

Generic Ranma ½ Fanfiction Jumpchain

A Jump by EternallyLostAuthor



A Story of a cursed spring in the depths of China's mountains, a tale of a once in a generation martial art's prodigy with a rather complicated lovelife. A story constantly retold, rebooted and remixed. This isn't Ms.Takahashi's story anymore, it's written by thousands of authors in thousands of ways. But really what brings you here of all places?

Was there something you wanted to play out differently?

Did you want a changeup in genre? Perhaps taking two shows you enjoy for double the fun?

Did you have a favorite story from an old favorite author you wanted to relive?

Or Maybe you already used up your time in the original canon and you want one more go around for old times sake?

Whatever the reason, you're about to jump into the world of Ranma ½ Fanfiction. Though an older series that was released in the early 90's you'll still find stories coming out today. The old guard will say Ranma ½ can mix it up with any other show or property. And while that may not be true the authors certainly have tried to fulfill that.

Take your 1000cp and Take a dive, just mind the springs if you can.

Roles

Self Insert

This world is full of strange individuals so for once you likely won't raise too many eyebrows to most. That being said, there is a rich and strange tangle of martial arts schools, heritage and myths here and you won't have any of that. Almost like you just dropped yourself in here, hm? As long as you stick with the genres at play you should be fine...

Nerima Resident

The Nerima district is a strange little town but you're used to it. Martial artist duels and contests are common but at least they break up the day to day, more so since that Saitome boy moved in. Oh well, free entertainment~

Martial Artist

You dedicated your life to the arts. Your body is a weapon and your mind is sharp(mostly). Styles vary in this world from deadly effective to comically overcomplicated. Be that as it may, it is your art and you will prove to the world that it is the best martial art there is!

Foreign Visitor

I see you've traveled from overseas. You have a certain flair and unique skills set due to your roots and culture. Whether it be one of the great warrior cultures from the Chinese mountain ranges like the Amazons, Musk or Phoenix tribe. Or perhaps from some other country or Island nation. Welcome to Nerima, enjoy your stay.

Bonus

Crossover (100cp)

(This will unlock more options in the Jump)

With this option selected you turn the Fanfiction you're entering into a Crossover with another property. You can either choose a specific crossover Fic/Fic series or you can choose the Fandom(or Fandoms) you're crossovering with. Look for other red text for anything else Crossover related



Jusenkyo

The Pools of Sorrow, the cursed training ground hidden away in the mountains of China. There are over 100 springs in Jusenkyo, and each has its own tragic story, about someone or something that drowned in that spring, some time in the last couple thousand or so years. Now, whoever falls into that spring will take the form (and sometimes the mind!) of whoever or whatever fell in that spring so long ago.

This place is a prominent place for many of the members of the main cast of this world. And it will be one for you as well. Just by coming to this world you have gained yourself a curse. being hit with cold water will transform you into the animal, person, or creature specified by the spring, and being hit by hot water will return you to your “real” form. Much like the standard jump you are automatically cursed at the start of this jump.

Roll 2d8 on the Table Below to find out what your curse is

- You can spend 100cp to just choose the spring you want. You can select more than one spring to mix them together if you're feeling adventurous. Jumpchan will make sure your springs will mesh in a functional way and not leave you as some horrible abomination... Unless you're into that. For the 'select any spring' result you can choose any of the below list or some other animal/mythological creature.

- You can also 200cp to avoid being cursed entirely.

If you chose the crossover option you may choose your curse freely and even make a new spring based on an animal or race from your crossover if you'd like. You don't want to know how many 'Spring of the Drowned Saiyan' I've seen in my fanfiction days...

2: Spring of the Drowned X (Select any Spring)

3: Spring of the Drowned Yeti riding Ox Holding Crane and Eel (Enjoy being a flying Minotaur)

4: Spring of the Drowned Octopus

5: Spring of the Drowned Frog

6: Spring of the Drowned Panda

- 7: Spring of the Drowned Duck
- 8: Spring of the Drowned Cat
- 9: Spring of Drowned Boy/Girl (*Whatever is the opposite of your starting Gender*)
- 10: Spring of the Drowned Dog
- 11: Spring of the Drowned Piglet
- 12: Spring of the Drowned Child
- 13: Spring of the Drowned Monkey
- 14: Spring of the Drowned Akane Tendo (Wait that shouldn't exist yet... oh well)
- 15: Spring of the Drowned Twins
- 16: Spring of the Drowned X (Select any Spring)

*Fun Fact only one of the above is not a canon spring, Can you guess which?

Age, and Gender

Your gender will default to what you were coming in, Age will depend whether you want to be a teen or adult. You of course can always spend 50cp to choose both.

- 1: Middle School
- 2-3: High School 1st year (*Like Ranma & Akane*)
- 3-4: High School 2nd Year
- 5-6: High School 3rd Year (*Like Nabiki and Kuno*)
- 7: Recently Graduated (*Like Kasumi*)
- 8: Choose freely

Starting Location

This will be based on your origin though you can of course spend 50cp to start anywhere. **If you Have the Crossover Option active you can choose your starting location and even choose places from your cross.**

Self Insert: Jusenkyo (On the same day Ranma and his father arrived)

Nerima Resident: Nerima

Martial Artist: The Backroads of Japan at a campsite, a few days travel from Tokyo

Foreign Visitor: On a boat on route to Japan leaving your home country

Perks

Get the 100cp option for free and the rest of your origin discounted.

Self Insert

Blue Thunder/Black Rose (100cp): Presentation is an important part of battle... at least to you it is. You have the rare ability to give yourself a title or nickname and have it be accepted by the populace instead of having to earn it. You can even change your title whenever you want if you get bored with it. This title will give an air of mystique to anyone who has yet to meet you... On meeting you however it's up to how you carry yourself.

Everybody's Friend(200cp): Though you're new around here you're good at getting on people's good side. It's really quite impressive, like you put yourself into the story specifically to... oh. Anyway, you make excellent first impressions with any new face. Though your later actions can degrade that good will.

