutrients from human food! This however does not stop you from needing to consume humans in order to stay healthy. **Gain access to Kagune customization section**

Quinx (300 CP): Well well well, you shouldn't even exist, and I mean that in the nicest way possible! You, my friend, are a half-human who has undergone a highly experimental surgery that has seen a restrained kakuhou of a ghoul implanted into you to grant you the power of a kagune. Now in addition to drastically increasing your already ghoul-level speed, strength, and senses, this has also had the benefit of slowing down your aging to that of the average person (saving you from death by old age at 40). This isn't all however as you now also possess the same regenerative capabilities as a ghoul allowing for the ability to survive great damage, in addition to the regenerative abilities you will also become stronger the more you are injured and heal. Additionally, like the half-ghouls who came before you, you also possess a singular kakugan, however yours is a gray color instead of the signature black of the ghouls. Finally, just like natural-born half-ghoul you possess the ability to consume and draw nutrients from human food. **Gain access to Kagune customization section**

General Perks

All origin perks are discounted for that origin with 100 CP perks being free

Dubs Only (Free): Now no matter what country you're in, when you are in the timestream, what dialect they are speaking, even in an alternate dimension. Everyone speaks your native language.

Storybook Good Looks (100 CP): You are now the dream of every teen, preteen, and young adult everywhere. That's right you look dreamy or in terms that aren't so vague on a scale of 1 to 10 your looks are now at an eleven. But this does nothing for your personality so...

Not Tasty (200 CP): Ok not sure how you figured this out...not sure how this got out but you just don't taste good. When Ghouls smell you they will instinctively know that if they were to take a bite out of you they'll be spitting it out in minutes, and they'll be less inclined to kill you. Now don't get it twisted if you annoy or are fighting one they'll still kill you, this perk just makes them disinclined to go out of their way to kill and eat you. After this jump this perk works in a similar way on other races that would normally eat you.

Drop-in Perks

Coffee Connoisseur (100 CP): Okay, I'll admit this basically makes you an overqualified coffee connoisseur with the ability to know everything about a cup after you've drunk it.

Scientific studier of monsters (200 CP): The only way to defeat one's enemy is to know one's enemy, and you have a way of finding out about your enemies. This perk allows you to become twice as proficient in researching predatory organisms that would prey upon you.

Quinque Science (400 CP): You are to say the least a genius in the field of quinque science. You now have all the necessary knowledge on the extraction of kakuhou as well as the production of quinque! This also includes the necessary knowledge of how to produce quinque steel. Outside of this jump you can take body parts from other organisms and turn them into weapons similar to quinques.

Quinx Procedure (600 CP): You know how to build monsters for your side. This perk grants you all the knowledge and skill necessary to perform the quinx procedure on a person allowing you to turn them into a quinx. Outside of this world, this perk allows you to incorporate superpowered abilities into humans in order to create a fighting force based on your enemies.

School Kid Perks

Blissfully Ignorant (100 CP):...Wow... How did you not notice that guy was a ghoul? This perk in a nutshell keeps you out of all the ghoul gang fights, and CCG strikes on ghoul organizations by allowing you to make yourself completely ignorant to what's going on around you. Don't mistake this, everything is still happening, it's just that you're not noticing. You can turn this perk on and off

You just have that look about you (200 CP): people naturally find you more likable than that. They find that when you're someone who hasn't quite yet found their way they are more than willing to point you in the right direction and even lend you a hand!

To Know Another (400 CP): Understanding one another is something that's hard to do on a good day. To understand and empathize with someone completely alien to you? This perk helps with that. From now on, understanding a person for who they are will only require you to just watch them. The longer you watch them, the more you can read about a person. Actually talk with them and you can know them better than they know themselves.

Self Acceptance (600 CP): Wow with everything you've done, with everything you've gone through, you still accept yourself? Good! This perk allows you to completely and totally accept yourself for who you are and what you've become whether that be; a ghoul, a warmonger, some sort of eldritch being. You will accept and love yourself. Now if that's all this perk did it wouldn't be worth the CP, but this perk also does something else; it turns that acceptance into raw power! The power you gain from accepting yourself drastically increases your strength, speed, and durability.

Civilian Perks

The quiet life (100 CP): Well you know what they say, it's not for everyone. However, for you it's perfect! You now know how to handle the boring monotony of everyday life.

