



Your Name/Weathering With You

This is a world nearly indistinguishable from ours. The story of this world is centered on two people at a time. First, a young countryside school girl and a city living school boy, ordinary in nearly every aspect bar one. In a few weeks, Mitsuha will begin to swap bodies with Taki, traveling through both space and forward three years of time. For the next few months they will swap bodies for a day seemingly at random, disrupting their lives yet also bringing much enjoyed change. This swapping ends on the night, in Mitsuha's timeline, of a beautiful meteor shower.

Nearly 7 years after this, shortly before Mitsuha and Taki meet again after years apart, we focus on the second pair. Tokyo has become engulfed in mysterious weather: non-stop rain. A young girl, Hina, was recently awakened to her power while her mother was on her deathbed; the ability to manipulate the weather. After meeting a runaway boy, Hodaka, the two team up and start a business providing sunshine for people to make a living. Unfortunately the fate of a Weather Maiden is one that ends in tragedy, and her frequent use of her power means she must sacrifice herself or the rain will never stop falling over Tokyo.

You can enter this world in 2012, one year before a beautiful meteor will pass over Japan, and one year before part of that meteor will break off to come crashing down to eliminate Itomori. The jump will end in 2022, soon after Hodaka would reunite with Hina in a Tokyo submerged by water.

But before all that, have **1000CP** to spend on the options below.

Origin: Roll 1d5+15 for your age. Grown ups add another 5. You can choose your gender for free.

Street Rat

For whatever reason you have run away from home. Maybe you wished to escape a hostile or abusive home. Perhaps you simply felt confined where you stayed. Or maybe you felt you had no other choice. Whatever the case, the only roof over your head is the sky and your raincoat should it rain, and the only money you have is what you brought with you.

City Boy

The city is your home. It's where you were raised, and where you have spent most of your life. You are completely at home in large crowds, busy subways, and driving through heavy traffic. The noise of humanity is your constant backdrop. The countryside would be a stark change from what you're used to.

Country Girl

Far away from the hustle and bustle of crowds is where you live. Surrounded by fields of green, trekking over sunny hills, meeting friends by the local vending machine. Country life is in your blood. You've never had a chance to visit one of the big cities, though maybe someday soon you can.

Grown Up

Your school life has ended. You've got your education, moved away from your parents, and are now living your own life. You are not stuck in one place due to school or family. What you do is up to you.

Location: Choose your starting location.

Tokyo - You will be starting off in the bustling and busy city of Tokyo. This is where Taki and Hina are currently living, and where both Mitsuha and Hodaka will eventually end up. Near the end of the jump, due to the story of Hodaka and Hina, Tokyo will start to experience unprecedented levels of rain, eventually reaching the point where the non-stop rain for three years submerges much of the city. Some argue it simply returned to the sea it once was.

Itomori - You will be starting in the relatively peaceful countryside town of Itomori, home to Mitsuha and her friends. A picturesque lake sits in the middle of the town and a good walking's distance away lies the crater left by a meteor that fell many years ago, in which a shrine to Musubi was built. Not long after the start of the jump a second meteor is going to fall unexpectedly directly onto the grounds of the town, where they are celebrating a festival. This tragedy leaves much of the town dead, though if they can evacuate to the school before this happens then the tragedy can be averted.

Elsewhere - Instead of those two places, perhaps you wish to start somewhere unrelated to the plot. You could start in another country, should you choose, or perhaps the island Hodaka ran away from.

Perks: *Perks are discounted to half price for their origin. 100CP discounts are free.*

The Intern [100]

You would likely make a pretty good secretary, you know that Jumper? Despite your potentially young age, you are a pro at handling the administrative and clerical duties that some jobs may entail. From arranging timetables and answering phone calls, to even fetching your boss his morning coffee on schedule, you handle it like you've been doing it for years. In fact, you may well have been.

No Worries [300]

Despite the wonder people might experience when they are exposed to the supernatural, you might be surprised by just how far they are willing to go to explain away it, or act as if it were just coincidence. It really is quite hard to believe the unbelievable. Despite how unsubtle you may be about your powers, the everyday people are extremely willing to assume it to be mundane unless it is shoved in their face.