Sign Language (200cp): Communication is important, and thus not being able to properly communicate can be a big problem. You now have a different solution. If you are restricted from or fully unable to speak you can instead pull signs out with the words you would like to say written for all to see in any language you know. They disappear once used and are seemingly infinite allowing you to converse fully with very limited drawback whether your mouth is gagged or you're currently in the form of a animal.

Mind Over the Heart of the Matter(400cp): Love potions, memory alteration and mind controlling items are rather disturbingly commonplace for such a light hearted series. Why don't we shore up your mental defenses then. You are now aware whenever someone is trying to manipulate your mind or emotions and you can choose whether or not to let the effect take hold. Otherwise they have no effect on you.

The Gambling King/Queen (400cp): You have become an expert at games of chance... Wait. Sorry, let me rephrase that. You have become an expert at CHEATING at games of chance. It's really quite impressive what you can pull off without anyone noticing as your opponent seems completely unaware of your cheating ways (though to any observers it's obvious). You do get subtle tricks as well, being able to sneak cards out of your sleeve and even into your opponents hands without them noticing as well as rolling dice to get the result you want. You are truly a

dangerous opponent across the table. But would it kill you to just... get better at the game normally?

Mob Mentality(600cp): A wise man said there's strength in numbers. This is a belief firmly embedded into Nerima. Kuno convinces all men who wished to date Akane must beat her in a fight, Akane rallying the girls locker room to hunt down Happosai and other peepers, or simply the train of chaos that can ensue in chasing Ranma through the streets. You can now tap into this. You can rally any like minded individuals in a crowd to join you in partaking in an activity, combating a threat or chasing down a person. Their competency increases with the amount of people you have. So yes, enough angry girls can catch and beat down a skilled martial arts master.

Ki Drain (600cp): Your internal Ki flow has been altered. You are now able to drain the battle auras of others through circular objects. Doing so will weaken your victim and empower you. You become stronger, faster and more attractive while you hold onto this power. You can only hold it for a few hours before you'll need to release it. You can release it either ambiently or in a focused blast. It's a fairly slow and imprecise technique but with practice you can refine it. You can only hold a maximum amount of stolen ki equal to half of your own before it becomes too unwieldy to hold onto..

Nerima Resident

You Get Used to it (100cp): Let's face it, there are a lot of strange sights in Nerima. Odd martial artists, animals, monsters and other supernatural nonsense. You've learned to take in such displays with a blase attitude and calm demeanor. After all, as long as the flying minotaur isn't anywhere near YOU it's really not your problem is it? Overall your ability to keep a cool head in stressful situations has become even greater.

Background Character (200cp): You can blend into a crowd, as long as you don't make an effort to reveal yourself or someone isn't looking for you specifically you can freely watch the chaos unfold. As a bonus if you start commentary on what you're watching, others nearby will likely join you offering insights. It's a bonding experience for Nerimians. Now this isn't Invisibility... There needs to be a crowd to blend into and again if you've already stepped into the spotlight you can't step back out.

Cooking Excellience (200cp): Choose a specialty dish and you can make restaurant quality meals of the chosen dish that could keep customers coming back. Your overall cooking skill otherwise is above average. You may take this multiple times to learn more specialty dishes

Master of Disguise (400cp): You've taken the art of disguise to a whole other level. Trees, mailboxes, lamp Posts. If you could feasibly fit your body inside you can make a flawless replica that can fool some of the greatest martial artists of your generation. As a bonus they are padded

enough to provide some protection should you need to take a blow after annoying one of said martial artists. On top of that your physical wardrobe, voice work, and crossdressing skills are to the point no one is sure who or what you are at any given point. Great for ambushes, spying or just plain trolling.

Voodoo (400cp): Hikaru Gosunkugi fancies himself a voodoo priest. Trusting in magical trinkets and curses to get one over on his more physically capable rival and well... he's not very good at it. You on the other hand are the real deal. With a token of your victim you can perform all manner of nasty curses on them including bad luck, pain and accidents. You also have a much easier time handling and using cursed items without them backfiring on you.

Tofu Apprentice (600cp): Much like the good doctor you have a strong knowledge of medical information. Pressure points and acupuncture border on the fantastical in this world. Simple things like disabling limbs(immediate or delayed), changing Memories(with the right herbal mixtures), or reducing someone to the strength of a baby. These skills are now something you're capable of, along with a mastery of the human skeleton then could leave an unsuspecting person a pretzel without killing them. For worlds with non humans you will need to experiment to find where the new points lie but they will be there.

King/Queen of Debt (600cp): You may not have martial arts skill but you are always in control. You have gained skills in manipulation, information gathering, and blackmail on par with Nabiki Tendo. You'll rarely be lacking for money and the many powerful fighters will be reluctant to get on your bad side. You also gain the ability to turn down your empathy for others to let you do some truly nasty things without feeling the pang. Be careful not to use this too much or Karma will strike back harder than you'd like.

Martial Artist

Personal style(100cp): You have a serviceable level of martial arts to work alongside the major players in Nerima. You know basic things like breaking brick with your hands, hopping from roof to roof, running along top of fences or posts without breaking stride. You know. Just the basics.

- Optionally you can have a personalized style based on a topic of your choice. Giving you an extra edge in a specific scenario at the slight hit to fighting outside of your element. I assure you anything you can come up with won't be any more strange than what you'll see here.

- Alternatively you can chose to be a practitioner of one of the established 'odd' styles if you have a favorite.

Battle Aura (200cp): You are now able to exude an aura of your own fighting spirit as well as see the ones of others. This is the building block of many techniques in this world and helps you progress onto more advanced Ki techniques. Even this basic level gives a moderate boost to strength and defense. It will flare up on its own when in a fight or when you get competitive over something though you can repress it if you try.

Hammerspace (200cp): You can summon a hammer, kendo stick or similarly non lethal blunt object from thin air. It gains a strong stunning force equal to your strength but does little actual damage to the target. Even if you're normally strong enough to crumble a wall with a single punch the most damage you'll do is leave the victim twitching on the ground for a few minutes. These kinds of attacks have a long wind up and cooldown so they are not great for the midst of combat but great for punishing stupidity or perverted behavior.

