Death Note

Batman Anon v.0.3

The world of Death Note is one in which the human world is watched over by a race known as the Shinigami. They are a species that are capable of extending their life by killing humans through the use of books known as death notes and gaining the years that that human would have lived. A Shinigami known as Ryuk has grown bored with the Shinigami realm and has sought excitement by stealing a death note and dropping it into the human realm to observe what happens. A Japanese student known as Light Yagami found this death note. With the power of a book that can kill anyone whose name and face you know he plans to cleanse the world of criminals and bring forth a new world that he will be the god of. The world's greatest detective known as only L will upon discovery of a supernatural serial killer dedicate himself to discovering the individual known as "Kira". You begin on the day that a Shinigami named Ryuk drops a death note to the ground.

Location: Roll **1d8** or **[50cp]** to choose

1. **Japan, Tokyo, Daikoku Private Academy**: A fairly normal city however earlier today a particular notebook was dropped to the ground. A student known as Light Yagami picked up this notebook. The book is currently unwritten in for now.
2. **Japan, Tokyo, To-Oh University:** The highest ranked university in Japan and the future meeting ground of Kira and the world's greatest detective.
3. **Japan, Tokyo, Future Headquarters of the Japanese Task Force**: If things remain unchanged and Kira becomes a worldwide sensation this will be the base that L will use as the headquarters of the organization created to catch Kira.
4. **Japan, Tokyo, Ibaraki Hospital:** A hospital located in the Ibaraki prefecture.
5. **England, Winchester:** You begin outside an orphanage known as Wammy's House; established by Quillsh Wammy otherwise known as Watari to serve as a training ground for gifted children.
6. **The Shinigami Realm**: a dark and lifeless place. If you're not a Shinigami or able to hide from its inhabitants in some manner you may have to answer some pointed questions. Maybe if you're smooth talking enough you can convince a Shinigami to help you get to earth.
7. **Portal to the Human Realm**: Looking around you notice a vast hole in the ground with a light at the bottom. Looking closer you realise that you can see Earth. This is a popular spot that Shinigami come to in order to view the human world. By jumping down the hole you can reach earth. Hopefully you have a way to survive the fall.
8. **Free Choice**

Age: 10+1d8 or **[50cp]** to choose.

Gender: Same as last jump or **[50cp]** to choose.

Origin:

Drop In [Free]: You appear in the location chosen. There are no records of you and no one has any idea who you are. You are a complete mystery. It's as if you appeared out of thin air.

Wammy's Kid [Free]: You are an orphan chosen for your exceptional abilities to undergo training in Wammy's house, an orphanage designed for training gifted children, with the current goal of the orphanage being to produce a successor to L.

Student [Free]: You are a student of Daikoku private academy. You're family is well off and highly placed in the local community. Or you are an orphan from a distinguished family. It's your choice.

Shinigami [200cp]: You are a Shinigami, also known as a god of death or grim reaper. The Shinigami are a race that extend their lifespans by killing humans, for every life that they cut short their lives are extended by a similar amount. Your appearance is of your rough design however you are clearly not human.

Perks: Perks are discounted to the origin by 50% and the first perk is free for the origin.

Drop In Perks

I Can See You [100cp] – Free to Drop In: Humans normally can't see Shinigami unless they touch the death note belonging to the Shinigami in question. You however are exempt from this. You are capable of seeing Shinigami without any difficulty. You also are able to see spirits and things that are normally invisible that usually have some form of requirement to see.

Incorruptible [200cp] – Discounted to Drop In: A death note seems to corrupt its bearer. It can turn a high school student into a megalomaniacal serial killer and few can resist the power inherent in being able to kill with only a name and a face. You have a better handle on this sort of thing and are able to accurately compare if you are acting the same way that you were before you gained such power and whether your old self would approve.

Private [400cp] – Discounted to Drop In: Shinigami when looking at a person can see both their name and lifespan. This is not the case for you. Supernatural abilities that allow people to gleam information about others seem to be unable to give their user anything that you don't want them to know about about you.

Immune [600cp] – Discounted to Drop In: The first rule of the death note is that any human whose name is written in this book will die. Another rule states that if a humans name is accidentally misspelt four times they are freed from the death note. Perhaps this is how you gained this peculiar resistance or maybe it's a trait that spontaneously developed. For some reason supernatural death curses are unable to affect you. You have no resistance to any other abilities they might bring to bear but if they want to kill you they're going to have to do it the hard way. A Shinigami could write your name futilely for years with no effect.