Street Rat

Runaway [100]

For one reason or another, willingly or otherwise, not everyone has a roof to live under. Some choose to run away from home, to get away from their family or environment whatever the cost. Hodoka spent more than one night under the night sky while he was looking for work in Tokyo. He had to manage what little money he had. Whether via necessity or choice, you have learned to live on the street. You know how to look after yourself without a home or money. It's not ideal, but it's something.

Ladies man [100]

You might be surprised at the ages some kids start to learn how to pick up girls. Nagi, young brother of Hina, was already impressively skilled at talking to women despite his youth, much to the shock and awe of Hodoka. He was even able to dispense some advice to the latter on the kinds of gifts that a girl like Hina might enjoy. Now you could be the one giving Nagi tips if you wished. You are quite skilled at picking up people; a real smooth-talker.

Spread The Word [200]

Journalism isn't all about big headline breaking news. Often it's about the littlest things. It's about spreading information and stories, big or small, to the world. For that to happen you need to have the right skills. From the interpersonal speaking skills of getting people to talk to you, to the writing needed to make interesting articles that fill in the reader without being dull, you have all that you need to be a successful journalist.

The Hunt [400]

If there is one thing many people dread, it is the job hunt. Going from company to company, building to building, interview to interview, trying to sell yourself to them again and again. If you are lucky you might get a job very quickly. If you are less fortunate, you could spend months futilely trying to get one. By some twist of fate, or perhaps the blessing of a god, job hunting never seems to be the chore you might expect. It never takes very long for you to find a suitable place willing to take you on.

Start 'Em Up [600]

To begin your own business is something of a gamble. There is no guarantee that you will succeed and every possibility that you will fail. Normally that is. It doesn't often go that way for you. Just like Hina and Hodaka, you would have success starting a small business even if all you had was a website with a badly drawn background proclaiming you could do magic. Within minutes of putting it up you might even have your first customer, and from there the word will spread. With time and effort this business could quickly grow to become well known and even somewhat famous.

City Boy

A Female Touch [100]

By some series of events, you have a certain insight into the minds of members of the other gender, letting you better understand what they may like or dislike. At the same time, you were able to pick up some of those skills that are more stereotypically found in the opposite gender. A male jumper might surprise a co-worker by stitching closed a tear in their uniform, and go even further by adding embroidery. A female one may show uncanny knowledge for sports or cars. Together these could allow you to grow closer to people you fancy more easily and could even make you more appealing to those of the same sex.

Melody Of Life [100]

Silence can be nice, but sometimes a little bit of music is needed to move through the day. Unfortunately headphones or other such speakers are not always available for use. From now on though, you have no need for such things. Your music library is ready and waiting in your head, ready to play your theme tune or favourite song at a moment's notice. Alternatively, just set it to automatically play the appropriate music at the right times.

School Star [200]

You are the center of attention. The star of the show. You are the school queen, or the social butterfly. Whatever the case you are a stand out, and are all the more popular for it. People want to know you, to chat with you. Your social circles may well encompass most of a school. Do try not to abuse this though, or you may find that situation reversing. On top of this, notably there is one subject in which you excel, whether this be something physical like sports, or more academic such as arts or science.

Accepting Friends [400]

What great friends you have Jumper! They are much more likely to be accepting of any strange quirks in behaviour you may have, accepting it as just part of who you are. Your personality suddenly starting to switch from day to day would not deter them from continuing to be your best mates at all. While they may express concerns over it, they will also be perfectly happy to respect your secrets should you request it.

Musubi's Link [600]

Musubi is not just a local god but also in some ways a concept; it is the tying of people together and it is also the passing of time. For generations the shrine priestesses of Mitsuha's family have prayed to Musubi, and in exchange for a period they would swap bodies with someone. The latest in this line to be granted the boon is Mitsuha. Their memories of the time swapped would fade once the swapping ended, though would not entirely disappear. Musubi has seen you, and blessed you too. Should you or a companion be in genuine danger of losing your life, for several weeks in advance you will begin to swap bodies with someone close to you from the not-so-near future of that particular timeline. This could be up to several years in the future. Each day at the stroke of midnight you will switch bodies, allowing you, or the person you have swapped with, a chance to avert this deadly crisis before it occurs using the knowledge that you gain. Once the swapping is over, as per usual, your memories of the future will fade.