For an extra +200cp undiscounted you can upgrade this skill to include any number of lethal weapons like the male amazon warrior Mousse. You can still designate a blunt object or two to use the original perk with if you'd like.

But he was only hit with a 3 ton Boulder? (400cp): Years of training and duels has made you ridiculously tough. You will be tanking bone crunching hits, falls and impacts with rarely any serious injuries. Speaking of which, should you get injured you'll be back up on your feet in no time. A few bandages and a good night's rest will heal most aches and cuts, whereas any broken bones will knit up x5 quicker. After all, you need to start training for your rematch! You can't just sit around in bed all day.

Golden Synergy (400cp): You can sync yourself up with a partner and be able to perform in perfect unison, always knowing exactly where your partner is and what they are planning to do. Your actions and attacks will flow perfectly alongside them as long as you're combating the same opponents. You can change your partner once a day, they do have to accept the offer for the link to work but it will last until one member of the pair breaks it up initiating a 24 hour cool down.

If it's Got Martial Arts in the Name I Can Win! (600cp): Your skill at any martial arts related activity increases dramatically. Now this one it's own is fine but you can now turn non-martial arts related contests/competitions into martial arts versions to allow you to utilize this ability in nearly any situation and improve your ability at any given task equal to your skill in Martial arts. No one witnessing or participating in the contest will think it's strange that martial arts is now involved.

To make the challenge fair, your opponents will gain martial arts skill equal to their ability in that skill during the duration of the Contest.

Font of Emotion(600cp) Ki, the inner power that only the truly powerful martial artists can harness and use. You are on the precipice of that level as you have discovered the secret to unlocking the power. Emotion. When Ki is channeled through strong emotions it can become a tangible thing. All emotions can form to be used for an attack though its color will be tinted by the emotion used.

When perfected they can have even more varied effects:

- Anger and Depression morphing into a greater destructive force. Crushing your foe with dark emotions.

- Pride and Confidence sending a concussive force, sending anyone around you flying off leaving you the only one standing, as you should.
 - Love and Compassion can turn that destructive force into something that can heal others wounds.
 - For those rare few who can bring Calm to the forefront over all emotions they will gain a shield able to fend off other ki attacks. Your calm center brushes aside the emotional outbursts of your opponents.
- These powers are only as strong as the emotions you can summon so be sure to play to your strengths or hold onto strong memories that can bring forth the power you need when you need it..

Foreign Visitor

Exotic Looks (100cp): You're not your average tourist. With a well sculpted physique and dazzling style you draw a lot of attention from the local populace. Be it amazonian beauty or princely charms, you're sure to always be the center of attention.

Mystic Illusion Chaos Strike (200cp): You have become a master of illusion, with the right amount of reflected light and a little Ki you can make even the most absurd concepts a reality. Flying away on a magic peach or engulfing your enemy in flames. As long as the victim believes the attacks are real they will feel like they're taking damage and can even be knocked out, but in reality they are completely unharmed.

3000 years of History(200cp): When confronted with a problem all you need to do is look back to the past to find your answer. Your culture has a rich history of techniques to call upon and with a little looking you can usually find one that can help solve your current problem you're grappling with... Be it trying to grasp chestnuts from a fire without burning your hands or to find the shatter point of any inanimate object. You still need to take the time to learn the technique but at the end of it you will be greater for the effort.

Pickled Precision (400cp): Your hand-eye coordination has taken a significant jump. You are now fast enough to block a full barrage of attacks from a skilled opponent with one hand. As well as being precise enough to pick up and flick individual grains of rice at such a speed that they would feel like a barrage of needle-like projectiles

Animal Ancestry(400cp): Be it through special breeding practices or access to a powerful monstrous form you have can increase your Strength, Speed, Toughness to superhuman levels or Winged Flight. Pick at least one animal and you will gain some superficial traits that align with them along with the boost.

You can purchase this skill additional times at a discount to increase more than one aspect (though you still only represent one animal).

Dragon Blooded (600cp): You are a prodigy. Your Ki usage is second to none. You can control and project it with an ease that you can even fly with little effort. You can understand the mechanics of any Ki attacks you see to either counter or replicate them. If you are hit by the attack you can speed this process up to potentially even instantly understanding the move. Just hope it won't take you out on the first shot.

Child of Flame(600cp): You have gained dominion over Fire, being able to create and control it with your Ki. It will start off with just being able to empower an item or weapon with your elemental Ki but with time and practice you'll learn to freely manipulate it into precise attacks or wide area devastation. You are immune to the effects of your own flames and can greatly resist the effects of others.

Alternatively you can exchange the element of Fire for Lightning, Ice, Water, or Earth for similar effects.

Undiscounted

L.E.O.(100cp): When you're fed up with someone and at the end of your rope there's only one option left. Send them off to the sky! With a mighty blow of righteous judgment the victim is sent into Low Earth Orbit not to return for several hours. This is not a combat technique and can only be used for comedic or stress relief purposes. You can team up with others who are similarly annoyed with the same person to increase the amount of time they remain gone for up to a full day. The victim is unharmed aside from a little soreness on landing and can, of course, choose not to come back right away if they don't want to

The Bet(600cp): Alternate Universes... different actions, different circumstances can lead to different futures. You should be well aware of this phenomenon as a jumper as you create those changes with your actions but every world will always start from canon onward... well it used to. You have been given access to Toltiir's magic pond which can view all of reality. Before each jump you may throw a pebble into the pond and change one small aspect of the world you're about to enter.

There are a few rules you need to follow:

- 1)The change has to take place before the entry point of your Jump
- 2) You can only make ONE change. You are only given one pebble to throw into the pond after all. If you're going to use it, make it count.
- 3) It can only be small, personal changes in the grand scheme of things. Like the relationship between two people, the outcome or possibility of a meeting or even taking a different choice at a fork in a road. Small physical changes are also allowed like changing a person's base gender (this is ranma ½ after all).

Note: This does not mean that results of these changes can't be much greater by the time you enter but the change itself has to be small.