Gotta know how to protect yourself (200 CP): While you would prefer to stay out of and away from the fights of the world there's no denying it when they come to you so you need to know how to protect yourself. Luckily that's exactly what this perk does. This perk gives you knowledge on self defense albeit limited knowledge. This won't be enough to defeat a first class investigator or a S class ghoul but it'll be enough to handle the rabble of the doves and ghoul society.

Like living text books (400 CP): People are like living textbooks you can learn a lot from them. You now have the ability to learn so much from a person just by being around them. Much like a detective you will be able to piece together their life however unlike a detective you will also be able to learn their skills by just being around them as well.

A place for you and me (600 CP): You know how to make a safe place for you and the people you want to protect, maybe even to educate them. This perk will allow you to designate a space; a shop or home that cannot be breached by forces against you and that will protect those inside. This protection is not always physical protection either as it can protect someone hiding on the run by making it so that they are not recognised by their pursuers.

Dove Perks

Not ghoulish chow (100 CP): In a job like this you have to risk becoming someone's dinner, so it's a good thing you have a sixth sense for avoiding situations that you'll find will wind up with you in someone else's mouth at least when it's not in a fun way.

Crazy intuition (200 CP): Do you have a few screws loose? Oh whatever, it doesn't really matter as you are now beyond reproach when it comes to the information that you can glean just from your intuition. This perk essentially makes you a match for Mado in your investigative prowess.

Investigator 1st Class (400 CP): Oh you are good! You are one of the more skilled officers to have been turned out by the organization of the CCG. This grants you an increased combat prowess as well as authority within the organization of the CCG.

The Bane of Monsters (600 CP): You have exceeded what even the most skilled of humans is capable of and have become known far and wide for your ghoul killing skills. Now this perk does more than just give you notoriety; it gives you an actual enhancement when you fight others, particularly "monsters" who would otherwise be physically more capable than you. In essence this perk works as a physical equalizer bringing you up to the level of (and slightly above that of) ghouls that you fight. Outside of this jump however you are capable of designating "monsters" that this perk works against such as kaiju, demons, vampires and so on. Every ten years you can add another "monster"

Gourmet Perks

The Perfect Meal (100 CP): You have a surprising ability for a ghoul and that is to make human food palatable. Well, at least marginally. You are able to prepare an edible human meal for ghouls so long as it has the main ingredient human meat or blood.

Epicurean (200 CP): You know how to get people to you. If you want to draw someone out to have a bite, it's as simple as breathing for you to lure them out and take a bite.

Preparation (400 CP): Oh you know how to prepare a human body alright but this does more for you than you would think. This ability, to know how to prepare a meal, will give you the ability to instinctively know where and when to strike at something to kill it in a way that will make it taste best, as well as letting you know the exact weak points that will make the most satisfying rip.

Scraper Trainer (600 CP): Okay let's not sugar coat this...you're really good at brainwashing. You have the ability to break someone's mind so thoroughly that the only thing they are capable of by the time you're finished with them is thinking of what you want them to do and how they can make you happy. This isn't instant and those with strong wills can take longer to break but once you do they will obediently slaughter even their most cherished loved ones.

Human Perks

Draw Affection (100 CP): People are drawn to you. Whether it's due to your looks, personality or some other quirk, something about your presence draws people in. The attention you receive is never negative and this perk opens up possibilities for positive relationships with even the most unlikely of people.

Hiding (200 CP): Well you're pretty good at avoiding detection aren't you? Well you definitely need it in a world like this with all the ghouls running around! This perk just generally allows you to hide from anybody within reason. If you're covered in blood and standing right in front of a ghoul...don't expect them not to see you.

To Rival a Ghoul (400 CP): Unlike the rest of humanity, your physical abilities are a match for a regular ghoul. You won't ever be able to compare to the truly dangerous Ghouls but your physicality will allow you to match an average ghoul in strength, speed, endurance and more.

Will to Survive (600 CP): You will survive. There is no other choice. No matter the task at hand you can pull upon a reserve of inner strength and fortitude to push through even the most terrible of circumstances. The world itself could turn against you to unleash absolute horror and you will persevere.

Ghoul Perks

Cast Iron Stomach (100 CP): Not only can you tolerate anything you eat, but you can derive sustenance from even spoiled meat. You are still limited to eating only human or ghoulish meat but now you can stomach it even if the flesh of your victims has rotted into sludge. When it comes to human food however you will find yourself unaffected by digesting it, however you will still not derive sustenance from it and it will still taste horrible.