Wammy's Kid Perks

My Name Is "_" [100cp] – Free to Wammy's Kid: As an orphan raised in Wammy's house you were given an alias to use rather than your real name. Watari however assigns the most notable graduates a letter to use as a name. You are one of the few chosen as an exceptional future candidate. As such there is a letter of your choice that when used as an alias people will identify as uniquely you.

Habits [200cp] – Discounted to Wammy's Kid: When participating in a habit of yours whether its playing with toys or simply indulging in treats you gain a noticeable boost to your intellect.

In Truth, I Am That Monster [400cp] – Discounted to Wammy's Kid: You are able to put yourself into the mindset of your target and predict their actions and reasons for them. If you had a basic idea of someone's personality predicting his or her actions would be child's play.

The Worlds Greatest Detective [600cp] – Discounted to Wammy's Kid: You are a genius, any field that you choose you could easily become renowned worldwide as an expert but you excel in your deductive capabilities. Given the details of a crime you could extrapolate the personality of the perpetrator with ease. Your intellect is at a level that given a series of crimes you could predict the age, gender and enough generic information about the suspect to narrow the search to the point that only once in a generation geniuses or things sufficiently out of your experience could possibly trip you up.

Student Perks

I'll take a Potato Chip… and Eat It! [100cp] – Free to Student: You are able to increase the dramatic effect of your actions. If you wanted eating a potato chip could be something that draws the eyes of every bystander. Even something as simple as writing a note could seem excessively ornate.

Liar [200cp] – Discounted to Student: You are a liar. Since you were born, have you ever told the truth even once? Your skill at playing roles is impressive, able to fool all but the most observant and even then they will have doubts. For some strange reason you have also gained the ability to make your eyes glow a malevolent red at will.

I Am Justice [400cp] – Discounted to Student: You have a talent for ensnaring people. You are extremely charismatic and getting people to believe in an idea is much the same as getting them to believe in you as the embodiment of that idea. With a demonstration of supernatural skills convincing people to worship you as a god would be simple.

Just As Planned [600cp] – Discounted to Student: You are a genius but the area that you excel in is your planning capabilities, your plans are labyrinthine in scope, enough that you could set into motion events that would take months to reach the conclusion you wanted without any further intervention from yourself. You can plan ahead for events so thoroughly that people would be convinced that you could see the future if you told them of your schemes. You are also immensely skilled in preparing contingencies and precautions.

Shinigami Perks

Flight [100cp] – Free to Shinigami: As a Shinigami you are able to fly, by wings or simply by floating through the air, your choice.

Invisible [400cp] – Discounted to Shinigami: You gain the ability to be completely invisible to normal humans, they can't see you, any recordings won't show you, they also can't hear you and any other senses will fail them. For the duration of the jump this is permanent unless you have a Death Note at which point allowing someone to touch it will allow the to see you. After the jump it will become toggleable.

God of Death [400cp] – Discounted to Shinigami: You gain the ability to phase through walls and don't require food, water, sleep or air.

Shinigami Eyes [600cp] – Discounted to Shinigami: You have the ability to see a humans name and the date that they will die when you see their face and are able to grant this to others in exchange for half their lifespan if you wish to take it from them.

Gear: Gear is discounted to the origin with the **[100cp]** item free.

Drop In Gear

Fake ID [100cp] – Free to Drop In: You gain a fake ID that will be valid to the country you are currently in. It will appear to be completely legitimate. You will be able to change the name and face of the ID by will.

Mask [200cp] – Discounted to Drop In: You have a mask that completely covers your face and will only come off if you want it to. Any means of attempting to see through it will fail.

Wammy's Journal [400cp] – Discounted to Drop In: You hold a journal belonging to Quillsh Wammy detailing his plans for Wammy's orphanage. This journal details how to set up a training facility for geniuses that will set them on a path of your choosing.

Wammy's Kid Gear

Toys [100cp] – Free to Wammy's Kid: You have a collection of toy trains and tracks, single person games and other assorted children's games of your choice.

Sweets [200cp] – Discounted to Wammy's Kid: You gain an unlimited supply of mundane sweets of your choosing.

Laptop [400cp] – Discounted to Wammy's Kid: You gain a laptop with a voice disguiser and logo of your choice on the screen that you can use to project your voice to the laptop from any location and is completely untraceable.

Student Gear

Watch [100cp] – Free to Student: You gain a watch with a small compartment in the section facing your wrist that is completely unnoticeable to anyone but you. Any attempts to search you will miss this compartment and the watch will slip through even the most stringent security.

Book Cover [200cp] – Discounted to Student: This book cover of your design when placed over a book can disguise it such that only you will be able to read the contents. Any others will see a mundane book and while looking through its contents will see nothing of note.