Crossover

*This option is only from Crossover Jumpers
(Choose One Genre For free. Can Pay for more at 200cp a piece)

-Fuku Fic-

Magical Girls are prevalent in pop culture as well as in the crossover archives of Ranma 1/2 fiction. You are now able to bring magical girl sensibilities and scenarios to the Ranma world. This can be from a canon series (Sailor Moon, Card Captor Sakura, Pretty Cure etc) or an original Magical Girl world.

More importantly, you have the ability to transform into a magical girl using a henshin wand of your design. This comes with magical attacks, an increase in physical capabilities, and a subtle glamour that will keep people from recognizing you based on your appearance. If you happen to be male you will be changed into a girl to access this form and be given a civilian form of your female identity if you need to go undercover. This civilian form will become an alt form at the end of the Jump.

-Going Further Beyond-

So perhaps you want to ramp up the action and power of the martial arts on display. Sure Ranma and Ryoga can throw around Ki blasts but what if everyone could? There's always someone stronger out there so I hope you like training. This can be used for Canon series (Like Dragon Ball, Street Fighter or Kenichi) or an Original Martial arts world.

With This perk you also gain an ever growing pool of Ki that will grow with your physical training and not degrade with inactivity. It starts small but with work you'll find this to be a welcome reserve to draw upon when you need it most.

-You are a Pioneer-

You thought this was a tale of a single district in Tokyo? No no. This is a tale of galactic proportion. Less chinese amazons and more cute aliens. Mysterious princes from island nations become royalty from beyond the stars. Things are going to get a lot grander in scale overall... This can be used for Canon series (Like Urusei Yatsura or Tenchi Muyo) or an Original Sci Fi world

This perk can be applied to any future jump that normally wouldn't go to the stars, in which case first contact will happen sometime within the first two years of your jump and stakes and powers will begin to ramp up from there.

-Get in the Robot -

You're not sure how a martial artist can translate their physical skills to a piloted robot but they figured out a way. Mecha have come to Nerima, which comes with even greater property damage and even larger threats. This can be used for canon series (Like Gundam, Full metal Panic, or Eva) or for an Original Mecha world.

With this Perk you are now able to fight and use your physical training with any vehicles you Pilot. Be it martial arts in a combat mecha, using your jet wings as swords to cut other jets out of the sky in aerial dog fights and or managing parkour like agility in a car or motorcycle.

-Harem Protagonist Anonymous-

Ranma has a bit of a fiancée problem but he's not the only one out in the multiverse who has this burden. With this option others with this same issue will begin to pop up with admirers of their own. Perhaps Ranma can find solidarity among others sharing similar issues. This can be used with a Canon series (Like Love Hina, Tenchi Muyo or To-Love-Ru) or for an Original Harem Anime world.

With this perk this eases the burden of trying to maintain multiple romantic relationships simultaneously. Your admirers will start to bond on their own and be more willing to play ball as well as it's easier to convince a new prospect to fall for you despite your current partners.

-Do you Believe in Magic?-

It's a common belief that most magic is nothing but trouble in Nerima. Though, for those cursed it's often worth the risk in the hopes of a cure. Now magic is no longer a collection of unreliable finicky items. There are now wizards, witches and sorcerers about. True magic has arrived to this world but Nerima chaos has come to them as well. This works for any Canon series (like Harry Potter, Slayers or Negima) or for an Original Magic filled world.

With this perk you can choose to normalize the practice and use of magic in a jump. Low magic world will take some time to pick up the habits whereas a world with hidden groups of magic users will be able to operate in the open with no issues. No one will consider the use of magic to be strange or otherworldly.

-Use the Force-

So you want to break up the general 90's setting with some higher tech but don't want to sacrifice that magic? Fair enough You can expand the scope to the stars and keep the mysticism that pervades the edges of the Ranma setting. Who knows? Maybe there is a cure out in the stars! This Can be Used with Canon series (Like Star Wars, Mass Effect, or Outlaw star) or an Original Sci - Fantasy series.

When you take this you will find your mind expanded as you gain access to Telekinesis. You can use it to manipulate objects and people. It starts out strong enough to push someone off their

feet or lift 50lbs but will get stronger with use. In time you can start throwing cars, having fine manipulation at a distance or boosting your jumps to let them soar through the sky.

-Isekai-

Though the story may start in Nerima you'll find that soon that's going to change quite drastically as the Ranma crew is brought into a whole new world. Some may call going with a trend but you'll find there are some contemporaries to Ranma out there (Like El Hazard, Rayearth, or Inuyasha) or you can of course create an original Isekai story.

With this perk you'll gain a unique second chance. Should you end up killed instead of losing your chain you'll wake up in another world, despite the shift the general plot of the original world will continue in a different flavor. The players and threats are MOSTLY the same but with a different coat of paint. You must now spend the rest of the time in this AU but should you die a second time there is no new world to follow after that... (This perk resets every jump).

-It's a Rumik World -

You clearly enjoy comedic stylings of Rumiko Takahashi so why not step it up a notch? Now all of her works are active within this world. A legendary pervert is dealing with aliens in the nearby town of Tomobiki, A dog eared boy is spotted on the other side of Tokyo and rumors abound about a young exorcist who will handle any supernatural issue for a price.

You can use this at the start of a new jump to employ a similar light hearted tone and comedic flair to it. This adds a similar lessening of permanent damage and nerf to deadliness. As well as having references and rumors from other rumiko Takahashi works popping up from time to time.

Items

(Treat any 4 items as if they were part of your origin discounts! 100cp items become free and others are Halved.)(*Crossover only*)

Old Family Money (100cp): Money generally isn't an object you need to worry about. At a moment's notice you could reach into your pocket and procure a wad of bills large enough to smack someone with. You can make one decent sized purchase a month without breaking the bank, just don't let Nabiki catch wind of your good fortunes.

Mallet-Sama (100cp)(Free with Hammer Space): The Mightiest of Wooden hammers, does Bonus damage against Perverts.