Country Girl

Artistic Scenery [100]

The world of anime can seem so very bright. By stepping into this world you have left your mark, however small, and it has left its mark on you. Your surroundings are vibrant, full of colour, and beautiful while things are happy. At the same time they are also dim, muted, and dull while things are sad. The colours of the world appear to subtly change around you depending on the tone of the situation. While others may not be able to see this, it will certainly make the world seem that much more alive.

Local Mystic [100]

In every village, in every world there is *that guy*. The person who knows all about the local myths and legends. The person people turn to for information about them or to explain the unexplainable. You are that guy. You are a repository of knowledge for all things folklore in that area. When you move to a new area, it is not long before you've once again accumulated the necessary information just while living your day to day life.

Daughter's Wrath [200]

Beware the daughter's wrath. If she's this angry with you, you've probably done something wrong. It would be for the best that you duck your head, apologise, and listen to what she is saying. Channel that power Jumper. You are pretty convincing at the best of times, often able to get people to agree to do what you want with a bit of persuasion. Should you be angry when you do so, you might well be able to get them to do things they otherwise wouldn't do outside of extreme circumstances. Such as hold a practise fire drill during a special festival in order to move the occupants somewhere different, and conveniently out of the impact zone of a meteor.

City Boy/Country Girl [400]

Sometimes you simply long to live somewhere else. To live a different style of life. Often life will conspire to prevent this. No longer. Instead it seems as if life is conspiring to let you live your life in the way you want to. Maybe instead of living in the middle of nowhere, you want desperately to live in a bustling city. Well it just so happens that your parents got a new job in a nearby capital. Want to transfer from a dead-end desk job? A vacant position in a viable new job just so happens to catch your eye.

Weather Maiden [600]

Sunshine girl, rain girl, they are both the same thing. Weather Maidens, the thin link between humanity and the heavens above, who would deliver the prayers of the people into the sky. They could use this to summon rain for crops, or clear the skies to bring the sun. They could even, in truly desperate situations, call down lightning near them in self defense. But to change nature is not without its cost. Tragedy is the fate of many Weather Maidens. Overuse of their power will disrupt the weather permanently. Rain unending will fall down upon their home. Parts of the Weather Maiden's body may start to temporarily convert into water. At that point, only a sacrifice can fix this. The Weather Maiden gives their life to clear the skies and fix the weather once and for all. The modern world considers them a myth. A fantasy like so many other stories. But they are very much real. Just like Hina, you have prayed at the Torii Gate and become a Weather Maiden. Use your powers carefully.

Grown Up

Eyes Of Wonder [100]

No matter how long it goes on for, nor how mundane it should become, you will never quite lose that spark of wonder you have as you walk through dense city streets, or lush forests. These new sights and scenes will never truly lose their impact on you. The beauty of the world will never quite lose its charm. With this each day you can wake up, stare out at the sunrise peeking over the hills and shining upon over a gorgeously clean sparkling lake, and smile like you're seeing it for the first time.

First Day Jitters [100]

Fear of the unknown is not strange. Being thrust into new or alien situations can be nerve wracking at the best of times. But that doesn't mean it should affect you. You can easily clamp down on any first day jitters you may have when walking into work for the first time, or going to a school that you've been to before. Stand tall Jumper, walk with a straight back and a confident step, as if you've been doing it for years.

Fake It Till You Make It [200]

In these times, with mystical shenanigans occurring in the background of the world, there can be a need for some small lies. The truth may be too unbelievable to tell, and could very well mess up your life. For instance you can't really just up and tell your friends that you've been swapping bodies with a random person can you? If you could control the weather you may have a way to prove yourself, but body swapping is more mental than physical. It's a good thing then that you have a rather brilliant poker face. Lying and playing along, while potentially uncomfortable, is a skill that you are adept at.

Destined Companions [400]

Some people simply appear as if they are fated to meet. In the vast world, the chances of meeting someone again randomly are so incredibly low, even if you live in the same town, let alone if you live in different cities altogether. And yet you bump into the same people time and time again. People that you meet and get along with well just seem to keep popping back up. What should have been a once in a lifetime meeting happens twice, thrice and more. It certainly makes establishing a more meaningful relationship with them easier.