Hiding (200 CP): Well you're pretty good at avoiding detection aren't you? Well you definitely need it in a world like this with all these doves running around! This perk just generally allows you to avoid becoming a suspect of interest within reason. If you're covered in blood and standing right in front of a dove with your kagune out...don't expect them not to see you.

Binge Eater (400 CP): You, like other ghouls, don't need to eat as much as normal humans to survive, but now thanks to this perk when you eat more than you strictly need to as a ghoulish you get stronger. For every body that you eat successively within a 24 hour period your base strength will be increased by half again. After 24 hours this boost in strength resets to normal.

Kakuja (600 CP): You're quite the voracious one aren't you, and your own kind too. You have consumed enough ghoulish flesh to have gone full Kakuja and come out the other end sane (quite the achievement really) and now wield all that power. You Gain access to the Kakuja customization section with complete control and no berserker rage.

Half-Human Perks

Survived the womb (100 CP): You quite frankly survived something that would have seen others dead, that something being your birth. This perk allows you to survive any disease or medical condition that you incur.

Perfect exterminator(200 CP): It's like a prick in the back of your head. Any enemy you face you just know what needs to be done to bring them down. Whether it's attacking in the exact pattern necessary to break through an impossible defense or how to hurt someone just enough that they can't get back up. You know what needs to be done but do you have the skill needed to pull it off?

More than human less than ghoul (400 CP): Your body, although too human to manifest a kakugan or a kagune, is superhuman in all the ways that matter. From incredible strength and speed to fast regenerative ability, your body performs, at its bare minimum, on an average ghoul's level. But due to a side benefit of this perk, you have been trained to use your body at its highest possible physiological level. Best part, you have all these abilities but without the accelerated aging.

Sunlit Garden (600 CP): When you walk, hundreds die. Like the CCG's very own reaper, you are a master at killing at every level. But your favorite tool is a quinque. Maybe it's due to a remnant of your ghoul genetics, but something just clicks with a quinque. From maneuvering it, utilizing its capabilities to even just getting it to hit its target. You're preternaturally capable with a quinque.

Half-Ghoul Perks

Surprisingly Good Author (100 CP): Huh...well aside from your writing being a bit morbid it seems perfectly serviceable. With this perk you now have the creativity and writing ability to be able to produce several best selling books for your genre.

Catnip for ghouls (200 CP): Hmm well this is something interesting it appears that you have a particularly interesting scent. This scent will draw ghouls and other creatures of the like to you, more than that you'll find these ghouls that are drawn to you being more willing to talk and even become friendly with you. This can be toggled on and off.

Hybrid Vigor (400 CP): Remember how I said that the more you heal from injuries the stronger you would become? Well apparently I completely underestimated how strong you would become! This perk makes it so that your human heritage has made you even more powerful than I predicted. Your ghoulish half is now constantly feeding on your human half, now while that would normally be a bad thing your ghoulish healing makes it no problem. Now with you in a state of constant healing you're always getting stronger and stronger to the point where you would be a physical match for the owl within a year. The state of constant healing will have no negative effects on you or your abilities. After this jump this perk will do the same thing for any other hybrid races you become.

Oggai (600 CP): Okay so I was a little wrong in the intro section you're not a natural-born half-ghoul instead you're actually an artificially created one! Which admittedly is weird considering that the operation to do that won't be invented for some time...but I digress! While you maintain your former advantages over regular ghouls you now receive additional strength surpassing that of even half-ghouls putting you on a similar level to that of one that has achieved a fully controlled kakujia. Additionally you now possess two kakugan giving you the appearance of a full ghoulish.

Quinx Perks

Made to be made (100 CP): You were born to be a Quinx, made for it even! You have a great amount of talent for acclimating to new abilities and the development of new techniques that are not native to you.

The Predator's teeth (200 CP): When needed you have the uncanny ability to make a ghoul or ghouls feel that you are one of them. They have an exceedingly harder time spotting that you are a dove or an artificial creation. This allows you to blend into their societies and their groups with ease.

Artificial Vigor (400 CP): Hmm well apparently this is now happening. This perk makes it so that your status as an artificial creation is making you even more powerful than could have been previously predicted. Through the modification surgery that you underwent you are now in a constant state of recovery and enhancement drawing out more and more strength from your artificially enhanced body. This enhancement has no negative effects and will even begin to strengthen you more and more over time to the point of surpassing any previous limits you had. After this jump any artificially added parts or organs will experience a similar invigorating and progression.