Delivery Bike(100cp): This bike looks like a normal single-speed bike with a basket(your choice of color) but is able to be ridden on any flat service no matter how narrow without losing your

balance. It is also indestructible and can be used as a weapon. Even if you hop off and let it roll on it will be right near by next time you need to ride it.

Unorthodox Weaponry(100cp): You can get a weaponized version of any innocuous item of your choice. (Examples include Ukyo's battle and throwing spatulas, Principal Kuno's hair clippers, Ryoga's weighted umbrella etc.)

Camera(100cp): Despite its bulky retro look, it can take and store an unlimited amount of pictures. You can then select and print up polaroid pictures from any that the camera has taken. It's also completely silent allowing you to take photos without anyone hearing you do so.

Bottle of Jusenkyo Spring Water (100cp): A Bottle of water straight from the magic Spring with just enough to submerge 1 person that refills at the beginning over every jump. The spring can be anything from the series or any normal animal. You can purchase multiple times to get more bottles of the same spring or ones of different springs...

Bonus- If you took the crossover option you can have springs related to any animals or non human races from your crossover as well as any alt-form you possess.

***Disguise Pen (100cp)*:** A simple little pen that always writes cleanly and never runs out of Ink. Oh and if you focus on a disguise and hold it up it will cover you with a glamour that will give you a disguise that will fool the average person. The truly preceptive, as well those who know you well, will be able to see through it if given some time.

Amazonian Self-Defense set(200cp): A collection of self defense items for babies and those too weak to fight off bandits. To use them in battle is disgraceful for a strong warrior... but they are quite effective if you aren't too bothered by such connotation.

The pack includes one of each:

False-Friendship Electric Shock Ring, a Powerful ring sized taser.

Pacifier from Hell, a babies pacifier that lets the user breath fire

Hay Fever Pollen Mask, A mask that can like the user breathe out a cloud of Paralyzing mist

Lens of Invincibility, A pair of antique glasses that makes anyone who views the wearer immediately bow in tears and beg for forgiveness.

***Weighted Training Clothes(200cp)*:** Though this looks like a normal Gi it is laced with weights making it many times heavier than it appears. This makes even walking around in the day to day good training. Somehow they are always just heavy enough to give you a mild workout without being intrusive. Any training or workout done to wear this outfit is twice as effective.
- Optionally you can forgo the outfit in exchange for a set of leg and arm weights you can fit under any outfit.

Waterproof Soap(200cp): After washing up with this soap it can temporarily prevent cold water from affecting a person with a Jusenkyo Curse. Usually lasts most of a day on its own but too much exposure with water will wash away the soap and end its effects.

Outside of this jump it can prevent other unwanted transformations from happening while the soap is active.

Reversal Jewel(200cp): Despite appearing to be a simple broach, the Reversal Jewel actually has the ability to control the emotions of the wearer. When worn right-side up the wearer's romantic feelings towards their chosen lover is increased and any hatred the wearer feels towards this person is turned into feelings of love as well. However, when worn upside-down all feelings of love the wearer has for someone turns into pure hatred. The person effected by this will not remember what happened while under the effects. How you use it is up to you...

***Dere Insurance(200cp)*:** You are not sure where you got this policy but it's become quite the lifesaver for those with troublesome suitors. This policy covers both the things you own as well your medical bills and is quite vaguely written. Should you be injured by someone who loves you, or should they break something you own you are subject to recompense covering any medical or repair bills.

Note: This does not work on rivals or those who dislike you.

Mushroom of Time Spores(200cp): The mushrooms grown from these spores will change a person's age to match the height of the mushroom in cm. (ie: a 5cm mushroom will make you 5 years old.) Contains enough spores to make a very large batch, as well as instructions for proper growth, and how to harvest new spores from the mushrooms.

Paper Dolls (400cp): A set of twelve Paper dolls. When a command is written on them and they are placed on someone's back they have to follow through with the command, unaware of the coercion. Once used it will dissolve. The commands are followed literally so make sure you are very clear with your command. You gain a fresh set at the beginning of every jump.

Fishing Rod of Love (400cp): A simple bamboo fishing rod with a suction cup at the end of the string disguises that fact it is a powerful magic item that can fill the target it reels in with Love for the wielder of the Rod. When cast out, if the suction cup makes contact with a person's chest they will get a small marking in its place as the marking that comes in three stages. Egg, Guppy and finally Carp. As it grows the love of the afflicted will grow in turn. The final stage being similar to a spouse or lover but could turn obsessive if the rod's wielder does not share a similar level of affection for them in return. They are even willing to die for the rod's user should that make them happy...

The only way to reverse this enhancement is to hit the afflicted person in the chest again which will make the marking disappear.

Love Pill Bracelet (400cp): The bracelet contains three pills which will make a person fall in love with the first member of the opposite sex that they see. The duration of the effect depends on the pill. The three pills are "Instant Pill", "Day Pill", and "Lifetime Pill". The pills refresh at the beginning of each jump.

***Master Key(400cp)*:** Often mistaken for a worn out old sword handle, it's actually a strong Ki focus. If the wielder has the appropriate Ki control and focus they can form a blade of Ki capable of cutting like a metal blade and deflecting opposing Ki attacks. It can also double as a controller for technology by stabbing it into the device and mentally commanding it to do what you want. Obviously both uses are mutually exclusive but it makes for a handy item to have in many situations.

Super Soba (600cp): A mixture once consumed will give the eater monstrous strength, able to cave in stone walls with a touch and casually toss around many tons of weight with no apparent effort. The only true drawbacks is the user will start to grow masculine facial hair (be them male or female) and they are given no control of this new absurd strength. This strength boost lasts until they consume the antidote.

For your convenience the recipe and ingredients for the Antidote are also included.

Pail of Preservation & Kettle of Liberation (600cp): The Pail of Preservation is an ancient artifact capable of locking a Jusenkyo curse victim into their cursed form forever. This is primarily Used by the Musk Dynasty to get their brides, dunking an animal into the spring of drowned girl and locking it. The children of these bonds gain the strengths of their animal ancestors. The only way to undo this lock is with the Kettle of Liberation, an artifact thought to be lost to time. You now have a copy of these valuable artifacts, be careful not to wave them around too much or you may attract interested parties.