Your Name Is...? [600]

Memories are a core part of who you are. For what are people if not the sum of their experiences? So why should the gods get to mess around with them for their whims once you have done their tasks for them? Musubi doesn't even properly erase the memories, leaving those affected feeling like it was all a dream and with an aching hole in their heart that they don't know why is empty. Similar to the situation of Taki and Mitsuha, any manipulation done to your mind is temporary at best. Once you lay eyes on something, or someone, that you have an attachment to, it will trigger the original memories to come flooding back.

Items: *One item at each price tier can be discounted. 50Cp and 100CP item discounts make them free.*

Rain Wear [Free]

Depending on where you are staying this jump, it is going to rain. A lot. Damp belongings are never nice to have, especially if you happen to be wearing them. This is a small selection of waterproof items for protecting yourself from the rain. This includes wellies, a raincoat, and an umbrella.

Space Rock [Free]

A small, fist sized fragment of the meteor that once crashed down in Itomori many years ago. You would be unlikely to recognise this for what it was if you were not already aware. This could be a nice keep-sake or maybe act as a glorified paper weight.

School Equipment [50]

If you've chosen to go back to school in this jump, you are going to need your school supplies which can be expensive at the best of times. This is a school bag with the basic essentials. That includes notepads full of paper, an art sketchbook, pens and pencils, and of course the school bag itself. Even if you aren't going to school, these are still useful things to have.

Forever Post-its [50]

A never ending supply of multi-coloured post-it notes. No matter how many of them you tear off, it seems like there are more underneath. Good for leaving lots of messages around the house or on mirrors. Try not to look too much like a crazy person though, Jumper, by covering your room in them.

The Perfect Mirror [50]

A full body sized mirror, ready and able to be placed at anywhere of your choosing. This mirror has been polished and worked to perfection, meaning that you'd be hard pressed to even notice it was a mirror in the first place, if not for the fact you can see yourself in it. Handy for checking yourself out.

iPhone [100]

It's an iPhone. Pretty modern by current standards, though nothing special in its own right. Most people will have one of these in some form and they are very useful to have around. It is also potentially useful for transferring electronic data between jumps (limited as its storage may be) and leaving notes for people who keep switching bodies with you and messing up your life.

Permanent Marker [100]

It's a small, unassuming black pen. But this pen is so much more as well. The words written with this pen can never be unnaturally erased. Even if a god were to remove all traces of something from the world, they would not be able to erase what you have written with this pen for some reason. If someone asks you to write your name with it, for goodness sake please do so.

Authentic Kuchikamizake [100]

Two small jugs of mouth-chewed sake, made carefully by shrine maidens of years past. They have found their way into your possession somehow. There is not very much, only enough really to save for special occasions, but there is a real bit of ancient history contained in those jugs. Drinking this could also be considered an indirect kiss, if you concerned yourself with such things, as the saliva of the shrine maidens is used as the fermenting agent.

Red String (Of Fate) [100]

A mundane, small, red piece of string which could be used as a bracelet, as a hair tie, or a number of other things. Despite how unassuming it is, you'll always be able to recognise it as yours should you give it away or lose it. Other than that, it is just a small little accessory that represented the red string of fate that once tied two young people together.

Living Expense [200]

Money is a fact of life. It can be exchanged for goods and services. The less you have, the more important it is. For a runaway it is all the more precious. You will be receiving a monthly stipend of cash, either in note or electronic form depending on which is more convenient for you. The money is enough for you to rent a cheap apartment and spend frugally on meals. If you spend it all at once, you might be able to stay at a more high-end hotel for a day or two. Don't spend it all on cakes though Jumper.

Confectionaries [200]

Well isn't this a pleasant little surprise. It's a small china plate with a bit of basic embroidery around the edge. What is on the plate is what is the real surprise though. It's a cake. Or a pie. Or a parfait. Actually, what is on the plate changes each day. Around 11am, every morning, a different confectionary will appear on this plate, fragrant and fresh. Some of the foods that might appear on this could otherwise be rather expensive. The plate can be tailored somewhat to adjust for your tastes.