Framed Out (600 CP): Well damned you are a powerful one. You have broken through the restrictive frames of your implanted kakuhou and have attained full power of your quinqe, and beyond being far above an S class ghoul and being comparable to SS class. In addition to this added level of power and energy you now gain the ability to re-engage or release your five frames; each frame restricting 20% of your power. However upon the release of your fifth frame (after you re-engage it), you experience a temporary jump in power doubling your overall strength for 30 minutes (you would need to recover for double the amount of time you used it before the boost could be applied again). This would be 200% of your overall potential

and depending on your selected kagune customizations would put you at SSS level.

General Items

Mask (100 CP): Gain a mask reflective of you as a person. Perfectly hides your identity from those not aware of it and helps you build a reputation of your choosing.

A Good Book (200 CP): You gain a book full of short stories reflective of your previous jumps, some may be one to one, some may be poem interpretations. One thing is for sure however if you distribute them to the public you'll be an award winning author.

Filled-in Map (400 CP): Gain a constantly updating map of Tokyo and all its wards. This map has different functions. It keeps an updated list of where the inhabitants of Tokyo are as well as where they live and any controlled territories. Whether they be Ghoul, civilian or dove, you know where anyone and everyone is with this map.

Artificial Meat (600 CP): Gain access to regenerating reserves of artificial meat. This is human tissue that is lab grown which tastes as good as the real thing but with none of the moral quandary you would normally get from regular meat. This also comes with the knowledge of how to make more than you would normally get. Also boosts RC cell production with consumption, as if you were cannibalizing another ghoul.

Drop-in Items

A good hideout (100 CP): Gain your own hidden home in Tokyo. This place comes stocked with a regenerating pantry and fridge, endless electricity and a perfect wifi connection. Best part, you don't have to pay a dime for any of this and the home is completely self-cleaning.

Live-containment (200 CP): A scientist needs to get the rats locked up somewhere. It's just that your cages are a little bigger. Gain an attachment to either your warehouse or home that allows you imprison, monitor and contain ghouls and humans with ease. The chance of escape is nearly zero with this item.

Tools of the trade (400 CP): By purchasing this you gain an attachment to your warehouse of all the necessary and required for scientific work in this world. As an added bonus you will also have a delivery of 1 ton of quinque steel to this lab once every month.

The Egg (600 CP): Dr. Kanou would never have been able to get anywhere with his experiments if he didn't have Rize or Yoshimura to take from. Gain access to a Ghoul of extraordinary ability who's kakuhou can be implanted into others with ease. Don't fret, if you need some variety they can also be implanted with the kakuhou of other ghouls with which they could use to grow copies of to your heart's content. Gain access to the Kagune customization section to create this ghoul's initial kagune.

School Kid Items

Sweet Bun (100 CP): You now have an infinite supply of sweet buns fresh from the bakery!

Bike (200 CP): Just like all the cool kids you now have a bitchin bike! It gets you where you need to be, and bonus whenever you're on it girls will think you're cute and maybe sexy (yes even if you yourself are a girl).

A scholarship of your choice (400 CP): Gain an expense free college/university scholarship of a school of your choice. There will be no need to keep up with rigorous academic expectations, and you will be free to spend your time and conduct your education with ease.

The whole university (600 CP): Well now this works out, you now own a university! Fully stocked with faculty and staff for all your educational needs! On the cutting edge in terms of technology too.

Civilian Items

Sugar cubes(100 CP): You gain a regenerative store of artificial meat sugar cubes. They don't alleviate your hunger upon consumption but they add a wide variety of different flavours based on your needs and desires. You know how to create these cubes.

Fresh off the rack (200 CP): Sometimes, you need to dress to impress and this perk is just the way to do it. You get a restocking cash of nice clothes of whatever design you like. Think of it like a 3d printer but specifically for clothing with the added bonus of switching up design based on your whims. It can help you dress yourself or others and anyone that sees this process won't think it's weird.

Who likes cleaning? Not me (400 CP): With this item you gain a cleaning crew that understands the importance of keeping quiet. They'll come in and freshen up your place of business, your private home or any other place you request. They even clean up those pesky dead bodies too. Just ignore the occasional disappearance of someone near their vicinity. It's their payment for a job well done.

Coffee Shop (600 CP): You gain a location of your choice the size of a small business, or the like. You can choose whether this takes the form of a coffee shop like Anteiku, or some other type of place/location. Regardless of your choice, this place is neutral ground. People who enter into your property will be subconsciously stirred away from conflict and those seeking a safe haven will find their way to your shelter.