Outside of this jump these gain additional benefits. The Pail can lock any shapeshifter into their current form making them unable to change back. The Kettle can likewise break any transformation a victim is stuck in

Sealed Techniques (600cp): The Umisenken and the Yamasenken. Two powerful Martial arts created and perfected by Genma Saotome and then sealed away for being too dangerous. Somehow you stumbled across a copy of one of the scrolls giving you the chance to learn one of these amazing sets of techniques. Though they were designed based on thievery their usage in martial combat is not to be underestimated.

Yamasenken, specifically simulated the forced entry of a robber through the front door and emphasized "strength", utilizing brute force and broad moves. The pinnacle of which involved moving your arms with such force to create blades of winds capable of cutting through metal.

Umisenken, specifically simulated the silent entry of a burglar through the back door and emphasized "stealth", utilizing swift techniques and masking the user's presence as long as they control their emotions. Outside of presence erasure users are able to use a cloth and swift movement to literally steal anything not nailed down, several things that are and the ground beneath them. It uses a reverse of the Vacuum that its sister art uses. It can be inverted to then use the 'stolen' objects as offensive projectiles to bury their opponent.

You must purchase this a second time(at a discount) to get the other set of techniques

***Power Suit(600cp)*:** Specially made by Mishima Heavy Industries, Japan's #1 military contractor. Summonable with a portable remote It stands 8ft tall with an adjustable cockpit to fit any kind of pilot from precocious child to adult. With strength enough to toss around cars, take low yield explosions with hardly a scratch and fly. It also comes with an emergency missile pod that can shoot out a cluster of homing missiles that refill one a week. For those with a technical mind you'll find this suit reacts well to customization and upgrades...

Companions

General

Wrecking Crew(Free): The cast is already pretty huge so what's 8 more in the swing of things? Import 8 companions getting a free Origin and 300cp to spend on abilities(not items). They can only choose the crossover option if that's your origin and they can only fit into the same crossover you are from. You can use this to create new companions with the same rules as above.

Engagement(100cp): Congratulations on your new engagement! With the Low price of 100cp you can get a very official looking document that engages you to another character in the setting. It will be a surprise to them when it comes up and some may not take it very well but they'll get used to the idea in time. Heck knows, maybe you can win them over by the end of all this. At the end of the Jump your new fiancée can decide to join you as a companion in your trip throughout the multiverse.

If You are using the Crossover options you can choose characters from the crossover series as well.

(And yes you can choose this option more than once. This is Ranma ½ after all, did you really expect anything less?)

OCs

Those Two Guys/Girls (100cp): Seems you've made a couple friends in town, either a pair of girls or boys. They are surprisingly normal for this setting. Despite that, they accept any strange things about you or your life in stride. They will stick by you when things get rough but they aren't much help in a fight...

They are both Nerima Residents and have 'You get used to it' and 'Background Character' perks. They share a companion slot and split any gain perks between them evenly.

Strange Pet (100cp): You found this adorable little thing out on the street and took them in. They are incredibly loyal to you and smart as a whip. It's almost like they're human. Silly thoughts, if they were really human they wouldn't be so finicky at avoiding warm baths. They tend to disappear from time to time but always seem to turn up when you need some animal companionship.

They are a small animal of your choice with the perks 'Everybody's friend' and 'Sign Language'. Joking aside, whether this is a socially awkward jusenkyo cursed person pretending to be your pet or super smart animal is ultimately your choice.

If they are just an animal then they count as a follower, if you decide for them to be a cursed person you can choose to take them as a companion instead but you'll have to get them out of their shell first.

Chinese Amazon(200cp):Whether by chance or challenge you bested this amazon warrior in combat and she's become quite charmed with you. Her Japanese is a bit rough but she's trying her best and she's quite affectionate. She does get a bit jealous of other girls, so do mind a maiden's heart... and her spear.

She comes with 'Exotic looks', '3000 years of History' and 'Personal Style'

Yoiko(200cp): Your long lost little sister Yoiko has found you! What a heart warming family reunion this is. What? You don't have a little sister? She looks like Ranma's female form in cosplay? My what a cruel thing to say about your flesh and blood!...

Okay look, This girl certainly seems to think she is your younger sister so maybe best just play along for now. This oddly skilled girl is very clingy and mischievous, but she does earnestly care for you and despite her looks is not actually Ranma in disguise. Though that fact will cause no end of confusion with the rest of the cast...She comes with the perks 'Personal Style'(*matching yours if you have one*), 'Cooking Excellence'(*in your favorite food*) and 'Everybody's friend'

Master(400cp)(Discount for Martial Artist): It was only after they took you under their wing that your martial arts skills really started to flourish. They may be a blood relative teaching you a family school or a lonely master who sees you like a child or grandchild and they want to see you reach your true potential. They will push you to improve and challenge yourself and will give you an earful for slacking off.

The Master comes with YOUR 'Personal Style'(is a master at that style), 'Battle Aura', and 'But he was only hit with a 3 ton Boulder?'

All Purpose Cultural Cat Girl(600cp)(Discount for Crossover): Who would have thought an act of kindness could lead to this? This seemingly normal school girl is actually a highly advanced android prototype stolen by a disgruntled scientist and gifted with the brain of a dying cat... one you had tried to save but were ultimately too late. Now she has come to return the favor and look after you like family. She's cheerful, full of energy and nearly indestructible. She can easily go toe to toe with Mecha's twice her size and nimbly dodge missiles and gunfire. Don't worry, she will only use the full extent of her power when it's truly necessary to protect those she cares about... or if she's chasing a mouse. Hm, Maybe you should worry a little bit.

Drawbacks

(*Crossover only*)

Last time on Ranma ½ (+0): If you've already visited the original Ranma ½ world in a previous jump you can select this option to carry over any relationships or history you took there into this jump...

Channel Surfing (+0): If you already visited one or more of your crossover worlds in previous jumps you may carry on any actions or history you have there into this crossover world...