Shinigami Gear

Apples [100cp] – Free to Shinigami: You gain an unlimited supply of apples

Pen [200cp] – Discounted to Shinigami: An ornate pen of your design, it could be a classic fountain pen or even a feather. It will never run out of ink.

General Gear

Death Note [800cp]/[1000cp] Discounted for Student and Shinigami:
Two versions, if you get it as a Shinigami you can add the years of the people you kill to your own lifespan (only increases amount you "could" live by) but can't use it for the purpose of saving lives. Other version doesn't give you lifespan but has no restrictions. For an extra undiscounted **[200cp]** you gain a version that gives you half the lifespan of your victim and no restrictions on its use.

Companions

Canon Character [300cp]: You will meet a canon character of your choice that will join you on your journeys.

Idol [300cp] – Discounted to Drop In: A popular Japanese idol that has become fixated on you. They will be insanely loyal and willing to do anything you ask. Their personality and appearance is of your design.

Handler [300cp] – Discounter to Wammy's Kid: An elderly person who is loyal to you and will work towards your goals. They are very intelligent but prefer to work in a support role. Their personality and appearance is of your design.

Shinigami [800cp] – Discounted to Student: A Shinigami who claims to find you interesting, while not inclined to being helpful they are possible to convince through bribery. They have their own Death Note but convincing them to take the life of someone to aid you would be a herculean task. Their appearance and personality is of your design.

Student [300cp] – Discounted to Shinigami: A student who possesses either all the perks of the Student tree or all of the perks of the Wammy's Kid tree. They will have a personality that is sure to entertain you. Their appearance is of your design.

Drawbacks: Max [+600cp]

Addicted to Apples [+100cp]: You are addicted to apples and require eating at least one per day or you will become listless and undergo withdrawal.

Boredom [+100cp]: You will frequently become bored and will seek some form of goal and will likely go too far in pursuit of this goal.

Sweet Addiction [+100cp]: You require a substantial amount of sugar and not having at least as much as a normal human could safely have per day will cause your reasoning ability to drop by 40%.

Suspicious [+100cp]: You will appear to be suspicious to any who see you. You may eventually break this impression of you if you prove over a period of time that you can be trusted.

L is Replaced by Near [+200cp]: In this universe L never existed. Instead he is replaced from the start by Near.

Humans Are So Interesting [+200]: The Shinigami Ryuk has taken an interest in you. Any abilities you have will be unable to affect him. You will have to entertain him for the duration of the jump, being too boring will lead to him writing your name into his death note and ending your chain.

The World Is Rotten [+300]: You are completely unable to tolerate any actions that you see as evil and you will go to any lengths to stop them.

Megalomania [+300cp]: You have a god complex and will see all others as either beneath you or a threat to be neutralised.

The Death Note Affects You [+300cp]: No matter what abilities you have if your name is written in a death note you will die. Those with Shinigami eyes will be capable of seeing your name no matter what abilities you have to disguise that information if they see your body.

Target Number One [+600cp]: Kira and L have united in pursuit of you. The reason for this is unknown and they only have a basic idea of you and your capabilities. The death note is fully capable of killing you. You are also unable to kill or permanently restrain either of them for the duration of the jump. Any mind affecting abilities will not work on them. You will also have to spend the ten years in some form of public employment.

No Jumper. You Are The Death Note [+600cp]: A book that takes the life of whichever humans name is written in it. Wonder how it works? Well for this jump it works through every name written in a death note being sent to you. You will be responsible for ending every life written in a death note over the ten-year period you are here. Every life that is scheduled to die it will be your job to ensure it comes to pass and if any remain alive by the end of the jump you will fail. Fortunately time will behave strangely and let you get to as many people as needed to ensure your success, provided you don't try to use any of this peculiarity for personal purposes.

#Notes

The death note only works on beings of a maximum power level equivalent to a mundane human. For example if the individual could be beaten in a fight by an average human. It also caps out at peak human level beings.

The same things limit Shinigami Eyes as the death note. If you have anti fate and destiny perks you will be able to alter the date of death you see.

You will be unable to take advantage of Shinigami eyes, whether they are your own or others to determine your date of death. Any attempts to extract information from Shinigami about it will fail.

Shinigami can be killed by sufficient trauma as shown by some of the Shinigami kings punishments proving to be lethal.

Post spark the death note can be used to kill anything that has a definite lifespan. By a definite lifespan this means that if they will eventually die from old age then it is free game.

Immune works as immunity to instant death effects, it only works if it is a purely supernatural curse that will cause your death. A curse that could lead to your death through indirect means like a bad luck curse will still affect you.

If you are stronger than a peak human then the death note will not kill you unless you take a drawback that gives the death note that power.