Dove Items

One Badass Coat (100 CP): Love em or hate em most of the doves have one good thing about them and that is their badass coats. Now you too possess a badass coat for yourself perfect for; concealing weapons, keeping dry, and making sure the suit you're probably wearing underneath doesn't get splashed with ghoul blood.

Quinque Bullets (200 CP): Gain a regenerating cache of bullets with a thin layer of kagune coating lining the outside of the bullet. This can be used to actually punch through the kagune types of ghouls so that bullets can actually hurt them. Unlike actual Q Bullets, yours can affect all Kagune types and they can be used in any weapon.

Quinque (400 CP): The signature weapon of the Doves; made from the kagune of deceased ghouls, this weapon allows you to fight and kill ghouls on a more or less even field. **Gain access to Quinque customization section (can be purchased multiple times)**

Arata (600 CP): The next stage in ghoul fighting technology you now have a Arata, an armored suit made from the kagune of a Kakuja ghoul. This armor allows you to fight harder, faster, and on par with the levels of S class kakuja ghouls. While normally an Arata would be consuming you as you use it since you are paying CP your Arata is self-sustaining and does not need to feast on your flesh to maintain itself.

Gourmet Items

To Serve Man (100 CP): Huh...a cookbook...with recipes on how to prepare humans for consumption...yeah I ain't touching that.

Dramatic Library (200 CP): Okay yeah forget that dusty old cook book you now have a library full of wisdom to consult! This library contains books that have a wide variety of subject matter from torture to battle tactics and so much more! This library becomes a warehouse attachment.

Dinner (400 CP): Everything a ghoul could ever need! This item gives you a freshly killed human corpse! A bit disgusting I will admit but it should help you abate your hunger should you need it!

Gladiator Kitchen (600 CP): Now this right here is a quite literal gladiator pit, or rather a meal preparation kitchen for the fine and sophisticated ghoul. Within here the training gains as well as combat proficiency of those within take a skyward trend!

Companions

Recruiter (Free): You can recruit anybody from this world to follow you on your chain.

Import Companion (50 CP): For each purchase you can bring a companion (up to eight) from a past jump, and they gain a 600 CP stipend for perks and items.

Create Companion (200 CP): You can create a companion with a background and race of your choice, and they gain a 600 CP stipend for perks.

Jumper's Squad (300): You can now import four companions from previous jumps into the Dove origin and Quinx race with a stipend of 800 CP each companion must choose a different RC type. **You cannot import any other companions if you choose this option!**

Drawbacks

Root A (toggle): OHHHH NOOO WHAT FRESH HELL IS THIS?!?!?! Or at least that's what some people would wind up yelling. Okay so to get to the down low quickly you've by selecting this wound up in the anime of Tokyo Ghoul. Honestly I don't think it's that bad but be ready for Kaneki to make some stupid decisions...more than the usual ones.

Back in the day (Free): Well would you look at that instead of arriving at your predetermined time you've instead wound up back in the time when Uta, Itori, and Renji were the age of our protagonist Kaneki. This was however a much more dangerous time, as well as a time when Uta and Renji were at their strongest and most vicious. You will also have to face other ghouls who while in the modern day were kind and weak, were hardened killing machines at this point in their lives, as well as Doves who are more ruthless and relentless in this dangerous era.

Tasty (100 CP): Okay, don't ask me how or why, but every ghoul in Tokyo seems to think you'd make a pretty decent meal. From the ghouls at Anteiku to Aogiri Tree, your scent just seems to draw them in like moths to the flame.

Tastes like a sponge (100 CP): As a matter of fact it does! You are now cursed for everything you eat will taste like it has spoiled and gone rancid. Your only saving grace is that coffee still tastes alright.

Goes down like sour milk (100 CP): And now coffee has betrayed your taste buds. Or more accurately everything you drink will now have a foul aftertaste that while it won't make you sick will cause you severe discomfort.

Missfortune of a lover (100 CP): You've got bad luck plain and simple. This is a minor misfortune at best so don't be worried. It's just that you'll find that small things don't happen to go your way.

Haemophobia (200 CP): As the title implies, you now have an instinctive fear of blood and will feel sick if you ever see some. Since there is a lot of bloodshed and bloodsuckers around, you can easily guess why this is a problem.

Didn't I kill you? (200 CP): As a matter of fact you didn't. You know whenever you believe you have killed an opponent or adversary will unknowingly leave them just barely alive at least enough for them to find medical treatment and recover. However this will not happen more than once for the same opponent. You might be able to get around this with decapitation...might...