Hospital Room [200]

Despite how beautiful this world can be at times, it is not all sunshine and rainbows. Even outside of the rare catastrophe or supernatural event, people still grow older, they get hurt or become ill. Purchasing this will give you a small, single occupancy, hospital room. Within is some of the basic equipment you might find such as an IV drip and heart rate monitor, along with instructions on how to safely use them. Despite having this, unless it is something that can't be explained away such as a watery body it would still be better to go to a proper hospital for medical help. This can be attached to the warehouse or located somewhere of your choosing in the world.

Gun [200]

Despite Japan's strict rules on gun control, it is not impossible for someone to find themselves in possession of a firearm. Especially those of a more unsavoury character. If they are careless it is even possible for those same guns to end up in the hands of a runaway that just happened to come across it by accident. Perhaps that is how you found

this one Jumper. It is only a small pistol, a glock, but even that would get you in a lot of trouble should it be found in your possession. It comes with a single full magazine of bullets. Hope you never have to use any.

Motorbike Bike [400]

If you want to navigate a large city, walking just isn't going to cut it. A bike might do you for a small countryside town but somewhere like Tokyo is going to need something a bit faster if you want to get to places in a reasonable timeframe. Public transport can only do so much. You have both a moped and a bicycle, to be used depending on the situation. Can't be having underage driving after all. They can come in colours of your choice.

Demo Man [400]

How did you get this! These aren't fire crackers or sparklers! These are actual dangerous explosives! Did you steal these from a demolition site? Thank goodness that there is only enough to cause a small amount of damage, such as breaking a boulder or knocking out a few generators. You better not use these for something illegal! And if you do have to use them, for goodness sake make sure that you leave no evidence that it was you who did it. These will refill once a year, should they be used.

Tokyo Apartment [400]

It is not cheap to live in Tokyo. Even the 'cheap' apartments at the outskirts can be a high cost compared to somewhere quieter. Rent can be a constant worry if you don't own your own place. You needn't worry about that though. Not anymore. This apartment could be considered one of luxury, especially compared to some of the other ones out there. In fact it is comparable to that of the room Hina, Hodaka, and Nagi stay in while they are running away from the police. It comes with a large comfy bed, a heated and colourful bath, a karaoke machine, and a small fridge filled with a few basics.

Musubi Shrine [600]

A small shrine dedicated to the god Musubi. More a giant rock than anything, this shares a special connection to the god of binding. Underneath this stone is the shrine itself, a place where you can pay your respects to the god who intervened to save a defenceless town and, if you are very lucky, receive divine guidance if you are ever in dire need of it. What help they can offer is limited and won't last long. It is likely to be restricted to a vision or single use of their power.

Cumulonimbus World [600]

When they first gain their powers, Weather Maidens enter a world in the sky. A living world on the clouds themselves. On the tops of these clouds lush green grass grows as if it were on fertile soil. Great schools of fish made of water fly soaring through the sunny sky. If you were to look over the edge, you would see the ground impossibly far below you. By stepping through this old red Torii gate, you too can enter into this world, though this will not grant you powers. Should you fall off the edge of these clouds, instead of a nasty accident, you will simply end up back at the Torii gate through which you entered.

Companions

Import [50]

If you wish, you may import up to 8 companions into this Jump. Starting at one companion, for every additional 50CP you can double the amount of imports. Each of them will gain 600CP to spend on perks and items as they wish.

Cat [50]

It is a cat. A kitten to be specific, of colour and species as of yet unspecified. It is rather cute actually. It came up to you not long after you entered this jump and started meowing at you softly. For a stray it is remarkably tame, not to mention at times it feels like it really understands what you are saying. As it grows up, oddly enough you may notice that it begins to mimic the attitude of the one that raised it.

Canon Character [100]

Much of the stories of this world involve the tying together of two people. Two souls who choose each other and go through thick and thin together. Perhaps you have found a person like that too in this jump. If you are able to convince them, which shouldn't be too hard, you will be able to take someone from this world with you as a companion.

Swap Buddy [100]

Well you've really gotten entangled with this person the second you enter this world Jumper. For some reason Musubi has connected you with them, so that for the first year of the jump you will be swapping with them each day at random. You might be surprised how close you can grow to someone that you've never met when you are living their life for them half the time. Who exactly this person is is up to you, though you can create them using 400CP from the above Jump if you want. At the end of the jump you will be able to take this person with you as a companion should they be willing. If you wish, this swapping could be with an existing companion.