Rough Draft (+100cp): I'm not sure this story is finished. Plotlines end abruptly, people's dialogue and characterization is all over the place. It's maddening. You are not immune to this either, you will sometimes do something wildly out of character or have trouble speaking right.

Buzz Cut/Bowl Cut (+100cp): Looks like Principal Kuno got a hold of you. For the entirety of the jump you are stuck with either a Buzz Cut(if you're a boy) or Bowl Cut (If you're a girl). You can not rectify this crime of hair styling with any perks or items.

Don't Make me Wild Like You (+100cp): Looks like you're going to be dragged into Ranma's orbit. You seem to find yourself dragged into whatever nonsense Ranma and the crew are up to on any given day. Whether you like it or not. If you are not directly involved in the action you can expect to at least be a victim of its fallout.

Water Magnet(+100cp): Your curse always triggers at the worst times. Cold and Hot water will hit you from unexpected places – pipes bursting, water fountains unexpectedly spraying across the hall, people tossing buckets of dish water out of their windows for no reason. And then you'll have to explain why the puppy that was playing with the children in the park just turned into a jumper wearing a dog collar.

Collateral Damage(+100cp): While the nickname of Wrecking crew is quite apt for the main cast you weren't supposed to take that as a challenge. You seem to have a bit of a control problem. Things tend to get broken when you're around, your fights often level walls and create craters on the sidewalks. Even in your day to day you find some way to break something. While repairs often come quickly in Nerima you'll swiftly find people will start to avoid housing you to spare themselves the trouble and repair bills. Prepare to spend a lot of time camping

Out of Towner(+100cp): Things weren't like this back home. For some reason you just can not get used to the chaos and manic pace of things In Nerima. You'll always find yourself surprised by the leaps in logic and results that happen, comparing them to the normality you're used to rather than adapting.

Phobia(+200cp): Fear is a natural part of being human... but this is frankly ridiculous. Due to some hastily repressed trauma in your past you are utterly terrified of something. All rationality flies out the window and flight instinct kicks in and you will do anything to get out of this situation that avoids actually confronting it... If you can't escape after a few minutes you will be overwhelmed and pass out from the terror. How embarrassing.

This fear is of some common animal you're likely to see in the day to day passing of city life be it Cats, dogs, birds or rats. You can expect encounters with these to come up once every few weeks, not counting if someone is actively trying to use this fear against you.

- Bonus(Cat Fist Training): You can take this drawback as a fear of cats and wave the bonus points to learn the devastating Cat Fist Technique. When overwhelmed with fear you will revert to the mindset of a feral cat and attack with Ki claws that can shred almost anything. After this jump you will be able to utilize these claws and increased agility naturally without the fear.

Hibiki (+200): Like a certain lost boy you tend to have problems with following directions. Your Internal compass wildly spinning at all times. If left to your own devices you could wander out of Nermia with ease but you could equally end up endlessly walking around a house unable to find the front door.

- Eternally Lost Jumper (+100cp): You thought Canon was bad? Welcome to Fanfiction. Your lack of direction sense grew into an unconscious and uncontrollable teleportation. If you are out of direct sight of anyone you know or a familiar landmark you may blink to another location entirely with no hint of where or how you got there. You can now turn a corner and jump to other countries. These distant excursions are often brief but they can be very annoying or occasional dangerous.

Note: If you are in a crossover with sci fi elements you could end up on space ships or other planets...

Jumper is a Maryanne! (+200cp): You're not sure how it happened but you were 'claimed' by Azuza as one of her possessions. You are stuck with an awful pink collar that you can't undo and she will follow you around and try to take you back home if you stray too far. She always seems to be able to find you and is quite insistent you listen to her. If you play to her child-like mind you may be able to get some leeway but more often than not it's just a huge bother. You will get the opportunity to break free of this position after 4 years. Afterwards she may try to reclaim you but you are able to resist her now.

Love Dodecahedron(+200cp): Love troubles are nothing new in the average person's life but the major players of Nerima have that amped up to 11. You have been dragged right into the thick of things. You find yourself saddled with a collection of unwanted romantic partners which will cause you all sorts of problems.

Note: If you pick any companions through the engagement option they will be included into this and you will find your private time with your preferred partners getting interrupted by others.

Locked Curse (+200cp): When you came out of the spring of drowned (whatever), someone splashed you in the face with water from the locking ladle. Good luck finding the magic kettle that will fix this, especially if your cursed form can't talk and/or doesn't have thumbs.

Note: If you Purchased the Kettle of Liberation item you will not have access to it until the final year of the jump. You will have to find the in-world original if you want to change back early.

Love and Justice(+300cp): Despite your best efforts someone has sussed out your other worldly nature and is on guard for any of your nefarious plans! What? You don't have any nefarious plans? A likely story Villain!

For whatever reason your Jumper nature has alerted the local group of magical girls and they are now watching Nerima like a hawk for any other worldly activity. They are convinced you are up to no good and will confront you if you ever try to use your out of jump powers, taking whatever leap of logic necessary to paint you as the villain. They are not particularly dangerous to someone such as yourself but they will get more powerful overtime and will replace any members they lose with even stronger soldiers. If you're not able to sort out this misunderstanding and choose to fight against them they may find a way to 'Purify you' after all ending your chain so be careful...

Double Trouble (+300cp): It seems you are not the only one out there. A mirror double is roaming the world and mercilessly flirting with anyone they see of the opposite sex. Fickle, cocky and narcissistic you'll find the fallout of their actions will often come back on you. They have all of your skills and abilities but will only fight if threatened. When they do fight they will do so with far less restraint as they only care about themselves.

Cat's Bride/Groom (+300cp): Looks like you've caught the affections of a ghost cat like Maomolin. Expect them to be a regular thorn in your side. It will haunt you, possess those close to you and generally be a nuisance until you shoo them away. Once a year they'll get particularly bold and place a curse on you that will slowly turn you into a cat unless it's interrupted. The requirements to do so change with every curse and if they ever succeed and finish the transformation you are swept away to the afterlife and your chain ends.