Here and now? (200 CP): Well this is interesting you'll find yourself throughout this jump experiencing flashbacks to your earlier experiences in this life and how they led you to where you are now. If you take drop in you'll find you start developing memories that never actually happened.

You're ignoring me aren't you? (200 CP): People just kinda don't take you seriously. It doesn't matter if in the past you ran a ward through fear or if you defeated the one eyed owl with a paperclip they just don't take you seriously and hardly show you any respect

Aging like milk (400 CP): You're getting old, jumper. You now suffer from the same rapid aging that all half-humans suffer from, only worse as your aging will work half again as fast making you age three years for every one that you live. However this is not a total bite as you will still retain your good looks, but you'll start to lose everything else especially your strength, speed, and coordination. Oh and just to make it a little worse your hair will be turning white.

Binge eater (400 CP): Regardless of if you are human or not, you need to eat a human being's worth of meat and blood per day. If you kill one and eat him or her on the spot, you only need half as much.

RC cell depletion (600 CP): Your RC count is low. Okay now I'm definitely gonna have to explain this one. In this world the only thing that makes it special is the existence of RC cells and without them everyone would be a baseline human. This affects you by making you extremely weaker than you should be, for a human they would be particularly weak even if they were a Dove with all their training and conditioning being nullified by the lack of strength increasing RC cells. All the other races however feel the depletion in other ways; half-humans will get the least of it with their incredible strength and advantages being lessened to the point of being only as strong as a normal ghoul investigator, half-ghouls will be in a constant state of pain as their body will attempt to digest itself to raise its RC levels to normal (this cannot kill you but it will always hurt you when your not taking in RC cells), ghouls will find their strength and their kagune being lessen with use of them even minorly causing exhaustion and ravenous hunger, and finally Quinx will feel their abilities going to war within them as they lose their strength to their kagune abilities and their kagune abilities to their strength. There is however a way to at the very least alleviate some of the more drastic effects of this drawback, and that would be by consuming copious amounts of ghoul flesh rich in RC cells throughout the day. In addition to this you will find that any Kakuja you have will become weak and barely usable without first consuming dozens of ghouls as it requires your RC cells levels being far beyond your normal levels. Have fun

Insanity (600 CP): Okay so you might be asking yourself why this is priced so high? Well it's because precious sanity is in short supply in this world and your own instability of mind can cause serious effects on you in a world where it can dictate how powerful you are and can become. You may be able to fight off your own insanity to maintain your lucidity but it would require a tremendous amount of your own will (not perk boosted) or maybe an already damaged mind to even be functional on the level of Juuzou. And if you're a ghoul with a kakuja forget about it! If you were to use your kakuja you would quickly spiral into insanity for however long you remain in said state.

One eyed Owl's snack (600 CP): WHAT DID YOU DO?!?! Well whatever it is you did there's no point in dwelling on it now because she's coming for you. Who's coming for you, you may ask? Eto Yoshimura has made it her life's mission to find and devour you regardless of race or allegiance. I hope you can handle her because she is coming.

The white reaper reaps you (600 CP): I will say you must have a penchant for pissing people off, because you've got a man who is tired of killing coming after you like it's his job. This man? Kishou Arima. Now he's at least better than the owl or Aogiri in the fact that if you're a dove and on the job he'll hold off on killing you till you clock out...but after that all bets are off and he'll be coming for your head, and he is more than capable as he once defeated said owl. Good luck

CCG public enemy number 1 (600 CP): Okay wow the CCG really wants you dead. The CCG knows who you are and are now sending Doves out after you. At first it'll be a low grade investigator, but soon if he doesn't manage to get you they'll begin sending out higher skilled doves and if they still can't manage to kill you then they'll call in the White Reaper.

Aogiri Tree is after me (600 CP): Seriously I know it's not exactly a difficult feat to wind up on the shit list of ghouls but you must have stepped in it royally for you to have wound up with this organization on your ass. Or in summation, the Aogiri Tree is now sending out ghouls for the specific purpose of killing you, it could be for fun or revenge but be on alert.

Enemy Anteiku (800/1000 CP):...did you kill someone you shouldn't have? Because you now have the full forces of Anteiku coming after you. Now while that may not sound intimidating remember that these forces, limited though they may be, are composed of several incredibly powerful ghouls who each were once feared tokyo over for their ferocity. Not to mention the headliner and leader of the group in (one of) the one eyed owl. Each of them are powerful and skilled through the years have had an effect...and for an additional 200 CP that effect has been done away with and these ghouls are now returned to the prime of their life! This makes them all

stronger to the point I don't think you can survive this, but good luck anyways!