Drawbacks

Replacements [+000]

When you entered this world, you usurped some of the plans set out by the gods. In this case, you crashed right through the red string of fate that was set to tie Mitsuha and Taki, taking the place of one of them. For the duration of the jump, you will swap with one, or even both of them.

Sisters Alike [+000]

Mitsuha wasn't the only shrine maiden in Itomori. There were two others alongside her who fit the bill. Her younger sister, Yotsuha, and her grandmother, Hitoha, also live in the same residence as her and act as shrine maidens. While her grandmother has had her time, her sister is still an open vessel. Now, for this jump, Mitsuha isn't the only one who Musubi started swapping. Her sister was also chosen, and will start swapping with you or a companion until after the meteor has passed.

Rain Rain Go Away [+100]

For many, rain is unfortunately going to become a rather constant fixture of their life in the not so far future. Messing with the natural order has consequences and travelling between worlds definitely qualifies. Luckily the consequence in question is nothing serious. Rain. Wherever you might go while in this world, rain is going to pour down every day. It's not the torrential kind that causes flood, not always. Mostly it will be a dreary drizzle, but rain has a way of making any day miserable. You may quickly find yourself missing what the sun feels like.

Morning Check Up [+100]

You probably know what I mean by this. Taki made sure to do it each time he swapped. Each morning, once you wake up, you just have to check your... assets. You know, for reasons. Like seeing if they've grown at all, making sure they are still there etc. It's basically a tradition at this point! Of course people manage to keep on walking in while you do, but that's no bother right?

Nasty Gossip [+100]

School can be a pain not just on your brain, but also psychologically. People can be mean for no reason, spread rumours and whisper insults for the smallest things. It is unfortunate that you find yourself on the receiving end of such treatment. Nasty rumours have spread about you, leaving you something of a social pariah. Few people are willing to talk to you, for their own sake if nothing else, bar one or two close friends you may have. It will be a quiet decade for you Jumper.

Wanted [+200]

The police are looking for you. They have figured you to be a person of interest in some illicit activity involving an illegal gun discharge. Should they capture you, they will bring you into questioning and find you culpable of the crime. Depending on the circumstances they may be lenient, giving only a few years of community service or house arrest, but afterwards they seem to find more evidence against you leading to the whole song and dance again. If you want any kind of freedom of movement, you may wish to avoid being seen by the cops.

Broken String [+200]

You will lose your memories of one of the people you are closest too, not remembering even their name or face. All you will have is a small gnawing hole in your heart that cries out to you about the loss. For the first three years of the jump you two will be separated with no hope of meeting up, though after the three years are up you may start to get small hints as to their identity. At this point, if you are lucky and search hard enough, you may be able to meet again.

Skyfall [+300]

The job of the Weather Maiden is to right the weather when it goes wrong. Well, the weather is going very much wrong currently. Massive pools of water have been seen just hovering in the air, before falling down all at once. Entire olympic swimming pool sized volumes of water crashing down onto people and streets. Predictably this is causing no small amount of damage. People are being hurt, property is being broken. What's more, it appears to be happening rather frequently near you. A Weather Maiden would be needed to stem this occurrence, and even that would only be a temporary measure.

Save The Town [+300]

For whatever reason, Mitsuha and Taki never started swapping. History is on track to end with the destruction of the beautiful lakeside town. Your job is to stop this tragedy. Quite simply, you need to save the town of Itomori from the meteor that will come crashing down on it on the day that the comet streaks across the sky. The catch is that you do not have access to any of your powers. You will need to arrange for something to happen that will ensure the townsfolk are not in the location where the comet strikes.

The End

Time is up. The decade is over and it is time for you to make your choices. Do you wish to:

Stay Here. You are happy with your life here and wish to end your chain to stay here, keeping any kind of perks or companions you've gained that wish to stay too.

Go Home. You have decided for whatever reason to go back to your original universe, much like the above option, keeping your powers and the companions that wish to follow you.

Move On. You have not had your fill of adventure. There are still places you wish to go and abilities you wish to gain. You move on to the next jump.

Notes:

A Female Touch: When talking about gender, this can also be considered mental gender. So if you have simply chosen a different gender for the jump, this can still give you the skills of gender you now are.

Jump by Lone Valkyrie. Hope you enjoy.