Knights of the True Fiancee (+300cp): Now we know this is a fanfiction world, things are no doubt going to change from canon even before Factoring in your actions... But try and tell THEM that. As soon as things begin to drift off course armored knights will launch a crusade on Nerima to get it back in line. The general populace can not see these knights and if you want to have your fun you're going to need to beat them to keep things moving. The world will reset any damage done in these fights as soon as they are finished and the knights will vanish. The greater the change the more will show up and need to be dealt with to progress. Should Ranma and Akane end up splitting up they will come in the hundreds and fight more desperate than ever to preserve the one true pairing...

Dark Fic (+400cp): You know that happy go lucky comedic tone that carries the show through it's wacky episodes? Neither do I. This world has become deadly serious. Comedic slapstick becomes abuse, relationships get complicated and duels now carry truly serious consequences. Potentially death. Seems like a miserable way to spend 10 years if you ask me. Be careful out there.

Jumper Bashing (+400cp): I don't know what you did to piss off the author but they are not a fan of yours. Things are going to get much harder for you. Your negative actions will be amplified to

everyone. People will dislike you for no stated reason and the world will seem to undermine whatever actions you try to take and embarrass you. Your companions are thankfully immune to this effect but otherwise this is going to be rough.

Mary Sue(+400cp): Oh no... the dreaded one has come. You were sure this story didn't have such a character but they inserted themselves and they're here to steal the show. Mary Sue. Despite being a foreigner she hits it off perfectly with anyone she sees, her strength and skills are only matched by her caring Heart, incredible intelligence, humble demeanor... You get the idea. It's the worst possible situation, more so since they can tell you are also inserting yourself into the plot and as far as she's concerned there is only room enough for one of you. Ultimately she's not trying to kill you, she just wants all of the spotlight for herself.

Mary is a cunning foe who will use everything she can in the setting and anyone she meets as a means to interfere with you. She will avoid anything so barbaric as trying to force you out physically, but she's perfectly willing to send others to do so. Should you face her one on one you'll find a difficult foe with few weaknesses and many counters to your tricks. It will be hard to get a clean win off of her.

(You can replace Mary with her equally frustrating cousin Gary Stu should you wish)

Taming the Wild Stallion(+600cp): Survival is no longer the route to victory. Your goal to pass onto the next world is now reliant on you winning the heart of Ranma Saotome. Sounds simple enough but it will be anything but... Ranma is a brilliant martial artist with stunted social skills and little interest in starting up a relationship. He's also already engaged to 3 women (that he's aware of) and each of those people have their own supporters and detractors. You will need to gain your own supporters and whittle away the competition. You're going to need to navigate all of that, facing multiple duels and foiled date attempts from both rivals, meddling parents and the chaotic whims of the author's hands. You are a jumper though so to even out the playing field... All of your powers are removed save for body mod and for any you purchased for this jump.

Spring of the Drowned Jumper (+600cp): A tragic story, just before this jump began the jumper fell into this pool and drowned. Now anyone who falls into this spring is said to become the Jumper... Somewhat. You have become the curse.

You are now the cursed form of a poor soul who fell into your spring, you have full control of the body until it gets hit with hot water, awakening again only when the body is hit with cold water again. If your host is cured you cease to exist and thus you'll lose the chain(*locks and temporary cures are fine but a permanent cure is game over*). Hopefully you can endear yourself with your other half and the rest of the cast otherwise your chain won't end with a bang but silence.

Notes

So this is as finalized as I'd like to make things for now. I remember a lot of people asking for scenarios but this is a generic Jump and has some many crossover options/fics it could be used

to replicate if one is inclined that there's really not anything that could be definite... There are a few options and drawbacks that make their own scenarios out of the jump (mostly the high cp drawbacks) so feel free to indulge them and give yourself a prize if you want something official.

Anyway I'm going to use this here to explain a few of the things in these documents and why I might have chosen them as well as where some of them come from. Some of this might be obvious but I'd rather just put it here to be safe. All right! Let's go.

Drop In = Self Insert: More of a terminology thing, Direct self inserts were quick common back in the day and have since been replaced with the much more malleable OCs_(do not steal). Seemed very fitting for a Fanfiction jump, especially for the older series like Ranma.

Why does Crossover cost points? Why are the crossover options in items and such so slim?: Well this is a Ranma fanfiction jump first and foremost, and thus the Ranma related things should be most notable. Crossovers are common and well known but they are not the focus. So I wanted to make it so you have to opt into the crossover but it wasn't forced on you... and those who took it could get some benefits. So a little cp bonus

King/Queen of Debt: the empathy damping effect will only work while it's active. If you turn it off you'll still feel guilty for what you might have done. You of course could just leave it on but that's a slippery slope. Try not to rely on it too much or you may undertake darker paths more than you'd like.

3000 years of History: This is a rather vague perk that seems to give you a lot of outs so this is just to clarify my intentions. My idea behind the perk was that if the jumper was stumbled by some kind of challenge they'd be able to find a training method that would help them overcome it. Be it some trail they need to complete or a counter to a difficult technique. That kind of thing. The Jump still needs to do the training, likely something ridiculous and painful but after a few weeks they can come out the other side better prepared for the challenge in question. As Always you are free to interpret things differently if you'd like. It is your chain after all.

The Bet (aka Toltir's Pool): This power/item is limited from a rather famous fic contest (at the time). Multiple authors all offering their takes on how you could make the smallest changes to the past to cause the biggest change in the future. The rules of the item/perk were the rules of the Contest and they were all set up with an entity coming to the pool to throw a pebble into it to mark the change they would make... This power is optional, you don't have to use this before a jump but you will always have the option to create a change to the world before you enter,

Genres?: So genres are unique perks that can affect future jumps, by adjusting the theme or adding elements of said genre to future jumps if you wish. This is a toggle so you don't have to, They all come with a secondary benefit you can use even if you don't want to apply the genre.

I tried to hit as many major genres that pop up often with ranma fanfics but if you have an idea feel free to send it my way and I might consider adding it in

Change Log

1.0 Finally released