Kagune Customization

Gain 1000 KP

Transfer CP to KP at rate of 1:2

RC type (Free): your kagune's RC type determines its form; Ukaku, Koukaku, Rinkaku or Bikaku

Chimera Kagune (200/400/600 KP): you are very unique when it comes to ghouls as you have not only one kagune, but multiple! Select an additional RC type for your Kagune for each purchase.

Hardening (200 KP): your kagune has the exquisite ability to undergo a defensive and offensive form of hardening allowing it to take stronger hits than it should be able to, as well as hit harder itself when used as a weapon.

Glide (400 KP/Requires Ukaku or RC cell absorption): you possess quite the powerful ability. That is the ability to glide from place to place through the use of your kagune, some might even mistake it for proper flight.

Size control (200 KP): you know some guys say it's all about size, in this case it is! This allows you to dictate and shift the size of your kagune by controlling how much of your own RC cells you give it.

Super Regeneration (400 KP): While not exactly a kagune ability this grants you the unreal and extreme regenerative abilities of Noro allowing you to reattach severed limbs, and even your torso being severed in half. Though this does not mean that you are safe from death as if your head is destroyed, you're dead.

Clones (800 KP): your kagune...well it's weird i'll give you that. It allows you to grow a new you...sort of...this second body that you produce is an extension of your mind composed completely from your RC cells. This also has the effect of rendering you quite tired as a side effect.

RC cell blast (500 KP): your kagune has a unique and peculiar ability to fire off plasma blasts by using your own RC cells as the fuel. These lasers are fully capable of taking out a building if enough RC cells are poured into it.

Electrokinesis (200 KP): your kagune has or gives you the ability to project electricity from itself/yourself as well as the ability to control it. This control can be so precise that you could theoretically create electric shields from your own electricity.

Pyrokinesis (200 KP): your kagune has or gives you the ability to project fire from yourself as an offensive weapon.

Healing (400 KP): you have developed quite the unique skill when it comes to your kagune as you now have the ability to use it to heal others. You can regenerate bones, flesh, whole missing limbs of others so long as you have the RC cells to spare. Since your paying for this there is no risk of RC complications

Detachment (400 KP): your kagune has a relatively unique ability in its ability to detach itself from you! This detachment can be controlled remotely by yourself and can be used for several different purposes such as; setting traps, creating walls, or even tracing someone.

Shape shifting (400 KP): your kagune has gifted you with something in far more resemblance to a superpower than a bodily function. This allows you to use RC cells to modify your own body in order to appear as any other person. This cannot be used to mimic objects or other kagune.

RC cell absorption (400 KP): Your kagune is very unique, as it has the ability to absorb RC cells from your environment and allows you to use all four types of kagune. The limit to this however is that you are only able to use one at a time and must switch between them.

Kakuja Customization

Gain 1000 KP

Transfer CP to KP at rate of 1:2

Mask (Free): With your kakuja you have the ability to summon and dismiss a mask composed completely of your own RC cells. This mask's design is completely up to you.

Kakuja type (Free): among Kakujas much like their previous states have classifications which dictate what type and generally what abilities they give their users. The appearance of your Kakuja is completely up to you, as well as how much of your body it covers

Armor: the most basic and common form that the kakuja takes coming from various parts of the body. This form of the kakuja provides the user with increased durability by way of an armor made of their own RC cells. The appearance as well as the area of the body this armor covers vary from user to user, however you can decide how much of your body is covered as well as the appearance your armor takes.

Blades: this form of the Kakuja emerges from the shoulders and forearms of the user. This kakuja grants the user extraordinary cutting abilities as well as an increase to their defensive abilities.

Tails: this form of the Kakuja emerges from the lower back of the ghoul and takes on an appearance much similar to that of the kagune types Rinkaku and Bikaku as it appears as a tail or tails that are prehensile in nature as well as heavily armored. This Kakuja type also seems to be able to increase the mobility and speed of the ghoul using it.

Arms: this form of the Kakuja has been seen emerging from the under arm of the users body. This kakuja has been seen to take on two main forms; the first is an augmentation, strengthening, and armament of already existing arms, The second is the creation of new arms that are stronger than the users original arms as well as armored.

Mouths: this form of the Kakuja emerges from various points on the users body as well as their kakuja. There is not very much to say about this version other than the fact that it allows for the user to have extra mouths of various sizes to devour their prey.

Wings: this form of kakuja emerges from the shoulder blades of the user. This kakuja has been seen used to mimic the powers and abilities of the various different kagune types this gives you massive versatility in combat making you an even more dangerous opponent.

Chimera Kakuja (200/400/600/800/1000 KP): through each purchase of this you are able to add an additional kakuja type to your own, allowing you to have all of them if you wish.

Behemoth kakuja (600/2000 KP): your kakuja has the ability to turn you into a veritable monster! And I do mean monsters as your kakuja will give you a beastly appearance and size! With the 600 KP purchase your monstrous appearance makes you the height of a few cars stacked while standing up right and the size of a bedroom on all fours. While the 2000 KP purchase makes you a rival in size to kaneki as the dragon. Of note is that your monstrous appearance is up to you as long as it is in line with your other selected kakuja choices. You also do not lose control of yourself in this state.

Brute (200 KP): your kakuja has had an incredible effect upon you and your strength granting you the ability to toss around vehicles with ease and cause destruction unabated with your bare hands.

Flight (400 KP/Requires Glide): you are quite frankly breaking quite a few laws of physics here but whether it be by RC cell bullshit or some weird science you are able to properly fly through the use of your kakuja!

Battle horns (100 KP): okay wow form and function, these are simple horns that have grown from your kakuja's mask that you can use in order to gore your enemies.

RC Cell Laser (300 KP): You have the ability through your kakuja to fire off a concentrated blast of RC cells as a plasma based laser, far more powerful than a simple RC cell blast.

Eyes (100 KP): while these might naturally occur on your kakuja by paying for it here you are able to dictate the exact placement and essentially decorate where these eyes will appear on your kakuja. In addition these eyes will now also function as proper sensory organs allowing you to see with them.

Quinque Customization

Gain 1000 QP

Transfer CP to QP at rate of 1:2

Carrying case (Free): you have a custom carrying case of your own design for your quinque, it could be a briefcase, a backpack, a purse, or even a body pillow.

RC type (Free): you may freely choose the RC type of your quinque, though this has little standing on the form of your quinque.

Hybrid Quinque (200/400/600 QP): through each purchase of this you are able to add an additional RC type to your own, allowing you to have all of them if you wish.

Trap quinque (200 QP): you're definitely a schemer of some sort as you can detach a piece of your quinque in order to use it as a trap or mine of some sort. The attack and activation mechanism for this is somewhere on your quinque for you to decide.

Gimick (200 QP): you are quite the trickster aren't you? Your quinque has the ability to change its shape for a surprise attack on your enemies allowing it to end a fight unexpectedly if you're quick about it.

Its also a gun (200 QP): as RWBY would say it's also a gun. Your quinque now also has the ability to fire off Q bullets at your enemies. What form this takes is up to you, but if you select transforming you can choose for an additional state to be a gun for it to fire these bullets.

transforming (400 QP): your quinque has the not uncommon ability to shift and change its form from one weapon type to another. For example a lance would be capable of transforming itself into a shield. You can purchase this multiple times for more forms.

Dual wield (400 QP): your Quinque is capable of splitting itself up into two different pieces. This also comes with the option of dividing up your quinques abilities, you can choose what your separated quinque can do so long as you've purchased the appropriate options here.

RC cell blast (400 QP): your quinque has a unique holdover from its past as a ghoul, that being its ability to expand its own RC cell reserves in order to unleash a blast of energy.

Electrokinesis (400 QP): your Quinque has the ability to project electricity from itself as an offensive weapon.

Pyrokinesis (400 QP): your Quinque has the ability to project fire from itself as well as the ability to control it.

Ending

Going Home: Well i guess you must have had your fill of adventuring haven't you? Time to head home and guard your own world for a change.

Stay Here: I guess you are aren't you? You're staying here to continue the work you started.

Continue Jumping: Now I guess it's time for you to continue onward into the infinite dimensions.

Notes

1. If you take the ghoul race with the dove origin than you are essentially free from being hunted (if you don't take the drawbacks to ensure it) like the one eyed ghouls that worked alongside
2. RC cell depletion for quinx basically means that when you're using your strength your kagune will start sapping your strength so that it will have the lion share of the RC cells in your system, the reverse is also true if you use your kagune.
3. Contributions made by ClayMonkey1999